

SHADOWS OF BRIMSTONE

Valley of the Serpent Kings™



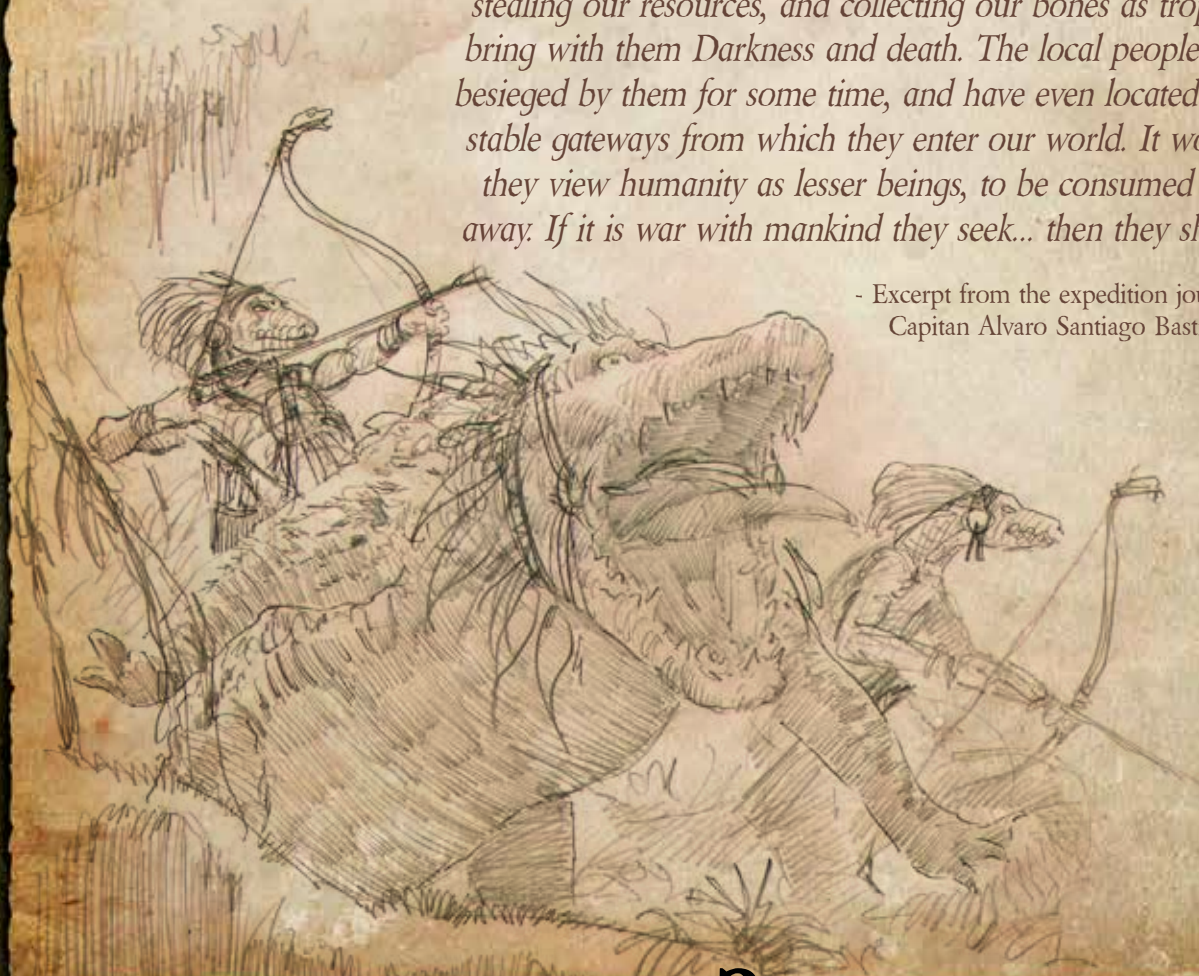
ADVENTURE
• BOOK •

SHADOWS OF BRIMSTONE

Valley of the Serpent Kings™

"A brutal civilization from another world, the Serpentmen either cannot or will not even attempt communication with us. They attack without warning, taking a ruthless delight in spilling our blood, stealing our resources, and collecting our bones as trophies. They bring with them Darkness and death. The local peoples have been besieged by them for some time, and have even located some of the stable gateways from which they enter our world. It would appear they view humanity as lesser beings, to be consumed and swept away. If it is war with mankind they seek... then they shall have it!"

- Excerpt from the expedition journal of
Capitan Alvaro Santiago Bastille Ramirez



VALLEY OF THE SERPENT KINGS ADVENTURE BOOK

By Jason C. Hill



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EXPEDITIONS TO THE NEW WORLD



Voyage Across the Sea

The early 16th century was an age of exploration. Ships from Europe set out across the vast oceans to discover new lands and new opportunities. Upon discovering a New World in the Americas, many more voyages set out across the sea. A long and perilous journey, some ships sailed for the glory of exploration, some to set up trade, and some as mercenary soldiers, seeking to find a fortune of their own.

For the Spanish explorers that found their way through the black waters and blustering storms, into a region that would become known as the Cursed Coast, it would be a dream come true... and a living nightmare.

Discovery of the Black Rock

Making landfall on a series of islands, the Spanish sailors made contact with local peoples, setting up trade and building camps along the shore. It was a bountiful paradise. The native villages had plentiful gold and silver for trade, but there was something else. A rare black rock that glowed with an unnatural purple hue, and was warm to the touch. The tribal elders called it Catzalotetic; loosely translated... 'Dark Stone'.



Strange Tales and Madness

Mesmerized by the allure of the Dark Stone, the explorers hired local guides to show them where more of it could be found. Most of the native people refused to go anywhere near the dark heart of the jungle, where the black rock was discovered, saying that to travel there was to become one with the Darkness, but a few agreed to show the newcomers the way.

The five day journey into the dense jungle was filled with terrifying carnivorous plants and nightmarish creatures the likes of which none of the explorers had ever seen. Along the way, several of the men went mad, rambling of voices in the dark. Discarding their armor and gear, those afflicted ran off into the night, never to be seen again.

When the expedition finally emerged into a jungle clearing, they found the small crystalline formations of Dark Stone the villagers had told tales of, but they also discovered something they did not expect, a flickering tear in reality itself!

Portals to Another World

Like a shimmering pool of water, standing upright in an arch of rock, the gateway stood before them. Running in terror, the guides that had showed them the way abandoned the group. But the Spanish explorers were men of faith and obsession, and they had come too far to turn back now.

Stepping through the lighted gate, they found themselves in another world - the Swamps of Jargono. Knee deep in murky water and surrounded by tall swampy trees, strange bat-like creatures glided through the air above them, and the sound of horrific roars echoed in the distance.

The Kingdom of the Serpentmen

Making their way through the dense trees and crumbling stone ruins sunken into the swamp, the explorers came to a precipice, overlooking a sprawling valley below. Large stepped pyramids and temple courtyards stretched out as far

as the eye could see, with monolithic statues of hideous serpent deities lordling over cities of gold.

But their awe was cut short as tribal arrows rained down from the trees, skewering several of the explorers. With a hissing battlecry, a horde of angry snake creatures emerged from the darkness. They stood upright like men and held savage looking swords edged with Dark Stone and long wooden shields adorned with tribal trophies - Serpentmen.

Running for their lives, few of the explorers escaped back through the portal, and even fewer made it all the way back to the Spanish camps, with stories of their ill-fated endeavor.

Spanish Forts and Conquistadors

With the lure of Dark Stone fresh in their minds and visions of the Serpentmen cities of gold haunting their dreams, the Spanish set out to fortify their encampments. In short order, they constructed several stone forts, sending word back to Spain of the potential riches to be found, and asking for reinforcements of Conquistador soldiers and mercenaries to swell their ranks.

Manning their fortress walls with soldiers and cannons, they fended off Serpentmen raids and prepared to make further incursions into this strange new world beyond the lighted gate. But they were not prepared for the Darkness within their very own walls.

The Corrupting Darkness

A malignant Darkness was growing within the castle walls, easily corrupting the hearts and minds of many already greed stricken Conquistadors. Whispering voices from the shadows drove men mad, and caused many soldiers to turn on their brothers. Entire outposts fell to the Darkness. Twisted creatures roamed the halls, and the dead began to rise, seeking out the treasures they were denied in life. The power of the Darkness grew, spreading across the lands like a sickness.

Conflict with the Aztecs

As more ships arrived in the region, and more Spanish Forts and settlements were built, the largest empire of the native peoples grew concerned by the spreading Darkness. The Aztecs had great influence over the area, with several cities, temples, and villages nearby, now also under attack by raiding Serpentmen and creatures from the Void. These outsiders seemed to be feeding the Darkness.

The Battle of La Playa Muerte

As tensions rose between the Spanish Conquistadors and the Aztec Empire, they engaged in several skirmishes along the coast of the mainland. The Aztecs outnumbered the Spanish ten to one, and were skilled warriors, but the Conquistadors were well armed and equipped with heavy armor, horses, and black powder weapons. Neither side had the upper hand, as both had been weakened in constant attacks by the invading Serpentmen Raiders.

Then, at the *Battle of La Playa Muerte*, at the foot of the smouldering mountain *Tlahuelli Tepetl*, the Spanish and Aztecs clashed. An army of over 500 elite Aztec Jaguar and Eagle Warriors charged a position held by 40 Spanish Conquistadors and supported by 220 of their allies from other local native tribes. As they bitterly fought, each side suffering grave losses in the assault, something happened that neither side could have predicted. A swirling portal opened near the field of battle, disgorging hundreds of Serpentmen and their terrifying beasts of war! This was no raid... it was an invasion.

Unlikely Alliance

Before they could react, the army of the Serpentmen set upon them, slaughtering Aztecs and Conquistadors alike. Amid the chaos, the Jaguar Warriors found themselves back to back with the Spanish, fighting for survival against the relentless serpent horde.

As the smoke cleared, and a thousand fighters lay dead or dying, the army of the Serpentmen had been routed, retreating back to their own world through the crackling gateway. They had not expected such resistance from the likes of humans.

Bloodied and exhausted, the few remaining Aztec and Spanish survivors turned to face each other once more. Staring across the field of carnage, they planted their swords in the ground and strode forward, clasp arms.

They now realized that neither of them could hope to hold off the invaders from Jargono alone. The threat of the Serpentmen was an existential one for all of humanity.

Putting aside their differences, they forged an alliance, becoming unlikely allies in the war against the kingdoms of the Serpentmen.

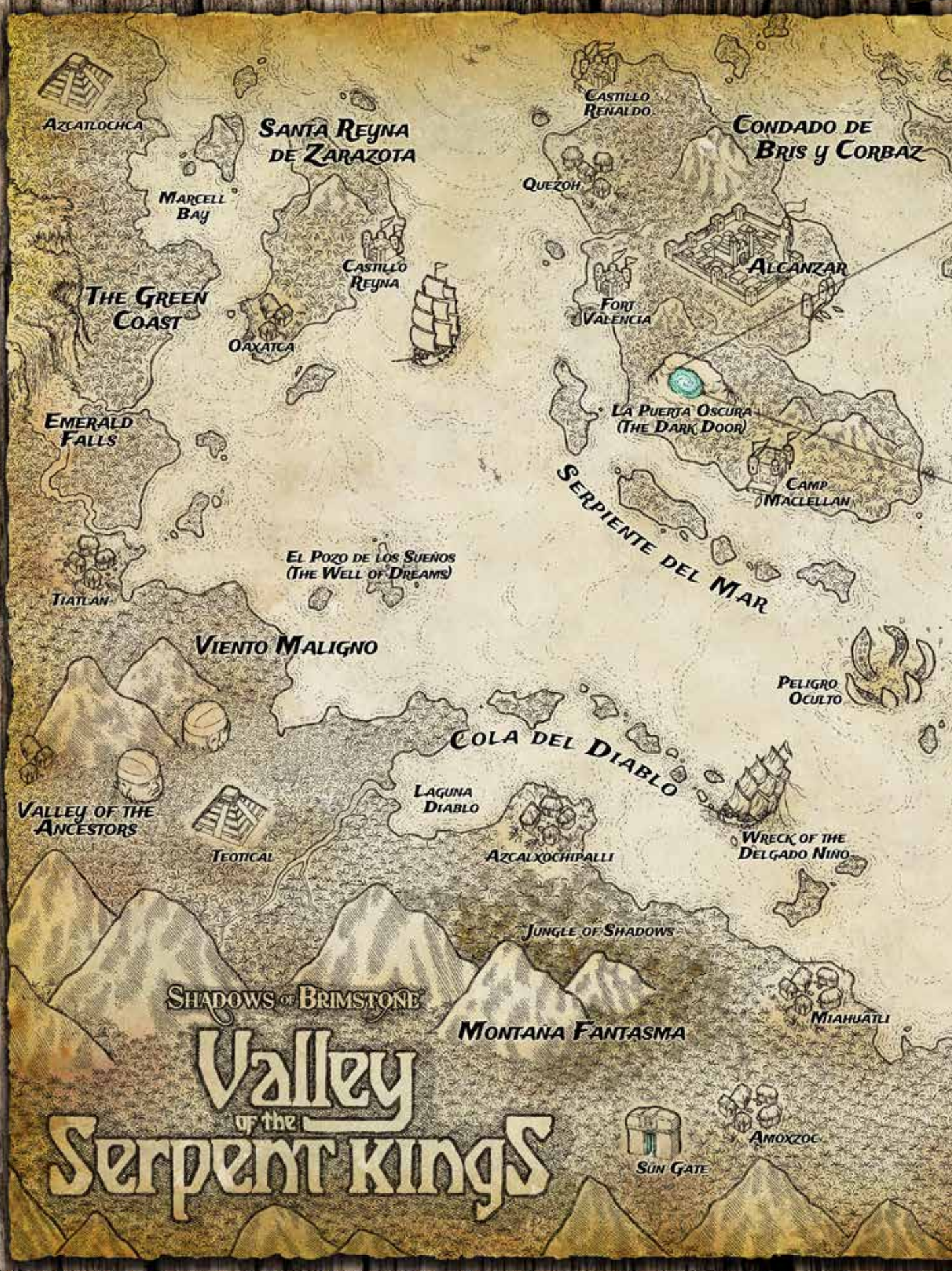
A Fight for All Mankind

Now under constant threat from raiding parties of Serpentmen and a seething Darkness that corrupts everything it touches, unleashing demons and strange creatures into our world, the Spanish Conquistadors and Aztec warriors work toward a common goal - To drive back the Darkness before it engulfs the world in shadow!

