

SHADOWS OF BRIMSTONE

GATES OF VALHALLA™



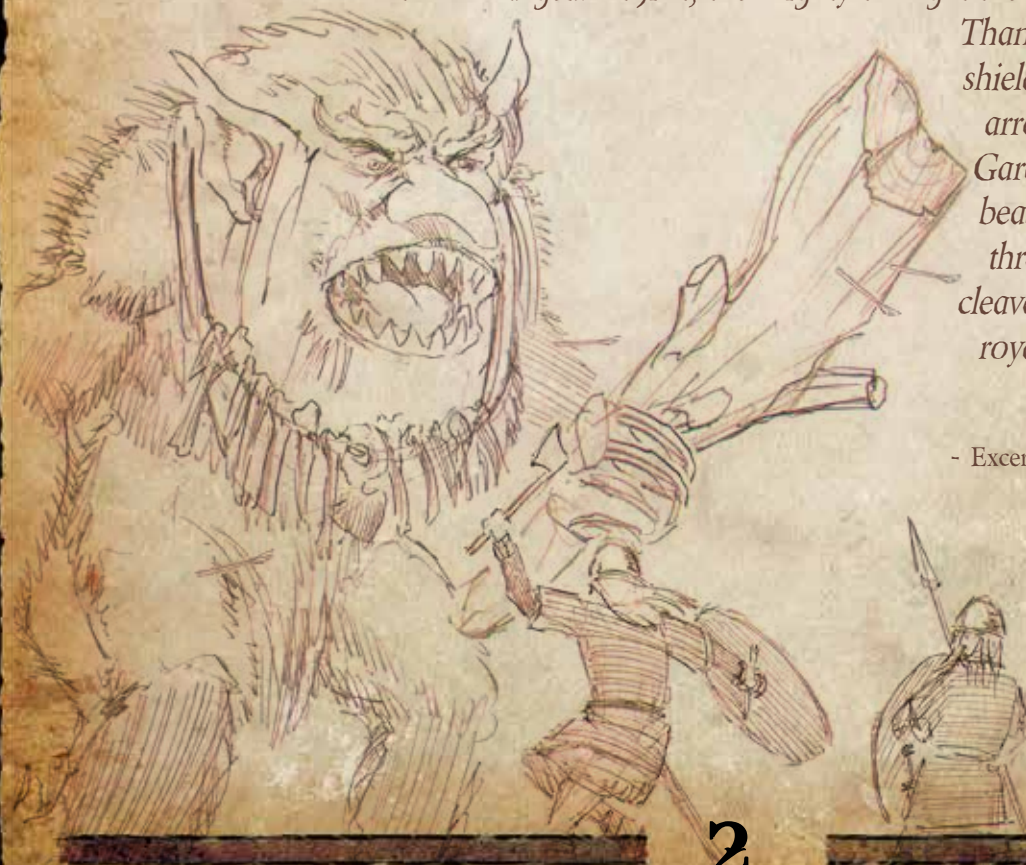
ADVENTURE
• BOOK •

SHADOWS OF BRIMSTONE™ GATES OF VALHALLA™

"The foul creature stood tall against the winter sky, holding his club aloft to the heavens. Lightning crashed and thunder roared, but Hrothgrim was not afraid. Flanked by his two best warriors and friends, Wigral and Thanor, they faced the beast king in all his fearsome glory. With a cry of battle that could be heard for miles, Gardru, king of the mountain trolls charged. At first, the mighty troll got the upper hand, casting down

Thanor; his sword broken, his shield splintered. But Wigral's arrow struck true, blinding Gardru in one eye. With the beast distracted, Hrothgrim threw down the giant and cleaved his ugly head from his royal shoulders with a final swing of the axe."

- Excerpt from the Saga of Hrothgrim and the Troll King



GATES OF VALHALLA ADVENTURE BOOK

By Jason C. Hill



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ACROSS THE FROZEN LANDS



The Endless Winter

The Norse Lands were once a prosperous place, home to countless clans of Norsemen; farmers, traders, and sailors of unparalleled skill. For generations these hearty folk mastered the cold wilderness, living a fertile life and paying homage to the Aesir gods of old that watched over the land and its people.

But as the nights grew long and dark one winter, an unnatural storm of cold and death spread across the land. Rivers and lakes froze solid, forests ever green were buried in heavy snow, and the chill of the mountains blew fiercely through the crags and valleys with a blistering torrent of ice.

For a hundred years, the Norse Lands became an inhospitable frozen wasteland. Villages and farms were consumed by the ice, succumbing to the dark of an Endless Winter. Many Men of the North escaped away West or South, finding new homes along the coast, or beyond the great mountains. Only cold tales remained of their homelands, lost to the ice and the dark of night.

Expeditions into the Frozen Wild

Displaced by the harsh winters and hardened by the struggle for survival, many of the Norse Clans had become Viking raiders and scavengers, as well as farmers and traders. They built powerful ships to set out across the seas in search of glory in battle and fortunes to pillage.

As the years grew long and the worst of the unnatural storms abated, a golden light shown down once more across the land. The ice was still thick, and the blistering snows still blew, but the Norse Lands were no longer inaccessible. Some of these Vikings set out on expeditions to explore this lost region of the North; some to reclaim the lands of their forbearers, others to make a name for themselves in battle and secure a place among the honored dead in the halls of Valhalla. They did not know the horrors that awaited.

Creatures of Legend

As Viking Long Boats made landfall on the frozen coasts of the Norse Lands once again, they set up small villages in an effort to begin resettling the land. Their initial scouting found rich forests and beaches with bountiful resources. But there were also fearsome beasts and creatures known only from myth and legend. Massive white Fenris Wolves stalked the forests in hungry packs, and hideous Trolls had made homes in the hills and crags, adorned with bones and grisly totems. Demonic creatures roamed the dark woods, while the ancient dead Draugar shambled from their frozen graves to steal settlers in the night, spreading terror in their wake.



Hellborn Marauders

When the Endless Winter had first begun, most of the Norsemen escaped to the West or South, but there were some that had been trapped by the rapid onset of the supernatural ice storms. Seeking shelter in the untamed mountains of the East, these tribes scraped a living from the rock. Desperate for survival, they turned to the dark lords of the Underworld for salvation. Worshipping warfare and death with ritual combat and sacrifice, they became the Hellborn; bloodthirsty and cannibalistic tribes of marauding barbarians, sworn to the power of the Darkness.

The Finding of the Black Rock

After many of their kin had been taken, one group of Vikings tracked a particularly devious Troll back to its lair, slaying the beast. Within its cave, amongst the chewed bones and fetid gore, they discovered something else... a black rock with a glowing purple hue and warm to the touch. Dark Stone. Returning to their camp with news of their victory, and samples of the black rock, they were held high as Heroes, but they did not know the true depth of their discovery.

As the blacksmiths and elders experimented with this new material, they quickly discovered the magik it held. Forging the Dark Stone into powerful tools and Runes, the Vikings had a new weapon in their struggle for survival, though its corrupting influence was not yet fully realized.

Rising Darkness

As more of the black rock was found, it became a valuable commodity for trade, sought after for its beauty and its power. But those that worked with it most began to change. Some grew mutations, like twisting tentacle arms or jagged bone spires, while others became withdrawn and tormented, quick to rage and fiercely possessive of their 'treasures'.

All the while, a looming Darkness had begun to spread through the snow-covered forests of the Norse Lands. A formless and sinister evil had been unleashed, threatening to consume the world in shadow, and drive men to the brink of madness. Flickering tears in the fabric of reality split open; unstable gateways to other worlds allowing even more nightmare creatures to emerge.

Men of Steel and the Giants of Jotunheim

Strange metal automatons were seen marching through the hills and forests, bearing swords and shields that crackled with an orange glow. Mechanical spider-like constructs scurried across the frozen planes, erecting large alien monoliths that arced lightning at anything straying too close. But perhaps most frightening of all were the icy behemoths that stomped across the land, swinging massive tree trunk clubs and bellowing a chilling roar... the Frost Giants of Jotunheim had returned!

Light of the Aesir

For countless generations, stories had been passed down of the ancient wars between the brutal Frost Giants of Jotunheim and the Aesir gods of Asgard. Tales were told of the mighty Odin, king and father of the gods, leading his divine army and legions of Valkyrie Warriors into battle against the unstoppable might of the towering Jotun warlords and their frozen armies. Stories of how Odin and the gods defeated the Frost Giants, driving the Jotun back across the nine realms of the world tree, and banishing them to their icy prison.

After eons, the Frost Giants were back, but where were the Norse gods of old?

Vengeance of the Underworld

The return of the Frost Giants was not the only impending threat. Fires erupted from the mountains, and lightning crashed down from the heavens. The door to the Underworld was opening, and the time of Ragnarok was approaching. Deep in the coldest pits of Hel, the Thunderforged warriors of Niflheim marched from the Underworld to war. Allied with the fire demon Surtr of Muspelheim, they prepared to bring death to the gods, and the end of all things.

The Gates of Valhalla Opened

Searching for any sign of the gods to help them in their fight, some Vikings set out into the deeper wild. They searched for ancient runestones or sacred trees to commune with the gods. In desperation, some even stepped through the flickering portals that the demons and giants had emerged from.

Though most never returned, those that did spoke of wondrous worlds they had discovered, and an ancient icy hall of heroes with a sprawling library of light and sound. They had found what could only be the very gates to Valhalla itself!

A Time of Heroes

With the frozen dead roaming the land, an encroaching Darkness spreading fear and madness, the icy chill of the Frost Giants' return, and the impending doom of Ragnarok, the world is on the brink of falling into shadow. But hope has been rekindled. Valkyries have been seen riding to war, Viking Warriors have gathered to stand against the Darkness, and the age of Heroes has only just begun!

Raiding Parties



The Viking Warriors of the North are renowned for their skills in hunting, sailing, and warfare. But most of all, they are known for their lightning fast raids to strike without warning, pillaging and plundering, then disappearing before their foes can react. For some Clans, raiding is only a small part of their culture, for others like the Osbjorn Clan, lead by Marianne the Bold, it is a way of life! Painting detailed icons on their shields and banners, they have brought a true artistry to their raids.

THE KRAKEN'S DEEP

FIELDS OF
THE DEAD

BJORN'S
LANDING

DRAUGAR FOREST

ANDER'S EJORD

TYRE'S REACH

THE BATTLE
OF BLACK CRAG

BRJANN'S
WELL

ODIN'S PEAK

THE FLAMME
STONE

HARRISBORG

SAMUELSSON'S
WORKSHOP

SHODDY'S
ANVIL

FORSYTH

BATTLE OF THE
BROKEN SWORD

LOLAIR RAVENSON'S
LAST STAND

ISLANDS OF
IAN FINN

RUINS OF
ESCELLION

FENRIS
MOUNTAINS

JONATHAN'S COVE

DAWES' CREEK

THE SPAHR
STONE

BATTLE OF THE
FROZEN SHORE

SHADOWS OF BRIMSTONE

YGGDOLLR
BRANCH OF THE
SACRED TREE

BERGSTROM'S
BURROW

THE DARK PASS

CAVERN OF
THE TROLL KING

GATES
OF
VALHALLA

HOLLINGWORTH'S TRADE ROUTE

ECHO OF THE FEL HORN

THUNDERFORGE MOUNTAINS

DRAGON TUNNELS

THE TERZICH STONE

OATHBREAKER'S BETRAYAL

BODIL LYKKE HANSHØJ
(ANCIENT BURIAL MOUNDS)

RUNE STONE ISLE

LOST EXPEDITION

HARBAN'S HARBOR

SKINWALKER FOREST

HELLBORN HUNTING GROUNDS

BURNED VILLAGE

THE BATTLE OF SNATCHITLAN

SITE OF THE WORLD BREAKER

THE CRACKED WASTES

HEL'S CHARRED FOREST

MOUTH OF THE UNDERWORLD

EXPEDITION MAP OF TRAVEL THROUGH A 'GATE TO VALHALLA'



MIKE X VORAN
(HELLBORN CAMP)

BABA YAR'S
WITCH HUT

FALL OF THE
VALKYRIE

ZOXE MOTRI
(HELLBORN CAMP)



STORY CAMPAIGN

The *Gates of Valhalla* Story Campaign follows an expedition of Vikings as they sail to a new region of the frozen Norse Lands to explore. But these shores are hunted by mythic creatures, and a sinister intelligence from another world may be at work.



Playing the Story Campaign

The Story Campaign included in this set is a series of 8 Missions that form a linear narrative. The intent is that Heroes should begin the Story Campaign with Mission 1, and continue playing through the Missions sequentially until completing the final Mission 8. In this way, Players will experience the unfolding narrative, and each Mission will affect those that come after it in the story.

Campaign Only Elements in Missions

Most of the Missions within the Story Campaign have some elements that are set off in a grey box, and listed as *Campaign Only*. This may add extra Special Rules, limitations, set up, or even additional Reward and Failure results to the Mission when it is played as part of the Story Campaign.

When the Mission is played as a one-off Adventure on its own, outside the context of the Story Campaign, these *Campaign Only* elements may be ignored.

The Campaign Log

When starting out a Campaign with a new team of Heroes, players should begin a fresh Campaign Log for the new Hero Party.

The Campaign Log is a record of the important information the Heroes have collected over the course of their Campaign. Often a Mission will require you to make note in the Campaign Log of specific details and story moments that are important, and may be referenced later.

The Campaign Log is also used to keep track of your Expedition Camp, with a record of new Locations and Upgrades that have been unlocked, the Level of each Location in Camp

and the bonuses that they give, as well as any Locations that have become Wrecked and are in need of Repair.

A blank Campaign Log is provided on pg. 55 of this Adventure Book.

Growing Your Heroes

Over the course of the Campaign, the Heroes will collect resources such as Gold and Dark Stone, but they will also be finding exciting Gear and Artifacts on their Adventures, as well as earning XP to go up in Hero Level. Leveling Up a Hero allows them to gain new abilities from the Upgrade Chart, and skill bonuses, and to potentially increase their Health and Sanity, allowing them to survive longer in the wild.

There is a danger though in that higher Level Heroes also attract more deadly Enemies. As the Hero Party levels up, the Enemies also start getting more powerful too (see pg. 26 for more details on Leveling Up Heroes and Elite Enemies).

Building Your Expedition Camp

As part of your Heroes' Campaign, they will be building and upgrading their Expedition Camp along the way; visiting it between each Mission to re-stock and re-supply, before setting out on the next Adventure (see pg. 30 for details on the *Expedition Camp*).

This is an important part of the Campaign and will be vital for your Heroes to survive and thrive in the hostile wilderness they are exploring. It also gives you many more choices for how and when to best use your limited resources. When do you spend the Gold you have collected on your own Hero to gain new weapons or equipment, versus investing it in the Expedition Camp to unlock new Locations, abilities, and bonuses that could potentially help the whole team?

Playing Missions Multiple Times

Because so much of each Mission is dynamically generated by drawing cards and tokens (for Encounters, Threats, Map layout, etc), playing the same Mission multiple times will still create a new and exciting Adventure each time it is played.

During the Story Campaign, before proceeding to the next Mission in the story, players are allowed to have their Heroes go back and play ANY of the previous Missions again.

This is not meant to 'replace' the results of a previous play-through, but rather to have the Heroes go on another Adventure of the same type. This allows the Heroes a chance (if they like) to build up more resources and further develop their Camp, find new Gear and Artifacts, and gain more XP to Level Up, before taking on more difficult Missions that are yet to come.

Completing the Story is only the Beginning

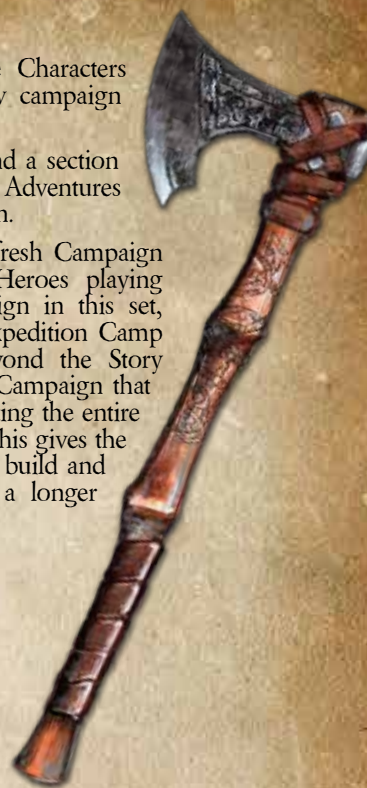
Once the Heroes have completed Mission 8, they will also have completed the Story Campaign. Whether the Heroes won or lost the Campaign, their Adventures are just beginning!

The end of the Story Campaign is not meant to be the end of your Heroes' journey (although it certainly can be a

good end point for these Characters if you want to start a new campaign playing different Heroes).

On pg. 24 you will find a section on continuing your Heroes Adventures Beyond the Story Campaign.

Note that although a fresh Campaign Log is started for new Heroes playing through the Story Campaign in this set, the Campaign Log and Expedition Camp progress can be kept beyond the Story Campaign, for the greater Campaign that the Heroes are now on; lasting the entire career of this Hero Party. This gives the Heroes a chance to further build and develop their Camp over a longer period of time.



Honor to the Clan



Every Viking Clan in the Norse Lands had a long oral tradition of the epic deeds and adventures of their kin. The Huscarls were the keepers of these Sagas, safeguarding the honor and heritage of the Clan. Cunning warriors and defenders, Huscarls like Alia Trollslayör of the Clan Sampson were expert hunters as well, tracking and slaying the mightiest of mythic beasts with sword, shield, and bow alike.

Dragon Ships



A fearsome sight sailing into view, the striped square sails and intricately carved dragon mast heads of the Viking long boats meant the coming of the raiders! Lined with painted shields and rows of powerful oars, these Dragon Ships had a shallow draft, allowing them to navigate virtually any water ways, from small rivers to rocky beaches. The landing of a Viking ship was quickly followed by a swell of raiders splashing into the water to run ashore with shields and axes drawn.

MISSIONS

Missions are the backbone of a *Shadows of Brimstone* Campaign, describing the story set up, the goals, special rules, and reward for successfully completing the Adventure. There are 8 different Missions included in this Adventure Set, and each can be played many times, as the map, cards, and story unfold differently every time you play.

PLAYING A MISSION

Each Adventure the Heroes embark upon is centered around a Mission, which details the objectives, special rules, and results for victory or failure.

Story Campaign vs Stand Alone

The Missions in this book are set up to form a complete narrative Story Campaign when played sequentially from Mission 1 through to Mission 8. Each Mission has its own entry that gives all of the details that the Players will need to set up and play that Mission.

