



HEXCRAWL



A homebrew expansion for
SHADOWS OF BRIMSTONE™

ENCOUNTERS



Shadows of Brimstone™ is the intellectual property of Flying Frog Productions®. The HexCrawl map is based off of the excellent work of the awesome illustrators at FFP, though the illustrator responsible for the map itself is not credited.

Text, design, cover, and layout of HexCrawl by Graeme Henson. Special Thanks goes out to all who commented on the Shadows of Brimstone BoardGameGeek forums for helping to brainstorm ideas, provide feedback/critiques, and generally provide an audience for such a crazy idea in the first place. Commenters included: Angelus Seniores, Dennis Schwarz, Vadim Golebo, Gavin Downing, Bernie Roessler, Johnny W, Julien Le Jeune, Elliott Harding, Richard Wagoner, kell zilla, Darrin, C B, Herb Leist, Chris Seidler, annie heim, Greg Romans, and Klutz among others. Many of the ideas for the HexCrawl campaign were also generated by Kevin O'Mara, while Mike Daneman suggested the simplification for the movement system on the main BGG HexCrawl forum thread.

The Devil, John Moulton is an excellent Weird West story game written by John Wedig of Teapot Dome Games. It can be found at: <http://nickwedig.libraryofhighmoon.com/2014/04/the-devil-john-moulton/>

All images pulled from Wikipedia Commons, some sketches illustrated by Tony Oliver.

Depictions of Native Americans are intended to fit within the Old West genre, sometimes from the perspective of Euro-Americans. Often times these two groups came into conflict and the Euro-American settlers that came and took tribal lands looked down upon the Indian tribes they were stealing from, whom they viewed as "savages". No offense is meant towards Native Americans in any of the depictions herein, I'm simply trying to present a gritty, Old West feel to the game by avoiding whitewashing history, though nothing in this is based off of any particular historical events.

Many of the ideas for the Wilderness Encounters were based off of forum threads and fan-made resources from Pinnacle Entertainment's *Deadlands The Weird West*, a Savage Worlds campaign setting:

1,000 Random Encounters - <http://www.peginc.com/forum/viewtopic.php?t=21272>

Deadlands Random Encounter Generator - <http://savagepedia.wikispaces.com/file/view/DL%20Random%20Encounters.xlsx/502757074/DL%20Random%20Encounters.xlsx>

1,001 Plots / Places / NPCs / etc. for western adventures... - <http://www.peginc.com/forum/viewtopic.php?t=10216&postdays=0&postorder=asc&highlight=plots&start=0>

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WILDERNESS ENCOUNTERS

During Overland movement, roll 2D10 and consult this section to determine your encounter result. If directed to by the encounter, flip to the Encounter Results section for expanded results