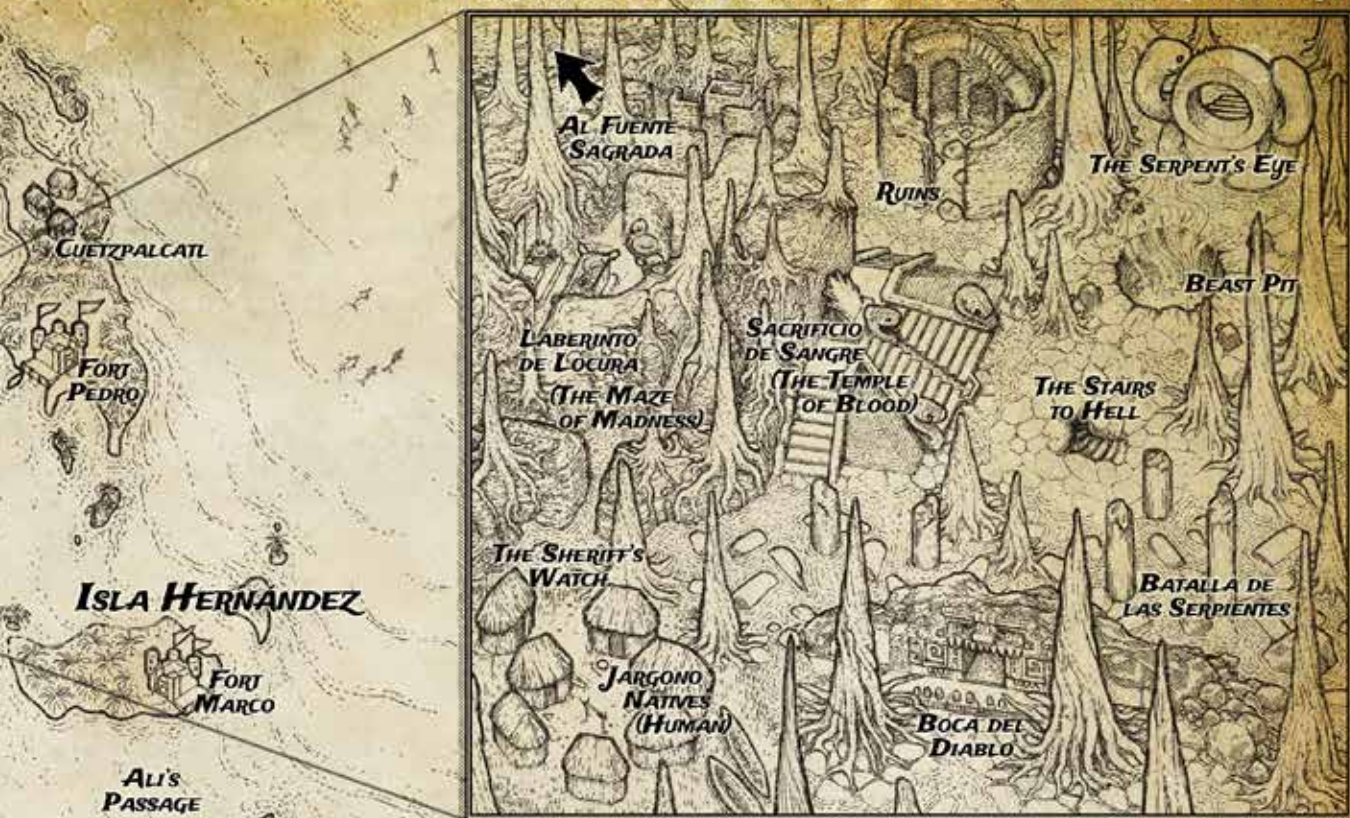
Constructing Forts



With centuries of castle building expertise and European warfare under their belts, the Spanish Conquistadors could erect a stone fortress to guard their outposts with ease. Master architects like Esteban Andres Caldwell could draw up plans for an impenetrable fort like a great master applies paint to a canvas. His designs for both Spanish Forts and Naval Ships are legendary in both elegance and simplicity. A true work of art.



EXPEDITION MAP FROM TRAVEL THROUGH 'LA PUERTA OSCURA'



STORY CAMPAIGN

The *Valley of the Serpent Kings* Story Campaign follows an expedition of Conquistadors as they sail across the seas to investigate the loss of contact with one of their outposts in the new world, and the mysterious 'Black Rock' that has been discovered there.



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

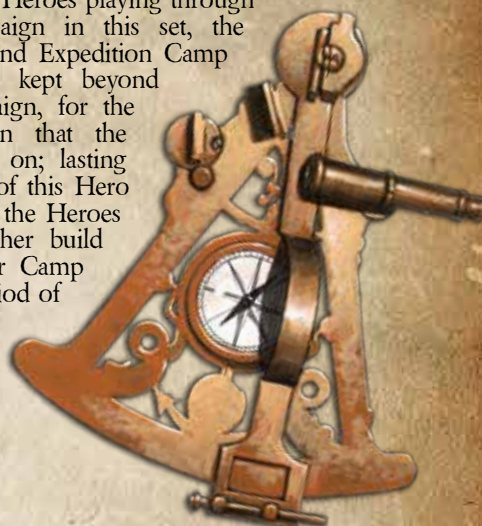
Once the Heroes have completed Mission 8, they will also have completed the Story Campaign. Whether the Heroes won or lost the Campaign, their Adventures are just beginning!

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.



The Art of Dueling



A key component of Spanish warfare and culture in the age of exploration, sword work and dueling are as much an art form as a way of war. For expert swordmasters like Myriah Ortega, known as 'The Deathly Rose', dueling is a way of life. Nimble and agile, a duelist relies on speed and flourish to dispatch their foes. Thrusting and parrying in a virtual dance of death, one well-trained in the art of swordplay can outmatch any opponent.

Serpentmen Raiders



Striking out through shimmering gateways, the Serpentmen of Jargono slither into our world to raid and pillage. They hunt Humans for sport, steal resources, and collect trophies to adorn their shields and totems. A tribal and brutally territorial civilization, these savage invaders from another dimension are bent on conquering all within their view. So it is decreed by their bloody-fanged gods, so it shall be done.

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 *Valley of the Serpent Kings* Adventure Set.

Valley of the Serpent Kings Missions

- 1 Lost Contact
- 2 Lair of the Croxin
- 3 Touched by Darkness
- 4 Into the Valley of the Kings
- 5 Temple Raid
- 6 Run Through the Jungle
- 7 Under Siege
- 8 A Call to War

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 un-Explored 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.



Sailing the Seas



A voyage across the ocean from Europe to the New World is no easy task. The trip takes months, and is beset by storms, supplies running low, and even supernatural forces stalking from the deep. An experienced captain, Aarón Wálteo Mannero once wrote of his third crossing, "We finally have the wind at our backs and clear skies. Now if these damned fishermen would stop trying to board the ship, we would have a good journey."

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'.

The Inner Halls

One element that is unique to this set, and is part of the Spanish Fort, is the extra large Inner Halls sheet. This is used in some Missions to represent the darkly twisting and turning inner hallways of the Spanish Fort.

The specific rules for where the Inner Halls are placed, and how they are used in a Mission that includes them, are detailed in the Mission itself. Generally the Inner Halls are an area that models may move to and from to get around the castle faster, or to reach an objective of some sort within the heart of the fort.



LOST CONTACT

Campaign Only Introduction

All communications with the Spanish settlement and Forts on San Torida Island have gone silent, and the flow of goods and gold from the island have ceased. The last letter from the governor of the island included more samples of the mysterious 'black rock' they discovered, but painted a dark picture of the men descending into madness and despair. There were even hints of a violent race of 'snake men' that were raiding the Spanish holdings on the island, as well as a mysterious ancient gate they unearthed with a shimmering pool that led to another world. Your expedition has been dispatched to re-establish contact with the island and investigate this new threat, as well as the potential spoils of a new world to explore.

Making camp on the beaches of San Torida, you see the ominous silhouette of the Eastern Fort Domingo on the cliff side, overlooking the bay. The Spanish flag still flutters in the ocean breeze over the fort, but there are no signs of life on its rampart walls. With a small party, you set out in the morning through the dense jungle to investigate the fort on the hill.

With no direct contact from the soldiers of the fort, you make your way through the lush jungle, approaching the main gate with caution. There are no guards, and the portcullis that should keep the fort secure has been raised. Something is not right here. Stepping through the entrance to the fort, you feel a dark chill as you see the disarray and stained blood on the stone walls.

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 searching the Spanish Fort for survivors of whatever evil may have happened here, as well as any valuable resources that can be salvaged to use in their expedition.

Special Rules

There are no Special Rules for this Mission.

Campaign Only Special Rules

These Special Rules are only used when playing through the *Valley of the Serpent Kings* 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, in addition to any other elements of the Exploration Token, the Heroes have discovered some evidence of what happened here. Roll a D6 on the chart below to see what the Heroes have found:

- 1 **Festering Shadows** - The Hero Party is Attacked! Draw a Threat card.
- 2-4 **Corrupted Bodies** - Each Hero takes D8 Horror Hits and gains 2 Dark Stone.
- 5 **Splintered Crates** - Add a Growing Dread card to the stack, and each Hero gains D3+1 Dark Stone.
- 6+ **Survivor** - Barely alive and half mad, the Heroes have *Found a Survivor* (note this in the Campaign Log). Each Hero draws 2 Loot.

The Third and Fourth Clues

When each of the Third and Fourth Clues are found, add +1 to the roll on the chart above. And, in addition to any other elements of the Exploration Token and chart roll, 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

After completing the Second Clue, the Heroes have the opportunity to push their luck and press on, continuing to to search for Survivors, 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

Each Hero gains 25 XP and \$50. If one or more *Survivors* are found, each Hero also gains an extra \$200.

Failure

If the Mission is failed, every Hero must lose D6 x \$100 and D3 Dark Stone (if able), lost in the scramble to retreat from the Fort.

LAIR OF THE CROXIN

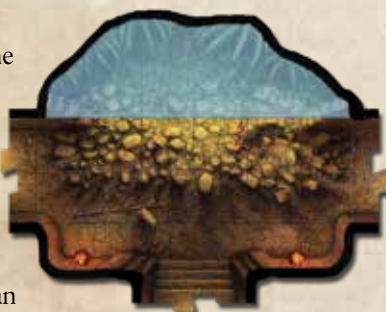
A terrible scream pierces the quiet night over the camp! Bolting upright in your cot, you hear a thrashing commotion and shouts of the men... gunfire! Charging out of your tent, sword drawn, you bear witness to chaos in the aftermath of a savage attack on the camp. Some sort of massive beast burst from the jungle brush, smashing supplies and dragging off several of the night's watch, as well as a few horses. Organizing a hunting party, you set out to follow the trail of the beast.

Broken trees and carnage mark a clear path leading through the jungle back to the abandoned Fort on the cliff. A section of the castle wall has been smashed through... and the trail leads inside.



Set Up

For this Mission, the Heroes start on the **Smashed Wall** Map Tile instead of the normal **Entrance** Map Tile. Heroes may start in any of the spaces marked in the diagram.



This starting Map Tile does not have an Exploration Token and does not move the Hero Party marker on the Depth Track. All 3 exits on this Map Tile are considered to be open Doors.

Remove the **Smashed Wall** Map Card from the Spanish Fort Map Deck. (Note - During this Mission, if the last Map Card is drawn before the Third Clue is found, the final Map Tile is automatically considered to have the Third Clue on it).

Mission Goal

The Heroes must find 3 Clues to track the vicious Croxin Beast to its lair within the fort, and defeat it to stop the creature from terrorizing their camp.

Special Rules

Trail of Death

Whenever the Hero Party marker moves onto a **Blood Spatter** or **Growing Dread** space of the Depth Track, every Hero takes 1 Horror Hit. If more than half of the Heroes take any Sanity Damage from these Horror Hits (including Allies), you must also draw a **Growing Dread** card and add it to the stack.

Beastly Roar

When each of the **First** and **Second Clues** are found, a nightmarish roar from the Croxin Beast echoes through the dark halls. Move the Darkness marker D3 spaces forward on the Depth Track. Then each Hero may Recover a **Grit**.



Campaign Only Special Rules

These Special Rules are only used when playing through the *Valley of the Serpent Kings* Story campaign.

No Gates

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

Hunting Party

The Heroes may bring up to 3 **Conquistador Footmen** Allies with them (either Basic or Advanced) for free.

Objectives

Finding the Third Clue

When the **Third Clue** is found, the Heroes have tracked the beast to its lair! Ignore any Encounters/Attack 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. The Heroes must then fight the '**1 Croxin Beast**' Epic Threat card.

Once all Enemies have been defeated, the Heroes have successfully completed the Mission.

Reward

Each Hero may draw an **Artifact** card, taken from the shredded remains within the creature's lair.

Failure

If failed, the Heroes flee in terror! Every Hero is -3 Sanity (minimum of 1) until the Heroes successfully complete any Mission (or -5 Sanity if Hero Level 5 or higher).

Campaign Only Results

When playing through the *Valley of the Serpent Kings* Story campaign, the following applies at the end of the Mission.

If failed, in addition to the normal **Failure** for this Mission, for the rest of the campaign (or until this Mission is successfully completed), at the end of each Day in Camp, roll a D6 (no Grit). On the roll of 1, one Random Camp Location takes D3 Damage.

TOUCHED BY DARKNESS

A lurking darkness festers in the deep. Shadows swirl and flickering torches hiss as the evil below bubbles to the surface, searching for new hosts to consume. This darkness must be purged to free the castle from the grip of death.

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 explore the depths of the fort to find and destroy all of the Swirling Darkness that resides within.


Special Rules

Tainted Soldiers

Whenever an Exploration Token is revealed, after the open Doorways are determined, roll a D6 for each open Doorway on the Map Tile. On the roll of 1 or 2 (no Grit), Attack! Tainted Enemies empowered by the Darkness emerge from that Doorway. In addition to anything else on the Exploration Token, place the following Enemies in empty spaces as close to that Open Doorway as possible:

1-2 Heroes D3 Shambling *Drowned Dead* (*see below)

3-4 Heroes D3+1 *Drowned Dead*

5-6 Heroes D3 *Drowned Dead* and  *Tentacles*

Draw an *Enemy Trait* card for these *Drowned Dead* to see what Trait they have for the duration of this Fight. Also, if there are only 1-2 Heroes, the *Drowned Dead* gain 'Shambling-Drowned Dead lose the *Endless Horde* ability'.

These Fights generate Loot for the Heroes as normal (all Enemies placed for Doorways count as a single Threat).

Finding the Swirling Darkness

Whenever the Heroes find a *Clue*, they have discovered an area of the castle shrouded in evil. In addition to anything else on the Exploration Token, draw a *Darkness* card. Then, the Hero with the Lantern must roll a number of dice equal to the number of *Clues* that have been found so far (Grit may be used for this roll). For each 4+ rolled, place a *Swirling Darkness* marker as close to the center of the Map Tile as possible.

A *Swirling Darkness* marker blocks movement and counts as an Enemy. They may not be moved in any way and will not attack on their own. All other Enemies on the same Map Tile as 1 or more *Swirling Darkness* markers are +1 Combat.

When placed, and at the end of every turn of the Fight, roll 2 dice for each *Swirling Darkness* marker. For every roll of 4+, Spawn a *Creeping Shadow* Enemy adjacent to it (for each *Creeping Shadow* that cannot be placed, move the Darkness marker forward 1 space on the Depth Track).