When playing through the Story Campaign, each Mission is meant to be played in order. Whether the Heroes win or lose a Mission, the intent is that they accept the results listed (positive or negative) and continue on with the Campaign. Players may go back and play previous Missions additional times along the way if desired, to build up their Heroes and Camp, or to take another stab at a Mission that was failed the first time through.

Alternatively, any of these Missions can be played as a stand alone Adventure, mixed into your Heroes ongoing Dynamic Campaign, as you see fit.

Mission List

Below is a list of all 8 Missions found in the *Gates of Valhalla* Adventure Set.

Gates of Valhalla Missions

- 1 Dark Stone Raid
- 2 Troll Hunt
- 3 Men of Steel
- 4 Gateway to Valhalla
- 5 Cold Front
- 6 Ancient Archive
- 7 Odin's Vengeance
- 8 Sinister Intelligence

MISSION FEATURES

Elements of a Mission

Every Mission has a short story description as well as several features.

Set Up describes the starting board arrangement and any special markers or cards the Heroes start with.

Mission Goal describes what the Heroes need to do to complete the Mission.

Special Rules tell what extra rules are used that are specific to the Mission.



Objectives describes what Clue Icons are used for during the Mission (if relevant) as well as what the final Objective Room may hold. It also tells how the Mission is successfully completed by the Heroes.

Reward details what bonuses the Heroes get if they successfully complete the Mission.

Failure tells what happens if the Heroes lose the Mission - by all being KO'd, letting the Darkness Escape on the Depth Track, etc.

Mission Special Rules

Most Missions have one or more **Special Rules**. Often, the same Special Rule can be found in multiple different Missions.

Special Rules marked with '(Objective)' specifically relate to the **Objectives** of the Mission (usually only taking effect while in the final Objective Room).

FIXED MAP MISSIONS

Some Missions use a fixed map rather than a randomly generated board. For these Missions, the board is created at the start of the game, as shown in the Mission's Set Up section and map diagram.

The Map Decks are generally not used for these Missions as the entire Map is constructed during Set Up.

Exploration Tokens

Exploration Tokens (if used) are placed on the board as shown in the map diagram. As normal, during the *Room Exploration* phase of the turn, if there are one or more Heroes on a Map Tile with an Exploration Token, that Token is revealed.

Once a Hero has entered a Map Tile with an Exploration Token on it, that Hero may not leave that Map Tile until the end of the turn.

This prevents Heroes from moving through an unexplored Room without triggering the Exploration Token to be revealed.

A Hero may, however, move onto one of the puzzle connection spaces in the Room, connected to another Map Tile, as they will still be on both Map Tiles. If that Map Tile also has an Exploration Token, both of them will be revealed during the *Room Exploration* phase.

During a Fight, models may not move onto a Map Tile that has an unrevealed Exploration Token.



Berserker Rage



A hearty and passionate folk, the men of the North unleash their rage in combat, furiously hacking and slashing at their foes with a primal bloodlust! The Berserkers most of all embody this animalistic loss of control when they slip into a trance of battle. Wild man Wolfgang Trinkies, the Bear of Jensbörg, was known for succumbing to an uncontrollable frenzy, only regaining his senses 3 days later, naked and covered in green gore amidst a field of over a thousand dead Gremians.

New Doors and Gates

Door and Gate Icons on Exploration Tokens are not used in Fixed Map Missions, as the board is already pre-set. Any time a Gate or new Door would appear (from an Encounter card, etc.), ignore that new Door or Gate, it simply does not come into play.

Placing Enemies

With a Fixed Map, Rooms no longer always have an obvious 'Entrance'. Because normal Enemy placement starts at the opposite side of the Room from the 'Entrance', simply treat the side of the Room that the Heroes moved onto the Map Tile from as the 'Entrance' to that Room.

If Heroes moved onto the Map Tile from two different directions in the same turn, roll off to see which of the two sides counts as the 'Entrance'.

DARK STONE RAID

Campaign Only Introduction

Packing your long boats with supplies, livestock, and hearty warriors, your Viking Clan braves the icy waters of the Norse Lands on an expedition for riches and glory! Making landfall on the rocky shores of a frozen coast, you step off the boats, ready for battle.

This region of the Norse Lands is rumored to be rich in Dark Stone; collected by local villages, marauders, and mythic creatures to feed their foul desires with the corrupting power of the Darkness. Setting out on a raid for Dark Stone, you pick your way through the snowy forests, in search of the black rock.

Set Up

This Mission uses the standard set up and all Heroes start on the *Entrance* Map Tile as normal.

Mission Goal

The Heroes are going on a raid to collect valuable Dark Stone from across the countryside. Whenever the Heroes find a Clue, they may collect some of the Dark Stone found, pushing their luck to get more and more Dark Stone, with the risk of encountering stronger resistance the deeper into the wilderness they explore.

Special Rules

There are no Special Rules for this Mission.

Campaign Only Special Rules

These Special Rules are only used when playing through the *Gates of Valhalla* Story campaign.


No Gates

No Gates can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Objectives

Finding Clues

Whenever a Clue is found, the Heroes have discovered a horde of Dark Stone. After resolving all elements of the Exploration Token (including defeating any Enemies), each Hero may collect a number of Dark Stone based on how many Clues have been found so far.

First Clue	1 Dark Stone
Second Clue	D3 Dark Stone Then press on or Claim Victory
Third Clue	D3+1 Dark Stone Then press on or Claim Victory
Fourth Clue	 Dark Stone Then Claim Victory



The Third and Fourth Clues

When each of the Third and Fourth Clues are found, in addition to any other elements of the Exploration Token, reveal all **Growing Dread** cards in the stack and then the Heroes must face a Threat that is one Threat Level higher than normal (or an **Epic Threat** for the Fourth Clue).

Claiming Victory

As noted in the *Finding Clues* Objective chart (to the left), after completing the Second Clue, the Heroes have the opportunity to push their luck and press on, continuing to raid for more Dark Stone, or to claim victory and successfully complete the Mission. They have this same choice again after completing the Third Clue. After the Fourth Clue is resolved, the Mission is automatically successfully completed.

Reward

The Reward for successfully completing this Mission is gained incrementally as each Clue is discovered and completed.

Failure

If the Mission is failed, every Hero must lose D6 Dark Stone, lost in the scramble to retreat from the failed raid.

TROLL HUNT

Returning to camp, you discover that it has been attacked by a group of angry trolls! Wounding several warriors and ransacking the supply carts, they have stolen livestock and valuable supplies that you need to continue your expedition! But they can't have gotten far. If you hurry, you may be able to track them down and recover some of the stolen goods before they disappear too deeply into the dark forest.

Set Up

This Mission uses the standard set up and all Heroes start on the *Entrance* Map Tile as normal.

Mission Goal

The Heroes must find 3 Clues in the snowy forest to track down the trolls that stole their supplies and livestock, and recover as much as they can.

Special Rules

Troll Raiding Party

All *Troll* Enemies during this Adventure get a free *Elite* Ability (in addition to any others they might have).

Recovering Supplies (Objective)

At the end of the Adventure, the Heroes gain \$50 for each *Supplies* marker recovered, whether the Mission is successful or failed. This Gold may only be used toward paying for *Camp Upgrades* in *Camp*.

Objectives

The First and Second Clues

Whenever a *Clue* is found, the Heroes have tracked down some of the *Trolls* with their stolen *Supplies*. In addition to any other elements of the *Exploration* Token, the Heroes must fight *D3 Trolls*.

Also, place *D3 Supplies* markers on the Map Tile. These *Supplies* markers can be placed anywhere, and may be any mix of crates and livestock markers to represent the *Supplies*. They do not block movement or *Line of Sight* and are just there to remind the Heroes how many *Supplies* they can recover for winning this *Fight*.

After all *Enemies* have been defeated in this *Fight*, the Heroes may collect the *Supplies* markers.

The Third Clue

When the Third *Clue* is found, the Heroes have tracked down the leaders of the *Troll* raiding party. This works as above, but at the start of the *Fight*, reveal all *Growing Dread*



Campaign Only Special Rules

These Special Rules are only used when playing through the *Gates of Valhalla* Story campaign.

No Gates

No *Gates* can be found in this Mission. Any time a *Gate* would be placed, instead place a normal *Door*.

Valuable Supplies

The Heroes gain \$100 for each *Supplies* marker recovered, instead of the normal \$50.

cards in the stack. In addition, for this Third *Clue*, the Heroes must face *3 Trolls* (instead of *D3*), and these *Trolls* have the *Angry* ability (+5 *Health* each). Also, as these *Trolls* have the last of the stolen supplies, place *D3+2 Supplies* markers (instead of only *D3*).

Once all *Enemies* have been defeated, the Heroes may collect the *Supplies* markers and have successfully completed the Mission.

Reward

Each Hero may draw an extra *Loot* card (in addition to those for the final *Fight*).

Failure

If failed, the *Trolls* escape with the remaining supplies and will eat well tonight! One *Random Camp Location* cannot be visited during the next *Camp Stay*, as it is rebuilt from the attack, and all Heroes start the next *Camp Stay* with no *Grit*.

MEN OF STEEL

A bloodied and battered boy stumbles into camp, telling tales of Automatons that have been attacking and burning local villages. These metal men set up strange stone monoliths that shoot lightning at any that draw too close. You must find and destroy these monoliths, and confront these armored invaders. If left unchecked, they will continue sweeping across the land like a scourge.

Set Up

This Mission uses the standard set up and all Heroes start on the *Entrance* Map Tile as normal.

Mission Goal

The Heroes must search the region to find these 'Stone Monoliths' (Archive Towers) and destroy at least 4 of them, fighting any invading metal soldiers you find along the way.

Special Rules

Finding the Monoliths

Whenever the Hero Party marker moves onto a *Blood Spatter* special space of the Depth Track (normally only interacted with by the Darkness marker), they have found some of the 'Stone Monoliths' they are searching for. (Note that the *Growing Dread* spaces on the Track still have no effect for the Hero Party marker).

Place *D3 Archive Towers* on the Map Tile just revealed, like normal Enemy placement. This adds an Attack to the Map Tile, in addition to any Exploration Token being revealed there if it is a Room.


If the Hero Party marker is moved by something other than revealing a new Map Tile, instead treat this as an Ambush Attack with the *D3 Archive Towers*.

These Fights generate Loot for the Heroes as normal.

If the Hero Party marker reaches the third *Blood Spatter* space (the space marked '8'), it is always considered to have 3 *Archive Towers*, rather than rolling a D3 for it.

Metal Soldiers

When the Heroes find a *Clue Icon*, they have encountered a group of the metal soldiers they were warned about! In addition to anything else on the Exploration Token, the Heroes must face an Attack by *Centurions*, based on the number of Heroes in the Hero Party:

1-2 Heroes	D3 <i>Centurions</i>
3-4 Heroes	 <i>Centurions</i>
5-6 Heroes	6 <i>Centurions</i>

These *Centurions* have the *Hunter Protocol* Special Rule:

Hunter Protocol - *Centurions* lose the Formation ability, but gain +2 Move.

These Fights generate Loot for the Heroes as normal.

Objective Dread

For this Mission, any *Growing Dread* cards currently in the stack are resolved whenever a group of *Archive Towers* is placed on the board (or immediately if drawn during the Fight).



Campaign Only Special Rules

These Special Rules are only used when playing through the *Gates of Valhalla* Story campaign.

No Gates

No *Gates* can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Common Enemies: Centurions

Whenever a Threat card would be drawn, instead of drawing normally, the Heroes are attacked by *Centurions*. See the *Metal Soldiers* Special Rule for how many attack and rules for their *Hunter Protocol* ability.

These Fights generate Loot for the Heroes as normal.

Objectives

Once the Heroes have destroyed 4 or more *Archive Towers*, and there are no Enemies remaining on the board, they have successfully completed the Mission.

Reward

Each Hero gains \$50 for every *Archive Tower* that was destroyed during the Adventure, paid as tribute by the local villages.

Failure

Sowing Chaos throughout the region, the *Centurions* and their *Monoliths* continue to spread, unchallenged. Each *Camp Location* takes 1 Damage, and during the next *Camp Stay* the Heroes must roll twice on the *Viking Daily Event Chart* at the start of each Day in Camp.

GATEWAY TO VALHALLA

Following a group of robotic automatons deep into the icy crags, you watch from the overlooking cliffs. Marching in formation, they step into a swirling portal of blue energy, crackling with eldritch power, and vanish! If you can find your way down the mountain to this lighted gateway, you may be able to follow them through the portal and learn more about where these metal invaders have come from.

Set Up

This Mission uses the standard set up and all Heroes start on the *Entrance* Map Tile as normal.

Mission Goal

Find the Gate that leads to the ancient alien archive of the *Targa Plateau Library* and explore the vast network of chambers within the archive. Once in the *Targa Plateau Library*, the Heroes must find 2 Clue Icons to have explored the archive and successfully completed the Mission.

Special Rules

All Gates Lead to the Targa Library

All Gates in this Adventure lead to the *Targa Plateau - The Library*, even Gates found in the Targa Plateau (they lead to a different part of the Library).

Norse Lands Clues add a Gate

Any Clue Icon the Heroes find in the Norse Lands automatically has a Gate in that Room, in addition to any other doors (place this Gate before other Doors).



Campaign Only Special Rules

These Special Rules are only used when playing through the *Gates of Valhalla* Story campaign.

Librarians of the Archive

At the start of the Adventure, remove the *Archive Collectors* Targa OtherWorld Threat card from the deck. Instead of facing an Epic Threat when the Objective is found, you must fight the *Archive Collectors* Threat card.

Objectives

The Second Clue in the Targa Library

When the Heroes find the second Clue Icon in the *Targa Plateau Library*, they have reached the Objective for exploring this OtherWorld. Ignore any *Attacks* or *Encounters* listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all *Growing Dread* cards in the stack as normal and then the Heroes must face an *Epic Threat*. Remember, that any time a normal Threat card (Low, Med, or High) would be drawn in an OtherWorld, an *OtherWorld Threat* card is drawn instead. Once all Enemies have been defeated, the Heroes have successfully completed the Mission!



Reward

Each Hero gains 25 XP and recovers enough trinkets and glowing baubles that can be sold for x \$50.

Failure

Lost in the maze of corridors and chambers within the Library, and mesmerized by the blue and orange glow of the data cores and archive processors, you struggle to find your way back to the gate home. Every Hero takes D6 Sanity Damage, ignoring Willpower, that carries over to your Camp Stay / next Adventure.

For each Hero that takes 5 or more Sanity Damage like this, also add an *Archive* marker to the Depth Track before assessing any *Archive Knowledge* gained by the Library at the end of the Adventure.

Campaign Only Results

When playing through the *Gates of Valhalla* Story campaign, the following applies at the end of the Mission.

Returning to the Norse Lands, the skies have grown black and a bitter winter storm sweeps across the world, freezing everything solid!

COLD FRONT

'By Odin's light!' The Frost Giants are spreading the chill of winter to cover all the lands in darkness. The fiends from Jotunheim must be stopped before the world of man is plunged into an everlasting ice age of frozen death by these mythic giants.

Set Up

This Mission uses the standard set up and all Heroes start on the **Entrance** Map Tile as normal. Choose one of the Exploration Tokens with a Clue Icon on it and remove it from the stack for this Adventure.

Mission Goal

The Heroes must hunt down the invading **Frost Giants** that are assaulting the land and defeat them to put an end to this unnatural winter storm.

There are three variations for this Mission and the Heroes must choose before the Mission begins which Mission Length they want to embark on.

Mission Length	Objective
Rampaging Giant	Find 1 Clue
Frozen Assault	Find 2 Clues
Jotunheim Invasion	Find 3 Clues

Special Rules

Unnatural Storm

At the start of the Adventure, put the **Blistering Snow** Norse Lands Encounter card into play. For the duration of this Mission, this Encounter card remains in effect and cannot be canceled or discarded in any way (even when the Darkness marker moves into a new Stage of the Depth Track, as stated on the card's normal game effect). *Note that the Blistering Snow continues to be in effect, even while the Heroes are in an OtherWorld, as the Frost Giants are spreading their freezing chill into new worlds.*

If an additional copy of the **Blistering Snow** Encounter enters play, it is treated as a normal copy of that card and may be canceled as normal.

Objective Dread

For this Mission, any **Growing Dread** cards currently in the stack are resolved whenever a Clue Icon is revealed (or immediately, after the last Clue Icon needed for the Mission has been revealed).



Campaign Only Special Rules

These Special Rules are only used when playing through the **Gates of Valhalla** Story campaign.

Frozen Assault

For the **Gates of Valhalla** Story Campaign, this Mission should be played at the **Frozen Assault** Mission Length.

No Gates

No **Gates** can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Giants of Legend

Whenever a **Frost Giant** enters play during this Adventure, roll a D6 to see what extra Mythic Ability it has:

D6 Frost Giant Mythic Abilities

- 1 **Ice Breath** - *Reeling back to gather its strength, the angry giant spews forth a gust of icy wind to freeze his foes.*

At the start of the **Frost Giant's** Activation each turn, one Random Hero on its Map Tile takes D6 Hits that do 2 Damage each. If any Wounds are taken from this Attack, that Hero is -2 Initiative until the end of the following turn.

- 2 **Freezing Touch** - *With just a touch, the Frost Giant can begin to freeze things solid, encasing them in frost.*

The **Frost Giant's** Melee **To Hit** rolls of 1 now count as **Freezing Touch** Hits. Roll for Defense as normal. Each **Freezing Touch** Hit that gets through does no Damage, but the target is -1 on their **To Hit** rolls until the end of the following turn.

- 3 **Trickster** - *Using latent Jotun magik, some Frost Giants are cunning tricksters, confusing their opponents with illusions.*

All Heroes on the same Map Tile as the **Frost Giant** fall under his illusions. Their **To Hit** rolls of 1 count as an automatic Hit on themselves instead (just as though that Hit had been assigned to them). Roll normally for Defense, Damage, etc.

- 4 **Blood of Skrymir** - *Hailing from the Castle Utgard in Jotunheim, the giants of Skrymir's clan are hearty and terrifying folk.*

The **Frost Giant** is +6 Health, increased to **Unspeakable Terror (5)**, and Heroes within 2 spaces of him may not use Grit.

5 **Thunderforged Helm** - *Forged with thunder and lightning in the Underworld, the giant's helm crackles with electrifying energy.*

Whenever the **Frost Giant** rolls a 6+ for an **Armor** roll, the Hero that caused the Damage takes 1 Wound, ignoring Defense and Armor.

