

BROKEN BRIDGE

Jargono ♦ Encounter ♦ Environment

To build a new Monkey Bridge

 **AGILITY 5+**

if successful, gain 200XP and discard a Lariat (General Store Gear card) or a Rope (Gear card).

if failed, another Hero may try to succeed. Only 1 Hero per Try per Turn.

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ABOVE THE CANOPY

Jargono ♦ Encounter ♦ Environment ♦ Explore

An opening in the canopy allows you to observe the swamp forest.

 **CUNNING 6+**

If successful, gain 40XP for each 6+ rolled, as you see the top of an ancient building, covered by vegetation. If your next Mission is "Temple of Dread", you will start this Mission with an extra Grit.

Any Hero that fails the test loses 1 Grit as the the continued harassment of mosquitoes demoralizes you.

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BLACK SCORPION

Jargono ♦ Encounter ♦ Active ♦ Attack

You were going to lay a hand on a branch when a scorpion try to sting you.

 **AGILITY 6+**

If successful, gain 50XP as you dodge just in time.

If failed, take 2 Hits that do 2 Damage each and take 1 Daze Marker if wounded.

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BOTT FLIES

Jargono ♦ Encounter ♦ Active ♦ Attack

You just realize that you have a boil of unusual size. You feel something moving under your skin.

 **LUCK 4+**

For every 4+ rolled, gain 10XP. For each die that did not roll a 4+, take 1 Maggot Marker.

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DEAD BODY

Jargono ♦ Encounter ♦ Active

Covered with maggots, the body of a traveler lies abandoned on the ground. Looks like he has something ...

 **LUCK 4+**

If successful, you pull an ancient device from his body. Draw a Mine Artifact card.

If failed, take D3 Horror Hits as the Maggot Bearer explode.

In all cases every Hero, including you at  spaces from you, must pass a Luck 4+ Test or take  Maggot Markers.

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FALLING BRANCHES

Jargono ♦ Encounter ♦ Environment ♦ Plant

With a frightening crunch, a large branch breaks and falls upon you.

 **AGILITY 5+**

If failed when in the Swamp, take 2D6 Hits and roll a D6, on the roll of 1 or 2, you must also discard an Item, Token from your Side Bag, or one Dark stone shard.

If failed when in the Canopy Village, you Fall in the Swamp.

REMAINS IN PLAY

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SWAMPS OF JARGONO

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GIANT DRAGONFLIES

Jargono ♦ Encounter ♦ Active ♦ Swarm

A swarm of vicious meganisopters choose you as food!

Every Hero immediately takes **2 D6** - their **Agility** Wounds with no Defense as they try to fend off the attacking swarm.

They also gain **D6 x 10XP**.

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GREAT GLADE

Jargono ♦ Encounter ♦ Environment ♦ Attack

Build the frame to put the Great Glade with these Map Tiles :

“A Murky Clearing” 2x

“A Swampy Trail” 2x

“Short Passage”

“Long Passage”

Stones and the tree trunk block the Line of Sight LOS. Going on a space with, or through, a Spike Barrier (red line) do  Hits.

Attack!

Draw a **Threat card** with *Azzi Amazons*.

Place each *Azzi Amazon* randomly on the spaces with numbers.

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HERE COMES THE FLOOD

Jargono ♦ Encounter ♦ Environment ♦ Flood

Heavy rains have pushed up river levels and caused flooding.

On that Tile, at the start of any hero's Activation, they roll **two dice** for **Movement** and keep the lowest. When using a new **Grit** on the spot, roll 2 D6 and add the lowest to the Movement.

When Heroes roll a **double**, they must make the following test :

AGILITY 6+

If succeed, they gain **40XP** for each 6+ rolled, as they don't fall in the water. If failed, they cannot make **Ranged Attacks** with a **Gun** until out of this Map Tile, due to the wet weapons.