ROLL	TITLE	DESCRIPTION	ENCOUNTER
00	ABANDONED VILLAGE	Encounter ♦ Environment ♦ Mystery <i>An abandoned farming village, complete with overgrown cornfields that are turning into a swamp, sits a ways off the path. The silence about the place is eerie and unsettling.</i>	<u>Choose:</u> Investigate the village. <i>Go to 43a</i> or Ride around the village. <i>Go to 09a</i>
01	BAD LUCK BANDITO	Encounter ♦ Environment ♦ Cult <i>While traveling, one of the Heroes accidentally knocks over a small stone idol left in the middle of their path. The stone idol breaks apart and a black gas escapes into the air. Nothing else seems to happen and the Heroes continue on their way.</i>	 SPRIT 5+ A random Hero gains the keyword 'Cursed'. While 'Cursed' is in effect the Hero will roll for Movement/Grit twice each time and take the lower of the two rolls. In addition, they cannot recover anymore Grit, even if they roll a 1 on their movement die. To remove the 'Cursed' status, the Hero will need to pay D6x\$50 at a Frontier Town Church location.
02	FIVE FEET HIGH AND RISING	Encounter ♦ Environment ♦ Water <i>The Heroes are in the path of a flooding river and need to escape!</i>	 AGILITY 5+ OR LUCK 4+ Each Hero that fails this test takes D6 Wounds and, if at least one Hero fails this roll, the posse stops all overland movement for the day as they recover their comrades and supplies.
03	GIVE MY LOVE TO ROSE	Encounter ♦ Active ♦ Stranger <i>The Heroes come across a dying man with a small fortune who has asked them to deliver his money to his wife and kids.</i>	<u>Choose:</u> Accept the dying man's task. <i>Go to 56a</i> or Pocket the gold. <i>Go to 48a</i>
04	THE ANCIENT BATTLEFIELD	Encounter ♦ Environment ♦ Mystery <i>The posse happens upon a bare piece of plains, with a large stone set in the middle. The still legible inscription tells of a great battle here long ago. Ghosts are said to haunt this place at night.</i>	<u>Choose:</u> Stay the night. <i>Go to 60a</i> or Keep riding. <i>Go to 07a</i>
05	STUCK IN A RUT	Encounter ♦ Active ♦ Stranger ♦ Merchant <i>A merchant is stopped with his cart of wares and has a broken wheel in the rut. He pleads with the Heroes to help him to the next town.</i>	<u>Choose:</u> Help the Merchant. <i>Go to 64a</i> or Refuse the offer. <i>Go to 13a</i>
06	GRAVE FLOWERS	Encounter ♦ Environment ♦ Death <i>Before you sits a field of nodding sunflowers. The blossoms conceal the body of a dead traveler.</i>	<u>Choose:</u> Give the body a proper burial. <i>Go to 01a</i> or Leave the body be. <i>Go to 41a</i>
07	THE GATEWAY	Encounter ♦ Environment ♦ Explore <i>In the middle of an open field, a pair of giant stones stand a few feet apart, creating what looks to be a gateway.</i>	<u>Choose:</u> Investigate the stones. <i>Go to 72a</i> or Ride around the stones. <i>Go to 31a</i>
08	CRIMINAL CRITTERS	Encounter ♦ Active ♦ Creature <i>You see a hollow which has become a small lake because of a creek and a small mudslide. Trees trunks are partially submerged and have lake algae upon them. The squirrels in the area are quite bold, as they are immune to most of their predators.</i>	 LUCK 4+ If failed, your Hero looks down to notice that you've lost D6x\$50 of your gold because of a hole that was chewed into your saddlebag by some forest critter. You were apparently paying too much attention to the scenery to notice.

ROLL	TITLE	DESCRIPTION	ENCOUNTER
09	DOWN INTO THE DEPTHS	Encounter ♦ Environment ♦ Explore <i>Beyond the next hill, you catch sight of a stone gate that marks the entrance to an underground cavern.</i>	<u>Choose:</u> Enter the underground cavern. <i>Go to 90a</i> or Move past the entrance. <i>Go to 00a</i>
10	FOR WHOM THE BELL TOLLS	Encounter ♦ Environment ♦ Void <i>Before you sits a huge column of rock, with an equally huge arch at the top, supporting an enormous bell, which is operated by machinery inside the column. As the posse gets near the column, the bell tolls with the sound audible for miles around. One of the Heroes hears the tolling reverberating in their head for hours afterwards.</i>	 SPRIT 6+ If failed, this Hero must roll once on the Madness table. This Madness will last until after the Heroes complete their next Adventure.
11	GIANT CARVED HEAD	Encounter ♦ Environment ♦ Ancient <i>A giant carved head lays on its' side not far from the path. Its' features are almost human, but hint of a race more alien than man. The plain mouth ends in a fang on either side and the cold eyes show nothing but contempt for the world.</i>	<u>Choose:</u> Investigate the carved head further. <i>Go to 11a</i> or Ignore the head and keep on moving. <i>Go to 98a</i>
12	THE SADDLEBAG	Encounter ♦ Environment ♦ Loot <i>The corpse of a horse and its' rider lies off to the side of the road, dressed in strange, exotic garbs. The body appears to have been laying out for some weeks now and the bones have been picked clean. Around the shoulder of the rider sits a saddlebag, filled with a stash of items.</i>	<u>Choose:</u> Loot the saddlebag. <i>Go to 28a</i> or Leave the corpse be and continue on. <i>Go to 08a</i>
13	A TOUGH ROAD AHEAD	Encounter ♦ Environment <i>While traveling this path, you spy potholes in the roadway and lots of them. The path before you goes through more difficult terrain than normal. Something has been disturbing the earth and made the way harder to pass.</i>	The rest of today and tomorrow's travel will cost 3 Move points per hex, as if the posse were traveling over Tough terrain, no matter what terrain appears on the map.
14	INSECTS FROM SHACGAI	Encounter ♦ Active ♦ Void <i>As the group turns a corner, a hive of tall vertical tube-like insects appears just off the road. The reddish wasp-like insects have never been seen in these parts. Before you can move away, the insects begin to swarm!</i>	 LUCK 5+ OR AGILITY 4+ <u>Any</u> Heroes carrying Dark Stone must make this roll, all others are immune. The insects are attracted to magical energy and will swarm about those that fail their roll. The insects will sting the Hero and do D6 Wounds to the unfortunates who get caught. Make an additional Luck 3+ roll to see if the Hero loses D3 Dark Stone.
15	WANDERING UNDEAD	Encounter ♦ Active ♦ Stranger ♦ Undead <i>A lone figure walks along the path ahead of you at a slow, awkward pace, as if they were disabled. As you approach from behind, the figure does not respond to your greetings. You ride up beside the figure and to your horror you discover that the figure appears to be dead. An eyeless socket is pouring out maggots, while the other stares aimlessly forward as it moves towards some unknown destination.</i>	<u>Choose:</u> Attack the zombie! <i>Go to 12a</i> or Follow the zombie. <i>Go to 49a</i>
16	THE HANGED MAN	Encounter ♦ Active ♦ Stranger <i>The posse is traveling along when you spy a gallows-tree, with a dead man, stripped of his clothing, hanging from its branches.</i>	<u>Choose:</u> Cut the dead man down. <i>Go to 29a</i> or Continue on your way. <i>Go to 54a</i>