6 **Wrath of Jotunheim** - *The wrath of the Frost Giants is legendary. Though their flesh and blood are icy cold to the core, their hatred burns with a raging fire!*

The **Frost Giant** gains 1 **Rage** Token at the start of each turn. Its Combat Hits are +1 Damage for each **Rage** Token it currently has.

Objectives

Whenever a **Clue** is found, the Heroes have tracked down one of the rampaging **Frost Giants**! That Exploration Token gains: **Attack** - 1 **Lesser Frost Giant** (use the High Threat 1 **Frost Giant** card for this Attack), in addition to any other elements of the Exploration Token. (When playing the **Jotunheim Invasion** Mission Length, the 3rd and final Clue found uses the Epic Threat 1 **Frost Giant** card instead).

Once the Heroes have found all of the Clues needed (as selected for the Mission Length at the start of the Adventure), and all Enemies have been defeated, the Heroes have successfully completed the Mission!



Reward

Halting the **Frost Giant's** advance for now, the Heroes are emboldened in their fight! Each Hero gains the following depending on the Mission Length chosen:

Rampaging Giant - \$200

Frozen Assault - \$100 and +1 Sanity

Jotunheim Invasion - +2 Health/Sanity (any mix)

Failure

Expanding their icy foothold into other worlds, the **Frost Giants** grow in power! From now on, all **Frost Giants** gain an additional +2 Health per Hero and their Horror Hits do +1 Sanity Damage each.

This bonus may be canceled if this Mission is successfully completed during a future attempt (at the **Frozen Assault** Mission Length or higher). Note, if this Mission is failed again, the **Frost Giant** bonus stacks.

Campaign Only Results

When playing through the **Gates of Valhalla** Story campaign, the following applies at the end of the Mission.

Despite your efforts, the Frost Giant assault is too powerful to stop! Perhaps a weapon could be found in the ancient alien Library you discovered that would change your fortunes in this war with the Jotun.

For each **Frost Giant** defeated during this Adventure, every Hero is +1 Max Grit during the next Adventure. If no **Frost Giants** were defeated, every Hero is -1 Max Grit during the next Adventure instead.



ANCIENT ARCHIVE



The sagas tell of many glorious weapons and wonders stored in the hallowed halls of the gods. If you have any hope of defeating the nightmare creatures and mythic foes that assail the lands of the North, you will need all the help you can get. Perhaps by searching the city of the ancients beyond the shimmering gate, you might find such a weapon to aid in your struggle.

Set Up

This Mission has a **Fixed Map Layout**, as shown in the diagram to the right. The entire board should be constructed during Set Up. There are six open-ended **Objective Doors** on the board; these are the possible locations of the Objective Room. Each Room has a random Exploration Token placed on it, face down (as shown in the diagram). *Note that one Room has 2 Exploration Tokens, as this is a particularly dangerous area of the Library. When revealed, flip both of these tokens and add their effects together for this Room.*

You will also need the **Codex Storage** Map Tile and the **Number Counters** marked 1 - 6. Mix these Number Counters up and place one face down, without looking, by each of the **Objective Doors**.

The Heroes start on the **Entrance** Map Tile as normal, though this Adventure begins in the **Targa Plateau - The Library** World.

Mission Goal

The Heroes must search the Library to find the **Codex Storage** Room; the possible location of an Ancient Weapon! There are six possible locations for the **Codex Storage** Room. These are marked on the map diagram with blue arrows.

Special Rules

No Gates

No **Gates** can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Fixed Map

This Mission uses a Fixed Map as shown in the Map diagram to the right. A list of all of the Map Tiles used is provided for easier identification. Map Cards can be used as reference to determine the names of each Map Tile.

Hero Party Marker Movement

In this Mission, the Hero Party marker is not moved through normal exploration, but rather is moved 2 spaces forward on the track whenever an Exploration Token is revealed.

Objectives

Objective Doors

There are six **Objective Doors** on the board, marked by blue arrows on the Map diagram. At the end of a turn that a Hero is on one of these Map Tiles, after fully completing the **Encounters/Attacks** on any Exploration Token there, reveal the face down **Number Counter** by that Door.

If it is the number '6', the Heroes have found the Objective Room! Place the **Codex Storage** Map Tile attached to that Objective Door. This Room does not have an Exploration Token. *Note - if the Tile does not fit using its normal Entrance, rotate it so that it does not overlap any other Map Tiles.*

If it is any other number, it is blocked off with an End Cap and you must roll a number of dice equal to the number on the Counter. For each roll of 1, 2, or 3, add an **Archive** marker to the Depth Track.

Codex Storage

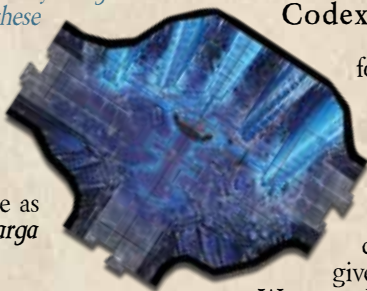
Once the **Codex Storage** Room has been found and attached to the board, the Heroes have reached the Objective Room and may search for the Ancient Weapon. Reveal all **Growing Dread** cards in the stack.

Searching for the Ancient Weapon

While on the **Codex Storage** Map Tile during their Activation each turn, a Hero may give up their Attack to search for the Ancient Weapon. Make a **Skill 6+** test, choosing any of your Skills to use for this test. (You should also announce how you are using that Skill thematically to search for the weapon). Note that a Hero may search like this, even if there are Enemies on the board.

If the test is failed, **Attack!** - Draw an OtherWorld Threat card, that is one Threat Level lower than normal, and add it to the Fight (if it would already be Low, cancel the Threat draw on the D6 roll of 1, 2, or 3). Place these Enemies in the **Codex Storage** Room as normal. Once any Threat card is drawn from a Hero failing this test, the Heroes are considered to be in a single ongoing Fight for the rest of the Adventure (even if no Enemies are currently on the board). No **Loot** cards are drawn for these Enemies.

If the test is successful, for each 6+ rolled gain 10 XP and add a **Grit** marker to the Map Tile. When there are Grit markers here equal to the number of Heroes in the Hero Party, you have found the Ancient Weapon! Running for the exit, you evade any remaining Enemies chasing you and escape the Library, successfully completing the Mission.



Reward

The Hero that placed the last marker to successfully find the Ancient Weapon may draw 3 Targa Artifact cards and choose one to keep (discard the others). All other Heroes may draw 2 Loot cards each.

Failure

As the Darkness closes in all around, you scatter, making a mad dash back to the portal! Each Hero must roll once on the Madness Table (in addition to any Injury/Madness roll for being KO'd).

Campaign Only Results

When playing through the *Gates of Valhalla* Story campaign, the following applies at the end of the Mission.

Pulling a massive metal gauntlet from a broken display, you stare in wonder as it activates, beginning to glow with magical energy and dark purpose.

If successful, instead of the normal **Reward** for this Mission, every Hero may draw 2 Loot cards, and the Hero Party has found the *Praetoreon Fist*, a Legendary Targa Artifact that may be used during the next Adventure.

If the Mission is failed, you still recover the *Fist*, but it is damaged in your escape and unusable.



ODIN'S VENGEANCE



Villagers run in terror as their houses burn and their settlements fall to ruin under the onslaught of the Frost Giants and their savage Warlord! Pushing through the crowd of fleeing townsfolk, you follow the trail of destruction and death. By the Aesir gods of old, these giants will pay for their trespass in the Norse Lands.

The only way to stop them, is by fighting your way to the Warlord and defeating him in battle. If you can put an end to his tyranny, the Frost Giants' assault will be broken, pushing them back into Jotunheim with the fury of Odin's Vengeance!

Set Up

This Mission uses the standard set up and all Heroes start on the *Entrance* Map Tile as normal. Place one of the *A Dark Forest* Map Tiles as the Objective Room, away from the *Entrance* Map Tile, with all of its Exits blocked except one. Also place the *Frost Giant Warlord* on this Map Tile, to represent him rampaging.

Remove one copy of the *A Dark Forest* Map Card from the Norse Lands Map Deck.

Mission Goal

The Heroes must push through the destruction and chaos to reach the Frost Giant Warlord, and defeat him in battle to break the assault.

Campaign Only Special Rules

These Special Rules are only used when playing through the *Gates of Valhalla* Story campaign.

The Praetoreon Fist

If the Heroes successfully completed *Mission 6: Ancient Archive*, they have access to the use special *Praetoreon Fist* Artifact counter for this Adventure, with the following bonus:



At the start of each turn, during a Fight, one Hero may Equip the *Praetoreon Fist*.

This counts as a Targa Artifact that gives the Hero +2 Combat and all of their Hits this turn are +2 Damage each (including Ranged Attack Hits).

Each turn this Artifact is Equipped by a Hero, however, they immediately take 1 Corruption Point, ignoring Willpower, for every previous Turn that they have had the *Fist* Equipped during this Adventure.

(Ex. - The first time a Hero Equips the *Fist*, they take no Corruption. The second time that same Hero Equips the *Fist*, they take 1 Corruption. The third time, 2 Corruption, etc).

Special Rules

No Gates

No Gates can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Battlefield Chaos

Whenever an Exploration Token is revealed that does not have a Clue icon, each Hero may draw a *Scavenge* card, searching the rubble and bodies.

Whenever a Clue is found, that Exploration Token gains: *Attack - Draw a Threat Card*, in addition to any other elements of the Exploration Token.



Following the Path of Destruction

For this Mission, all Map Tiles placed only have a single open Door (roll randomly for it, using the Map Card, as normal). For Passages, choose one of the Exits to be the only open Door. This represents the Heroes following the clear path of destruction.

For each Door Icon revealed on an Exploration Token, place 1 Wound marker on any of the blocked Exits of the Objective Room Map Tile (see *Rampaging Warlord* below).

Rampaging Warlord

Whenever the *Hold Back the Darkness* roll is failed (not including Depth Events), place D3 Wound markers on a Random blocked Exit of the Objective Room Map Tile, as the *Frost Giant Warlord* smashes everything in sight. Note that this rampaging continues, even after the Warlord has been found.

Anytime one of these blocked Exits has 4 or more Wound markers on it, remove all of the markers on that Exit and add a *Growing Dread* card to the stack.

Objectives

Finding the Warlord

When the Hero Party marker reaches the space marked 11 on the Depth Track (or further), the Heroes have found their way to the *Frost Giant Warlord*. The open Door from the Map Tile just placed connects to the Objective Room (the *A Dark Forest* Map Tile with the Warlord on it). Reposition the *Frost Giant Warlord* as close to the center of the Objective Room Map Tile as possible, and reveal all **Growing Dread** cards in the stack. This ends the current turn. Resolve the Exploration Token at the end of this turn, as normal.

The Objective Room Map Tile does not get an Exploration Token or move the Hero Party marker on the Depth Track, but it is now considered to be part of the board in every way.

In addition to any Encounters/Attacks from the Exploration Token placed on the last Map Tile before the Objective Room (and any extra Attack for finding a Clue there), the Heroes must also face the *Frost Giant Warlord*. Enemies placed by the final Exploration Token are placed on the Map Tile before the Objective Room, not on the Objective Room with the Warlord.

(Note, if the last Map Tile placed before the Objective Room is a Passage, there won't be an Exploration Token, so it is just a Fight with the Warlord himself).



Fighting the Frost Giant Warlord

The *Frost Giant Warlord* is a Frost Giant with an extra +2 Health per Hero, and he has 2 *Frost Giant Mythic Abilities*, rolled randomly from the chart in the *Cold Front* Mission on page 22 (Re-roll duplicate results).

Once you find the *Frost Giant Warlord*, he turns to fight you, canceling the *Rampaging Warlord* Special Rule for the rest of the Adventure.

Once the *Frost Giant Warlord* has been defeated, any remaining Enemies flee, and the Heroes have successfully completed the Mission!

Reward

Cheered as saviors by the local villagers, every Hero may remove D3 Corruption and gains 2D6 x \$100.

Failure

Falling back from the overwhelming force of the Frost Giant Warlord, you bind your wounds as the dark of a supernatural ice age sets in. Every Hero permanently loses 1 Sanity and from now on in your Campaign, all Hits from Keyword *Weather* effects in the *Norse Lands* do +1 Damage each.

Campaign Only Results

When playing through the *Gates of Valhalla* Story campaign, the following applies at the end of the Mission.

If failed, in addition to the normal **Failure** for this Mission, the Heroes have one last chance to stop the *Frost Giant Warlord* before it's too late! After Visiting Camp, you may play this Mission a second time. If this second attempt is also failed, the *Frost Giant Warlord* conquers all of the Norse Lands in this region, plunging them into a dark winter that it may never recover from. Your *Gates of Valhalla* Story campaign is over and your Heroes sail back home in defeat.

You may have failed the *Gates of Valhalla* Story campaign (this time)... but more adventures await!

If successful...

Falling with a thunderous crack, the Frost Giant Warlord collapses, crushing trees and houses beneath his toppling form. Seeing their leader fall in battle, his minions flee through portals back to Jotunheim. Victory is yours!

Or so it seems. Your celebration back in camp is cut short as the ground begins to rumble beneath your feet and the powerful Preatoreon Fist relic you recovered from the hall of the Gods starts to shake; it's glowing golden light replaced with a flashing red as it commences an ominous countdown in an ancient tongue. Dropping it into the snow, it sizzles with rising steam and the Earth beneath it cracks, threatening to tear the world asunder.

Projecting a beam of light from the gauntlet, a shimmering gateway opens before you, and a booming voice from the other side commands, "Do'k Ta Rin... Return what you have stolen!"

Grabbing the fist, you shield your eyes from the blinding light, and step through the portal.

SINISTER INTELLIGENCE

Stepping into the frosty halls of the ancient Library, the shimmering portal behind you collapses. There is but one way forward... through the cold dark of the Archive. After a few steps across the frozen stone floor, a buzzing hum fills the corridors and glowing lights begin to blink on throughout the chamber.

"Ko Te No Ba Ruul...Welcome back travelers. You have come... to stay." A chilling voice booms in your thoughts as the ancient alien language echoes through the hall.

Set Up

The Heroes start on the *Entrance* Map Tile as normal, though this Adventure begins in the *Targa Plateau - The Library* World. Attach a *T-Junction* Passage to the end of the Entrance Map Tile.

Remove all *OtherWorld Threat* cards from the deck that include a *Targa Librarian*. Also, remove a *T-Junction* Map Card from the *Targa Map Deck*. Note that the Hero Party marker is not moved forward a step on the Depth Track for this *T-Junction*.

Mission Goal

Trapped in the Targa Library, the Heroes must explore to find the 2 large floating *Crystal Pylons* that will trigger a new portal to open, allowing them to escape. They also have 2 *Optional Objectives* - Find and Destroy a *Data Core* to remove some of the knowledge that the Archive has collected on them, and/or find and Defeat the *Librarian Prime* that presides over this wing of the Library to strike back at the sinister Ancient Intelligence of the Archive.

Special Rules

Limited Exploration Stacks (Set Up)

Divide all of the Exploration Tokens into one pile that have Clue Icons and another pile that do not have Clue Icons. Then take 2 *Random Clue Icon Token* and 2 *Random non-Clue Icon Tokens* and shuffle them together without looking to form a face down stack of 4 *Exploration Tokens*. Place one of these stacks next to each open Doorway on the *T-Junction* Map Tile at the start of the Adventure.

Anything that causes a Token to be discarded and re-drawn, will draw the next Token in that stack. If the last Token in a stack is re-drawn, it always counts as having a Clue Icon.

Dead Ends

When the last Exploration Token in a stack is placed, also place an End Cap on all remaining open Doors down that path.

No Gates

For this Adventure, all Gates count as normal Doors.

No Escape

The Heroes may not Flee from this Mission.

Campaign Only Special Rules

These Special Rules are only used when playing through the *Gates of Valhalla* Story campaign.

Before you can react, the *Praetoreon Fist* is pulled from your hands by an unseen force and held aloft, spinning in air before being digitally disintegrated and pulled into a nearby archive column in a brilliant stream of orange light!

The Praetoreon Fist

The *Praetoreon Fist* Artifact is lost to the Heroes, and must be discarded.

Odin's Light


Guided by Odin's shining light through this dark world, the roll required to *Hold Back the Darkness* is 1 lower than normal. Once the Gate to escape through has been opened, this ability is no longer in effect.

Objective Dread

For this Mission, any *Growing Dread* cards currently in the stack are resolved whenever a Clue Icon is revealed (or immediately, after the last Clue Icon needed for the Mission has been revealed).

Objectives

Finding the Crystal Pylons


The first Clue found in each Exploration Token stack (down each path from the *T-Junction* Passage) is the location of a large, floating *Crystal Pylon*. Ignore any Encounters/Attack on the Exploration Token, and resolve *Growing Dread* cards (as noted in the *Objective Dread* Special Rule above). In addition, each *Crystal Pylon* is guarded by a *Targa Librarian* Enemy, adding an extra *Attack - 1 Targa Librarian* to the Token. 

Once the Fight is complete, the Heroes activate the *Crystal Pylon*. When both *Crystal Pylons* have been activated (one down each path from the *T-Junction*), a shimmering portal opens back up where the Heroes entered from. Replace the Entrance Map Tile with a Gate End Cap attached to the *T-Junction* in its place (this ignores the *No Gates* Special Rule). *Note - any models on the Entrance Map Tile when it is replaced are removed from the game. If a Hero is removed like this, they are lost in time and space.*

Escaping the Library

Any Hero ending their move on one of the 2 Gate spaces is removed from the board, transported back to Earth. When any Hero moves through the Gate, the Heroes have escaped the Targa Library and successfully completed the Mission.

Optional Objective - Destroy a Data Core

Once the first *Crystal Pylon* is found, the Heroes may head back to search the other direction of the *T-Junction* for the other *Crystal Pylon*, or they may continue down the same path in search of a *Data Core* 

to destroy in the hopes of removing some records that the Archive may have gathered about them.

The second Clue found down the same path as the first Crystal Pylon is the location of a **Data Core**. After completing any Encounters/Attacks on the Exploration Token, the Heroes work to destroy the **Data Core**.

While on the Map Tile with the **Data Core** during their Activation each turn, a Hero may give up their Attack to work on destroying it. Make a **Skill 6+** test, choosing any of your Skills to use for this test. (You should also announce how you are using that Skill thematically to damage the Data Core).