A Hero that ends its move on the same Map Tile as a *Swirling Darkness* marker may make a special Willpower Attack against one of them as a Free Attack. Roll a number of dice equal to your Spirit, using your Willpower as a To Hit value. For each Hit, do 1 Wound to that *Swirling Darkness* marker (or 2 Wounds if Keyword *Holy*). Note that this is the only way that a *Swirling Darkness* may take damage.

Each *Swirling Darkness* marker has Health: 3 per Hero. No Loot is gained for *Swirling Darkness* markers or the *Creeping Shadows* they create.



Campaign Only Special Rules

These Special Rules are only used when playing through the *Valley of the Serpent Kings* 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: Drowned Dead

Whenever a Threat card would be drawn, instead of drawing normally, the Heroes are attacked by *Drowned Dead*. See the *Tainted Soldiers* Special Rule for how many attack and rules for their *Enemy Trait* cards

These Fights generate Loot for the Heroes as normal.

Finding a Map of the Area

Whenever the Heroes draw a *Nothing Here* Scavenge card, place a Sanity marker by the Depth Track. If at the end of the Adventure there are Sanity on the Depth Track equal to at least 2x the number of Heroes, record in the Campaign Log that you have *Found a Map of the Area*.

Objective Dread

For this Mission, any *Growing Dread* cards currently in the stack are resolved whenever a *Clue* is found (or immediately if drawn during a Fight at that Clue).

Objectives

Once the Heroes have destroyed 3 or more *Swirling Darkness* markers, and there are no Enemies remaining on the board, they have successfully completed the Mission.

Reward

For each *Swirling Darkness* marker destroyed, every Hero may remove 1 Corruption and gain 50 XP.

Failure

For the rest of your Campaign (or until this Mission is successfully completed), move the Darkness marker 1 space forward on the Depth Track at the start of every Adventure (this may stack if failed multiple times).

INTO THE VALLEY OF THE KINGS

Following the blood-stained journal entries of the lost explorers from the fort, you set out on a reconnaissance mission to find this shimmering 'gateway to another world' they describe... and the untold riches that lay beyond.

Set Up

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

Campaign Only Set Up

Use the following for Set Up when playing through the *Valley of the Serpent Kings* Story campaign.

Map of the Area

If the Heroes *Found a Map of the Area* on their Campaign Log, they have a map that leads them to a nearby Gate! Remove it from the log and the Heroes start this Adventure directly in the *Swamps of Jargono - Valley of the Serpent Kings* instead of the *Spanish Fort*.

Mission Goal

Find the Gate that leads to the mysterious *Swamps of Jargono* and explore the savage *Valley of the Serpent Kings*. Once in the Valley, each Clue the Heroes find is a Landmark discovered for exploring on a future expedition.

Special Rules

All Gates Lead to the Valley of the Serpent Kings

All Gates in this Adventure lead to the *Swamps of Jargono - Valley of the Serpent Kings*, even Gates found in Jargono (they lead to a different part of the Valley).

Spanish Fort Clues add a Gate

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

Deep Jungle

Once the Heroes have found any Clue Icons in *Jargono*, they have ventured into the deep jungles of the valley. For the rest of the Adventure, when rolling to *Hold Back the Darkness*, roll one extra die (of a different color, no Grit). This extra die does not count as part of the *Hold Back the Darkness* roll itself, however, if the extra die matches either of the other dice, it triggers that Depth Event. If all three dice show the same number, it triggers that Depth Event twice.

Uncertain Dread

For this Mission, whenever a Clue is discovered, roll a D6 for each *Growing Dread* card in the stack (no Grit). On the roll of 1, 2, or 3, resolve that card immediately.

Objectives

Finding Landmarks

Whenever the Heroes find a Clue Icon in *Jargono*, in addition to anything else on the Exploration Token, they have discovered a Landmark in the Valley of the Serpent Kings -

Move the Darkness marker D3 spaces forward on the Depth Track and roll a D6 to see what the Landmark is (as well as the immediate effect it has, and any Bonus Reward gained at the end of the Mission if successfully completed). Note it is possible to find multiple of the same type of Landmark:



- 1 **Ancient Ruins** - Each Hero takes 2D6 Hits from the crumbling stonework. *Bonus to Reward: Each Hero gains 25 XP.*
- 2 **Temple of Kotal'Otec** - For the rest of the Adventure, all *Serpentmen* Enemies are +2 Combat. *Bonus to Reward: Each Hero gains 50 XP.*
- 3 **Serpent God Monolith** - Draw a *Growing Dread* card, then reveal all *Growing Dread* cards in the stack. *Bonus to Reward: Each Hero gains D3 Dark Stone, chipped from the monolith.*
- 4 **Sacred Pool** - Move the Darkness marker back 2 spaces on the Depth Track, ignoring any special spaces moved over. *Bonus to Reward: Each Hero gains 1 Sanity.*
- 5 **Royal Tomb** - *Ambush Attack!* - Draw a Threat. *Bonus to Reward: Every Hero may draw an Artifact card on the D6 roll of 4+ each.*
- 6 **City of Gold** - In the distance, well-guarded but gleaming in the sun, a *Serpentmen City of Gold* shimmers on the horizon. All Heroes may Recover D3 Grit. *Bonus to Reward: Each Hero gains D6 x \$100; trinkets gathered on the outskirts of the City.*

Heading Back

Whenever the Heroes discover the second or subsequent Landmark in Jargono, after resolving the Exploration Token and completing any Fight, the Heroes may decide to head back, successfully completing the Mission.

Reward

Every Hero gains 25 XP as well as the *Bonus Reward* listed for each Landmark discovered.

Failure

Every Hero loses 1 Sanity permanently as they scatter, having to find their way back alone through the deadly jungle.

TEMPLE RAID

You set out to travel back into the Valley of the Serpent Kings in search of one of the landmarks you scouted on your previous excursion. This could be a good opportunity to strike back at the Serpentmen, raiding one of their temples for treasure.

Set Up

The Heroes start on the *Entrance* Map Tile as normal, though this Adventure begins in the *Swamps of Jargono - Valley of the Serpent Kings* OtherWorld.

If this Mission is played directly following Mission 4: Into the Valley of the Kings, the Heroes may choose any one Landmark they found during that Mission to be the *Raiding Location* for this Mission. Otherwise, roll a D6 to determine a random Raiding Location (see below).

Mission Goal

The Heroes must travel deep enough into the swamp to reach the location they are trying to raid. Once they have reached their destination, they must complete the specific Objective listed for that Raiding Location to successfully complete the raid.

Special Rules

No Gates

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

Temples and Treasures

This area of the valley has many temples and stone idols dedicated to the serpent gods. Whenever the Darkness marker moves onto a space of the Depth Track that is NOT a Blood Spatter or Growing Dread space, it triggers a Depth Event. Roll a D6 to see which is triggered. In addition, whenever a *Nothing Here* Scavenge card is drawn, the Hero may also draw a Loot card on the D6 roll of 4+.

Raiding Location

The Raiding Location is the type of landmark that the Heroes are searching for to raid for anything of value. Each time this Adventure is played, only one Raiding Location is used. This will be randomly selected at the start of the Adventure, or chosen from the Landmarks discovered in the previous Mission 4 if playing these Missions sequentially.

Each type of Raiding Location has Special Rules, an Objective, and the Reward and Failure for completing the Mission.

Objective Dread

For this Mission, all *Growing Dread* cards in the stack are resolved when the Raiding Location Objective Room is reached (or immediately for any drawn afterward).

Objectives

Finding the Raiding Location

Once the Hero Party marker has moved into a new Stage of the Depth Track, the first Room Map Tile placed (not a Passage) is the Objective Room Map Tile of the Raiding Location (note this may be the Map Tile placed that moves the Hero Party marker into the new Stage). The Raiding Location's listed Objective is triggered when the Exploration Token on the Objective Room is revealed.

Raiding Location

1) **Ancient Ruins** - The murky swamps are filled with stone ruins, ancient beyond reckoning; holding extraordinary treasures, but treacherously unstable.

Special Rules:

Overgrown Treasures -

All Map Tiles may be Scavenged 2 extra times.

Crumbling Ruins -

Whenever a **Clue** is found, every Hero takes 2D6 Hits from collapsing stonework and falling debris.

Objective: In addition to anything else on the Exploration Token, all Heroes immediately draw 3 Scavenge cards.

Once all Encounters/Attack on the Exploration Token are resolved, the Mission is successfully completed.

Reward: Each Hero gains 25 XP and \$100.

Failure: Each Hero takes D6 Corruption Hits.

2) **Temple of Kotal'Otec** - Serpent god of ritual sacrifice, Kotal'Otec demands a regular offering of blood and bone to gain his favor!



Special Rules:

Explosives -

Every Hero starts the Adventure with 2 extra Bomb Side Bag Tokens that do not count against your Side Bag carrying limit for this Adventure.

Common Enemies: Temple Guard -

Whenever a Threat card would be drawn, roll a D6. On the roll of 4+, the Heroes are attacked by *Temple Guard* instead (LOW=1 Temple Guard, MED=D3 Temple Guard, HIGH= 3 Temple Guard).

Deadly Guardians -

All *Serpentmen* Enemies are +2 Combat/Shots.

Objective: Ignore all Door icons on the final Exploration Token as the Objective Room has no Exits. In addition to anything else on the Exploration Token, **Attack!** - Draw a Threat that is 1 Threat Level higher than normal.

The Well of Skulls - Place the *Well* marker like an Enemy with Initiative 0, covering 4 spaces. The *Well* blocks movement and has **Unspeakable Terror (2)** - Any Hero starting their Activation on the same or adjacent Map Tile takes 2 Horror Hits.

Blow Up the Well - Any Hero adjacent to the *Well* may give up their Attack to drop a Bomb into the *Well*. Discard a Bomb Side Bag Token (or any *Explosive*) and place D6 Wounds on the *Well* and 1 Wound on each Enemy in play, ignoring Defense and Armor.

Once the *Well* has Wounds on it equal to 3 x the number of Heroes in the Party or more, and there are no Enemies in play, the Mission is successfully completed.

If the Heroes have no Bombs (*Explosives*) left and there aren't enough Wounds on the *Well*, they must Flee.

Reward: Each Hero gains +1 Health, and for the next D3+1 Adventures, all *Serpentmen* Enemies are -2 Health.

Failure: For the rest of the Campaign, all *Serpentmen* Enemies are +1 Damage on their Attacks.

3) **Serpent God Monolith** - A tall stone monolith rises up out of the swamp, with glowing red gemstones for eyes.

Special Rules:

Linear Path -

Exploration Tokens always count as having only 1 Door icon on them. This Door is always placed on the '3-4' Map Tile exit, if available.

Under the Watching Eye -

Whenever a **Clue** is found, draw a **Growing Dread** card and add it to the stack. Once the *Monolith* is on the board, the **Hold Back the Darkness** roll needs to be 1 higher than normal to succeed.

Bejeweled Totems -

All **Scavenge** cards gain '1 Dark Stone'.

Objective: Ignore all Door icons on the final Exploration Token as the Objective Room has no Exits. In addition to anything else on the Exploration Token, **Attack!** - Draw a Threat that is 1 Threat Level higher than normal.

Monolith of a Serpent God - Place the *Monolith* marker in the 4 spaces closest to the center of the Map Tile. The *Monolith* blocks movement and Line of Sight.

Toppling the Monolith - Any Hero adjacent to the *Monolith* may give up their Attack to work on toppling it over. 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 topple the *Monolith*). If the test is successful, for each 6+ rolled gain 10 XP and add a Wound marker to the *Monolith*.

Once the *Monolith* has Wounds on it equal to 2 x the number of Heroes in the Party or more, it crashes to the ground and the Mission is successfully completed.

Reward: Each Hero gains 50 XP and D3+2 Dark Stone.


Failure: Each Hero takes D6 Corruption Hits and loses D6 Dark Stone, lost in the chaos of trying to flee.



4) **Sacred Pool** - The flowing waters in this area sparkle with a soft glow, making the foliage thick and colorful.

Special Rules:

Deadly Flora -

Whenever a **Clue** is found, in addition to anything else on the Exploration Token, the Heroes are attacked by *Carnivorous Plants* (LOW= D3 *Carnivorous Plants*, MED=  *Carnivorous Plants*, HIGH= 6 *Carnivorous Plants*).

Medicinal Undergrowth -

At the end of any Fight that included *Carnivorous Plants*, every Hero gains 1 *Swamp Fungus* Side Bag Token on the D6 roll of 5+ each (no Grit).

Objective: Ignore all Door icons on the final Exploration Token as the Objective Room has no Exits. In addition to anything else on the Exploration Token, **Attack!** - Draw an **Epic Threat** from only those that include an XL or larger *Beast* Enemy.

Sacred Spring Fountain - Place the *Fountain* marker in the 4 spaces closest to a Random exit of the Map Tile (one of the exits that is closed with an End Cap). The *Fountain* blocks movement and Line of Sight.

Any Hero that ends their move adjacent to the *Fountain* may make an **Agility 6+** test to gain 1 *Tonic* Side Bag Token. Any Enemy that ends its move adjacent to the *Fountain* Heals D6 Wounds.

Once all Enemies on the board have been defeated, the Mission is successfully completed.

Reward: Each Hero gains +1 Sanity, and Heals every **Injury** and **Mutation** they have on the D6 roll of 4+ each (no Grit).

Failure: Every Hero must roll once on the **Injury** table (in addition to any normal roll for being KO'd).



5) **Royal Tomb** - Though there are many tombs and crypts sunken into the jungle swamps of the valley, few belong to royal leaders of the Serpentmen tribes. Those that do are often well-guarded... but hold grand treasures.

Special Rules:

Burial Crypt - (Set Up)

During Set Up, remove the *Burial Crypt* Map Card from the Jargono Map Deck.

Temple Guard Sentries -

Whenever a *Clue* is found, **Ambush Attack!** - *Temple Guard* (LOW=1 Temple Guard, MED=D3 Temple Guard, HIGH= 3 Temple Guard).

Tomb Traps -

Whenever a Hero enters a space of a *Passage* Map Tile or the *Burial Crypt*, they must roll a D6. On the roll of 1, 2, or 3, take that many Wounds, ignoring Defense (if Agility 4 or higher, no Wounds on 3).

Objective: Ignore all Door icons on the final Exploration Token as the Objective Room has only a single Exit leading to the *Burial Crypt* Map Tile (the *Burial Crypt* also has no Exits). Draw and immediately reveal an additional Exploration Token for the *Burial Crypt* Map Tile. In addition to anything else on this second Exploration Token, **Attack!** - Draw a Threat that is 1 Threat Level higher than normal. These Enemies are placed in the *Burial Crypt*.

Exploring the Crypt - At the end of any turn in which all Heroes are on the *Burial Crypt* Map Tile, and there are no Enemies in play, the Mission is successfully completed.

Reward: Every Hero may draw a *Jargono Artifact* card. One Hero may take D8 Corruption Hits to also take the *Golden Serpent Idol*.

Failure: Every Hero is cursed with -3 Health during the next Adventure (minimum of 1).



The Golden Serpent Idol

The *Golden Serpent Idol* may be sold once you reach Camp for D6 x \$500 (no Grit).