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17	THE RAT PACK	Encounter ♦ Active ♦ Creature <i>A horde of rats is following the posse. They keep their distance from the Heroes, but they are definitely acting with intelligence and following exactly behind the posse's trail.</i>	<u>Choose:</u> Attack the rats. <i>Go to 37a</i> or Keep your distance from the rats and continue on. <i>Go to 24a</i>
18	UNEXPECTED COMPANION	Encounter ♦ Active ♦ Creature <i>The telltale sound of a rattle and a hiss lets a Hero know that a rattlesnake has somehow gotten mixed in with their belongings!</i>	 AGILITY 5+ A <u>random</u> Hero gets a rude surprise as they look into their Side Bag. If successful, the snake is removed without incident. If failed, the character receives D6 Hits. To get rid of the snake without rolling, the Hero can simply dump the snake out at the cost of 1 Side Bag Token that falls into a deep hole.
19	DESERT TWISTER!	Encounter ♦ Environment ♦ Hazard <i>The sky begins to darken and off in the distance, what at first appeared to be a dust storm, is instead a twister, heading directly towards the Heroes!</i>	<u>Each Hero may choose an action:</u> Buckle down. <i>Go to 85a</i> or Attempt to outrun the twister. <i>Go to 27a</i> After this encounter is resolved, roll a D6 to determine the twister's path, starting from the eastern edge of the hex for '1' and moving clockwise, this twister moves D6 hexes in that direction. If the twister moves through a Town, D6 buildings are Destroyed in that Town.
20	MY PAPPY USED TO TELL ME...	Encounter ♦ Environment ♦ Diversion <i>While riding through, the posse comes across a patch of land with an unusual landmark that has quite a storied history, though the Heroes have to think on it to even remember the story.</i>	 LORE 3+ Each Hero that is successful gains 25 XP if they can make up a short story about this location (a few sentences at least). The first player creates the landmark and gives a description, while other players must add on to the story. Players have a minute to come up with a story or they forfeit the XP. After all players have told their story, players vote on the best story, with the storyteller receiving an additional 50 XP for each other player in the group. If unable to vote on a single tale, no one receives the bonus XP. Solo players simply gain 25 XP for this encounter.
21	THE YELLOW SIGN	Encounter ♦ Environment ♦ Cult <i>While riding along, you spy an old tome lying in the middle of an open field. The dusty book seems well worn and bears a strange yellow symbol on its cover.</i>	<u>A random Hero chooses:</u> Read through the tome. <i>Go to 86a</i> or Toss the book away. <i>Go to 17a</i>
22	THE ABANDONED SHACK	Encounter ♦ Environment ♦ Explore <i>A little ways off the path sits an abandoned shack, derelict in the sun.</i>	<u>Choose:</u> Investigate the shack. <i>Go to 87a</i> or Keep on riding. <i>Go to 18a</i>
23	DROUGHT	Encounter ♦ Active ♦ Stranger <i>A child approaches you to say he was sent to get word out that there's a drought in his home town and if someone don't do something about it soon, they reckon the whole town is gonna up and leave.</i>	The Town nearest to the party (choose one if more than one applies) is suffering from a drought. The only way to fix it is to venture into the nearest Active Mine, find 3 Clue icons representing the source of the water problems, and face an Epic level threat at the end. Failure to complete the scenario will result in the Town disappearing off the map for good. The posse has 5 days to complete this scenario before the townsfolk leave.
24	WAGON TRAIN OF TEARS	Encounter ♦ Environment ♦ Blood <i>The smoking ruins of a wagon train lie scattered about, amongst body parts and bones that have been picked clean. This is clearly the work of some supernatural creatures and not of some mere wild animals.</i>	<u>Each Hero chooses:</u> Pass on by. <i>Go to 93a</i> or Search through the massacre. <i>Go to 83a</i>