If the test is successful, for each 6+ rolled gain **10 XP** and add a Wound marker to the Data Core. When there are Wound markers on it equal to the number of Heroes in the Hero Party, the Data Core has been destroyed! Remove **D3 Library Knowledge** from your Campaign Log, as well as **D6 Archive Markers** from the Depth Track.

Optional Objective - Defeat the Librarian Prime

Once the second Crystal Pylon is found, the Heroes may head back to escape through the Gate, or they may continue down the same path in search of the **Librarian Prime** to defeat him and put a stop to his evil manipulations.

The second Clue found down the same path as the final Crystal Pylon is the location of the **Librarian Prime**. In addition to anything else on the Exploration Token, the Heroes must fight the **Epic Threat** card - **1 Librarian Prime** and **6 Centurions**.

Reward

Each Hero gains **25 XP** as well as **D6 x \$50** collected as loose alien trinkets (or **D6 x \$100** instead if the **Data Core** was Destroyed).

If the **Librarian Prime** was found and defeated, each Hero may also draw a **Targa Artifact** card, taken from the master Librarian's vault.

Failure

Each Hero loses **D3 Sanity** permanently as they are lost wandering the dark corridors of the Archive for ages before finding another way out.

Campaign Only Results

When playing through the *Gates of Valhalla* Story campaign, the following applies at the end of the Mission.

If failed, in addition to the normal **Failure** for this Mission, each Hero must roll once on the Injury Table using only a single D6, as they are ruthlessly hunted through the Archive by the robotic Centurions of the Ancient Intelligence. For those Heroes that manage to eventually escape alive, your *Gates of Valhalla* Story campaign is over and your Heroes sail back home in defeat.

You may have failed the *Gates of Valhalla* Story campaign (this time)... but more adventures await!

If successful, in addition to the normal **Reward** for this Mission, each Hero may roll once for free on their **Random Upgrade Bonus** chart for Leveling Up (note this does not count as going up in Hero Level, and the Hero does not get to choose a new Ability from their Upgrade Chart).

Bursting through the flickering portal into the snowy crags of the Norse Lands, you turn back to see columns of marching Centurions preparing to follow you through! With a decisive throw, the craziest among you lands a well placed throwing axe in the neck of the lead robot, as it takes its first steps through the event horizon. Reeling backward, the robotic soldier explodes, blasting the automatons out of formation and collapsing the shimmering gateway to the Targa Plateau with a whoosh and a crack of blue lightning.

Bandaging your wounds, you head back to camp to celebrate as the sun sinks behind the mountains on another cold day in the North; your honored place in Valhalla secured by a great victory added to your saga.

You have successfully completed the *Gates of Valhalla* Story campaign... but more adventures await!



BEYOND THE STORY CAMPAIGN

The *Gates of Valhalla* Story Campaign is only the beginning of your adventures! All of the Missions from the Story Campaign are designed to be played stand-alone as well, or added to your Dynamic Campaign as the ongoing story develops. In addition, there are hundreds of other *Shadows of Brimstone* Missions available in various Expansions and beyond. Every *Shadows of Brimstone Core Set* includes a series of 6 Basic Missions (as well as the 6 Advanced Missions unique to that set). These Basic Missions are ideal for creating and filling out the story of a Dynamic Campaign, and can be found by getting one of the Core Sets (or included in the digital PDFs of the *Shadows of Brimstone* Adventure Books found at www.flyingfrog.net).

BASIC MISSIONS

The following section has Viking themed Mission intros and some revised rules/results for using the 6 Basic Missions as part of this Adventure Set. For the full Mission text, see the Adventure Book from any of the Core Sets.

In these Missions, any reference to the *Mines/Fortress*, etc. should be replaced with the *Norse Lands* or *Targa*, as appropriate, and any reference to *Town* replaced by *Camp*.

Basic Mission 1 - A Great Hunt

(For a Few Dark Stone More/Hunt for Dark Stone)

Cold winds approach and it's time once again to set out on a great hunt! Collecting pelts and meat for the long winter nights will help keep the camp warm, well fortified, and stocked for trade once the worst of the chill has passed. To the Hunt!

Additional Set Up

You may choose to have this Mission start in any World.

Search this World's Threat Deck for all Threat Cards that contain *Beast* Enemies and pull them out to form a separate *Beast Threat Deck*. If there are no Threat cards in this World's Threat Deck that contain *Beast* Enemies, use the Standard Threat cards (Low/Med/High) that contain *Trolls* instead.

Modification - Mission Goal

The Heroes are hunting wild beasts for their Pelts. When choosing Mission Length, these should be *Short Hunt* - 2 Clues, *Long Hunt* - 3 Clues, or *Epic Hunt* - 4 Clues.

Additional Special Rules

No Gates

For this Adventure, all Gates count as normal Doors.

Objective Dread

For this Mission, any *Growing Dread* cards currently in the stack are resolved whenever a Clue Icon is revealed (or immediately, after the last Clue Icon needed for the Mission has been revealed).

Alternate Objectives

Whenever a Clue is found, in addition to anything else on the Exploration Token, it gains *Attack!* - Draw a Threat from the *Beast Threat Deck*. These *Beasts* are worth double the normal Pelts when killed, as they are the prized targets of the hunt. If playing an *Epic Hunt*, the final Clue instead draws an *Epic Threat* from only those that include *Beast* Enemies.

Modification - Rewards

When the Heroes gain the Reward for the chosen Mission Length, the Dark Stone is replaced with *Meat* tokens instead.

Alternate Failure

If failed, the Beasts you were hunting follow you back and rampage through your Camp! One Random Camp Location is *Wrecked*.

Basic Mission 2 - Explore the Archive (Exploration)

You have found an entrance to an as yet unexplored wing of the ancient library of Targa. Perhaps more treasures can be found within these halls if you can determine how deep into the archive they go.

Additional Set Up

This Mission starts in the *Targa Plateau - Library*.

Alternate Failure

If failed, the Library has learned far more about you on this Mission than you learned about it. Add 1 *Library Knowledge* to your Campaign Log.

Basic Mission 3 - Seal the Void Gate

A stable Void Gate has opened deep within the dark forest at the foot of the mountains, and strange creatures and demons have been pouring out to assault the nearby village. The warriors of the settlement set out with a sacred rune stone tablet that held a divine song of Bragi, thought to have the power to seal the gate for good. That was three days ago, and they have not been heard from since. In fact, the attacks have only been getting worse. These people need your help.

Basic Mission 4 - Search Party

Dragged off in the night, one of the local villagers has gone missing, and there are signs of a struggle leading into the snowy forest. As one people standing against the Darkness, you immediately join the search to find and bring them back, before it's too late.

Modification - Missing Person

Use the following details for the Missing Person instead of those listed.

D6	Person Missing	Reward Rescued Alive
1-2	The Thane's Wife	Gain D8 x \$100
3-4	Young Boy	Gain 1 Sanity or 1 Health
5-6	The Blacksmith	Each Hero may ignore the Gold portion of the cost for a single Item Upgrade at the <i>Viking Forge</i> during the next Camp Stay.

Divine Warriors



The Valkyrie are fierce warrior maidens; divine soldiers from Asgard and bringers of death to the enemies of Odin and the Aesir gods. Like avenging angels, they descend from the heavens to defend the world of men and slay the beasts and demons that have been unleashed by the Darkness. It is only in desperate times that the Valkyrie are sent to war in great number, and as the threat of Ragnarok approaches, more and more of these mythic warriors have been seen in battle.

Thunderforged Fury



Deep in the Underworld of Niflheim, forged with thunder by Hel, the goddess of Death, the Feljeagor are a soulless army of constructs with one purpose... to destroy the Aesir gods and bring Asgard to ruin. Animated by death magik and powered by lightning bound within their empty armored shells, these Thunderforged warriors are nearly unstoppable. Their rough hewn armor is constructed from a cursed iron found only in the fiery realm of their allies in destruction, Muspelheim.

Basic Mission 5 - Escape The Darkness (Escape)

Something went terribly wrong after that last mission and now the Darkness has chased you deep into the coldest and darkest part of the forest! You must find a way back out before you are overwhelmed and devoured by the creatures that close in all around!

Modification - Set Up

During the Set Up for this Mission, the Heroes start on A Dark Forest standard Room Map Tile (instead of a Cross Path).

Additional Special Rules In the Clutches of Evil

All Enemies are +2 Damage on their Attacks during any turn in which the *Hold Back the Darkness* roll was failed.

Modification - Objectives

When rolling to find the Entrance Map Tile, roll D6+6 instead of 2D6.

Basic Mission 6 - Collapse the Underworld Gate

(Blow the Mine/Bring Down the Fortress)

A gate to the Underworld has torn open and the dead are pouring out! As you fight back the rampaging Draugar, a Valkyrie warrior comes to your aid in holding back the frozen dead. With this wave of soulless zombies defeated, she shows you a set of sacred runes that can be used to re-seal the gateway.

"These runes must be carved into the ground at two precise points near the mouth of the gate if you are to succeed in driving these fallen warriors back to Hel! Now go, I will hold the dead at bay while you collapse the gate."

Modification - Wording

During this Mission, replace any instance of the word *Explosive* with *Runes* instead.

Additional Special Rules Undead on the March

All Enemies that are not Keyword *Undead* or *Robot* gain Keyword *Undead* and are -2 Move, but +1 Defense and +5XP.

Modification - Failure

If the Heroes fail the Mission before placing BOTH Runes, the frozen dead overwhelm the Valkyrie warrior maiden and she falls in battle. All Heroes lose 1 Sanity permanently, and you must skip your next Camp Stay and proceed directly to the next Adventure, as this region is too dangerous to camp.

The result for failing after placing BOTH Runes remains the same.



Mythic Beasts



Many terrifying creatures roam the Norse Lands, from hideous mountain Trolls to towering Frost Giants. Once thought to be mere stories to frighten children, they are now known to be anything but. The Fenris Wolves and Hell Bears are particularly dangerous, patrolling the snowy forests as their hunting grounds. And the mischievous Gremians are always in the shadows, waiting to swarm unwary travelers, to steal their goods and cause unending chaos.

A Smith for all Seasons



With years of experience forging Dark Stone under his belt, blacksmith Leo Blake has traveled many worlds in his search of new techniques and inspiration for his smithing endeavors. Dedicated to being the greatest Dark Stone artisan across all time, he may have finally found his true calling in the Norse Lands of the Vikings. Mixing the runic magik of the Aesir gods with his Western frontier trade skills and Feudal Japanese sword folding techniques, he is on the verge of a great breakthrough... he can feel it.

LEVELING UP TEAM HEROES

Keeping your Hero from game to game allows them to progress in Hero Level, gaining new abilities and collecting all manner of Gear and Artifacts along the way to help in their Adventures against tougher and tougher Enemies. As a Team Hero Class, all of the Heroes in this set share a single Upgrade Chart, but there are benefits to making your choices as a Team.

XP AND HERO LEVELS

Once your Hero has collected enough XP, you can spend it to go up to the next Hero Level. This will usually grant you more Health/Sanity, Skill boosts, and even a new Ability unique to your Hero Class.

Spending XP to Level Up

The amount of XP required to 'Level Up' to the next Hero Level is shown on the chart below.

Hero Level	XP Cost
1	Start
1 → 2	500
2 → 3	1,000
3 → 4	2,000
4 → 5	3,000
5 → 6	4,500
6 → 7	6,000
7 → 8	8,000

It is important to note that XP is actually spent to Level Up, removing the XP from your Hero's XP total.

Mark Down Your New Level

Once you have spent the required XP to Level Up, make a note of your new Hero Level to keep track of where you are.

Hero Level Cap

Heroes max out at Level 8. Though you can continue to acquire XP and keep Adventuring, you may not Level Up beyond Hero Level 8 (at least not yet).

Leveling Up Mid-Game

As soon as a Hero has enough XP, they may spend that XP to Level Up. This may even be done during an Adventure! A Hero may Level Up at the start of a Game Turn by spending the appropriate amount of XP. That Hero immediately Fully Heals their Health and Sanity, and Recovers 1 Grit. They may then immediately gain the benefits of Leveling Up as noted below

A Hero that has enough XP to Level Up MUST do so before the next Adventure begins.

Roll for Free Upgrade Bonus

This Team Hero Class has a free *Upgrade Bonus* Chart. Whenever your Hero Levels Up, you get to roll 2D6 on the Chart to determine your random bonus. This is in addition to choosing a new Ability for your Hero.

Choosing an Upgrade Chart Ability

All of the Heroes in this Adventure set are the same Hero Class - *Viking*. This means that, even though they have different Sub-Classes (such as *Jarl* or *Huscarl*), they all use the same Upgrade Chart when Leveling Up. The Upgrade Chart acts as a skill tree of new abilities. Each time you Level Up, choose one new Ability from the Upgrade Chart.

The chart has four different vertical Tracks that run top to bottom and are themed for a particular aspect of the Hero Class. When choosing a new Ability, you may pick from any of the four Tracks, but you must take the first Ability in that Track that you do not already have. In other words, you must have the first tier Ability in a Track before you can take the second tier ability below it, etc. Note that as the Hero Level cap is 8, a Hero will not be able to get the fourth tier ability in more than one of the different Tracks. Choose wisely.

As many of the Abilities benefit all Heroes that have that Ability, you may want to discuss as a Team how to Level Up.

HERO PARTY LEVEL

Just like each individual Hero has a Hero Level, the group as a whole has a **Hero Party Level**. The Hero Party Level is equal to the highest Level Hero currently in the group, so a group with a Level 2 Hero, two Level 3 Heroes, and a Level 4 Hero would be Hero Party Level 4.

The Hero Party Level is set at the start of each Adventure and allows for different Heroes to come and go from the group from game to game. Once an Adventure starts, the Hero Party Level does NOT change, even if one or more Heroes Level Up mid-game.

Tougher Monsters

As the Heroes go up in Level, the Enemies that you fight will also naturally get more difficult. All of the Enemies in an Adventure get a Bonus based on the Hero Party Level at the start of that Adventure as follows:

Party Level	Enemy Bonus
1	No Bonus
2	No Bonus
3	1 Elite Ability
4	2 Elite Abilities
5	Brutal Side of Enemies
6	Brutal Side of Enemies
7	Brutal + 1 Elite Ability
8	Brutal + 2 Elite Abilities

Remember also that Elite Enemies are +5XP for each Elite Ability they have. Brutal Enemies are worth more XP as listed on their sheet.

TEAM HERO: VIKINGS



Explorers, raiders, hunters, and traders, the Vikings of the Norse lands are a proud and fierce people. Living in coastal family Clans, they come from a culture where warfare and seamanship are a way of life. By shield and axe, and Odin's guiding light, they fight to hold back the Darkness; to honor their Clan and the Aesir gods of old.

Playing a Viking Hero

Vikings are a Team Hero Class and are trained to work together as a close knit fighting force. They are well equipped as a raiding party. Having seen many horrors in the frozen North, Vikings are resilient to madness and build Rage as they take wounds, unleashing that Rage back upon their foes.

Sub-Classes and Starting Upgrades

The Viking Team Hero has 4 different Sub-classes to choose from - *Jarl*, *Huscarl*, *Raider*, and *Berserker*. Each of these Sub-classes has their own modified stats (as listed on their version of the Viking Hero Character Sheet), Starting Gear, and 2 different Starting Upgrade cards to choose from.

Viking - Jarl

A Chieftain among the Clan, the Jarl leads his War Party on expeditions and raids into the wild. Armed with a heavy coat of mail and a brutal War Axe, he leads from the front.

Viking - Huscarl

As a Defender of the Clan and Honor Guard to her kin, the Huscarl fights with Sword and Shield to battle the Demons and Mythic foes of the North. But she is also trained with the Bow to fire a fast volley of shots before charging into the fray.

Viking - Raider


The Raider is a stalwart warrior, tough and well armed, but slow. Unleashing a Battle Roar in combat to build his Rage, he is also an expert at Plunder, scavenging on the move.

Viking - Berserker

Forgoing any sort of armor or shield, the Berserker is a wild man. Bare chested but for a flowing Wolf Pelt, he whips himself into a Frenzy with his two Axes, wading into a fight with little regard for his own well being.

Leveling Up a Viking Hero

Whenever you go up to a new Hero Level, roll 2D6 on the following chart for your free Upgrade Bonus. You may also choose one new Ability from the Viking Upgrade Chart on the next page (as detailed above in the section on *Leveling Up a Hero*).

2D6 Roll	Upgrade Bonus
2	Focused Rage - Choose an Enemy Keyword (<i>Demon</i> , <i>Myth</i> , etc). From now on, you gain 1 Rage for <u>each</u> Wound you take from those Enemies instead of for every 2 Wounds.
3	+1 Max Grit
4	+1 Move
5	+1 Strength <u>or</u> +1 Lore. Also, gain +D6 Health/Sanity (any mix)
6	+1 Cunning <u>or</u> +1 Luck. Also, gain +D6 Health
7	+  Health/Sanity (any mix)
8	+1 Agility <u>or</u> +1 Spirit. Also, gain +D6 Health
9	+1 Side Bag Token Capacity. Also, gain +D6 Health/Sanity (any mix)
10	+2 Corruption Resistance
11	+1 Initiative
12	Expert Hunter - Once per Fight, you may Re-roll one of your <i>To Hit</i> rolls. Also, whenever you gain 1 or more Pelts, gain 1 extra.

VIKING UPGRADE CHART

RAIDING

RANSACK

You gain +5XP from Scavenge cards.

Once per turn, when successfully Scavenging, use 2 Rage to allow every Hero with *Ransack* on your Map Tile to draw a free Scavenge card.

+1 CUNNING

BASH AND SLASH

While equipped with a Shield and a Hand Weapon, you are +1 Combat.

+1 ACILITY

RAIDING PARTY

Whenever you assign a Critical Hit, every Hero on your Map Tile with *Raiding Party*, *Viking Fury*, *Furious Hack*, or *Eagle Eye* may either Heal 1 Wound /Sanity (any mix), or gain 1 Rage.

+2 SIDE BAG

BURN IT TO THE GROUND!

Once per Fight, until the end of the turn, your Rage tokens add +2 Damage each instead of only +1 (or +3 each if combined with the *Battle Rage* Team Ability card).

+2 MAX RAGE

WARFARE

SPLITTING CHOP

Once per turn, use 1 Rage to add +D3 Damage to one of your *Melee* Critical Hits.

+1 STRENGTH

LEADING THE CHARGE

Every adjacent Hero to you gains Cover 6+. Once per Adventure, when a *Viking Team* Ability card is used, roll a D6. On the roll of 3+, that card does not need to be discarded.

+1 MAX RAGE

VIKING FURY

You may add one extra *Viking Team* Ability card to the pool each Adventure.