6) **City of Gold** - The Valley of the Serpent Kings is home to many sprawling cities and pyramid courtyards, some of which gleam with golden statues and shimmering temples.

Special Rules:

Vast Riches -

All *Loot* cards gain +\$200. Whenever a *Clue* is found, every Hero may draw a *Loot* card.

Dangerous Guards -

All Enemies gain an extra free Elite ability and all Threat cards are one higher Threat Level than normal.

Objective: Ignore all Door icons on the final Exploration Token as the Objective Room has no Exits. In addition to anything else on the Exploration Token, **Attack!** - Draw 2 Threat cards.

Once all Enemies on the board have been defeated, the Mission is successfully completed.

Reward: Every Hero gains \$100 for each empty Side Bag capacity they have, filling your pockets with gold. One Hero may take D8 Corruption Hits to also take the *Golden Serpent Idol* (see left for details).



For the rest of the Campaign, all *Serpentmen* Enemies are +1 Damage on their Attacks, as they seek revenge.

Failure: Every Hero must roll once on the *Madness* table (in addition to any normal roll for being KO'd).

Campaign Only Results

When playing through the *Valley of the Serpent Kings* Story campaign, the following applies at the end of the Mission, regardless of which Raiding Location was used.

Having completed your raid, you make a hasty retreat back toward the gate, but the path you come in by has been blocked by a horde of angry Serpentmen! You will have to find another way to get back to the portal. Escaping into the thick of the jungle swamp, the horde closes in, hot on your trail.

There is no Camp Stay at the end of this Mission. The Heroes must proceed directly to Mission 6: *Run Through the Jungle*. If the Heroes took an idol, make note of a *Golden Serpent Idol Taken* in the Campaign Log.



RUN THROUGH THE JUNGLE



Running to escape a massive horde of angry Serpentmen, you race back toward the gate that you originally came through as arrows fly past overhead!

Set Up

The Heroes start on the *Entrance* Map Tile as normal, though this Adventure begins in the *Swamps of Jargono - Valley of the Serpent Kings* OtherWorld.

Take the Number Counters marked 1-8 and shuffle them up to create a facedown stack.

The Hero Party marker starts on the *Space* marked 6 on the Depth Track. Whenever it moves 'forward' on the Depth Track, it moves up the track toward the Entrance space. The Darkness marker on the Depth Track works as normal.

Mission Goal

The Heroes are racing through the jungle swamp to escape the Darkness (a horde of angry Serpentmen) and get back to the gate they came through.

Special Rules

Racing Darkness

For this Adventure, the *Hold Back the Darkness* roll is always 9+, regardless of the position of the Hero Party marker.

Depth Track - All Dread

Whenever the Darkness marker moves onto a *Blood Spatter* space of the Depth Track, add a *Growing Dread* card to the stack instead of drawing a *Darkness* card.

Remembering the Path

Whenever the Heroes find a *Clue Icon*, all Heroes may Recover a *Grit*. You may also peak at one facedown Number Counter in play, without revealing it.

Race to Escape

Heroes may Explore by *Looking Through a Door* at the end of their move, even during a *Fight*. Any Exploration Token discovered is resolved at the end of the turn as normal.

Heroes may also *Push It* during their move, taking up to 3 Wounds, ignoring Defense and Armor, to move an extra 1 space for each Wound taken this way.

Door/Gate Icons on Exploration Tokens are ignored. Instead all Map Tile Exits are open Doorways.

Campaign Only Special Rules

These Special Rules are only used when playing through the *Valley of the Serpent Kings* Story campaign.

The Golden Serpent Idol

When this Mission is played directly following Mission 5: *Temple Raid*, and a Hero has the *Golden Serpent Idol* in their possession, the following applies to that Hero.



Enemies will always prioritize you first when selecting a Target. In addition, *Serpentmen* Enemies are +2 Combat/Shots against you, but need to roll 1 higher than normal on their *To Hit* rolls when targeting you, as they are enraged with fury at your trespass.

False Paths (Number Counters)

When a Map Tile has 2 or more unexplored open Doors, add a facedown Number Counter by each, without looking. These represent if a path the Heroes take is actually going to lead to their objective, or be a dead end.

When the Heroes move down a path with a Number Counter, that Counter moves along with them. If a new set of Number Counters are placed further along the same path, shuffle the current Number counter back into the stack and place the new Number Counters for the newly split path.

Whenever the Hero Party marker moves onto a *Blood Spatter* space of the Depth Track, reveal any Number Counter the Heroes have with them on the current path (before placing any counters for new Doors).

If an *Even* number is revealed (2, 4, 6, 8), it is a dead end! Put an End Cap on all Exits from the Map Tile and every Hero takes Horror Hits equal to the number on the counter.

If an *Odd* number is revealed (1, 3, 5, 7), you are on the right path! Shuffle ALL other Number Counters in play back into the stack and place End Caps on those unexplored Doors.

If there is ever only 1 Number Counter in play, shuffle it into the stack without looking, as it must be the correct path.

Objective Dread

Whenever the Hero Party marker moves onto a *Growing Dread* space of the Depth Track, reveal all *Growing Dread* cards in the stack (and any drawn while still on the space).

Objectives

Outrunning the Horde

When the Hero Party marker moves onto the *Space* marked 15 on the Depth Track, the Map Tile just placed has only 1 Exit that is a Gate (place an End Cap on all other open Doors). Once all of the Heroes on the board that are not KO'd have moved into the Gate, they have escaped and the Mission is successfully completed.

If the Darkness marker is ever in the same space or closer to the Entrance space than the Hero Party marker on the Depth Track (while any Heroes are still on the board), the Horde has caught up and the Heroes immediately fail the Mission.

Reward

Every Hero gains 100 XP and is +1 Move during the next Adventure.

Failure

Every Hero must roll once on the *Injury* Table (in addition to any roll for being KO'd). *If a Hero had the Golden Serpent Idol, it is lost.*

UNDER SIEGE

The fort is surrounded. The enemy is at the gates. You must fight or die within these castle walls!

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 four open-ended **Enemy Entry Points** on the board (1, 2, 3, and 4), as well as the **Smashed Wall** area (5-6). These are where Enemies arrive throughout the game (rolling a D6 for a Random Entry Point).

You will also need several markers for *Enemies Approaching* (you can use face down markers with the *Shadows of Brimstone* logo on the back for these). No Hero carries the Lantern for this Mission. Instead, each turn elect one Hero to roll for *Hold Back the Darkness*.

Each Hero may start anywhere they choose on the board.

Place 3 Conquistador Footmen Allies in the Inner Halls area (the Inner Halls is off the board, as shown in the diagram).

Place 2 Conquistador Cannoneer Tokens at each of the two Cannons on the board, in the spaces shown.

Create the Threat Deck for the attacking force using ONLY Threat cards that contain Keyword *Jargono* Enemies and *Creeping Shadow* Enemies. Also create a *Beasts of War* Epic Threat deck containing only Keyword *Beast* Enemies that are XL or larger. For this Mission, the Threat Decks have no discard pile. Shuffle them before every draw.

After Heroes are placed, draw 3 **Low Threat** cards and place those Enemies just off the board at **Random Entry Points** (use **Med Threats** throughout this Mission instead if 5 or 6 Heroes). These Enemies will move onto the board and attack at their Initiative level during the first turn of the game (as detailed in the *Enemy Entry Points* Special Rule below).

Mission Goal

The Spanish Fort is being attacked by a large Enemy force. The Heroes must hold them off, preventing the enemy from getting into the Inner Halls of the Fort, while defeating enough of them to break the assault.

Special Rules

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.

Well Lit

This Fixed Map is *Well Lit* and all of the Map Tiles are considered to be covered by the Lantern's Light.

Enemy Entry Points - Random

There are a number of open-ended **Enemy Entry Points** on the board, marked on the diagram to the right. These are not Doors and may not be looked through by a Hero.

At the end of each turn, place 3 *Enemies Approaching* markers (or 2 for 1-2 Heroes) at Random Entry Points (roll a D6 for each). You can see Enemies coming, but can't tell what they are yet!

If there is already an *Enemies Approaching* marker at that Entry Point, instead, remove the existing marker and draw a **Low Threat** card (if 2 new markers would be placed at the same Entry Point, draw a Low Threat card to place instead). The Enemies on that card are placed just off the board near that Entry Point, as they have arrived and are ready to move onto the board (note that Immobile Enemies will not take part as they cannot move to enter the board).



Enemies that are not on the board yet may not be targeted or attacked in any way. These Enemies will Activate as normal when it comes to their Initiative in the turn order, and will simply move onto the board from the Entry Point (starting their move on one of the puzzle-cut half-spaces or any of the indicated spaces at the *Smashed Wall* Entry Point).

Enemy Tactics - Invade

In this Mission, Enemies act slightly different than normal in that they are trying to invade the fort. To this end, they will often try to run past Heroes to get into the Inner Halls.

At the start of each individual Enemy model's Move, if that Enemy is within 5 spaces of at least one Hero, roll a D6. On the roll of 1, 2, or 3, that Enemy decides the Heroes are a threat and immediately selects a Random Hero within range to Target. Move the Enemy to attack that Hero as normal. Otherwise, the Enemy will simply move its full movement along the shortest path to reach the Inner Halls area (trying to move fully off the board into the Inner Halls area shown on the diagram), ignoring any Heroes along the way. Note that Enemies do not retain targets from turn to turn, so they will roll again next time they Activate, even if they targeted a Hero this turn.

When not specifically targeting a Hero, if an Enemy is adjacent to one or more Heroes at the end of its move, it will make its attack against a Random adjacent Hero (as it is running by). Enemies with Ranged Attacks will Target a Random Hero within their Attack Range after moving, if none are adjacent.

Enemies Getting Into the Inner Halls

Any Enemy that moves off the board into the Inner Halls area, runs amok inside the castle. Remove that Enemy from play and do 1 Damage to the Fort (D3 Damage if Large size or D6 Damage if XL or bigger).

Damage to the Fort

Whenever the Fort takes a Damage, place 1 Wound marker in the Inner Halls area. If there are ever 15 Wounds in the Inner Halls (or 20 Wounds for 1-2 Heroes), the Fort is overrun and must be abandoned - the Mission is Failed.

Desperate Defense

This entire Mission counts as a single long Fight. Heroes with no Enemies on their Map Tile may give up their Attack to Scavenge (unlimited Scavenging per Map Tile and in the Inner Halls) or to Ready a 'Once per Fight' Item or Ability.

In addition, Heroes (and Allies) may attempt to stop Enemies from moving past them. Any time an Enemy tries to move out of a space adjacent to a Hero, the Hero may roll a D6. On the roll of 6+, the Enemy's move ends before it leaves the space (of course, this will most likely result in the Hero being attacked).

Hero Party Marker Movement

In this Mission, the Hero Party marker is not moved through normal exploration, but rather is moved to keep track of Enemies that are defeated (see Objectives).

Fort Cannons and Cannoneers

There are 2 Cannon positions on the castle walls (as shown in the board artwork). Each of these Cannons starts the game operated by 2 Cannoneer tokens (placed as on the diagram).

At the start of every turn, for each Cannon that still has 1 or more Cannoneers operating it, roll a D6. On the roll of 5+ (no Grit), move the Hero Party marker 1 space forward on the track, as they blast away at the invaders.

Cannoneers do not block movement and are not targeted by Enemies or affected by attacks, however, if there are no Heroes/Allies on the Map Tile with them, an Enemy that moves into the same or adjacent space to a Cannoneer will immediately end its move there, killing the Cannoneer on the D6 roll of 4+ (instead of its normal attack).

Inner Halls Movement

Heroes (and Allies) may move fully off the board into the Inner Halls area at any of the open doorways connected to it. During a future Activation, a Hero or Ally already in the Inner Halls may move back onto the board from any of the connected doorways. When a Hero moves into the Inner Halls, they lose the remainder of their Movement, but may spend 1 Grit to immediately emerge from one of the other connected doors, moving up to D6 spaces back onto the board.

While in the Inner Halls, a Hero/Ally may not attack or be attacked, and may either Heal D6 Wounds/Sanity (any mix) or Recover a Grit, instead of moving during their Activation. Heroes in the Inner Halls have no effect on Enemies that enter the Inner Halls (Damage is done as normal).

Siege Events (No Depth Events)

Normal Depth Events and the Darkness marker on the Depth Track are NOT used for this Mission. Instead, whenever the *Hold Back the Darkness* roll is succeeded, nothing happens. Whenever it is failed, roll 2D6 on the following chart:

- 2 **Beasts of War** - Draw an Epic Threat and place that Enemy at the *Smashed Wall* (5-6) Entry Point, ignoring any *Enemies Approaching* marker already there.
- 3-4 **Growing Dread** - Draw a Growing Dread card.
- 5 **Siege Engines** - Ballista bolts smash through the castle wall doing D3 Damage to the Fort.
- 6-8 **Volley of Fire** - Arrows rain down on the ramparts. Roll a D6 for each *Cannoneer* and Ally on *A Rampart* Map Tile. It is killed (removed) on the roll of 1 or 2. Each Hero on *A Rampart* Map Tile takes D6 Hits, with Damage equal to their Hero Level.
- 9 **Next Wave** - Immediately add 2 *Enemies Approaching* markers to Random Entry Points.
- 10-11 **Darkness** - Draw a Darkness card.
- 12 **Hasty Repairs** - Remove D3 Damage from the Fort. Roll a D6 for each dead *Cannoneer* and *Conquistador Footman Ally*. On the roll of 5+, replace that *Cannoneer* on its Cannon or Ally into the Inner Halls. Every Hero may Recover a Grit or Recover from being KO'd (roll Injury etc as normal).

Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

Objectives

Depth Track - Defeat Enough Enemies

The Hero Party marker on the Depth Track is used to mark how much of the Enemy assault has been defeated.

The Hero Party marker starts the game on the *Entrance* space as normal (or on space 13 for 2 Heroes, or space 10 for 1 Hero). For every 2 Enemies the Heroes kill, move the Hero Party marker forward 1 space on the track (or 2 spaces for each Large Enemy killed, or 4 spaces for an XL or bigger Enemy killed).

When the Hero Party marker reaches the **Darkness Start** space of the track, the assault is broken and the remaining Enemies flee! The Mission is successfully completed.