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25	GRAVESTONES	Encounter ♦ Environment ♦ Mystery <i>Riding along, off the path not far from a small outcropping of rocks, you see six makeshift graves with unmarked and weathered crosses.</i>	<u>Choose:</u> Investigate the area. <i>Go to 15a</i> or Keep moving. <i>Go to 06a</i>
26	AIMLESS DRIFTING	Encounter ♦ Active ♦ Stranger <i>A Drifter, his clothes threadbare, a battered hat pulled down over his eyes, passes by. Upon noticing the posse, he quickly changes direction away from you...</i>	<u>Choose:</u> Pursue the Drifter. <i>Go to 44a</i> or Leave the Drifter be and keep moving. <i>Go to 75a</i>
27	THE TRADING POST	Encounter ♦ Active ♦ Merchant <i>A small store trading post sits on the side of the road here in the middle of nowhere. It is an odd but welcome relief to a traveler.</i>	The Heroes may buy items & gear here as if at a Frontier Town General Store (no Location event), but the owner is shrewd and the price to buy items are twice what they are normally if the Heroes pay with gold. The Heroes may get items at half price if they give up Gear for the amount listed on the Gear card (no change given for overages).
28	DEAD TOWN	Encounter ♦ Environment ♦ Death ♦ Mystery <i>The posse comes across a small settlement where everyone is dead. Dozens of bodies lie all around in various states of decay.</i>	 CUNNING 5+ Each Hero that succeeds gains 50 XP. The bodies here look to be completely drained of blood. The weird thing is that none of them have bite marks on them, just hundreds of tiny little holes. Those that fail take D3 Horror Hits.
29	BRIDGE OVER CALM WATERS	Encounter ♦ Environment ♦ Explore <i>Before you sits a finely carved wooden bridge that goes over a small creek. One could cross the creek without it, so it's probably just for show.</i>	<u>Choose:</u> Cross over the bridge. <i>Go to 04a</i> or Cross over without the bridge. <i>Go to 88a</i>
30	THICK FOG	Encounter ♦ Environment ♦ Explore <i>A mysterious fog swells over the region and persists, obfuscating your way. There's no telling which direction you might head if you keep moving.</i>	Roll XD6 ('X' being the number of Move points the posse has left for the day). For each D6 rolled, move the party in the direction indicated by the die (starting from the eastern side of the hex, go clockwise 1-6 around the hex). Each move only costs 1 Move point when moved in this way. The next day, move as normal.
31	FLOODING!	Encounter ♦ Environment ♦ Hazard <i>The posse makes its way through some canyons, only to be inundated by a freak storm that causes a flash flood to sweep down upon you!</i>	 LUCK 4+ If failed, roll D6 for each item in your Side Bag. Lose an item for each 1, 2, or 3 that is rolled.
32	CATTLE STAMPEDE!	Encounter ♦ Environment ♦ Hazard <i>A few hundred head of cattle are heading straight for the posse!</i>	 AGILITY 5+ OR LUCK 6+ If failed, a Hero loses either: half their gold (rounded down), 1 Gear, or D6 tokens in their Side Bag (player choice).
33	LET THERE BE LIGHT	Encounter ♦ Environment ♦ Hazard <i>Up ahead a large explosion suddenly fills the skies with a light that makes the horses buck and throw, causing the posse to lose their bearings and go temporarily blind. The resulting cloud from the explosion rises miles into the heavens.</i>	<u>Choose:</u> Start moving in the other direction. <i>Go to 23a</i> or Go investigate the crater. <i>Go to 81a</i>
34	LOVE'S TRAVELING GOODS	Encounter ♦ Active ♦ Stranger <i>Professor Xavier Love and his wagon full of elixirs are traveling to the next town, but he'll gladly sell his wares to the posse if they are willing.</i>	 CUNNING 5+ If passed, the Hero sees that Prof. Xavier is a con man and will have none of his business. If failed, the Hero buys up Prof. Xavier's mystery elixir. Lose D6x\$25 and roll another D6. On a roll of 6, the elixir is actually legit. Gain a Tonic Side Bag Token.