+2 MAX RAGE

VIKING WARLORD

Melee To Hit 3+
(or 4+ for a *Berserker*).

+1 COMBAT

BLOOD RAGE

FRENZIED SPEED

You may spend Rage to gain +2 Move each until the end of the turn.

At the end of a Fight, you only lose 1 Rage (instead of D3).

+1 MAX RAGE

FEEDING ON SHADOWS

Whenever the Darkness moves forward a space on the Depth Track, gain 1 Rage (or 2 if it moves onto a *Blood Spatter* or *Growing Dread* space).

Whenever you kill a *Beast Enemy*, Heal 3 Wounds.

FURIOUS HACK

Once per turn, use 3 Rage to double the Damage just rolled for one of your Combat Hits, or 6 Rage to triple the roll instead.

+1 COMBAT

RAGE UNLEASHED

Once per Fight, use 5 Rage to make an additional Attack this turn.

+2 MAX RAGE

CLAN HONOR

HONOR THE CLAN

Once per turn, use 4 Rage to Recover a Grit. Any other Heroes with *Honor the Clan* may also Recover a Grit on the D6 roll of 5+ each.

+1 MAX GRIT

TRUSTED GUARD

Once per turn, use 1 Grit to gain +2 Shots with a Bow or +1 Shot with a *Throwing Axe*.

At the end of each turn, Heal 1 Wound from every adjacent Hero with *Leading the Charge*.

EAGLE EYE

Ranged To Hit 4+
(or 3+ for a *Huscarl*).

+1 SPIRIT

LEGENDARY SHOT

Once per Ranged Hit, use 2 Rage to make it count as 2 Hits on that target instead (if a Critical Hit, counts as 2 Critical Hits).

+1 MAX RAGE
+1 MAX GRIT

THE EXPEDITION CAMP

When keeping your Heroes from game to game in a Campaign, it is important to be able to get fresh supplies, Heal Injuries, Madness, and Mutations, and upgrade your expedition. To do this, the Heroes set up their own unique Camp and return to it between each Adventure. As an organized expedition, the Heroes have brought everything with them that they need to set up and run a flourishing Camp in this dangerous region.

Previous Mission Success or Failure

The success or failure of the previous Mission can have an impact on your Camp Stay, as noted in the individual Mission just played. Oftentimes, failing a Mission will lead to one or more Locations in Camp being Damaged, or even preventing a Camp Stay altogether.

Resetting Heroes for the Camp Stay

As noted in the *Campaign Play* section of the Rule Book, there are a series of steps the Heroes go through at the End of Each Adventure. This represents the Heroes regrouping after the Mission.

At the end of a Mission, every Hero is reset to full Health, full Sanity, and 1 Grit before returning to Camp.

THE CAMP BOARD

The Camp is represented by a small board that shows the various Locations you can visit during your Camp Stay. There are 5 different Camp Locations (2 of which begin your Campaign locked).

Setting up the Camp Board

The Camp Board is made up of two extra large cards, the Camp setup card with the Dark of Night Track and Hazard Chart, and the Camp Map card showing the artwork for the Camp itself. These extra large cards should be laid out at the center of the table where all Players can reach them.

Place the Hero Party marker on the '0' space of the Dark of Night Track.



For players familiar with other *Shadows of Brimstone* Core Sets, you will find that visiting and building your Camp has some similarities to visiting a Frontier Town or Feudal Village, but there are some significant differences as well. The main difference being that the Expedition Camp belongs to the Heroes, and it is the same Camp that is set up and visited between each Adventure. The Heroes can spend resources to upgrade and build up their Camp during the course of the Campaign, but Camp Locations that are Wrecked must be Repaired by the Heroes before they can be visited again.

Note that there is no *Hotel/Inn* or *Camp Site* in the Expedition Camp, as it is assumed that each Hero has their own tent that costs them nothing to stay in overnight.

When mixing this set with other Core Sets, to build and visit a *Viking Camp* between Missions, your Hero Party must include at least 1 *Viking* or *Norse Hero*. Otherwise, you must visit a different Town/Camp that is available to your current Heroes.

'Camp' and 'Town'

In other *Shadows of Brimstone* Core Sets, Heroes visit Town between Adventures instead of Camp. For this reason, the terms 'Camp' and 'Town' are considered to be interchangeable for purposes of game terminology. If something refers to your 'Town Stay' or a 'Town Location' for instance, that is considered the same as a 'Camp Stay' or 'Camp Location'. This allows for better connectivity between all of the game's settings and genres.

The Camp Stay

The term Camp Stay is used to represent the length of time the Heroes spend at their Camp before proceeding on to their next Mission. The Camp Stay is over at the end of the last Day the Heroes spend in Camp (or if an event immediately ends the Camp Stay).

All Heroes are considered to be in the Camp until they decide as a group to end the Camp Stay at the end of a Day.



A DAY IN CAMP

Camp Locations

There are 5 Locations that the Heroes can visit while in Camp, though 2 of these start the Campaign Locked (cannot be visited until Unlocked). Each Location has Items that you can purchase as well as a unique Events that you can take part in. Each Camp Location is represented by a large, double-sided reference sheet that can be passed around the table as Heroes visit the different Locations.

When each new Day begins in Camp, all of the Hero character models should be placed on the Camp Map, in a corner of the map that is not part of any specific Camp Location (the named areas surrounded by a border).

Rolling for Daily Event

At the start of each Day in Camp, the Heroes must roll once on the **Camp Daily Event Chart** to see what a new day in the wilderness has brought. Any Hero may roll this, but no Hero may roll a second time until all other Heroes have rolled.

The **Camp Daily Event Chart** can be found at the back of this book, on page 46.

To roll on the chart, one of the players rolls a D36 - Roll two dice of different colors, where one of them is the '10's digit and the other is the '1's digit. *For Example, if you rolled 3 and 5 the result on the chart would be 35.*

This Daily Event affects all of the Heroes with the Event result listed (unless noted otherwise).

Random Camp Locations

Sometimes determining a **Random Camp Location** will be required. This only includes Camp Locations that are currently **Unlocked** and not currently **Wrecked**.

When this happens, roll to determine which Camp Location is the target. An easy way to do this is to assign a number to each Camp Location, then roll a die. *For example, if you have the basic starting three Locations and the other two are currently still locked, you could roll a D3 to see which Location is the target. Alternatively, if there are 4 Camp Locations as possible targets, you could number each of them 1-2, 3-4, 5-6, and 7-8, then roll a D8.*

Visiting a Camp Location

Each Hero is allowed to visit one Camp Location per Day. All of the Heroes should move their figure to the Location space on the Camp Map that they wish to visit for the Day.

A Hero can only buy Items and use Events at the Camp Location they are currently visiting (this includes spending Resources on an Upgrade for that Location).

Buying Equipment and Services

Heroes may purchase Items and pay for Events/Services at the Location they are visiting. The cost for each Item or Event is listed on the Location's reference sheet. When a Hero spends Gold to pay for an Item or Event, the amount is deducted from that Hero's Gold total.

Storing Items/Resources in Camp

The Heroes may collectively store some of their Items and resources in Camp. This can be recorded on the Campaign Log. The Camp may hold any amount of Gold, and up to 10 Dark Stone/Hero and up to 5 of Items/per Hero.

Locked Locations and Upgrade Requirements

Some of the Camp Locations start out Locked and must be **Built** by the Heroes to Unlock them. These new Locations can be Built at the **Expedition Supplies** Location, as one of the Camp Upgrades (more on this below).

In addition, several items at each Camp Location are also marked with a number in a Red outlined circle. These entries are also Locked, and cannot be purchased, until that Camp Location is Upgraded to the listed Level or higher. *For example an entry marked III in a Red outlined circle cannot be purchased until that Camp Location is Upgraded to Level III or higher.*



III

Items, Abilities, and Grit in Camp

Most Items and Abilities that a character has may also be used while in Camp, if their ability would be applicable. One major exception to this is that Items marked as 'Once per Turn/Fight/Adventure' cannot be used in Camp, unless specifically noted as such. This is because there are no Turns/Fights/Adventures during the Camp Stay. **Grit** may also be used during the Camp Stay, to Re-roll your dice, but may not be used on any Chart Rolls (as normal).

Selling Items

While in Town, a Hero may elect to sell any Item card they have for the amount of Gold listed in the bottom right corner of the card. Discard the card and add the Gold value to your Hero. This can be done at any time, regardless of where in Camp you are.

Items purchased in Camp may also be sold later for 50% of the value you paid to get the Item. Events/Services may not be sold, as they were a one time event that you paid for.

Selling Dark Stone

Dark Stone may also be sold, but only at specific Camp Locations that have a listing allowing you to do so. Details for this can be found on a Location's reference sheet.

Note that in the Viking Camp, Heroes can only sell Dark Stone at the **Trade Cart**, which must be Unlocked before it can be visited.

Hero Starting Gear

Heroes may NOT trade or give their Starting Items to other Heroes, and may NOT choose to sell their Starting Items in Camp.

When called on to discard an Item (by an event or hazard, for instance), a Hero may NOT choose to discard a Starting Item (though a Starting Item MAY be lost when discarding a 'Random Item').

A Starting Item MAY be discarded voluntarily, to make room for carrying other Items.

Because Starting Gear cards are a fundamental part of every Hero Class, if a Hero's Starting Item has been lost/discarded, they MAY purchase a replacement of it in Camp, at any time (no specific Location is required), for the Gold Value listed on that Item. If there is no Gold Value listed, the Hero may acquire a replacement for free.

END OF THE DAY

Once all of the Heroes have finished their Location visit, the Day ends and the Day marker moves forward on the *Dark of Night* Track, rolling to see if the Camp Stay is over. If not, a new Day may begin and the process above is repeated.

The Dark of Night Track

The *Dark of Night Track* represents how long the Camp has been set up in one spot, as the Darkness is always in danger of closing in if you stay in one area too long. The Hero Party marker is used as a Day marker on this track, and is placed on the 0 space at the start of the Camp Stay.

At the end of each Day in Camp, move the Day marker one space forward on the track (moving to the right), then roll a number of dice equal to the numbered space that the Day marker is now on.

If any 1s are rolled on the dice, the Darkness is getting too close and you must tear down camp and begin the next Adventure. The Camp Stay is over.

If any doubles are rolled, it triggers the result on the *Camp Hazard Chart* equal to the double number that was rolled (like a Depth Event during an Adventure).

If multiple sets of doubles are rolled, trigger each of those *Camp Hazards* (Triples or more of the same number have no extra effect). These *Camp Hazards* are triggered, even if a 1 was rolled, ending the Camp Stay.

Camp Hazard Chart

When a Camp Hazard is triggered, consult the chart to see what the effect is. This chart is found on the Camp Setup card, just below the Dark of Night Track.

Ending the Camp Stay

At the end of each Day in Camp (after resolving the *Dark of Night*), the Heroes must choose as a group to continue on to another Day, or to end their Camp Stay. If any Hero wants to continue on, all Heroes are considered to still be in Camp (affected by Daily Events, etc), though each Hero may always choose to not visit any Location during that new Day.

DAMAGED CAMP LOCATIONS

Damage on Locations

Sometimes a Camp Location will take Damage, usually from a *Camp Daily Event*, *Camp Hazard* result, or a Mission Failure. When this happens, place a Wound marker on that Camp Location to show this.

Any time 1 or more Damage is placed on a Camp Location, roll a D6 (no Grit). If the roll is equal to or less than the total Damage there, the Location becomes *Wrecked*.

At the end of the current Camp Stay, remove all Damage from Camp Locations. Camp Locations that are *Wrecked* remain *Wrecked* until *Repaired*.

Wrecked Locations and Repairing

When a Camp Location becomes *Wrecked*, make note of this in the Campaign Log and mark that Location with a *Wrecked* marker. A *Wrecked* Location cannot be visited until *Repaired*.

At the start of any future Camp Stay, the Heroes may pay \$150/Hero to *Repair* a *Wrecked* Location. Multiple Locations may be *Repaired* by paying the cost for each.

Note that if an Expedition Camp Location is ever 'Destroyed', this counts as it being *Wrecked* instead.



UPGRADING YOUR CAMP

One of the most exciting aspects of the Expedition Camp is that the Heroes get to put resources into unlocking Upgrades for the Camp over the course of their Campaign. This lets players guide how they build out their Camp, choosing what paths to take to unlock powerful new bonuses and abilities, and making the Camp their own.

Camp Upgrades come in two different forms - Basic Camp Location Upgrades, and Individual Camp Upgrades that are listed as items for purchase.

Costs to Upgrade

Most Camp Upgrades have a variable cost based on the number of Heroes in the Hero Party. For example, a cost may be listed as \$400/Hero. This would require the Hero Party, as a group, to pay a total of \$400 multiplied by the number of Heroes - so four Heroes would need to pay a total of \$1,600 ($4 \times \$400 = \$1,600$).

These costs may be listed in Gold, Dark Stone, Grit, or any other resource that the Heroes have available to them.

The number of Heroes in the Hero Party, with regard to the cost of Upgrades, is set at the start of the Campaign, and should ideally reflect the most Heroes that will ever be Adventuring at one time.

If additional Heroes join or leave the Campaign later, you may adjust the 'Hero' costs not yet completed, as needed.

Campaign Log

Many of the Camp Upgrades can be quite expensive and may be paid for over time. Any Hero at a Camp Location may pay resources toward the cost of one or more Camp Upgrades for that Location. This should be noted in the *Expedition Camp* section of the Campaign Log as to what portion of each Upgrade's cost has been paid by the Heroes.

When the full cost for an Upgrade has been paid (and any other requirements listed have been met), mark that Upgrade as *Unlocked* in the Campaign Log. These are immediate permanent changes to your Camp for the duration of this Hero Party's ongoing campaign.

Optional - Living Camp

There are many different Upgrades and options in the Expedition Camp, and it would be difficult for one group of Heroes to unlock everything. An optional way to use the Expedition Camp is to have one Camp for several different groups of Heroes at once or over time, continuously building on it for 'generations' of your play group's Hero Partys.



Basic Camp Location Upgrades

Each Camp Location starts out by default as the Level I version of that Location. At the top of each Location's reference card there is a simple chart showing the progression, cost, and bonuses for Leveling Up that Camp Location to Level II, III, and IV. These are the Location's Basic Camp Location Upgrades.

<p>COST: \$300 / Hero - Unlocks all entries. - The Dark of Night Track now begins each Camp Stay on the 00 space of the track.</p>	<p>COST: \$600 / Hero - Unlocks all entries. - The Dark of Night Track now begins each Camp Stay on the 000 space of the track.</p>	<p>COST: \$1,200 / Hero - Unlocks all entries. - All rolls for <i>Exorcising Madness</i> at the Campfire are now +1. - You may ignore the first failed <i>Hold Back the Darkness</i> roll during each Adventure.</p>
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These Upgrades must be Unlocked sequentially from Level I to Level II, then from Level II to Level III, and finally from Level III to Level IV. The listed cost for each Basic Upgrade must be paid in full to upgrade the Location from one Level to the next (much like Leveling Up a Hero, the cost is NOT a running total).



When a Location is Upgraded to the next Level, it should be marked as such in the Campaign Log and takes effect immediately. From now on, you can place one of the Level markers at that Location on the Camp Map to show that it has reached a new Level.

No single Location may be Levelled up like this more than once per Camp Stay.

One of the most important aspects of Leveling Up a Location is that it also Unlocks for purchase all of the entries on that Location that match the new Level (marked with the required Level in a Red outlined circle).

Individual Camp Upgrades

Individual Camp Upgrades are marked with a gold Arrow to show that they are a permanent Upgrade to that Camp Location rather than just an Item to be purchased. These are generally Upgrades that either increase the effectiveness of one aspect of that Location, or unlock a new bonus or ability that can be used by one or more Heroes when visiting the Location.

Sometimes there will even be several of these Individual Camp Upgrades at a Location, that are all similarly themed, powering up the same Upgrade sequentially, with each requiring the Upgrade above it and each granting a bigger and better bonus.

It is also important to note that some Individual Camp Upgrades are marked as Locked, until that Camp Location reaches a certain Level (as described above).

Unlocking New Camp Locations

The Camp Map has 2 Camp Location slots that are marked with a large Locked icon. These slots can each hold one additional Camp Location that can be built at the Expedition Supplies (as an Individual Camp Upgrade).

Once a new Camp Location is Unlocked, from now on when setting up the Camp Board at the start of each Camp Stay, place the large marker for that Camp Location onto one of the previously Locked slots. This is a new Camp Location that may be visited by the Heroes during each Camp Stay.

This set comes with 2 additional Camp Locations that can be Unlocked for the *Viking Camp* - the *Viking Forge* and the *Trade Cart*.

The *Viking Forge* hosts all manner of new weapons and armor for your Heroes to buy, as well as the ability to forge Dark Stone into powerful items and Upgrades.

The *Trade Cart* allows your Heroes to train for battle, go on raids, and visit with traveling merchants to trade for exotic goods.



FORGING DARK STONE

As noted above, one of the special services provided at the *Viking Forge* Location is to Forge Dark Stone into powerful Items, or Upgrades that can be attached to an Item to improve its abilities. To have your Dark Stone Forged into an Item or an Upgrade, you simply pick the entry you would like to get and pay the costs shown in both Gold and Dark Stone.

Forging Upgrades

Dark Stone Forged Upgrades work just like Upgrade cards found on an Adventure (as described in the Rulebook), with one notable exception - Forged Upgrades are **permanently attached** to an Item and cannot be removed or sold separately from that Item.

The amount of Upgrade Slots that a Forged Upgrade requires is listed on each entry as well as if it adds one or more Dark Stone Icons to the Item. Forging several Upgrades onto an Item can greatly improve that Item, but can also make it a little dangerous. At the end of a game, when rolling for Dark Stone Corruption, a Hero must roll for EACH Dark Stone Icon on the Items they are carrying. This means the more you enhance an Item with Dark Stone, the more Corruption it will cause you over time.



SHADOWS OF BRIMSTONE

GATES OF VALHALLA™

This Adventure Set features all new plastic miniatures that are easy-to-assemble with fantastic detail! From concept to sculpture, it has always been important to us that the poses are dynamic and exciting, and that their features are characterful.

Huscarl
Hero



Berserker
Hero

Jarl
Hero



Gremians
Demon Enemies



Raider
Hero

Targa Centurion
Robot Enemy



Troll
Large-Sized Enemy



The figures in this gallery were painted by award-winning, Flying Frog Productions Studio painter, Aaron Lovejoy. His beautiful paintjobs have been part of Shadows of Brimstone from the beginning!