Reward

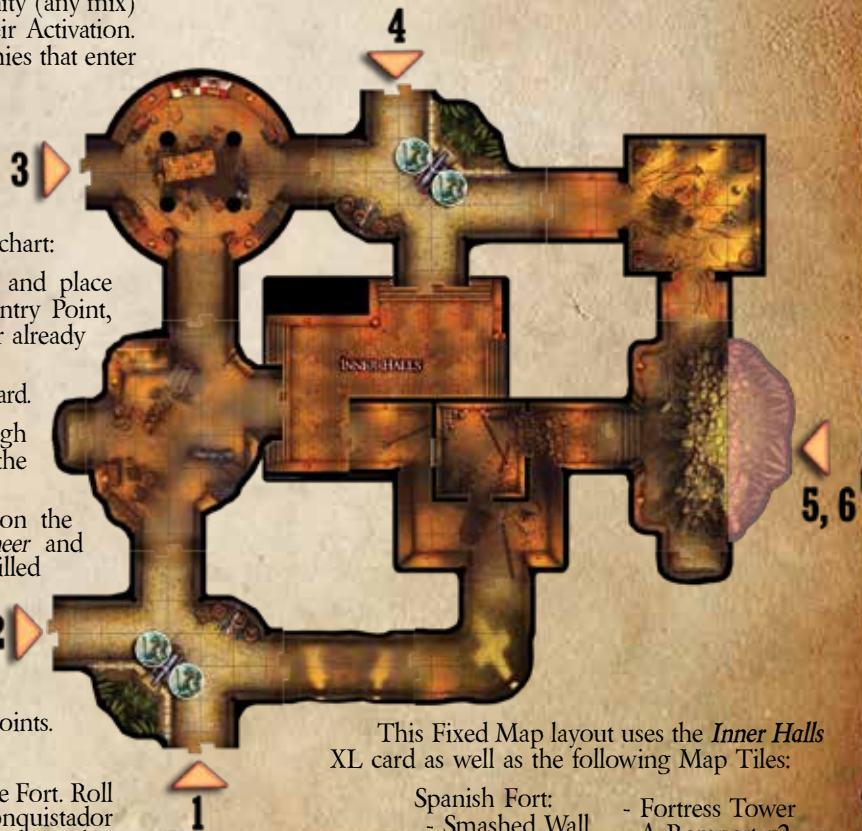
Each Hero may draw 3 Loot cards and 1 Gear card.

Failure

Every Hero must roll once on the Injury table (in addition to any normal roll for being KO'd).

Alternate Attackers (Optional)

When creating the Threat decks during Set Up, you may choose a different thematic grouping of Enemy Types to construct the Threat Decks (such as only *Crimson Hand* and *Demon* Enemies, or perhaps only *Targa* robots). You may use an OtherWorld Threat deck instead of the normal Threat cards.



This Fixed Map layout uses the *Inner Halls* XL card as well as the following Map Tiles:

Spanish Fort:	
- Smashed Wall	- Fortress Tower
- The Armory	- A Rampart x2
- Dining Hall	- Corner Passage
- Fort Vault	- Mid Passage
	- End Cap x 2

A CALL TO WAR

With a thunderous crash, another of the fortress walls is smashed apart by a Serpentmen siege engine! From the rampart above you see a terrifying and brutish chieftain leading his armies... the Temple Master. Entering the castle through the breach, with an honor guard of elite warriors, the Temple Master smashes aside all those Conquistador footmen who stand in his path. He has called for war on the world of Men, and he will have blood!

Set Up

For this Mission, the Heroes start on A Rampart Map Tile instead of the normal Entrance Map Tile. Heroes may start in any of the spaces marked in the diagram.

This starting Map Tile does not have an Exploration Token and does not move the Hero Party marker on the Depth Track. Place End Caps on 2 of the exits as shown. The remaining 2 exits are considered to be open Doors.

Remove 1 of the A Rampart Map Cards from the Spanish Fort Map Deck.



Mission Goal

With the Serpentmen inside the castle walls, the only chance for the Heroes to break this siege is to find 3 Clues to locate the Temple Master leading the assault, and defeat him in combat.

The Heroes also have 2 Optional Objectives - Fire the Cannon Battery to destroy the Serpentmen siege engines that are bombarding the fort, and/or Drop the Portcullis at the main gate (the intruders opened the gate from within) to prevent more Serpentmen from flooding into the castle.

Special Rules

No Gates

For this Adventure, all Gates count as normal Doors.

No Escape

The Heroes may not Flee from this Mission.

Armies of Jargono

For this Adventure, Threat cards are drawn from the Jargono OtherWorld Threat Deck, instead of the normal Threat Decks. Shuffle the discard pile into the deck before each draw.

Bombardment

Whenever a natural 7 is rolled for the Hold Back the Darkness roll, the entire fort shakes as it is struck by a Serpentmen siege engine! Move the Darkness marker forward 1 space on the Depth Track and immediately trigger the Depth Event 4: Crumbling Stonework.

Breached Defenses

Whenever an Exploration Token is revealed, the Hero with the Lantern rolls 2 dice (or 3 dice if the Darkness is in the Middle Stage of the Depth Track, or 4 dice if it is in the Top Stage). For each roll of 1 or 2, that Exploration Token gains Attack - Draw a Threat Card.

Campaign Only Special Rules

These Special Rules are only used when playing through the Valley of the Serpent Kings Story campaign.

Your rivalry with the Serpentmen tribe has come to all out war! You must gather your forces and kill their Temple Master to repel these ruthless invaders from another world. If you fail here, they will have a foothold not just in the New World, but in OUR world as a whole. For God and country! For Spain! For Humanity! We Fight!!!

Kotal'Otec's Revenge

For each Golden Serpent Idol Taken listed in the Campaign Log, all Serpentmen Enemies gain a Free Elite Ability.

Fortress Overrun

If the Heroes have not successfully completed Mission 7: Under Siege, they must discard an extra Team Ability card to activate the Fire the Cannon Battery Optional Objective.

Not Again... Not On My Watch

For each Survivor Found listed in the Campaign Log, you may: Start the Adventure with 1 extra Conquistador Team Ability card and Subtract 1 from the roll when rolling to move the Hero Party marker on the Depth Track for initiating an Optional Objective.

Objectives

Objectives of Opportunity

When each of the First and Second Clues are found, after resolving all Encounters/Attacks, the Heroes have the opportunity to complete one of their Optional Objectives. If you choose to do so, move the Hero Party marker D6 spaces forward (no Grit) on the Depth Track and then choose to either Drop the Portcullis or Fire the Cannon Battery (see details on these below).

Finding the Temple Master

When the Third Clue is found, the Heroes have located the Temple Master and his Honor Guard. Ignore any Door/Gate Icons on the token, as the Objective Room has no exits, as well as any Encounters/Attacks listed on the final Exploration Token. Reveal all Growing Dread cards in the stack. Then the Heroes must fight the Temple Master and Honor Guard Epic Threat card. Note - You must still roll for the Breached Defenses Special Rule as well.

Once all Enemies have been defeated, the Heroes have successfully completed the Mission.

Optional Objective - Drop the Portcullis

This Optional Objective may be worked on during any Attack from the Exploration Token here (rather than waiting for it to be resolved).

If you choose to Drop the Portcullis, you have reached the main gate of the fort and must attempt to lower the heavy iron portcullis, barring the entrance to the castle. This Map Tile has only 1 exit, leading to the Spanish Fort Entrance Map Tile.

While on the Entrance Map Tile during their Activation each turn, a Hero may give up their Attack to work on

lowering the Portcullis. 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 lower the gate).

If the test is successful, for each 6+ rolled gain 10 XP and add a Sanity marker by the Entrance Map Tile. When there are Sanity markers by the tile equal to or greater than 2 x the number of Heroes in the Hero Party, the Portcullis has been sealed! Remove the Entrance Map Tile and replace it with the Portcullis End Cap - any Enemies on the Entrance are removed from play, while any Heroes on the Entrance are moved to the nearest empty space on the adjacent Map Tile.

Once sealed, roll 2 fewer dice for the *Breached Defenses* Special Rule.

The *Drop the Portcullis* Optional Objective may only be completed once during the Adventure.

Optional Objective - Fire the Cannon Battery

If you choose to *Fire the Cannon Battery*, you have reached one of the banks of heavy cannons within the fort and blast away at the Serpentmen siege engines beyond the walls. The Heroes must discard a **Team Ability** card to activate this Optional Objective. If you do, the enemy siege engines along this face of the fort are destroyed by cannon fire!

For the rest of the Adventure, the *Bombardment* Special Rule only triggers on a natural roll of 5 for *Hold Back the Darkness* (or only on a natural roll of 3 if the Heroes have completed *Fire the Cannons* as both Optional Objectives this Adventure).

Reward

Each Hero gains +2 Sanity and +1 Corruption Resistance, as well as D6 x \$100 collected as spoils of war from your fallen enemies.

For each Optional Objective completed, every Hero also gains 50 XP.

Failure

Each Hero loses 1 Sanity and 1 Health permanently from the horrors of war, as they wander through the jungle in search of a clear path back to camp.

Campaign Only Results

When playing through the *Valley of the Serpent Kings* Story campaign, the following applies at the end of the Mission.

If **failed**, the Heroes have one last chance to stop the *Temple Master* before it's too late! You may attempt this Mission a second time (note, you may play other Missions in between to build up your Heroes). If this second attempt is also 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 jungle by the Serpentmen. For those Heroes that manage to eventually escape alive, your *Valley of the Serpent Kings* Story campaign is over and your Heroes sail back home in defeat.

You may have failed the *Valley of the Serpent Kings* 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 you may not choose a new Ability from their Upgrade Chart).

Climbing the stone stairs to the tallest rampart wall, you hold aloft the head of the vile Serpentmen Temple Master. Firing black powder shots into the air, you hoist the Spanish flag once more over the battlements! On the blood-soaked field of battle below, the Serpentmen will to fight has been broken. Routed, the Serpentmen slither back to the gate in a frenzy to escape, as siege engines fall silent and the massive beasts of war rampage into the jungle or off the nearby cliff into the sea.

Bandaging the wounded, you head back to camp to celebrate your victory here on reclaiming San Torida, as the golden sun sets over the rolling ocean. You have planted a flag on this day; a flag of defiance against the Darkness. Not for Spain, but for all mankind.

You have successfully completed the *Valley of the Serpent Kings* Story campaign... but more adventures await!



BEYOND THE STORY CAMPAIGN

The *Valley of the Serpent Kings* 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 Conquistador 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 *Spanish Fort* or *Jargono*, as appropriate, and any reference to *Town* replaced by *Camp*.

Basic Mission 1 - Hunt for Dark Stone


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

Word has spread through one of the local villages about a rich deposit of Dark Stone that has been found through a nearby Gateway. It is said to be a powerful source of the Black Rock, but that all evil seems to be drawn to it. The warriors that the local village sent to recover the magical stone never returned, and now the village is haunted by dark shadow creatures!

Additional Set Up

At the beginning of Set Up, draw a Random World card to see what World the Mission starts in.

Additional Special Rules Shadow Creatures

Whenever a Clue is found, in addition to anything else, Ambush Attack! -  *Creeping Shadows*.

Alternate Failure

Use the following instead of the normal Failure result for this Mission: Upon returning to Camp you discover that it is now also haunted by the shadow creatures! Until the next time

your Heroes Successfully complete a Mission, any time the marker on the *Dark of Night Track* moves forward, every Hero takes 3 Horror Hits, and it moves 1 additional space.



Basic Mission 2 - Explore the Ruins (Exploration)

The scouts have returned to camp with news of stone ruins they discovered deep in the jungle. It appears to be an old watchtower and guardhouse. There may still be valuable supplies or relics within the overgrown structure, if you can explore its depths without it collapsing in on you.

Additional Set Up

You may choose to have this Mission start in the *Spanish Fort* or in the *Swamps of Jargono*.

Additional Special Rules Crumbling Treasure Trove

Whenever a Hero draws a *Nothing Here* Scavenge card, roll a D8. (1-4 Gain a Starting Side Bag Token, or *Swamp Fungus* if in *Jargono*. 5-7 Draw a Loot card. 8 Draw an Artifact card). However, whenever the *Hold Back the Darkness* roll is failed, every Hero takes D6 Hits from falling rubble.

Basic Mission 3 - Seal the Void Gate

A stable Void Gate has opened deep within a nearby Spanish Fort that has fallen to the Darkness, and all manner of horrific monstrosities are pouring out! Finding a way to seal the gate in one of his more cryptic holy texts, a Spanish Missionary lead a group into the fort a few days ago to try to put a stop to the evil. They have not been heard from since, and the waves of creatures are getting stronger and more frequent. Something must be done, or this entire area will be overrun in a matter of days!

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 jungle. As allies 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	Local Farmer	Gain 2D6 x \$50
3-4	Young Warrior	Gain 1 Sanity or 1 Health
5-6	Elder's Daughter	The Elder sends warriors to help guard your Camp. Your Camp gains: Once per Camp Stay, you may Re-roll one of the dice when rolling for <i>The Dark of Night</i> .

The Cursed Eternals



When tales reached the newly landed explorers of a sacred fountain, whose waters could grant immortal life, they set out into the deepest jungles to find it. After months of searching, famed Spanish explorer Javier Gutierrez and his crew found what they were looking for by crossing through a shimmering gate. But they quickly discovered that their unending life brought with it a withering curse of eternal deterioration and unquenchable thirst.

Aztec Warriors



The largest and most advanced civilization in Central America, the Aztec Empire spread its influence throughout the land, with sprawling cities and massive stone pyramids. Under continuous attack by the vicious Serpentmen Raiders for some time, the Aztecs had a large standing army of elite Jaguar and Eagle Warriors to keep them at bay. Because of this, the arrival of the Spanish Conquistadors was immediately seen as a threat, and the Aztecs were ready.

Basic Mission 5 - Escape The Darkness (Escape)

Something went terribly wrong after that last mission and now the Darkness has chased you up onto the highest ramparts of the fort! You must find a way down before you are overwhelmed and devoured by the Darkness that closes in!

Modification - Set Up

During the Set Up for this Mission, the Heroes start on A Rampart 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 - Bring Down the Fort (Blow the Mine/Bring Down the Fortress)

This fort is lost! There are just too many Gates opening and creatures coming through to handle. When one Gate closes, two more open up around it! There's only one way to stop it, you'll have to bring down the whole fort! Collecting as many explosives from your camp as you can spare, you set off into the depths to find a couple of good spots to plant the charges that will collapse the foundations and destroy the fort for good.

Of course, the only trick is that you also have to get out before it blows. This one's gonna be close!

Modification - Failure

If the Heroes fail the Mission before placing BOTH Explosives, the Darkness escapes the Fort and ravages your Camp (instead of devouring your horses. Although the horses in Camp are probably also on the menu). Each Camp Location takes D3 Damage (roll for each to be *Wrecked* as normal).

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



Soldiers of Fortune



Once word came back to Spain of the wonders found in the New World, many of the Conquistadors that set out to the Cursed Coast were military veterans from the long-standing wars in Europe. Battle hardened soldiers like Diego Pearce came in search of fortune, bringing with them years of experience, well-worn gear, and in some cases, their loyal guard dogs, decked out with their very own suits of canine armor to help hold back the Darkness.

Prisoners and Deserters



Due to the horrors of the Serpentmen, and the corrupting influence of the Darkness, many soldiers and sailors in the Spanish camps began to succumb to the terror. With so many deserting their posts and violently turning on their companions, every Spanish Fort and settlement found itself in need of a dungeon to hold those that had fallen into madness. The screams and cries of these lost souls echoing through the dark halls only made the terror worse.

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 - *Conquistador*. This means that, even though they have different Sub-Classes (such as *Duelist* or *Explorer*), 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: CONQUISTADORS



Conquistadors are soldiers and explorers. Veterans of military warfare and experienced sailors, they set out across the seas in search of fame and fortune. Though easily corruptible by the lure of gold, they are skilled fighters and men of faith; ready to defend mankind against the threat of the Serpentmen and the Darkness that would consume our world.