REMAINS IN PLAY

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MALARIA ATTACK

Jargono ♦ Encounter ♦ Environment ♦ Disease

It's not just the Enemies that are hostile here, tiny insects bite you and infect you.



LUCK 5+

If failed you have caught a **Swamp disease**. Now you start every Mission with **D6 Poison Markers**.

The Doc does not know how to treat you. He just knows that a *Sycorath Injection*, in addition to the usual effects, reduce the numbers of **Poison Markers** by a  die.

If you bring back to the Doc some Tokens of the **Indigenous Flora & Fauna** (*Yage, Malam Moss, Cerithian Mucus, Jargono Frog Saliva, Bromeliad Leaves, Swamp Fungus and Fern Nut*) he may find a **Cure**. At the Doc, roll 1D6 for each sort of Token you get. If you roll at least a 6, you are **Cured**, til next time.

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SNAP TRAP

Jargono ♦ Encounter ♦ Active ♦ Attack

This beautiful and very fragrant plant is actually a carnivorous plant and you just activated its trap.



LORE 4+

For every 4+ rolled, gain **10XP**. For each die that did not roll a 4+, take **2 Wounds** with no Defense due to hardened jaws.

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STARRY NIGHT

Jargono ♦ Encounter ♦ Environment ♦ Night

Night falls suddenly, some strange plants and small flying insects begin to glow. Looks like bright eyes are watching you...
For the rest of the Mission, it is **Night!**

Any Attack is an **Ambush** on the D6 roll of 1, 2, 3, or 4.

Any Ranged Attack is limited to **Range 8**.

Anytime a Hero takes one or more **Horror Hits**, add **1 extra Horror Hit**.

Heroes recover **1 extra Grit** when they *Catch Your Breath*.

This has no effect on **Enemies**.

REMAINS IN PLAY

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TROPIC THUNDER

Jargono ♦ Encounter ♦ Environment ♦ Climate

The sky darkens and the wind suddenly rises. The foliage of the trees is shaken in all directions. Thunder rumbles.

Keep this card in play until the end of the Tropic Thunder. Now the Heroes roll -1 die less when they make a **Combat** or **Ranged Attack** (they roll at least 1 die), except if they are **Inside**.



LUCK 4+

If failed, you were hurt by a branch, you take 2 Wounds with no Defense. Heroes always succeed if they are **Inside**. The storm lasts D8 Turns. At the end, put this card back in the Encounter deck and shuffle.

Then every Heroes gain 50XP.

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TROPICAL RAIN

Jargono ♦ Encounter ♦ Environment ♦ Climate

The rain begins to fall and quickly becomes torrential, drenching men and equipment, limiting the seeing and making every action more difficult.

Keep this card in play until the end of the Tropical Rain. Now : The Heroes roll -1 die less when they have to make a **Skill Test** (they roll at least 1 die) except if they are **Inside**.

Every turn, roll + : the result is the limited Range of any Ranged Attacks this turn (does not affect Ranged Attacks made by Enemies and Heroes **Inside**).

The rain stops after 2D8 Turns. Put this card back in the Encounter deck and shuffle. Every Heroes gain 50XP.

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YELLOW CENTIPEDE

Jargono ♦ Encounter ♦ Active ♦ Attack

A creature is now climbing up your leg, you try to get away before it bites you. It's a Centipede!



CUNNING 6+

The bite is very painful and cause severe swelling, chills, fever, and weakness.

If successful, gain 50XP as you get it away just in time.

If failed, take 2 Hits that do 2 Damage each and take 1 Daze Marker and 1 Poison Marker if wounded.