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35	SNOWSTORM!	<p>Encounter ♦ Active ♦ Void</p> <p><i>The posse gets caught up in a freak snow storm! The posse can hear the wailing of a woman and in the midst of the blizzard stands a naked woman, beckoning the party forth with the promise of her warm body.</i></p>	 SPirit 5+ <p>If failed, the Hero will continue on their mad pursuit of the frosty woman, roll D6 and the Hero loses that many Grit before giving up.</p>
36	GAMBLING BAND	<p>Encounter ♦ Environment ♦ Diversion</p> <p><i>The posse comes across a frog and a snake, both locked in a vicious duel to the death against each other. So naturally, the group begins placing bets on the fight.</i></p>	<p>Each Hero may bid \$60 on a number 1-6, then the posse rolls a single D6. If a Hero's number is rolled, they get all the other Heroes' money that was bid. If two or more Heroes bid on the same number, they must split the earnings equally. If no Heroes' number comes up or if no one bids, everyone keeps their money.</p>
37	BRIDGE OUT	<p>Encounter ♦ Environment</p> <p><i>A bridge that linked both sides of this canyon has been destroyed by some explosives, the charred bones of some creatures lay scattered at the bottom of the canyon. Whether they are human or monster is hard to tell from this distance. It will take some time to find a way around.</i></p>	<p>The group stops moving for the day and for the next day travels as if traveling over Tough terrain, no matter what terrain they are actually on.</p>
38	SIGNS AND PORTENTS	<p>Encounter ♦ Environment ♦ Explore</p> <p><i>The posse spies a relatively recent sign, pointing the way to a town. Curiously, it's not on any maps or established trade routes.</i></p>	<p>Choose: Continue on your way. <i>Go to 66a</i> or Follow the sign. <i>Go to 95a</i></p>
39	ONE LITTLE TWO LITTLE THREE LITTLE...	<p>Encounter ♦ Active ♦ Stranger ♦ Tribal</p> <p><i>Three Indians lay dead along the path, they appear to have been attacked and killed, though whether the attacker(s) was human or otherwise is impossible to tell. As the group draws nearer, an Indian child comes over a nearby hill and sees the posse and dead Indian bodies. The child assumes the posse to be the killers and runs away.</i></p>	<p>Choose: Leave the child be and continue on your way. <i>Go to 46a</i> or Chase after the child. <i>Go to 68a</i></p>
40	MINING THE DEPTHS	<p>Encounter ♦ Active ♦ Stranger</p> <p><i>Two Miners leading three donkeys laden with a myriad of tools and packs come running up, gasping for breath. They've been run off their claim and need help with some creatures in a nearby mine.</i></p>	<p>If the Heroes decide to help, they immediately enter a <i>For A Few Dark Stone More</i> Adventure (Basic Mission 1). The Heroes pick up double the reward they would normally get. Otherwise, the Heroes continue on their way.</p>
41	RED MOSSY ROAD	<p>Encounter ♦ Environment ♦ Vegetation</p> <p><i>A carpet of spongy red moss covers the path for 30 yards. Unfortunately there's no good way around it and the posse will need to ride back a ways to find another way across if they don't want to ride over it.</i></p>	<p>Choose: Ride over the moss. <i>Go to 73a</i> or Find another way around. <i>Go to 39a</i></p>
42	A FOREGONE CONCLUSION	<p>Encounter ♦ Environment ♦ Death</p> <p><i>A dead horse lies on the side of the road. The flies are heavy over the decomposing body.</i></p>	<p>Choose: Flog the deceased equine. <i>Go to 58a</i> or Leave it be. <i>Go to 45a</i></p>
43	A MESSAGE FROM THE FUTURE	<p>Encounter ♦ Environment ♦ Void</p> <p><i>A tall, strange mirror looks to have been built into the side of a patch of enormous rocks. The mirror has a perfectly unmarred surface.</i></p>	<p>As a <u>random</u> Hero stares into the mirror, their reflection suddenly comes alive and begins warning them of a future danger. This Hero receives an extra Revive token that only they may use the next time they are knocked out in battle.</p>