Playing a Conquistador Hero

Conquistadors are a Team Hero Class and are trained to work together as a close knit fighting force. They are well armed and armored. Though they are susceptible to corruption, they are also Ambitious explorers and ruthless warriors.

Sub-Classes and Starting Upgrades

The Conquistador Team Hero has 4 different Sub-classes to choose from - *El Capitan*, *Duelist*, *Explorer*, and *Soldier*. Each of these Sub-classes has their own modified stats (as listed on their version of the Conquistador Hero Character Sheet), Starting Gear, and 2 different Starting Upgrade cards to choose from.

Conquistador - El Capitan

The El Capitan is a cunning strategist and tactician. With Boundless Ambition and heavy armor, he leads the expedition from the front, directing his soldiers with deadly efficiency.

Conquistador - Duelist

A master of the sword, the Duelist has forgone armor in favor of agility and speed. Parrying blows while cutting down her enemies in a Dance of Death, she cannot withstand much damage, but has the potential to dispatch her foes quickly.

Conquistador - Explorer

With a Thirst for Discovery, the Explorer is more lightly armored than most of his team, but is well suited for scavenging and seeking out the best path to his objectives. As a Dark Stone Hunter, he can also help manage keeping the Darkness at bay.


Conquistador - Soldier

Heavily armored and extra hearty, the Soldier is a War Veteran that wields a powerful Crossbow to punch through the toughest of enemies. Though he has few shots and is slow, he is a hard hitting Mercenary with ambition to spare.

Leveling Up a Conquistador 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 Conquistador Upgrade Chart on the next page (as detailed above in the section on *Leveling Up a Hero*).

2D6 Roll Upgrade Bonus

2	Bitter Rivalry - Choose an Enemy Keyword (<i>Demon</i> , <i>Serpentmen</i> , etc). From now on, at the start of a turn while there are 1 or more Enemies of that Keyword on your Map Tile, Recover an Ambition on the D6 roll of 5+.
3	+1 Max Ambition
4	+1 Move
5	+1 Strength or +1 Cunning. Also, gain +D6 Health/Sanity (any mix)
6	+1 Spirit or +1 Luck. Also, gain +D6 Health/Sanity (any mix)
7	+  Health/Sanity (any mix)
8	+1 Agility or +1 Lore. Also, gain +D6 Health/Sanity (any mix)
9	+2 Side Bag Token Capacity. Also, gain +D6 Health/Sanity (any mix)
10	+1 Corruption Resistance
11	+1 Initiative
12	Renowned Explorer - +1 Move. Gain \$10 for every Door/Gate Icon on Exploration Tokens revealed.

CONQUISTADOR UPGRADE CHART

EXPLORATION

INTO THE WILD

Gain \$10 for each *Nothing Here* Scavenge card you find

Whenever a Scavenge would draw a *Darkness* or *Growing Dread*, roll a D6. If a 6+ is rolled, cancel it. (Note, each Hero with *Into the Wild* may roll).

+1 CUNNING

GUIDED PATH

Once per Adventure, when a *Depth Event* is rolled, you may roll a D6 (no Grit) and use the number rolled for the *Depth Event* instead.

Gain 25 XP.

+2 CORRUPTION RESISTANCE

GRIZZLED EXPLORER

Immune to *Poison*.

Once per turn, use 1 *Ambition* to Heal D6 Wounds/Sanity (any mix).

+2 SIDE BAG

INCREDIBLE JOURNEY

While in a World that you have NOT visited before, you are +2 *Combat*.

While in a World that you HAVE visited before, you are *Willpower* 3+.

GLORY

TO GLORY!

Once per Adventure, you may exclaim "To Glory!" to

Recover 1 *Ambition*.

Any other Heroes with *To Glory!* on your Map Tile may respond "To Glory!" to also Recover 1 *Ambition*.

TACTICAL PLANNING

When a *Conquistador Team Ability* card is used, gain +1 *Combat/Shot* during your next Activation.

All other Heroes on your Map Tile Activate before Enemies at their Initiative Level.

+1 INITIATIVE

ONWARD

Whenever a *Clue* is found, you may roll D6 (No Grit). On the roll of 5+, draw a *Conquistador Team Ability* card and add it to the Pool. (Limit 1 card added per *Clue*).

+1 MAX GRIT

FAME AND FORTUNE

Whenever you draw 1 or more *Loot* cards, draw 1 extra.

Double the amount of *Gold* and *Dark Stone* gained from *Loot* cards you draw.

+2 MAX AMBITION

CONQUEST

BRAVADO

Your *Ruthless Warfare* ability now earns \$15 and lets you Heal 1 *Wound* and 1 *Sanity* whenever you kill an *Enemy*.

+1 MAX GRIT

STEEL FIST

When making *Armor* rolls, each roll of 6+ stops an additional incoming *Wound*.

Every Hero on your Map Tile with *Tactical Planning* may improve their *Armor* value by 1 (max *Armor* 4+).

+1 STRENGTH

BELIEF IN THE FIGHT

Spirit
Armor 5+

+1 MAX AMBITION

DEADLY ACCURACY

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

Once per turn, use 1 *Ambition* to gain +1 *Combat* or +1 *Shot* for an *Attack*.

SWORDSMANSHIP

FENCING

While you have a *Blade* Equipped, *Enemy Melee To Hit* rolls of 1 against you do 1 *Wound* to that *Enemy*, ignoring *Defense*, before the rest of their *Hits* are resolved (XP may be gained for this).

+1 INITIATIVE

SWIFT STEP

When rolling *Defense* for an *Enemy Attack*, if you roll at least one 6+, you may ignore 1 additional *Enemy Hit* from this *Attack*.

+1 MOVE

LUNGING THRUST

Once per *Attack*, you may roll a D8 for one of your *Melee To Hit* rolls. If already rolling a D8 for your *To Hit*, instead roll a D8 +2.

THROUGH THE HEART

While you have a *Blade* Equipped, when you assign a *Critical Hit* to a *Large* or *smaller Enemy* (unless *Immune to Critical Hits*), roll a D6 (No Grit). If the roll is *higher* than the target's *Defense*, it is instantly killed.

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 *Conquistador Camp* between Missions, your Hero Party must include at least 1 *Conquistador* or *Aztec* 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 Hero Party 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.*

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).

Note that Heroes may NOT gain or use Ambition Tokens during a Camp Stay.

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 Conquistador Camp, Heroes can only sell Dark Stone at the Spanish Armory, 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**.

	Cost: \$300 / Hero - Unlocks all entries.		Cost: \$600 / Hero - Unlocks all entries.		Cost: \$1,200 / Hero - Unlocks all entries.
- The Dark of Night Track now begins each Camp Stay on the 000 space of the track.		- The Dark of Night Track now begins each Camp Stay on the 000 space of the track.		- All rolls for Exercising Monsters at the Campfire are now +1. - You may ignore the first failed Hold Back the Darkness roll during each Adventure.	

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 Leveled 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 *Conquistador Camp* - the *Spanish Armory* and the *Training Ground*.

The *Spanish Armory* 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 *Training Ground* allows your Heroes to practice Dueling Tactics as special one use abilities, and has an archery range for enhancing your ranged combat potential.



FORGING DARK STONE

As noted above, one of the special services provided at the *Spanish Armory* 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

Valley of the Serpent Kings

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.

Explorer
Hero



Duelist
Hero



El Capitan
Hero



Soldier
Hero

Footman
Ally



Carnivorous Plants
Plant Hazard



Temple Guard
Large-Sized Serpentmen 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!

Drowned Dead *Undead Enemies*



Serpentmen Archer *Serpentmen Enemy*



Croxin Beast *XL-Sized Enemy*

The gargantuan Croxin Beast model is the most ferocious of all Serpentmen figures in the *Valley of the Serpent Kings™* 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



Creeping Shadows

The Darkness spreads its insidious influence in many ways across reality, but perhaps the most direct way is to animate the shadows themselves. Swirling masses of inky blackness, the Creeping Shadows taunt and torment the living with hissing voices and whispers in the dark. And the hearts of men are so easily corrupted.

Ghastly, faceless apparitions of shadow, these formless fiends can pass through walls, bone, and flesh, ever searching for those that stray too far from the light. They form long, ethereal arms, ending in gnarled and clawed hands to grasp at the throats of their victims, feeding on your life energy and absorbing fragments of your soul with every passing moment you are in their dark embrace.



Drowned Dead

The true malicious threat of the Darkness that seeks to consume reality, is never more apparent than when it corrupts the once living into a hideous and tainted form of shambling dead. Many groups of soldiers and explorers have been lost to the Darkness. Some setting out on expeditions into the wild, never heard from again, while others 'safely' secluded in their stone battlements, only to be driven mad from within. Many of these corrupted Conquistadors rise back from the dead to haunt the world, still searching in vain for the fortune and the glory denied them in life... cursed for all time, yet still hungry for gold.



Serpentmen Archers

The backbone of any Serpentmen raiding party, these skilled archers wield curved bows, fashioned from the ancient Sycamac trees found throughout their homeland. The bow string spun from countless threads of Bog Spider webbing, ritually harvested by each adolescent warrior under the pale light of a Fungus Moon.

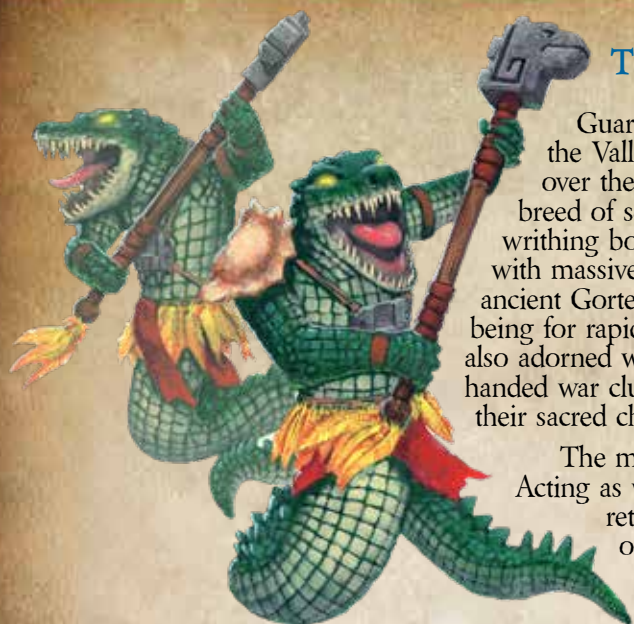
The Serpentmen Archers are legion, raining down a flurry of poisoned arrows from the trees above when in ambush, or from the back ranks in times of massed warfare. These archers wear feathered headdresses, in brilliant colors, to denote their role and rank among their Brood. They are fast. They are deadly. And in most cases, you never see them coming.

Tentacles

Bursting through the ground or up out of the water, 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!





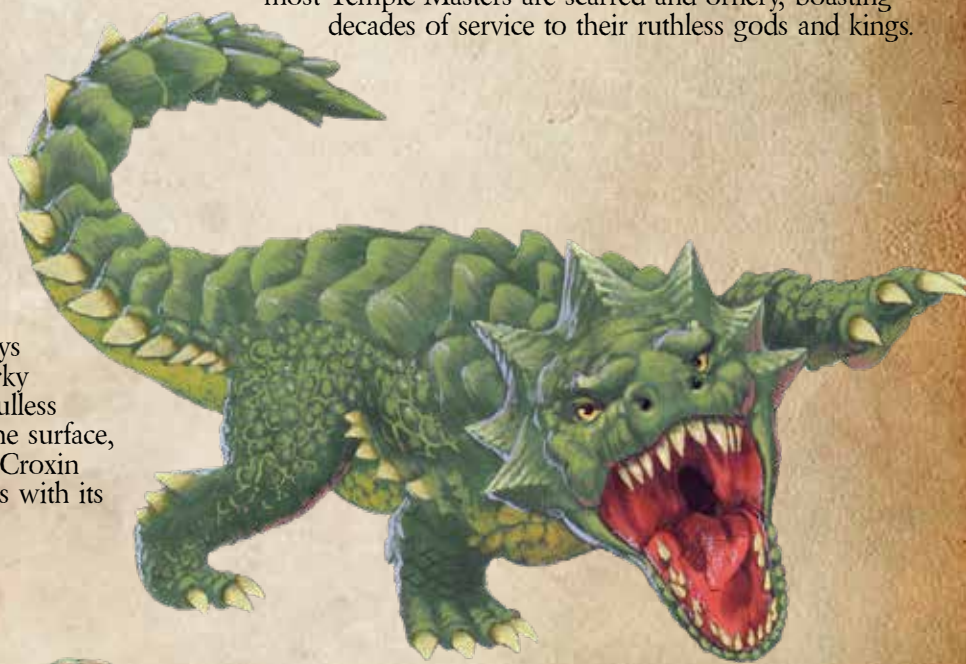
Temple Guard

Of all the Serpentmen encountered thus far, the Temple Guard that watch over the sacred pyramids, pools, and towers in the Valley of the Serpent Kings are the most terrifying! Towering over their smaller brethren, the Temple Guard are a different breed of serpents, from the deep swamp. Hulking figures with thick writhing bodies as they slither, the Temple Guard have wide heads with massive snapping jaws to tear their foes asunder. Trained in the ancient Gortek's fighting style, these reptilian brutes forgo their own well being for rapid aggressive strikes to wear down their opponents. They are also adorned with thick, Croxin plate ceremonial armor and hefty two-handed war clubs to crush any that stray into the hallowed grounds of their sacred charge.

The most fearsome of the Temple Guard are the Temple Masters. Acting as war chieftains for their Guard Brood, the Temple Master retains his authority through ritual combat to the death. Any of his Brood that wish to challenge him may do so in an attempt to supplant him as Master of the Guard. Though this rarely ends well for the challenger. That is why most Temple Masters are scarred and ornery, boasting decades of service to their ruthless gods and kings.

The Croxin Beast

Humongous, four-legged reptilian behemoths, the Croxin Beasts of Jargono are vicious and relentless killers. Hunting for sport and able to crush every bone in a grown man's body with a single chomp from its powerful jaws, the Croxin's speed and aggression are often underestimated based on its large size and build. But this creature lays in wait, submerged under the murky waters of Jargono with only its soulless eyes and flared nostrils breaking the surface, until it lunges for the kill! Once a Croxin has marked its prey, it is tenacious with its furious assault.



Carnivorous Plants

The otherworldly realm of Jargono is home to many nightmarish forms of deadly flora and fauna. From massive insects and towering reptiles, to man-eating foliage with gaping maws and spiny teeth. These carnivorous plants fill the undergrowth and swampy jungles of Jargono, laying in wait with their long, thorned tentacle-like vines that wrap around the legs and bodies of animals and men that wander into their trap, pulling their hapless victims into the clutches the plants main stalk and hungry feeding mouths.

These invasive plants have spread to our world now, finding their way into the jungles and valleys of the Cursed Coast, and beyond. Their acidic roots and caustic mucus overgrowing and crumbling stonework fortresses with ease.