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SCAVENGING CANOPY VILLAGE

Gain 10XP and roll D6 (no Grit):

- 1 **Lurid Discovery**: Take 3 **Horror Hits**. Lose 2 **Sanity** for each **Horror Hit** failed.
- 2 **Hidden Trap**: Take 3 **Hits**. Lose 2 **Health** for each **Hit** failed.
- 3 **Nothing Here**
- 4 **Nothing Here**
- 5 **Small Find**: Gain D6x10 Gold
- 6 **Something Interesting**:

Roll (no Grit):

- 3 Choose 1 **Jargono Token** (Frog, Cerith, Moss, Yage, Bromeliad, Nut or Fungus)
- 4 Draw a **Jargono Gear** card
- 5 Draw a **Gear** card
- 6 Draw a **Jargono Artifact** card

LOOT CANOPY VILLAGE

Gain 20XP and roll D6 (no Grit):

- 1 **Coins**: Gain D6 x 25 Gold
- 2 **Gold Dust**: Gain 2D6 x 25 Gold
- 3 **Gold Bars**: Gain 3D6 x 25 Gold
- 4 **Dark Stone Shard**: Gain 1 **Dark Stone**
- 5 **Dark Stone Rock**: Gain D3 **Dark Stone**
- 6 **What's this**:

Roll (no Grit):

- 3 Choose 1 **Jargono Token** (Frog, Cerith, Moss, Yage, Bromeliad, Nut or Fungus)
- 4 Draw a **Jargono Gear** card
- 5 Draw a **Gear** card
- 6 Draw a **Jargono Artifact** card

FALL IN THE SWAMP 1

When Heroes fall in the Swamp, they take (2D6 - Luck) Hits.

If Heroes take any Wounds from the fall, they roll for **Injuries** :

- 3 : Roll 3 times on the **Injury Chart**
- 4 : Roll twice on the **Injury Chart**
- 5 : Roll once on the **Injury Chart**
- 6 : Do not Roll on the **Injury Chart**

If Heroes roll the same **Injury** twice on the chart, they are **Dead** (though they may still be Resurrected at the **Church** in **Town**).

If Heroes are **KO'd**, a **Revive Token** may be used (flip this card and see: this Hero is not **KO'd**).

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ANIMALS/PLANTS

CANOPY VILLAGE

1 attempt per Space per Hero.

Frog: roll Agility test 6+, trade it for a Jargono Frog Saliva Token for \$35...

Cerith: roll Luck test 6+, trade it for a Cerithian Mucus Token for \$50...

Moss: roll Lore test 6+, trade it for a Malam Moss Token for \$100...

Yage: roll Spirit test 6+, trade it for a Yage Token for \$50...

Bromeliad: roll Cunning test 6+, trade it for a Bromeliad Leaves Token for \$60...

Swamp Fern Nut: roll Strength test 6+, trade it for a Swamp Fern Nut Token for \$50...

...if available next time you visit the Jargono Swamp Village.

SWAMPS OF JARGONO

ENCOUNTERS



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FALL IN THE SWAMP 2

If this is not possible, this is the Mission is ended for this Hero. Do not change the *Difficulty Scaling* for the rest of the Mission for the Posse.

If Heroes are not KO'd, they can try to join the posse again. In order to do this, they must pass a **Cunning** Test 5+:

- If they succeed, after **D6 Turns** place the Model on the first step of the stairs of the *Guardhouse* Tile. Heroes may **Run** (see *House Rules*) to join the other Heroes quicker.

- If they fail, that is the end of the Mission for these Heroes. Do not change the *Difficulty Scaling* for the rest of the Mission for the Posse.

ANIMALS/PLANTS

CANOPY VILLAGE

1 attempt per Space per Hero.

Frog: roll Agility test 6+, trade it for a Jargono Frog Saliva Token for \$35...

Cerith: roll Luck test 6+, trade it for a Cerithian Mucus Token for \$50...

Moss: roll Lore test 6+, trade it for a Malam Moss Token for \$100...

Yage: roll Spirit test 6+, trade it for a Yage Token for \$50...

Bromeliad: roll Cunning test 6+, trade it for a Bromeliad Leaves Token for \$60...

Swamp Fern Nut: roll Strength test 6+, trade it for a Swamp Fern Nut Token for \$50...

...if available next time you visit the Jargono Swamp Village.