Targa Librarian
*Large-Sized
Robot Enemy*

Viking Warrior
Ally



Frost Giant
XL-Sized Myth Enemy



The mammoth Frost Giant model towers over the other figures in the *Gates of Valhalla™* Adventure Set. From the beginning of development, one of our goals was to have enemies of different sizes and we wanted one creature to be a huge Epic Enemy!

ENEMY OVERVIEW



Trolls

Unruly and brutal creatures, the Trolls of the Norse Lands come in many shapes and sizes. From the red-skinned Mountain Trolls who climb the rocky peaks and are experts at hurling boulders, to the frost covered Ice Trolls of the frozen crags with their cold rage and hearty endurance, these mythic beasts all share a hulking form, the ability to regenerate even the most grievous of wounds, and a cruel love of collecting bones and trophies from their victims.

Known for having broad shoulders, thick fur, and a large head inset into the body with a gaping maw of rotten teeth, a Troll is just as likely to travel and hunt on its own as it is to move about in a pack to assault and feast on unwary travelers.

Gremians

Gremians are tiny demonic goblins that thrive on causing chaos and mischief. Lurking in the dark corners of every world, they are ever watchful for opportunities to torment and harass living folk. Wielding long, rusty blades, when they attack, they do so in a swarm to climb, grab, and tug at the targets of their malice with reckless abandon. It is said that Gremians are hard to find, but even harder to lose once you do. Ever wiley, these nasty imps are a far greater menace than their diminutive nature would lead you to believe. In all likelihood, they are watching you even now.



Centurions

Fighting foot soldiers of the Targa Plateau, the Centurions are an army of automatons that march in lock step as they stride into battle with a relentless advance. They carry broad Blast Shields to deflect incoming attacks and throw back their foes with a powerful kinetic burst of force, as well as heavy Power Swords that arc with plasma energy when connecting with a foe.

When not activated to defend the city or dispatched on an expeditionary mission to collect data for the Archive, Centurions stand at attention in deep ranks of dormant soldiers. Filling vast chambers throughout the city, their numbers are legion and their robotic determination allows them to fight on to the last. When one is smashed, two more are sent activation codes to take its place.

Tentacles

Bursting through the ground or up out of the ice, these enormous writhing tentacles lash about, smashing anything in their path. Straight from the Void, it is unclear as to whether these appendages operate on their own or are part of a much larger creature below the surface.

Two rows of vicious suckers line the underside of each tentacle, gripping and pulsing as they undulate overhead. Waiting for the moment to wrap themselves around their victims and pull them screaming into the darkness!



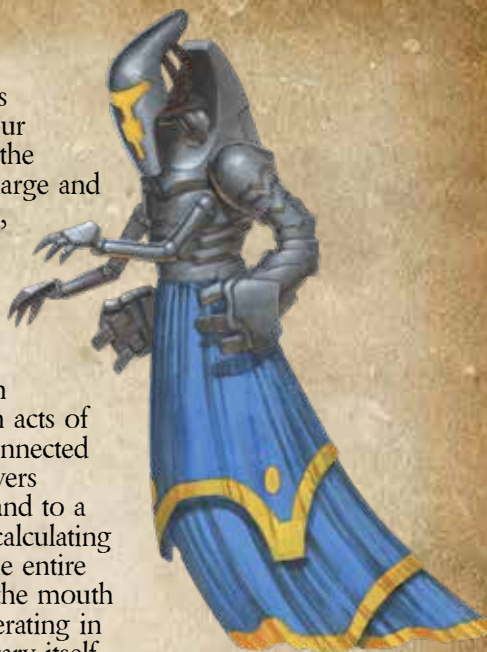
Targa Librarians

The Librarians of Targa are tall sleek robots of ancient design. They glide through the vast corridors and data columns of the archive with their flowing robes trailing behind. With four mechanical arms; two that are small and nimble to manipulate the finer controls and tools of their trade, while the other two are large and armored for defense and operating heavier tools and data cores, the Librarians are masterful at multitasking.

With calm metallic voices, they direct the other lesser servitors and drones of the Library, but their main operation is collecting and filing new information as it is added to the Archive. Each Librarian controls a handful of storage decks, with each wing of the repository being overseen by a Librarian

Prime. Though each Librarian acts of its own accord, they are all connected to the Librarius Core that powers their section of the Archive, and to a greater extent, the cold and calculating

Intelligence that manages the entire Library. Every Librarian is the mouth and hands of the Intelligence, operating in unison at the directive of the Library itself.



Frost Giants

Towering behemoths, the Frost Giants of Jotunheim are a barbaric and savage folk. Wearing layered furs of wolf, bear, and mammoth, they are also adorned with mythic steel helms and wide leather straps used for boots and belts. They wield massive tree trunks as clubs, or rough hewn axes carved from the bones of Grallow Beasts. And their woolly beards are a mane of frosty white. Though their hearts are cold as ice, their rage burns hot.

Sagas tell of the many times that the Frost Giants have attacked Midgard, always driven back to their icy realm by Odin and the gods of Asgard. But they have come again, with a blistering storm of fury, and the gods do not answer the call to war. It

is in the hands of man now, to defend their lands and their homes against the wanton destruction of these enraged giants.

Archive Towers

Tall towers of ancient alien construction, these archive monoliths are used as upload points and transfer stations for data

collected by the Library of Targa. Illuminated screens and sensors are embedded within the ornately carved surface, and their data cores arc with powerful energy. As a defense mechanism, this energy can be transferred into deadly bolts of chain lightning, arcing between towers before incinerating any threats that wander too close (after those target's data profiles have been scanned and added to the Archive's collective, of course).



THE NORSE LANDS

The Norse Lands are a cold and desolate place. Blistering snow storms sweep over the icy crags and frozen planes, and the vast evergreen forests are forever dark, blanketed by a heavy snow. The rocky coastlines and winding rivers are jagged with broken ice, and the mountain peaks stretch high into the clouded sky.

A Frozen Land

Once a more habitable place with rolling green pastures and roadways that connected the various villages and settlements of the Norsemen, the lands were struck by a supernatural storm that cast the whole region into an Endless Winter that lasted a hundred years. Ships were wrecked in the harbor or frozen solid at sea, while entire villages were swept away or buried in the icy frost. Those that fled, were displaced from their homes, escaping to the Western reaches, or South beyond the Grey Mountains.

When the unnatural storms finally subsided, and the freezing chill receded, the Norse Lands were forever changed. The snow still falls and the cold winds blow, but a Darkness now lurks in the forests and hills, and strange creatures stalk the land. The Northern Lights shimmer across the sky of an untamed wilderness full of dangers and possibilities.

Dark Forests

Thick snow-capped trees cover vast stretches of the Norse Lands; Dark forests as far as the eye can see. And within these shadowy woods an evil grows black and foul. The roar of Hell Bears echo in the mountains and the massive Fenris Wolves hunt in deadly packs, howling into the night. But the forests

are still rich with game to hunt and long lost treasures to be found, buried in the ice. Ancient stone monoliths dedicated to the gods of old still stand tall amongst the trees, with glowing runes and crackling with the eldritch power of the Aesir gods.

Mythic Creatures

Many demons and creatures now prowl the land, hungry for prey to devour. Some thought only to be from legends or stories told to frighten children, are now a common sight to behold when traveling the freezing paths of the Norse Lands. Angry Trolls climb out from under bridges or fetid caves cut into the mountains. Towering Frost Giants lumber through the trees. And mischievous Gremians taunt travelers, stealing their supplies and attacking in swarms.

Norse Gods

To many, the Norse gods of old seem to have abandoned the land and its people to an icy fate of corruption and madness. Others still seek out the blessings of Odin and his kin, keeping the faith that the Aesir gods will help to hold back the sinister Darkness that is spreading across the region. Stories have been told of divine Valkyries coming to the aid of beleaguered Viking explorers. When all hope is lost, surrounded and outmatched, a Shield Maiden of Asgard descending from the heavens like a bolt of lightning to slay the hordes of Darkness.

But this too could be a sign that Ragnarok approaches. The end time when the Gods and Heroes must battle with the Thunderforged warriors from the Underworld and the encroaching Darkness, for the fate of the world.



TARGA PLATEAU - THE LIBRARY

The Library of the Targa Plateau is a sprawling collection of knowledge and data, gathered over millennia. Though it has seemingly been abandoned by its ancient alien creators, it still hums with 'life'. Robotic caretakers roam the halls, maintaining the systems, defending the city, and continuing the work of collecting and cataloging information and samples to create the most complete archive of the universe ever recorded.

The Gates of Valhalla

As Viking warriors of the North first stepped through the shimmering gate into the hallowed halls of the Targa Library, they were overwhelmed by the grand chambers and glittering lights of the frozen world. Tall statues of god-like figures flanked the vaulted archways, standing watch over this place for countless eons. They immediately assumed they had stepped through the very gates of Valhalla, into the realm of the honored dead. Such wonders to behold and technological magik filled every chamber, and they returned to the Norse Lands with tales of their divine journey.

With more expeditions setting out to explore the ancient city on the other side of the portals, they quickly began to realize that, if it was indeed Valhalla, it had been abandoned by the gods and their champions. Now it was only home to creatures of metal and unfathomable machines. But there were still countless treasures to be discovered in this frozen alien world, and perhaps clues to finding the Aesir gods to aid them in their battles with the Darkness.

A Dead World

Though sprawling in its labyrinthine maze of corridors

and ancient chambers, the Library of the Targa Plateau is home now to little that draws breath. It is a dead world where only automatons roam the halls and hover among the towering data cores and Archive stacks. There are some beasts that have found their way into the city, taking up residence in the cold halls, and tales are told of hulking reptilian warriors that hunt for sport amidst the dark corridors. But whatever ancient civilization created this place appears to be long gone, though statues and monoliths in their likeness still decorate the more lavish areas of the Library.

Ever Growing Archive

It is clear that the robots that watch over Targa, and especially those that manage the Library, are still very much active. Collecting information for the Archive, the Librarians of Targa have been tasked with digitizing and recording samples across all of reality to add to the ever growing wealth of knowledge that the Library holds. No data is too insignificant, nor life form too mundane to become part of the catalog.

Sinister Intelligence

At the core of the Library, an ancient and sinister Intelligence resides. Cold and calculating, with no physical form of its own, it uses the countless Librarians and drones of the Archive as its eyes, ears, and hands. For untold ages it has worked in the darkness to build the Library into the greatest achievement of wisdom and knowledge the universe has ever seen. But the work is never done. And the Archive cannot be complete while new life forms spread, and new history is still being written.





Claw and Fang



The Ulfark Skinwalkers are shamanistic hermits, residing in the deepest forests of the Norse Lands. Living a solitary existence, these wild men and women are stricken with lycanthropy, twisting and contorting into a hulking and feral wolf-like creature when they succumb to their uncontrollable rage. Over time, they have learned to guide their transformations, and even retain some amount of control and reason while in beastly form. Some consider them guardians of the forest, others see them as tainted souls.

Hellborn Marauders



The tribes of the Hellborn have sworn a blood oath to the Darkness. Bearing sinister horned helms and heavy cloaks of fur, their eyes glow red and their souls are black with hate. Ritually carving demonic sigils into their skin, these bloodthirsty barbarians thrive on spreading terror and death. Warlords like Karn Mueller of the Black Heart tribe feed on the flesh of their foes after battle as a brutal feast to honor the dark gods, his teeth filed down to a sharp and jagged maw.

Norse Dwarves



Once thought to be fairy folk of legend, the Norse Dwarves are known for being stout and stingy. Masters of mining, smithing, and battle; they are just as happy digging for gold or working a forge as they are swinging an axe.

Though they prefer life underground, many of their cave systems have been overrun with Trolls and demons, forcing them to begrudgingly emerge from their mountain dwellings to join in the fight against the encroaching Darkness.

Cross-time Travelers



With gateways opening across time and space, it soon became a common occurrence to see many travelers finding their way into time periods not their own. Some getting a glimpse of a far future, while others stepping foot into their distant past. For Heroes like frontier Rancher Tara Stroud, whose stagecoach was swallowed up by a portal, just finding a way home can be an adventure. It doesn't hurt that she stopped a dark ritual, liberated a feudal village from Oni demons, and struck gold along the way.



SHADOWS OF BRIMSTONE™

PAINTING GUIDE



This painting guide shows how to easily paint your plastic models using only Warpaints from the *Heroes of the Old West* (HOW), *Creatures of the Void* (COV), and *Forbidden Fortress* (FF) Paint Sets. For spray priming the models, use any matte (NOT Gloss) spray paint which can be purchased inexpensively from a hardware store. These Shadows of Brimstone paint sets are sold separately and available now at your local game store or online at the Official Flying Frog Web Store.



TARCA CENTURION



- 1) Prime with matte white spray paint.
- 2) Base coat body and shield with *Tengu Grey*.
- 3) Paint energy areas with *Molten Orange*.
- 4) Paint base with *Shadow Black*.
- 5) Wash armor with *Dark Tone Ink* and allow to dry.
- 6) Dry brush body and shield with a mix of *Tengu Grey* and *Spirit White*.
- 7) Dry brush outer edges of energy areas with a mix of *Molten Orange* and *Spirit White*.
- 8) Highlight energy areas with a mix of *Cynder Yellow* and *Spirit White*.
- 9) Paint power sword with swirls of both *Yamabushi Blue* and *Dark Stone Purple*.
- 10) Paint lightning lines on power sword with *Spirit White*.

TARCA LIBRARIAN



- 1) Prime with matte white spray paint.
- 2) Base coat upper body with *Tengu Grey*.
- 3) Paint energy areas with *Molten Orange*.
- 4) Paint skirt and hologram with *Portal Blue*.
- 5) Paint edge lines of skirt with *Desert Yellow*.
- 6) Paint hoses with *Leather Brown*.
- 7) Paint base with *Shadow Black*.
- 8) Wash armor and cloth areas with *Dark Tone Ink* and allow to dry.
- 9) Dry brush armor with a mix of *Tengu Grey* and *Spirit White*.
- 10) Highlight skirt and hologram with *Yamabushi Blue*.

GREMIANS



- 1) Prime with matte white spray paint.
- 2) Gremians appear in many color variations. For these two models, we will base coat one with *Bone Eater Green* and the other with a mix of *Tengu Grey* and *Yamabushi Blue*.
- 3) Paint knife with *Pistol Metal*.
- 4) Paint loin cloth with *Tengu Grey* or *Oni Red*.
- 5) Paint pouch with *Leather Brown*.
- 6) Paint base with *Shadow Black*.
- 7) Wash model with *Dark Tone Ink* and allow to dry.
- 8) Highlight skin with either *Bone Eater Green* or *Yamabushi Blue* - whichever was the original skin color you used.

TROLL



- 1) Prime with matte white spray paint.
- 2) Base coat fur with a mix of *Leather Brown* and *Tengu Grey*.
- 3) Paint stone with *Tengu Grey*.
- 4) Paint skin with *Bone Eater Green*.
- 5) Paint side bag and straps with *Leather Brown*.
- 6) Paint base and nails with *Shadow Black*.
- 7) Paint tongue and mouth with *Saloon Red*.
- 8) Paint bone necklace with *Fang Bone*.
- 9) Wash entire model with *Strong Tone Ink*.
- 10) Dry brush fur with a mix of *Leather Brown*, *Tengu Grey*, and *Spirit White*.
- 11) Dry brush side bag and straps with a mix of *Leather Brown* and *Spirit White*.
- 12) Highlight skin with a mix of *Bone Eater Green* and *Spirit White*.
- 13) Highlight tongue with *Cherry Blossom Pink*.

VIKING WARRIOR ALLY



- 1) Prime with matte black spray paint.
- 2) Base coat jacket with a mix of *Tengu Grey* and *Yamabushi Blue*.
- 3) Paint pants and straps with *Leather Brown*.
- 4) Paint leg wraps and jacket trim with *Tengu Grey*.
- 5) Paint shield and boots with *Dark Flesh*.
- 6) Paint hair and beard with *Oni Red*.
- 7) Paint skin with *Pale Flesh*.
- 8) Paint shield design with *Spirit White* and *Serpent Skin*.
- 9) Paint sword, helmet, and shield trim with *Pistol Metal*.
- 10) Wash entire model with *Soft Tone Ink* and allow to dry.
- 11) Highlight skin with *Pale Flesh*.
- 12) Highlight jacket with *Yamabushi Blue*.
- 13) Highlight pants and straps with a mix of *Leather Brown* and *Spirit White*.

FROST GIANT



- 1) Prime with matte white spray paint.
- 2) Basecoat skin with *Yamabushi Blue*.
- 3) Basecoat fur with a mix of *Dark Flesh* and *Tengu Grey*.
- 4) Paint club and inside of furs with *Leather Brown*.
- 5) Paint beard and hair with a mix of *Tengu Grey* and *Spirit White*.
- 6) Paint wraps with *Fang Bone*.
- 7) Paint helmet with *Pistol Metal*.
- 8) Paint base with *Shadow Black*.
- 9) Wash fur and hair with *Dark Tone Ink* and allow to dry.
- 10) Wash the rest of the model with *Soft Tone Ink* and allow to dry.
- 11) Drybrush fur with a mix of *Dark Flesh*, *Tengu Grey*, and *Spirit White*.
- 12) Drybrush skin with *Yamabushi Blue*.
- 13) Drybrush club with a mix of *Leather Brown* and *Spirit White*.
- 14) Highlight wraps with a mix of *Fang Bone* and *Spirit White*.
- 15) Highlight helmet with *Pistol Metal*.

JARL HERO



STEP #1

- 1) Prime with matte white spray paint.
- 2) Base coat armor with *Pistol Metal*.
- 3) Paint skin with *Pale Flesh*.
- 4) Paint cape with *Bone Eater Green*.
- 5) Paint belt, boots, scabbard, and axe handle with *Dark Flesh*.
- 6) Paint handle wraps with a mix of *Leather Brown* and *Spirit White*.



STEP #2

- 1) Paint base with *Shadow Black*.
- 2) Paint fur with *Tengu Grey*.
- 3) Wash metal and fur with *Dark Tone Ink* and allow to dry.
- 4) Wash the rest of the model with *Soft Tone Ink* and allow to dry.



STEP #3

- 1) Drybrush cape with a mix of *Bone Eater Green*, *Serpent Skin*, and *Spirit White*.
- 2) Drybrush fur with a mix of *Tengu Grey* and *Spirit White*.
- 3) Highlight skin with *Pale Flesh*.
- 4) Highlight sleeves and trim detail with *Desert Yellow*.
- 5) Highlight hair with a mix of *Leather Brown* and *Spirit White*.