THE SPANISH FORT

Dark and dank, the Spanish Forts that stand watch over the island shores and inlet bays of the Cursed Coast are bastions of horror in a tropical paradise under siege by the Darkness. Once built to safeguard the Spanish settlements and local villages from the ever-present threat of the raiding Serpentmen, nearly all of these fortifications have fallen into shadow.

Strange Tales

When the Spanish explorers first arrived in the region, they were astounded by the beauty and magnificence of this New World. Trading with the local peoples and setting up encampments, they soon began to hear strange tales of portals to other worlds, a magical black rock, nightmarish creatures, and ruthless tribes of Serpentmen warriors. At first they dismissed these stories as local superstition, but they were soon faced with the horrible reality as entire encampments would be raided and burned; the only survivors mad with terror and raving about demons and snake men, and the shadows come to life.

Stone Castles and Cannons on the Wall

To protect themselves and their expedition from these supernatural threats, the soldiers and sailors immediately set about constructing a series of Spanish Forts, dotting the coastlines of the Islands where they had made their settlements. With the help of local villagers using unnaturally strong and mutated beasts of burden, the experienced builders were able to construct in months what would have taken perhaps years under normal circumstance. And not a moment too soon.

War with the Serpentmen

The raids by the Serpentmen became more frequent and more violent. No village or settlement was safe from attack, except those that fell under the shadow of a Spanish Fort and its battery of cannons. The gambit had worked, and the Serpentmen were held at bay... for now.

Dark Halls

But as the soldiers manning the forts celebrated their triumph, a dark evil festered in the shadows. Whispering voices could be heard echoing down the dark corridors of the castles, the lower levels flooded by unnatural storms, and paranoia ran rampant among the men. Infighting took hold, and stories of mutiny spread; of greed and vengeance, madness and despair. One by one, many of the castles fell silent; all communication lost and messengers sent to investigate never returned.

Lost to Corruption and Madness

For those few forts that still remain untainted by the Darkness, a dread sense of foreboding hangs in the air. Many believe that it is only a matter of time until they too will succumb to the curse of shadows.

As new voyages arrive, bringing fresh soldiers and explorers to these cursed shores, the banners still flutter in the wind over the rampart walls, but all is silent within, save for a hissing whisper of death and madness.



THE SWAMPS OF JARGONO - VALLEY OF THE SERPENT KINGS

The Swamps of Jargono is a pre-historic land, covered in thick jungle swamps, with a canopy of ancient trees and flooded with murky waters. It is reachable only by stepping through shimmering gateways that bridge a tear across the Void, connecting our world to theirs. Though these portals are usually unstable, ripping open for a short time, before collapsing in on themselves, resealing the fabric of reality, there are some gateways that have been discovered and known to remain open for a prolonged period - perhaps even indefinitely (the ramifications of which may be more disturbing than if they were just temporary).

A Sacred Valley

A few of these stable gateways have been discovered, deep in the jungles of the Cursed Coast. Expeditions set forth by Spanish explorers and Aztec warriors have found that these portals lead to a vast region of Jargono known as the Valley of the Serpent Kings.

Home to carnivorous plants and terrifying beasts of enormous size, the Swamps of Jargono are not to be traveled lightly. But the greatest danger may lie in the warring Kingdoms of Serpentmen that claim domain over this swamp world. Filling the lush valley with gigantic stepped pyramids, temple courtyards, and sprawling cities, there are many tribes of Serpentmen, each with its own culture and way of life. Though there is one thing they all have in common - a territorial and aggressive mind for war, with endless armies of warriors to battle for dominance.

Cities of Gold

The deadly jungles of Jargono are filled with crumbling stonework and ancient ruins of lost civilizations that have been swallowed by the swamp over eons. The environment provides limitless stone, wood, and bone for the Serpentmen to build their temples and cities, but above all, they value gold. A rare commodity in Jargono, where metal of any kind is all but unheard of, gold is seen as divine. An ore gifted by the gods in the form of meteorites.

The most sacred temples, pyramids, and cities are home to great riches. Golden statues and plated trim line the streets, and revered relics of gold are displayed and worshipped with blood sacrifice of prisoners taken in war.

The Serpent Tide Awakened

Though the Serpent Kingdoms have spent untold centuries at war with one another, some have turned their attention to spreading their conquest beyond the borders of their realm. Discovering the open gateways between worlds, and following unwitting human explorers back through those gates, the Serpentmen began raiding our world for supplies and prisoners. And upon discovering the bountiful gold to be had, they have become more organized in their raids. They now launch assaults with larger and more experienced warriors, for the Kingdoms of the Serpentmen have awakened to the greater world beyond their homeland. And the savage tide of the Serpentmen has only just begun.





Gateways to Jargono



Having discovered several stable gateways to Jargono, the Spanish set up a trade network, using the portals not only as a source of exotic goods and treasures, but also a method of rapid transportation. Spanish merchant Pedro Jásón Fernando de la Cruz, carrying goods bound for the Whitney Trading Co. was using one such shortcut when his caravan was attacked by the undead! He would have been lost to the Darkness if not for a heroic Yamabushi monk from Japan who came to his aid.

Defending Humanity



The threat of demons and creatures from the Void pales in comparison to the impending doom of the great Darkness, always lurking at the edge of reality, seeking to spread corruption and shadow across all worlds. But there are some who stand against the Darkness. Valiant Heroes like Chloe Ko of the proud and ancient Yamabushi order of warrior monks. Dedicated to defending humanity against evil, she travels across worlds, protecting others and gathering heroic defenders to the cause.

Saxton's Blessed Tonic



Always looking for new formulas and new customers, Alfred Saxton III, Esquire followed a group of Spanish explorers back through a gate from Jargono. Finding himself in a whole 'New World' of opportunity, he immediately set up shop selling Holy Tonics to the Conquistadors and local peoples alike. Guaranteed to bring you back from the dead if you stumble into grave misfortune! Must be consumed no more than 12 hours prior to your demise, so always keep a ready supply on hand!

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 Detective J. E. Ellinghaus, cross-time travel became second nature, as he tenaciously followed any lead on his current case, no matter where... or indeed when, it took him.



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.



DROWNED DEAD



- 1) Prime with matte black spray paint.
- 2) Dry brush with *Pistol Metal*.
- 3) Paint seaweed with *Serpent Skin*.
- 4) Paint clothing with *Desert Yellow*.
- 5) Paint skull, bones, and barnacles on armor with a mix of *Leather Brown* and *Spirit White*.
- 6) Paint belts and boots with *Leather Brown*.
- 7) Wash with *Soft Tone Ink* and allow to dry.
- 8) Highlight clothing with a mix of *Desert Yellow*, *Cynder Yellow*, and *Spirit White*.
- 9) Highlight seaweed with a mix of *Serpent Skin* and *Spirit White*.
- 10) Highlight skull, bones, and boots with a mix of *Leather Brown* and *Spirit White*.

SERPENTMEN ARCHERS



- 1) Prime with matte black spray paint.
- 2) Base coat back of body with *Tentacle Blue*.
- 3) Base coat belly, bowstring, and bow wraps with a mix of *Desert Yellow* and *Spirit White*.
- 4) Paint sash and head dress feathers with *Saloon Red*.
- 5) Paint head dress and waist feathers with *Tengu Grey*.
- 6) Paint bracelets, earrings, and decoration with *Loot Gold*.
- 7) Wash entire model with *Soft Tone Ink* and allow to dry.
- 8) Dry brush back of body with a mix of *Tentacle Blue* and *Yamabushi Blue*.
- 9) Highlight belly, bowstring, and bow wraps with a mix of *Desert Yellow* and *Spirit White*.

CARNIVOROUS PLANTS



- 1) Prime with matte white spray paint.
- 2) Base coat plant body and leaves with *Serpent Skin* and mouths with *Cherry Blossom Pink*.
- 3) Paint drool strands with *Yamabushi Blue*.
- 4) Paint thorns with *Saloon Red*.
- 5) Paint teeth with a mix of *Desert Yellow* and *Spirit White*.
- 6) Paint base with *Shadow Black*.
- 7) Wash entire model with *Soft Tone Ink*.
- 8) Highlight plant body and leaves with a mix of *Serpent Skin* and *Desert Yellow*.
- 9) Paint berries with a mix of *Saloon Red* and *Molten Orange*.
- 10) Highlight drool strands with a mix of *Yamabushi Blue* and *Spirit White*.



TEMPLE GUARD

- 1) Prime with matte black spray paint.
- 2) Base coat body with *Jargon Green* and belly with *Desert Yellow*.
- 3) Paint straps and handle with *Leather Brown*.
- 4) Paint loin cloth and head of the club with *Tengu Grey*.
- 5) Paint shoulder pauldron, teeth, and handle wraps with *Fang Bone*.
- 6) Paint feathers and mouth with *Crimson Hand Red*.
- 7) Paint bracelets and chest plate with *Loot Gold*.
- 8) Wash model with *Dark Tone Ink* and allow to dry.
- 9) Drybrush skin with a mix of *Jargon Green*, *Desert Yellow*, and *Spirit White*.
- 10) Highlight belly with a mix of *Desert Yellow* and *Spirit White*.
- 11) Highlight shoulder pauldron, teeth, and handle wraps with a mix of *Fang Bone* and *Spirit White*.



FOOTMAN ALLY

- 1) Prime with matte white spray paint.
- 2) Base coat armor and halberd with *Pistol Metal*.
- 3) Base coat cloth with *Desert Yellow*.
- 4) Paint skin with a mix of *Light Flesh* and *Dark Flesh*.
- 5) Paint legs and forearms with *Crimson Hand Red*.
- 6) Paint belts, boots, and handle with *Dark Flesh*.
- 7) Paint base, hair, and beard with *Shadow Black*.
- 8) Wash entire model with *Soft Tone Ink* and allow to dry.
- 9) Highlight skin with *Light Flesh*.
- 10) Highlight cloth with a mix of *Desert Yellow* and *Cynder Yellow*.



CROXIN BEAST

- 1) Prime with matte black spray paint.
- 2) Basecoat body with *Serpent Skin* (you may need two coats).
- 3) Basecoat belly and bottoms of feet with *Desert Yellow*.
- 4) Paint inside of mouth and tongue with *Saloon Red*.
- 5) Paint spines and teeth with *Fang Bone*.
- 6) Drybrush body with a mix of *Serpent Skin*, *Desert Yellow*, and *Spirit White*.
- 7) Highlight mouth and tongue with *Cherry Blossom Pink*.
- 8) Wash belly with *Soft Tone Ink* and allow to dry.
- 9) Drybrush belly with *Desert Yellow*.
- 10) Use *Strong Tone Ink* to ring the base of each spine and shade the muscular contours of the body and head.
- 11) Highlight teeth with a mix of *Fang Bone* and *Spirit White*.
- 12) Paint eyes with a mix of *Cynder Yellow* and *Spirit White*.
- 13) Paint eye pupils with *Shadow Black*.

EL CAPITAN HERO



STEP #1

- 1) Prime with matte white spray paint.
- 2) Base coat armor with *Pistol Metal*.
- 3) Paint cloth areas with *Portal Blue*.
- 4) Paint face with a mix of *Light Flesh* and *Dark Flesh*.
- 5) Paint belt, boots, and scabbard with *Dark Flesh*.
- 6) Paint base with *Shadow Black*.



STEP #2

- 1) Paint armor trim with *Loot Gold*.
- 2) Paint beard with a mix of *Shadow Black* and *Dark Flesh*.
- 3) Paint helmet plume with *Saloon Red*.
- 4) Wash the entire model with *Soft Tone Ink* and allow to dry.



STEP #3

- 1) Highlight belt, boots, scabbard, and beard with *Leather Brown*.
- 2) Highlight face with *Light Flesh*.
- 3) Highlight cloth areas with a mix of *Portal Blue* and *Spirit White*.
- 4) Highlight armor with *Pistol Metal*.
- 5) Highlight helmet plume with a mix of *Saloon Red* and *Spirit White*.

EXPLORER HERO



STEP #1

- 1) Prime with matte white spray paint.
- 2) Base coat armor and sword with *Pistol Metal*.
- 3) Paint face and hands with a mix of *Light Flesh* and *Dark Flesh*.
- 4) Paint cloth areas with *Portal Blue* and sleeves with *Yamabushi Blue*.
- 5) Paint belt, boots, and scabbard with *Dark Flesh*.



STEP #2

- 1) Paint telescope and armor trim with *Loot Gold*.
- 2) Paint base with *Shadow Black*.
- 3) Paint hair and beard with a mix of *Shadow Black* and *Dark Flesh*.
- 4) Wash the entire model with *Soft Tone Ink* and allow to dry.



STEP #3

- 1) Highlight belt, boots, and scabbard with *Leather Brown*.
- 2) Highlight cloth areas with a mix of *Portal Blue* and *Spirit White*.
- 3) Highlight sleeves with *Yamabushi Blue*.
- 4) Highlight face and hands with *Light Flesh*.
- 5) Highlight armor and sword with *Pistol Metal*.

DUELIST HERO



DESERT
YELLOW
HOW

SPIRIT
WHITE
HOW

LIGHT
FLESH
HOW

DARK
FLESH
HOW

CRIMSON
HAND
RED
COV

TENGU
GREY
FF

PISTOL
METAL
HOW

SHADOW
BLACK
HOW

SOFT
TONE
INK
HOW

STEP #1

- 1) Prime with matte white spray paint.
- 2) Base coat clothing with a mix of *Desert Yellow* and *Spirit White*.
- 3) Paint face and hands with a mix of *Light Flesh* and *Dark Flesh*.
- 4) Paint cape with *Crimson Hand Red*.
- 5) Paint boots with *Tengu Grey*.
- 6) Paint swords, buckle, and buttons with *Pistol Metal*.



TENGU
GREY
FF

PISTOL
METAL
HOW

SHADOW
BLACK
HOW

SOFT
TONE
INK
HOW

STEP #2

- 1) Paint belts, scabbard, and hair with *Dark Flesh*.
- 2) Paint base with *Shadow Black*.
- 3) Wash the entire model with *Soft Tone Ink* and allow to dry.



FANG
BONE
COV

SPIRIT
WHITE
HOW

LEATHER
BROWN
COV

CRIMSON
HAND
RED
COV

STEP #3

- 1) Highlight clothing with a mix of *Fang Bone* and *Spirit White*.
- 2) Highlight face and hands with a mix of *Light Flesh* and *Spirit White*.
- 3) Highlight cape with a mix of *Crimson Hand Red* and *Spirit White*.
- 4) Highlight belts, scabbard, and hair with *Leather Brown*.
- 5) Highlight cuffs and neck ruff with *Spirit White*.

SOLDIER HERO



PISTOL
METAL
HOW

LIGHT
FLESH
HOW

DARK
FLESH
HOW

PORTAL
BLUE
HOW

SHADOW
BLACK
HOW

TENGU
GREY
FF

DESERT
YELLOW
HOW

SALOON
RED
HOW

SOFT
TONE
INK
HOW

STEP #1

- 1) Prime with matte white spray paint.
- 2) Base coat armor with *Pistol Metal*.
- 3) Paint cloth areas with *Portal Blue*.
- 4) Paint face with a mix of *Light Flesh* and *Dark Flesh*.
- 5) Paint belt, boots, crossbow, quiver, and scabbard with *Dark Flesh*.
- 6) Paint base with *Shadow Black*.



TENGU
GREY
FF

DESERT
YELLOW
HOW

SALOON
RED
HOW

SOFT
TONE
INK
HOW

STEP #2

- 1) Paint crossbow string with *Tengu Grey*.
- 2) Paint hair and beard with a mix of *Shadow Black* and *Dark Flesh*.
- 3) Paint crossbow bolts with *Desert Yellow* and fletching with *Saloon Red*.
- 4) Wash the entire model with *Soft Tone Ink* and allow to dry.



LEATHER
BROWN
COV

SPIRIT
WHITE
HOW

PISTOL
METAL
HOW

LIGHT
FLESH
HOW

STEP #3

- 1) Highlight belt, boots, crossbow, quiver, and scabbard with *Leather Brown*.
- 2) Highlight cloth areas with a mix of *Portal Blue* and *Spirit White*.
- 3) Highlight face with *Light Flesh*.
- 4) Highlight armor with *Pistol Metal*.
- 5) Highlight crossbow string with a mix of *Tengu Grey* and *Spirit White*.

CONQUISTADOR 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 - Volcanic Eruption

Black smoke belches out from the top of Tlahuelli Tepetl, the nearby volcanic mountain. As the ground begins to shake beneath your feet, you look up in horror. A burst of burning magma erupts into the sky and thick rivers of lava flow down through the jungle. As you scramble to break down the tents and secure the camp, you are pelted by smoldering rock and the air grows thick with flecks of ash carried in on the wind. You better hurry!

You work feverishly to break down camp and head for cover before the eruption gets any worse! Roll a D8 once to determine the **Distance** from the Camp to the eruption (1 In the Path of Lava, 2-3 Shower of Burning Debris, 4-6 You can Feel the Heat, 7-8 Smoke in the Sky). Every Hero must then roll dice equal to the **Distance** + their **Agility**. For each 4+ rolled, that Hero may place 1 Sanity marker on any Camp Location. After all rolls are complete, any Camp Location that has fewer Sanity markers on it than the number of Heroes in the Hero Party is **Wrecked** in the chaos! Then the Camp Stay immediately ends as you race to take cover.

12 - Intoxicated Surgeon

The ship's doctor has been indulging in spirits and his tools have not been cleaned since his last operation. With slurred speech and a shaky hand, he assures you that it's fine...no problem. Just close your eyes.

All attempts at *Field Surgery* at the *Anchored Ship* 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 **Conquistador 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 Conquistador 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 Side Bag Token they have, discarding it on the roll of 1 or 2. In addition, 1 Random Camp Location Takes D3 Damage.

14 - Cursed

Dark omens plague the camp and many of the men have fallen into a dark sleep that they cannot be awakened from.

Conquistador Footmen Allies may not be hired during this Camp Stay and Heroes may not Heal Wounds or Sanity, or Recover **Grit** until the start of the next Adventure. Heroes start the next Adventure with 1 fewer **Grit** or **Ambition** than normal (choose)



15 - Uneventful Day in Camp

It is just another hot and muggy day in the jungle!
No Effect.

16 - Shooting Stars

Overhead the twinkling stars shine brightly in the dark of night. As you gaze into the heavens, a series of shooting stars streak across the sky. A good sign to be sure.

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.

21 - Twisted Remains

Gathering firewood for the camp fire, you pull back a large branch of leaves and recoil in horror. Stacked around a ghastly totem carved in stone are the twisted remains and bloodied armor of a previous expedition!

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

22 - Under Watching Eyes

You can't see them, but you know they are out there. They have been following you for the last few days. Now it's only a matter of time before they show themselves.

During the next Adventure, the first time the Heroes would draw a **Growing Dread** card, instead: **Ambush Attack!** - Draw a Threat.

23 - Distant Roar

Echoing through the jungle trees, a terrifying roar breaks the silence along the beach. Whatever made that hideous noise couldn't be too far off. With an uneasy hand on the hilt of your sword, you pray that whatever it is keeps its distance.

Every Hero loses a **Grit**.

24 - Fluttering Flags

Looking up at the Spanish Flags fluttering in the brisk wind over the camp, you take pride in having made it this far in your expedition; sailing half-way around the world into the unknown, only to be assaulted on all sides by the walking dead and vicious Serpentmen from another world.

Every Hero may Recover a **Grit**.

25 - Uneventful Day in Camp

It is just another hot and muggy day in the jungle!
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 - Torrential Downpour

A brutally heavy rain floods the camp, washing away supplies and turning the ground into a muddy quagmire.

Each Camp Location takes 1 Damage.



32 - Whispers from the Shadows

Sinister whispers and dark thoughts drift in from the moving 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 - Hurricane

A sweeping hurricane level storm waylays the island, threatening to sweep the camp back out to sea!

2 Random Camp Locations immediately take 2 Damage each.

34 - Abandoned Villages

All of the local villages in the area seem to be abandoned. Where the people have gone is not clear, but it looks like they left in a hurry... or were taken.

Hire Local Guide and **Trade with Local Peoples** at the **Expedition Supplies** Camp Location may not be used for the rest of this Camp Stay.

35 - Uneventful Day in Camp

It is just another hot and muggy day in the jungle!
No Effect.

36 - Training Day

The air is clear and the sun is shining, but not too hot. It is a good day to train.

Until the end of the day in Camp, all **Dueling** **Tactic Tokens** and **Target Practice** at the **Training Ground** Location are half price (rounding up to the nearest \$5)

41 - Choppy Waters

The waves crash against the beach with a roar, and you can see your ship anchored offshore rocking violently in the wind. It would be far too dangerous to try to row out in this stormy waters.

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

42 - Void Disease

Death and disease spread like wildfire as a pestilence falls on the camp. But this is no normal sickness, it is borne of the Darkness.

Every Hero must make a **Spirit 5+** test. If successful, gain **10XP** as you avoid falling ill. If failed, you are wracked by Void Boils and burn with fever. You may do nothing for the next **D3 Days** of the Camp Stay, starting with the current Day (you are still affected by Daily Events and Hazard results). During this time, you are **-5 Health**, and if **KO'd** by Wounds, you are killed.

43 - Greed Stricken Demise

A weathered and broken raft washes ashore on the beach near the camp. As you investigate, you discover the bodies of several explorers, mummified by the salt air of the sea. Most have been killed by slashing knife wounds, but one sits at the center of the raft, holding a rusty blade in one hand and cradling something mysterious in his other.

One **Random Hero** must make a **Lore 6+** test. If successful, you may draw an **Artifact** card from a **Random World**, grasped in the skeletal hand of the fallen explorer. If failed, take **D6 Corruption Hits** as the tainted relic whispers your name and begins to corrupt your soul, before you hurl it back into the sea.

44 - Dark Call of the Sea

Sinister whispers roll in on the ocean winds, infecting your mind. They know your worst fears, and darkest desires.

For the rest of this Camp Stay, at the start of each Day in Camp, every Hero takes **D3 Sanity Damage**, ignoring Willpower.

45 - Uneventful Day in Camp

It is just another hot and muggy day in the jungle!
No Effect.

46 - Dreams of Glory

Visions of glorious battle and victory for Spain 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 - Serpentmen Raid

Without warning, Serpentmen Warriors descend on the camp, cutting down guards and stealing supplies!

Every Hero must make a **Strength 5+ or Agility 5+** test (choose) to fight off the Serpentmen Raiders. For each **5+** rolled, gain **10XP**. If failed, take **D8 Wounds**, ignoring Defense, and add **2 Damage** to a **Random Camp Location**.

52 - Dirty Tools

Dried blood and crusty gore are caked on the tools of the ship's surgeon. He assures you that it's not a problem. He probably won't need to use the bone saw on you today. Probably.

All attempts at **Field Surgery** at the **Anchored Ship** 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 hot and muggy day in the jungle!
No Effect.





56 - Dark Stone Furnace

The blacksmith of the Spanish Armory feeds fresh Dark Stone into the furnace. It is a good day for a forging!

All Item Upgrades at the *Spanish Armory* cost up to -5 Dark Stone today. All Heroes that visit the *Spanish Armory* today also take 1 Corruption Hit.

61 - Stalked by the Dead

They're out there...in the dark. The local people call them 'Children of the Mountain'. 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 with signs of a brutal Serpentmen raid.

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 Rain

The rain is light and warm today, softly dripping from the wide leaves of the jungle trees. Even in the darkest night, the sound is soothing.

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

64 - Restful Day

A refreshing breeze blows in from the ocean, rolling over 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 hot and muggy day in the jungle!

No Effect.

66 - A Stranger in Camp

A stranger has wandered into camp today, bringing valuable information, but also dire warnings of encroaching shadows yet unseen.

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

Aztec Scout - *Out of breath, an Aztec scout reaches your camp with word from their hunting party: Serpentmen... the Serpentmen are coming!*

During the next Adventure, all **Serpentmen** Enemies are +1 Damage on their Attacks, but enter play with 2 Wounds on each.

3-5

Disoriented Explorer - *Stumbling into the light of the camp, a disheveled and scraggly explorer collapses at your feet. Reviving him, he tells you that he has been lost in the jungle for months, and that a terrible evil is coming.*

During the next Adventure, **Growing Dread** cards may NOT be canceled in any way, but whenever a **Growing Dread** card is added to the stack or whenever a **Growing Dread** card is revealed, every Hero may Recover a **Grit**.

6

Dark Stranger - *While sitting around the camp fire, telling old war stories and laughing, you suddenly realize that the loudest laughs are coming from a stranger you've never seen before. No one else seems to take notice, as the dark figure with the curved smile intently stares at you across the fire. As things wind down and your companions head off to their tents, the unnerving stranger approaches you with a story of his own... and a dark offer.*

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, the stranger 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 the *Stranger* 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.

Ambition (Ability Token) – An Ability Token used by *Conquistador* Heroes to Re-roll a single die (even if already Re-rolled), adding +2 to the result. Limited to using 1 Ambition per Turn.

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.

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 OtherWorld, but the Spanish Fort 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.

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 using the *Fencing* ability from the Conquistador Upgrade Chart, does a *Temple Guard* take damage for the *To Hit* rolls of 1 it gets before Re-rolling them for its *Gortek'a Training*?

A) No. A *Temple Guard* Re-rolls its *To Hit* rolls of 1 before this ability triggers.

Q) If an Enemy is killed by the *Fencing* ability, does it still get to complete its other Hits?

A) No. Any wounds from *Fencing* are resolved before the Enemy's other Hits, so the other Hits are lost when the Enemy is killed.

Q) What happens if a model that moves through other models has its move stopped/ended while in the same space as another model (such as in Mission 7 where Heroes can potentially prevent an Enemy from moving out of an adjacent space)?

A) If a model would be stopped in the same space as another model, it is instead moved back to the last empty space it occupied. Note that *Creeping Shadows* would just be stopped where they are, as they may be in the same space as another model.

Q) In Mission 6: *Run Through the Jungle*, what happens to the Number Counter for a path if the Heroes decide to back track and go a different way before that Number Counter is revealed?

A) Leave the Number Counter facedown at the start of its path (where it was originally placed).

Q) What happens with Ambition if a Hero is allowed to Recover Grit up to their Max Grit?

A) First determine how many Grit could be Recovered, then decide how much the Hero wants to take as Grit, and how much to take as Ambition.

NAME: _____
 CLASS: _____ LEVEL: _____

KEYWORDS

MODIFIERS FOR THE
 CURRENT ADVENTURE...

Valley Serpent Kings

AGILITY CUNNING SPIRIT
 STRENGTH LORE LUCK

To Hit: RANGED MELEE
 COMBAT: _____
 MAX GRIT: _____

HEALTH DEFENSE SANITY WILLPOWER

INITIATIVE
 CORRUPTION
 RESISTANCE:

XP FOR NEXT LEVEL: _____
 EXPERIENCE

RESOURCES

GOLD

DARK STONE

MAX SIDE BAG TOKENS: _____
 SIDE BAG TOKENS

OTHER -

ITEMS

PERSONAL ITEM -

NOTES / UPGRADES / CLOTHING

ABILITIES

STARTING UPGRADE -

MAX AMBITION:

INJURIES / MADNESS

MUTATIONS

Campaign Log

SHADOWS - BRENSTONE



HEROES

of Heroes

HERO PARTY LEVEL:

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

Campaign Notes and Modifiers

Mission Log

Win/Loss

CONQUISTADOR CAMP

CAMP NOTES

STORED RESOURCES:  GOLD  DARK STONE

SALTED PORK REMAINING -
HOLY SCRIPTURES REMAINING -

LOCATION:

LOCATION LEVEL

PROGRESS TOWARD NEXT LEVEL: ☐ WRECKED

LOCATION UPGRADES PROGRESS/UNLOCKED:

LOCATION:

LOCATION LEVEL

PROGRESS TOWARD NEXT LEVEL: ☐ WRECKED

LOCATION UPGRADES PROGRESS/UNLOCKED:

LOCATION:

LOCATION LEVEL

PROGRESS TOWARD NEXT LEVEL: ☐ WRECKED

LOCATION UPGRADES PROGRESS/UNLOCKED:

LOCATION:

LOCATION LEVEL

PROGRESS TOWARD NEXT LEVEL: ☐ WRECKED

LOCATION UPGRADES PROGRESS/UNLOCKED:



DUELING TACTICS TOKENS (PURCHASED IN CAMP)

Side Step - (Once per Hit)

Choose a single Enemy Combat Hit just taken and roll an Escape test (using the Enemy's Escape value). If you are Agility 3 or higher, roll an extra die and choose which to use. If successful, cancel that Hit. This may be used after Defense is rolled, but must be before any Armor.

Clash of Swords - (Once per Turn)

Roll a D6 for each Combat Hit you just took (before Defense rolls). For each roll that is equal to or higher than your *Melee To Hit* value, cancel that Hit.

Deflect - (Once per Hit)

Make an Agility 4+ test to transfer a single Enemy Combat Hit you have just taken (even after Defense is rolled) onto a different Enemy model adjacent to you (using the original Attacker's Damage and abilities, etc). If at least one 6+ was rolled on this Agility test, this Hit ignores Defense.

This may only be used while there is another Enemy adjacent to Deflect the Hit onto.

Counterstrike - (Once per Fight)

After making Defense rolls for Enemy Combat Hits against you, you may immediately make a Free Attack outside of the normal turn sequence, using Combat X, where X is equal to the number of Combat Hits you just successfully defended.

True Aim - (Once per Hit)

Re-roll the Damage roll on one of your Hits (Melee or Ranged).

Mighty Blow - (Once per Turn)

Add your Strength to the Damage on one of your Combat Hits.

Dueling Pistol Shot - (Once per Attack)

Use your *Melee To Hit* value instead of your *Ranged To Hit* value for all of your Shots on a Ranged Attack with a Keyword Pistol Item (may not be used while *Dual Wielding*).