RAIDER HERO



STEP #1

- 1) Prime with matte white spray paint.
- 2) Base coat armor, helmet, axe, and shield trim with *Pistol Metal*.
- 3) Paint hands with *Pale Flesh*.
- 4) Paint fur with *Tengu Grey*.
- 5) Paint leather and wood areas with *Leather Brown*.
- 6) Paint beard with a mix of *Leather Brown* and *Molten Orange*.



STEP #2

- 1) Paint belt and boots with *Dark Flesh*.
- 2) Paint base with *Shadow Black*.
- 3) Wash metal and fur with *Dark Tone Ink* and allow to dry.
- 4) Wash the rest of the model with *Strong Tone Ink* and allow to dry.
- 5) Drybrush fur with a mix of *Tengu Grey* and *Spirit White*.



STEP #3

- 1) Highlight leather and wood areas with a mix of *Leather Brown* and *Spirit White*.
- 2) Highlight sleeves with *Desert Yellow*.
- 3) Highlight hands with *Pale Flesh*.
- 4) Highlight beard with a mix of *Oni Red*, *Desert Yellow*, and *Spirit White*.
- 5) Highlight armor, helmet, axe, and shield trim with *Pistol Metal*.

HUSCARL HERO



STEP #1

- 1) Prime with matte white spray paint.
- 2) Base coat cape with a mix of *Serpent Skin* and *Tengu Grey*.
- 3) Paint face and hands with *Pale Flesh*.
- 4) Paint tunic and pants with a mix of *Yamabushi Blue* and *Tengu Grey*.
- 5) Paint belts, boots, shield, scabbard, and bow with *Dark Flesh*.



STEP #2

- 1) Paint base with *Shadow Black*.
- 2) Paint clasp, scabbard metal, and arrow head with *Pistol Metal*.
- 3) Paint hair with *Desert Yellow*.
- 4) Wash skin and hair with *Soft Tone Ink* and allow to dry.
- 5) Wash the rest of the model with *Strong Tone Ink* and allow to dry.



STEP #3

- 1) Drybrush cape with a mix of *Serpent Skin*, *Bone Eater Green*, and *Spirit White*.
- 2) Highlight skin with *Pale Flesh*.
- 3) Highlight tunic and pants with a mix of *Yamabushi Blue* and *Tengu Grey*.
- 4) Highlight hair and trim detail with a mix of *Desert Yellow* and *Spirit White*.

BERSERKER HERO



STEP #1

- 1) Prime with matte white spray paint.
- 2) Base coat skin with *Pale Flesh*.
- 3) Paint pants with a mix of *Portal Blue*, *Yamabushi Blue*, and *Tengu Grey*.
- 4) Paint belt, straps, boots, and axe handles with *Leather Brown*.
- 5) Paint fur with *Tengu Grey*.
- 6) Paint axe blades with *Pistol Metal*.



STEP #2

- 1) Paint hair with *Desert Yellow*.
- 2) Paint wrist and handle wraps with a mix of *Leather Brown* and *Spirit White*.
- 3) Paint base with *Shadow Black*.
- 4) Wash metal and fur with *Dark Tone Ink* and allow to dry.
- 5) Wash the rest of the model with *Soft Tone Ink* and allow to dry.



STEP #3

- 1) Highlight pants with a mix of *Yamabushi Blue* and *Tengu Grey*.
- 2) Highlight belt, straps, boots, and axe handles with *Leather Brown*.
- 3) Highlight skin with *Pale Flesh*.
- 4) Drybrush fur with a mix of *Tengu Grey* and *Spirit White*.
- 5) Highlight hair with a mix of *Desert Yellow* and *Spirit White*.

VIKING CAMP DAILY EVENTS CHART

D36 Camp Daily Events

To roll a D36, roll two dice of different colors, where one of them is the '10's digit and the other is the '1's digit. For Example, if you rolled 3 and 5 the result on the chart would be 35.

11 - Nidhogg

A black shadow sweeps over the camp from high above, as a terrible screech echoes across the land! Looking up in terror, you see the ghastly form of Nidhogg, the World Eater serpent soaring through the sky on leathery wings, searching to feast on the souls of the damned and dishonored.

Everyone in camp scrambles to hide from the terrifying gaze of the Nidhogg! Every Hero must roll dice equal to the number of Corruption Points and Mutations they currently have. For every 1 rolled, take D6 Horror Hits that do 2 Sanity Damage each. In addition, if more 1s were rolled (by all Heroes combined) than the number of Heroes in the Party, 1 Random Camp Location is Wrecked. Either way, the Camp Stay immediately ends as you scatter to escape the Nidhogg.

12 - Inexperienced Healer

Snorri, the Viking Healer, has finally succumbed to his excesses and passed out in the back of his tent. Not to worry though, Olaf the Huntsman is ready to step up. This is really no different than skinning and gutting boars from the hunt...right?

All attempts at *Field Surgery* at the *Viking Healer* during this Camp Stay are -2 to the roll (minimum of 0).

13 - Fire!

A raging fire breaks out in the camp, threatening to burn down tents, supplies, and valuable goods that have been gathered during this camp stay. While the livestock and horses panic at the flames, you race to help put out the fire.

Every Hero may make a **Cunning 6+** or **Strength 6+** test to help fight the blaze. For every 6+ rolled during this test, gain 10 XP and put a Sanity marker on the Viking Camp. For every 1 rolled during this test, take D3 Wounds, ignoring Defense and Armor, as you are burned by the flames.

After all tests have been made, if the number of Sanity markers on the Viking Camp is higher than the current position of the *Dark of Night* Track, the fire has been put out before too much damage is done. If not, every Hero must roll a D6 for each Pelt and each Side Bag Token they have, discarding it on the roll of 1 or 2. In addition, 1 Random Camp Location Takes D3 Damage.

14 - Forsaken

Forsaken by the gods in this dark place, your rituals and prayers go unanswered. Even the magik of the black rock seems to be diminished here.

No *Rituals* may be performed for the rest of this Camp Stay (they have no effect, as you seem to have been forsaken by the gods). In addition, no Upgrades that require Dark Stone may be purchased at the *Viking Forge* today.



15 - Uneventful Day in Camp

It is just another cold day in the North!

No Effect.

16 - Auroras Overhead

Brilliant colored lights ebb and glow across the winter sky. It is a sign of the favor of the gods!

Every Hero may roll a D6 for each Injury and Madness they currently have. On the roll of 6+, remove it as it is miraculously healed by the gods.

21 - Bodies in the Snow

Gathering firewood for the camp fire, you lift a log from the snow only to discover that it is not a log at all... but a human arm! As you look around the snowy forest floor, you see countless other body parts half buried in the frost. This looks like the sight of a massacre.

Move the *Dark of Night* Track D3 spaces forward.

22 - Gremian Mischief

By the treachery of Loki, these foul Gremians get everywhere and bring no end of torment to the men of the North!

Every Hero must immediately roll once on this Viking Camp Daily Event Chart.

23 - Distant Roar

Echoing through the frigid cliffs, a terrifying roar breaks the silence of light snowfall across the land. Whatever made that hideous noise couldn't be too far off. Pulling your furs tight against the bitter cold, you pray to Thor that whatever it is keeps its distance.

Every Hero loses a Grit.

24 - Burning Pyre

A veteran warrior in the camp has died, succumbing to wounds suffered in a recent raid. You watch in reverence as the embers of the funeral pyre crackle and pop, floating into the night sky to join the stars in the heavens.

Every Hero may Recover a Grit.

25 - Uneventful Day in Camp

It is just another cold day in the North!

No Effect.

26 - Beautiful Evening

The swiftly setting sun is closely followed by a clear sky full of brilliant stars. As you stare into the heavens, your heart is full.

Every Hero may Heal D6 Sanity Damage.

31 - Ice Storm

A heavy blizzard sweeps over the camp, threatening to bury your tents and supplies, or extinguish the torches and camp fire!

Each Viking Camp Location takes 1 Damage.



32 - Whispers from the Shadows

Sinister whispers and dark thoughts drift in from the cold shadows that lay just beyond the flickering light of the crackling fire.

All attempts at *Exorcising a Madness* at the *Camp Fire* during this Camp Stay are -1 to the roll (minimum 0).

33 - Avalanche!

With a crack of ice and a thunderous roar, a mountain of snow comes pouring down at the camp from the nearby mountains!

2 Random Camp Locations immediately take 2 Damage each.

34 - Slow Trade

Maybe it's the long, dark nights, or the bitter cold of this region, but there don't seem to be any local traders to be found.

Nothing in the *Local Trade* section of the *Trade Cart* Camp Location may be used for the rest of this Camp Stay.

35 - Uneventful Day in Camp

It is just another cold day in the North!

No Effect.

36 - Bountiful Hunt

This area seems to be rich in game. The hunt will be good today.

Any Hero at the *Expedition Supplies* Location today that participates in *Go on a Hunt* may roll up to 2 extra dice on their Skill tests for it.

41 - Cursed Wood

The Camp Fire has gone out. No matter how you try, reigniting the blaze proves an impossible task. Curse this blighted wood, and Loki for stealing the very spark that would start the blaze. It's going to be a cold night.

The **Camp Fire** Location may not be visited for the rest of this Camp Stay. In addition, move the **Dark of Night** Track 1 step forward.

42 - Runic Riddle

Walking the outskirts of camp, you hear a faint ringing noise. Stepping into the woods, you see a Rune Stone monolith, half buried in the snow, glowing runes emblazoned on its surface. It calls to you. As you step toward it, the ringing in your mind forms the words of an ancient riddle.

One Random Hero must make a **Cunning 6+** test. If successful, you may draw a **Norse Lands Artifact** buried at the base of the monolith, bestowed as a gift from the Aesir gods. If failed, take 3 Corruption Hits and you lose your Day in Camp today.

43 - Circling Wolves

Just beyond the flickering light of the fire, hidden by the underbrush of the dark forest, a hungry pack of wolves circles the camp, looking for an opportunity to strike.

The **Trade Cart** Location may not be visited today. In addition, any Hero at the **Expedition Supplies** Location today that takes part in **Stand Watch** must choose 2 numbers, and any Hero that participates in **Go on a Hunt** rolls 2 less dice on their Skill tests for it.

44 - Jotun's Revenge

The biting cold of winter chills you to your core.

(Weather) For the rest of this Camp Stay, every Hero takes 1 Wound, ignoring Defense and Armor, at the start of each Day in Camp.

45 - Uneventful Day in Camp

It is just another cold day in the North!

No Effect.

46 - Dreams of Glory

Visions of glorious battle and victory for the Clan fill your dreams and leave you with a sense of purpose upon waking.

Every Camp Location removes 1 Damage from it. Any Locations that did not need to remove a Damage may add \$100 toward Upgrading that Location.

51 - Hellborn Marauder Ambush

Without warning, a pack of bloodthirsty Marauders descends upon the camp, putting torch to the tents and pillaging the supplies!

Every Hero must make a **Strength 5+** test to fight off the Hellborn Marauders. For each 5+ rolled, gain 10 XP. If failed, take D6 Wounds, ignoring Defense, and add D3 Damage to a Random Camp Location.

52 - Drunken Healer

Snorri, the Viking Healer, has had a bit too much to drink again. His hands shake and he wobbles in place as he looks at you through glassy eyes and a half smile. "Let's get started" he says.

All attempts at **Field Surgery** at the **Viking Healer** during this Camp Stay are -1 to the roll (minimum of 0).

53 - Camp Prices Up

Resources have been hard to find of late, causing the prices in camp to rise.

All prices in Camp today that require Gold cost +\$50. This does not include basic Camp Location Upgrades or repairing Destroyed Locations.

54 - Camp Prices Down

Resources have been plentiful today, causing the prices in camp to drop.

All prices in Camp today that require Gold cost -\$50 less (minimum of \$25). This does not include basic Camp Location Upgrades.

55 - Uneventful Day in Camp

It is just another cold day in the North!

No Effect.





56 - Rune Forge

The Viking Forge blazes with Dark Stone energy today. It is a good day for a forging!

All Item Upgrades at the **Viking Forge** cost half their normal cost in **Dark Stone** today (rounding up).

61 - Stalked by the Dead

They're out there...in the dark. Draugar. You can't see them, but you can feel their presence. They are watching, hateful of the living.

When rolling for the **Dark of Night** today, if a 1 is rolled, treat it as a double 1 for the **Camp Hazard Chart**.

62 - Burned Village

Smoke rises in the distance. Scouting the area, you discover a local village burning; signs of a gruesome slaughter litter the ground.

Every Hero may make a **Cunning 5+** test to search the smoldering ruins and ravaged dead. For each roll of 5+, gain **D6 x \$25**. If at least one 6+ was rolled, you may also draw a **Loot** card. Every Hero that rolls any 1s on this test must either take **2D6 Sanity Damage**, ignoring Willpower, or move the **Dark of Night** Track forward 1 space.

63 - Light Snow

The snowfall is light and peaceful today, softly collecting on the trees and ground. Even in the darkest night, the light reflecting off the collected snow brightens the sky.

Move the **Dark of Night** Track back 1 space.

64 - Restful Day

The weather is mild and pale sun shines down on the camp. It is a simple day. A good day.

Every Hero may Heal **D6 Wounds**.

65 - Uneventful Day in Camp

It is just another cold day in the North!

No Effect.

66 - A Stranger in Camp

A stranger has wandered into camp today, cloaked and hooded, they bring dark tidings, but also a glimmer of hope.

This result may NOT be Re-rolled or canceled. Roll once on the chart below to see what type of stranger has entered Camp (rolling on this chart also may NOT be Re-rolled in any way).

D6 Roll Result

1-2

Warrior Maiden - *Striding into camp on the light of the Aesir, a Valkyrie Warrior has come with a dire warning.*

During the next Adventure, all Enemies gain a free **Elite** ability, and every Hero may draw 1 extra **Loot** card at the end of each Fight.

3-5

Traveling Skald - *A traveling poet and storyteller, the man tells you of his travels, and of the horrors and wonders that lay on the road ahead.*

During the next Adventure, whenever a **Clue** is found, add **D3 Encounters** to the Exploration Token (even if normally ignored by the Mission). If the Mission is successfully completed, each Hero may roll a D6. On 1-3, draw 2 **Gear** cards. On 4-6, draw an **Artifact** card.

6

Shadowy Traveler - *Calling himself Fendinn, the grizzled man with a slippery smile tells a tale of great darkness rising in the East, and a group of champions chosen by the gods to stand against it. He tells of their ultimate failure and the fall of humanity, but claims to have secret knowledge that could turn the tide...for a price.*

The Hero who rolled this result may either take the deal, gaining **D6x100 XP** and **D6x\$100**, but if they ever roll this result again, **Fendinn** has returned to collect his end of the bargain and takes your Hero off into the night never to be heard from again.

If you refuse the deal, make a **Spirit 6+** or **Cunning 6+** test to find a way out of it. If passed, gain **50 XP**. If failed, gain **D6+1 Corruption Points**, ignoring Willpower, as **Fendinn** disappears into the dark night.

MUTATION CHART

D36 Mutation

To roll a D36, roll two dice of different colors, where one of them is the '10's digit and the other is the '1's digit. For Example, if you rolled 3 and 5 the result on the chart would be 35.

11 - Chest Portal

A hole has opened up in your chest leading to another dimension! And occasionally... stuff comes through! Anytime an 11 or 12 is rolled to *Hold Back the Darkness*, you must roll a D6.

On 1, 2, or 3, there is an **Ambush Attack!** as a **Low Threat** erupts from the portal in your chest. These Enemies are all placed adjacent to you if possible, but will select targets during their first Activation.



On 4 or 5, nothing happens.

On 6, something starts itching in your portal and you reach in only to pull out a foreign object. Draw a **Spanish Fort Artifact** card.

12 - Tentacle Fingers

Gross! No game effect.

13 - Tentacle Arm

You lose the use of one  each turn, but you are +1 Combat.  **Guns** / **Bows** may still be used, but cannot get Critical Hits.

14 - Tentacle Leg

You are -1 Move each turn (minimum of 1).

15 - Tentacle Tongue

Gross! No game effect.

16 - Tentacle Mustache

Shopkeepers are intimidated by your writhing facial hair! All Item prices in Camp/Town cost you \$10 less than normal (minimum \$10).

21 - Glowing Skin

Your skin begins to give off an eerie green glow that lights up the corridors around you. You are now Immune to *Voices in the Dark*, but Enemies also Hit you on *To Hit* rolls of 1.

22 - Rock Skin

Your skin becomes hard and crusty, like it's made of rock. You are +3 Health, but -1 Move each turn (minimum of 1).

23 - Slippery Skin

Your skin is now oily and greasy, allowing you to slide past Enemies and slip through tight spaces. You may now roll an extra die for Escape tests and choose which roll to use.

24 - Melty Skin

Your skin has become gooey and comes off easily now. Any time you take one or more Wounds from a source, you take 1 extra Wound.

25 - Void Boils

You are -2 Health, but +1 Max Grit.

26 - Void Infection


Any time you pass through a **Gate**, you take 1 **Corruption Point**, ignoring Willpower.

31 - Barbed Tail

+1 Combat.

You are also -1 Corruption Resistance.

32 - Prehensile Tail

You now have 1 extra  to use per turn.

You are also -1 Corruption Resistance.

33 - Tail with a Face

Your tail talks to you in hushed demonic whispers, curling around to speak into your ear. Any time you take one or more Sanity Damage from a source, you take 1 extra Sanity Damage.

34 - Tail with a Mouth

Your tail nips and bites at you and any others that stray too close. Any time you or another model adjacent to you rolls a 1 on a *To Hit* roll, that model takes 1 Wound, ignoring Defense. No XP is gained.

35 - Tentacle Tail

+1 Move.

You are also -1 Corruption Resistance.

36 - Void Plague

Any Hero adjacent to you at the end of a turn automatically takes D3 Wounds, ignoring Defense.

41 - Horns

You sprout horns from the top of your head. You can no longer use **Clothing** - **Hat** Items.

42 - Eye Grown Over

One of your eyes has grown over with gnarled flesh. All of your Critical Hits do 1 less Damage than normal.

43 - Third Eye

You have grown a third eye that can see into the Void. Once per turn, you may spend 2 Grit to force a **Threat** card just drawn to be discarded and Re-drawn.

44 - Mouth Grown Over

You can no longer speak (at least nothing beyond mumbling). All Item prices in Camp/Town cost you +\$10.

45 - Fangs

*You have grown large, sharp fangs that protrude from your mouth. You gain a **Bite Free Attack** - Once per turn. 1 **Combat**, uses the D8 for **Damage**.*

*If this **Bite** attack wounds a Void Enemy, you also take 1 **Corruption Hit**.*

46 - Second Head

*They say two heads are better than one...I'm not so sure. You may now use 2 **Clothing - Hat** Items and you are +1 **Initiative**. However, any time you roll a natural 6+ for movement, you lose your Activation, as your two heads are arguing over where to go next.*

51 - Arm Growth

*Your arm has grown deformed and giant. You can no longer use **Clothing - Coat** Items.*



52 - Leg Growth

*Your leg has grown deformed and giant. You can no longer use **Clothing - Boots** Items.*

53 - Hand Growth

*Your hand has grown deformed and giant. You can no longer use **Clothing - Gloves** Items.*

54 - Fused with Item

Your skin and muscle have grown out and extended around one of your Items, making it part of you. Choose one Item you are carrying that is  or . From now on, that Item may not be unequipped.

55 - Fused with Rock

*Your skin has fused with chunks of rock, making you lumbering and slow. You are -2 **Move** each turn (minimum of 1), however, you also gain **Armor 4+**.*

56 - Fused with Dark Stone

Any Dark Stone shards you currently carry have become fused to you. These cannot be sold, used, or lost in any way until this Mutation is removed, and will continue to roll for corruption at the end of each Adventure as long as they are attached to you.

New Dark Stone found and Items with Dark Stone Icons do not become fused, only the shards that you currently carry when this Mutation is rolled.

If you aren't carrying any Dark Stone shards when this Mutation is rolled, instead, one Item you have with a Dark Stone Icon you are carrying has become fused to you. If that Item requires a Hand to use, it is considered permanently equipped.

61 - Dark Stone Allergy

*At the start of each of your Activations, take 1 **Hit** for every Dark Stone shard and Item with a Dark Stone Icon you are carrying (maximum of 5 **Hits**).*

62 - Swollen Lesions

*You are in bad shape. Any time you would **Heal Wounds** during an Adventure, **Heal 1** fewer.*

63 - Fused Fingers

*Your fingers have fused together making it impossible to do any fine manipulation. You may not use **Gun** Items (unless it is an **Artifact** card).*

64 - Eye Stalks

*All of your **Critical Hits** are +1 **Damage**. You are also -1 **Corruption Resistance**.*

65 - Void Speech

*You can now understand what Void creatures are saying as they hiss and growl. This is unnerving to the extreme, but can give you a leg up in a fight. At the start of each turn, if there are any Void Enemies on your Map Tile, you are +1 **Initiative**, but you also take 1 **Sanity Damage**, ignoring **Willpower**.*

66 - Child of the Void

*You have grown the upper torso of a small humanoid like creature out of your lower abdomen (you must name them). You are +1 **Lore** and, while in an OtherWorld, +1 **Initiative**.*

*You are also -1 **Corruption Resistance**.*



GLOSSARY OF TERMS

Ability Token – A special resource Token only used by a particular Hero Class. *Ex. - Ambition, Rage, Faith, Dead Eye Shots, etc.*

Activation – An individual model or group of Enemies' opportunity to move and attack during the turn.

Adventure – The time from when the Heroes are placed on the board to start a new Mission, until the Mission is failed or successfully completed. An Adventure does not generally include the Camp Stay.

Ambush – An Enemy Attack in which the Enemies are placed adjacent to the Heroes and gain +2 Initiative during the first turn.

Attack – A term used for when a group of Enemies is placed to start a Fight. Also, a Model's strike against another Model during a Fight.

Basic Combat – A Model's Combat value, unmodified by Items or Ability effects. Basic Combat does include Combat bonuses earned from Upgrades or Enemy Elite Abilities.

Bounce – A Random form of movement, used for things like Bombs.

Brutal – High level Enemies faced at Posse Level 5 and higher.

Camp Upgrade – An Entry on a Camp Location marked with a gold arrow. Usually a permanent increase or bonus once purchased.

Camp Upgrade (Basic) – A sequential set of Upgrades listed on each Camp Location that makes that Location Level II, III, or IV.

Cancel – Prevent the effects of something. If a card is canceled, it is discarded and has no further effect.

Catch Your Breath – A form of Healing at the end of each Fight.

Clue – Icon. Progress toward a Mission's Objectives.

Corruption Hit – A strike to add a Corruption to a Hero. A Corruption Hit on a Hero adds 1 Corruption Point. Prevented with Willpower.

Corruption Point – A measurement of how corrupted a Hero is.

Corruption Resistance – The number of Corruption Points a Hero can have before trading them in for a roll on the Mutation Chart.

Cover / Cover Save – An extra roll to prevent Hits against a model, before Defense is applied. Note a successful roll on a Cover save stops the entire Hit, including all Damage and other effects.

Critical Hit – A Natural roll of 6+ on a Hero's attack dice. Ignores the Enemy's Defense.

Defense (Enemy) – The amount of Damage an Enemy will prevent on each Hit they take.

Defense (Hero) – A saving roll to prevent taking Damage to the Hero's Health.

Double-Handed – An Item that requires both of a Hero's hands.

Dynamic Campaign – A free form Campaign that is ongoing for the Heroes, where Players choose or select Randomly the next Mission to be played, and how those Missions fit together.

Enemy Group – All of the Enemy models on the board that are the exact same specific Enemy Type (*Tentacles, Night Terrors, etc.*).

Escape – A Hero's attempt to move away from an Enemy model.

Exhaust – Flipping over or rotating a card (or marking an ability) that is Limited Use (such as 'Once Per Turn') to show that it has been used.

Fight – The time from when Enemies are placed on the board until the last Enemy is removed from the board.

Free Attack – An extra form of attack that is in addition to a normal attack. Limit one Free Attack per turn.

Grit – A resource that all Heroes have, used mainly for Re-rolling dice and activating some more powerful Abilities.

Health – A model's capacity to take physical damage, before being killed or KO'd.

Hit – A single strike against a Model's Health. A Hit on a Hero generally does 1 Damage unless noted otherwise. A Hit from a Hero's attack generally does D6 Damage unless noted otherwise. Prevented with Defense.

Horror Hit – A single strike against a Hero's Sanity. A Horror Hit on a Hero does 1 Sanity Damage unless noted otherwise. Prevented with Willpower.

Initiative – The order in which Models are Activated during a turn.

Just Rolled – This only includes the last roll you made (the dice that were just rolled, moments ago).

Keywords – One or more words associated with a card, event, or character that generally have no built-in meaning but are referenced.

Killed – When an Enemy is reduced to 0 Health. This term is also used when a Hero is actually dead, not just KO'd.

KO'd – When a Hero is reduced to 0 Health or 0 Sanity.

Locked – A Camp Location or Entry that cannot be visited or purchased until a requirement is met (building or upgrading the Camp Location, etc.).

Model – Any Hero or Enemy, including counters that represent a Hero or Enemy.

Natural 6+ – Rolling an unmodified 6+ on a die.

Once per Adventure – An Item or Ability that may only be used once during each Adventure. When used the Item should be Exhausted to show that it may not be used again during this Adventure. At the end of the Adventure, the Item/Ability is Readied.

Once per Fight – The same as *Once per Adventure* above, but the Item/Ability may be used once each Fight instead.

Once per Turn – The same as *Once per Adventure* above, but the Item/Ability may be used once each turn instead.

Peril Die – Icon. A special D6 that has the sides 3, 3, 4, 4, 5, and 6.

Rage (Ability Token) – An Ability Token used by *Viking* Heroes to add extra Damage to a Combat Hit. Limited to 3 Rage per Hit.

Ready – Flipping over a used Item card or unmarking an Ability that is Limited Use, making it ready for use again.

Recover – For a resource like Grit, this means to gain one of that resource, up to the maximum you can carry of it. For a Hero, this means to stand back up after being KO'd, usually resulting in some amount of healing and rolling on the Injury/Madness Chart.

Revive – A special Token that allows a Hero to Recover and fully Heal when KO'd, without needing to roll for Injury/Madness.

Sanity – A model's capacity to take mental damage, before being KO'd.

Scavenge – A Hero searching a Map Tile for anything of value.

Side Bag – Every Hero has a Side Bag card that is used to hold their Side Bag Tokens like *Bandages* or *Tonic*.

Single-Handed – An Item that requires one of a Hero's two hands.

Skills – A Hero's stats used to interact with tests and Encounters.

Source – One specific thing that is causing an effect. This could be an Event Chart roll, a single Enemy, an Encounter card, etc. Something that prevents all Damage from a single Source will prevent one instance of taking that Damage.

Status Effect – A condition on a model that has a long lasting effect. Usually marked by a token.

Story Campaign – A narrative set of Missions that are played in sequential order to tell a specific story for the Heroes.

Target – The focus of a model's attacks.

Team Ability Cards – A set of themed abilities that are used by Team Heroes as an extra bonus to represent their ability to work as a close knit fighting force. These cards are generally discarded to use and are drawn new at the start of each Adventure based on the number of Team Heroes within the Hero Party.

Team Heroes – A single Hero Class that has multiple Sub-Classes within it, each with its own theme and style. Team Heroes have access to Team Ability cards.

Threat – A card drawn to show what Types of Enemies are attacking and how many there are of each.

Threat Level – *Low, Med, or High*, the Threat Deck that the Heroes draw from based on the number of Heroes in the Party. One Threat Level higher than *High* is *Epic*.

To Hit – The number needed for each of a Model's attack dice to successfully strike their target.

Turn – One game round, from the *Hold Back the Darkness* phase to the *End of the Turn* phase.

Upgrade – A bonus for a Hero when they Level Up or a bonus to an Item that can be attached into its Upgrade Slots.

Weight – Icon. A Hero may carry Items up to their Strength+5 in Weight. This is also known as their '*Carrying Capacity*'.

Willpower – A saving roll to prevent taking Damage to the Hero's Sanity. Also used to prevent Corruption.

Wrecked – When a Camp Location is damaged to the point that it must be Repaired before it can be visited again.

FAQ AND CLARIFICATIONS

Q) Because the Map Tiles are double-sided, what do you do if a Map card is drawn in an Other World, but the Mine side of that same tile is already in play?

A) Most players will want to remove older Map Tiles as they explore to make room for the new areas discovered as you go (unless you have a really giant table). That being the case, this won't come up that often. When it does, simply discard the Map card and draw a new one to replace it.

Q) What happens if no Map Tile can be placed at a Door because any tile would overlap an existing part of the map?

A) In this case, that exit is not a valid Door location when rolling for where the Doors are placed in that room.

Q) If you need to draw a card from a deck, and there are none left, what do you do?

A) Re-shuffle the discard pile back into the deck. If there is no discard pile, cancel that card draw. There are two exceptions to this. If an Artifact needs to be drawn and there are none available, draw a Gear card instead. If a Growing Dread needs to be drawn, draw a Darkness card instead.

Q) If you are called on more than once to place additional Enemies when you don't have any more models for them available, do they get an Elite ability for each time?

A) The Enemies gain an Elite ability when you would have to place more of them on the board but have no available models to do so. This is limited to once per turn, no matter how many instances of that Enemy you are called on to place but cannot.

Q) Is it ok to remove previous parts of the Map as you explore new areas (not all tables are giant)?

A) Yes. As long as you don't think you will be going back to that area, it should be fine. This can also leave more room for the map to twist and turn and not be blocked by previous Map Tiles (imagine that it may be changing elevation as you go).

Q) Does an Enemy that is displaced, by a larger Enemy moving through it, need to choose a new target if it is still adjacent to its original target after being displaced?

A) No. The displaced Enemy will only select a new target if it is no longer adjacent to its original target.

Q) The Camp Upgrades *Growing Camp*, *Thriving Camp*, and *Legendary Camp* require all Camp Locations to be of a certain Level. Does this include Locked Location Slots?

A) No. It only includes Unlocked Locations. If a Location is Unlocked after this Upgrade is taken, the Upgrade is lost until the requirements are met once again.

Q) Does Spirit Armor prevent Corruption Points?

A) No, only Sanity Damage.

Q) If a new group of Enemies appears with Ambush during a Fight, and there are already Enemies of that Type on the board, do the existing Enemies of that Type get the +2 Initiative, or only the new Enemies?

A) All Enemies of that Type get the bonus +2 Initiative.

Q) When Enemies enter play during a Fight (for instance with the *Adjutant* Codex for the *Targa Librarian*), do they get to Activate during that turn?

A) Yes, but only if their Initiative level has not already been passed.

Q) Can the Viking Warrior Ally ability '*For the Clan!*' be used once per turn for each Viking Warrior in play?

A) No. It may only be used once per Turn, for all Heroes, regardless of how many Viking Warrior Allies are in play.

Q) What happens when a Gremian gets +1 Combat?

A) No effect. The Gremian's *Mischief* ability is a special Attack and is not affected by modifiers.

Q) With the Gremians *Sneaky* Ability, do you still add a Gremian even if a Hero's *To Hit* roll of 1 is then Re-rolled?

A) Yes.

Q) Does a Centurion's *Blast Shield* still throw a Hero back if the Centurion is killed by the Attack?

A) Yes.

LEVEL:**WILLPOWER**

Campaign Log

SHADOWS OF BRIMSTONE

GATES OF VALHALLA

CAMPAIGN NOTES AND MODIFIERS

LIBRARY KNOWLEDGE:

MISSION LOG

WIN/LOSS

HEROES

of HEROES

HERO PARTY LEVEL:

NAME:	LEVEL:	NAME:	LEVEL:
NAME:	LEVEL:	NAME:	LEVEL:
NAME:	LEVEL:	NAME:	LEVEL:
NAME:	LEVEL:	NAME:	LEVEL:

VIKING CAMP

LOCATION:

LOCATION LEVEL

PROGRESS TOWARD NEXT LEVEL:

LOCATION UPGRADES PROGRESS/UNLOCKED:

WRECKED

☐

CAMP NOTES

STORED RESOURCES:



GOLD



DARK STONE

PELTS

LOCATION:

LOCATION LEVEL

PROGRESS TOWARD NEXT LEVEL:

LOCATION UPGRADES PROGRESS/UNLOCKED:

WRECKED

☐

LOCATION:

LOCATION LEVEL

PROGRESS TOWARD NEXT LEVEL:

LOCATION UPGRADES PROGRESS/UNLOCKED:

WRECKED

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LOCATION:

LOCATION LEVEL

PROGRESS TOWARD NEXT LEVEL:

LOCATION UPGRADES PROGRESS/UNLOCKED:

WRECKED

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LOCATION:

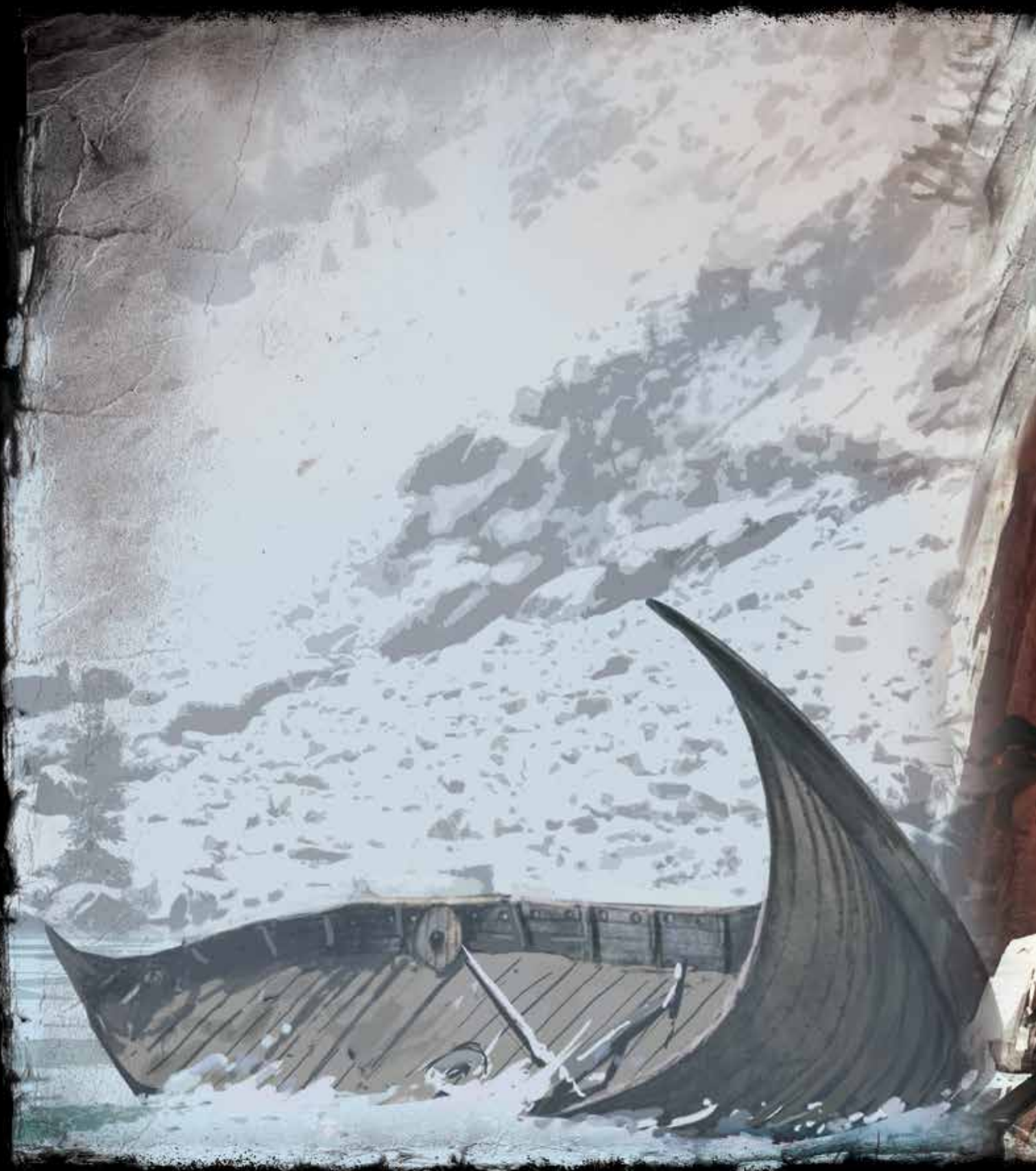
LOCATION LEVEL

PROGRESS TOWARD NEXT LEVEL:

LOCATION UPGRADES PROGRESS/UNLOCKED:

WRECKED

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