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44	AN EERIE SONG	Encounter ♦ Environment ♦ Mystery <i>Reeds in a nearby pool clatter together in a mystic harmony and when the wind blows across them, an eerie chorus seems to sing. Each Hero hears something different emanating from the pool, some a horrible, alien melody, others a cheerful, inspiring piece of natural music.</i>	Each Hero rolls D6. The Hero with the lowest roll takes D6 Horror Hits, ignoring Willpower. The Hero with the highest roll removes D6 Corruption. In cases of ties for highest or lowest, all relevant players are affected by the result. If all Heroes get the same result (or if only one Hero), no one is affected.
45	THE BOUNTY HUNTER	Encounter ♦ Active ♦ Stranger <i>A bounty hunter is looking for one of the Heroes. He suspects the group may know something, but doesn't seem to know he's talking to the person he's looking for.</i>	 CUNNING 4+ OR PAY D3x\$100 If the Hero fails the roll or doesn't pay the bribe, then the bounty hunter will appear the next time that Hero is KO'd to apprehend them. The next time that Hero is KO'd, they are removed from the map and can be recovered if the rest of the group travels to the nearest Town and pays D3x\$200 in fines/bribes or passes a Cunning 5+ roll.
46	METEOR STRIKE!	Encounter ♦ Environment ♦ Hazard <i>A blinding flash is seen above as a streak of light blazes down from the constellations to earth; a tremor rumbles below the posse's feet and then an almighty bang that they feel in their stomachs as much as they hear in their ears. After a few moments a reddish glow permeates the entire area, then slowly fades.</i>	The meteor seems to brought with it some strange otherworldly energy. Each Hero has gained one random Mutation (no matter how much Corruption they currently have) and each gains the keyword 'Mutant'.
47	WILL-O'-THE-WISPS	Encounter ♦ Environment ♦ Mystery <i>Off in the distance a bog can be seen. There are strange lights dancing around it...</i>	Choose: Move along. <i>Go to 36a</i> or Investigate the bog and the lights. <i>Go to 65a</i>
48	BELEAGUERED SETTLERS	Encounter ♦ Active ♦ Frontier ♦ Tribal <i>The group comes across a raiding party of Indians, in the midst of attacking a wagon train full of settlers. There isn't much time to act, but it doesn't seem as though either the Indians or the Settlers have noticed the posse yet.</i>	If anyone in the posse has the keyword 'Paleface', <i>Go to 32a</i> If anyone in the posse has the keyword 'Kemosabe' or 'Tribal', <i>Go to 91a</i> If no one in the group has either of the above keywords associated with them, <i>Go to 76a</i> In cases of conflict, choose between either of the first two decisions.
49	ROAD TOLL	Encounter ♦ Active ♦ Outlaw <i>An "unofficial" toll station and roadblock lies ahead. Members of the Scaffold Gang have gone into business for themselves. They'll try to con the party out of a few gold each, plus a toll for the animals of course...</i>	 CUNNING 4+ If passed, the posse gets into a shootout with the Scaffold Gang, who realizes they've been outsmarted. Each Hero takes D6 Hits in the blaze of bullets. If failed, the group collectively loses D6x\$100 between themselves.
50	NATURAL SPRING	Encounter ♦ Environment ♦ Water <i>A natural spring bubbles quietly, bringing water and the stink of some strange chemical to the surface. The soil around is colored from brown to red to yellow and even white.</i>	Strangely enough and against all rational thought, the natural spring is in fact a natural fountain of tonic water! Each member of the group may add a Tonic Token to their Side Bag.
51	EARTHEN MOUNDS	Encounter ♦ Environment ♦ Ancient <i>A series of small, grass-covered "hills" surrounds the road. Hundreds of years ago, this was a primitive village with earthen structures, but they've long since eroded away.</i>	There is an entryway into a church of some sort beneath one of the taller mounds. While the abandoned church itself has nothing of use, there appears to be a passageway that leads to some crypts beneath the area. Does the party enter? If the party enters, <i>Go to 74a</i> If not, the party continues on without incident.
52	SEEDS OF DOOM	Encounter ♦ Environment ♦ Hazard <i>A series of trees drop very spiny seeds to the ground. Only the most durable shoes can keep the spines from stabbing through.</i>	The path ahead is littered with the spiny seeds, each one threatening to do certain bodily harm. Each Hero takes an Agility 4+ skill test. For each failed die, that Hero takes 1 Wound. In addition, if a Hero rolls a 1, they lose any Boots they may be wearing.


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53	DOWN AND OUT IN BRIMSTONE	Encounter ♦ Active ♦ Outlaw <i>The Scaffold Gang has robbed some innocent travelers of all their belongings, including their horses! These people might not make it back to civilization alive unless the posse does something about it!</i>	Each Hero that gives \$100 to these victims gains 50 XP, these are kindly folk and won't accept any more than that. If the posse escorts these people to the nearest town or settlement, they gain 100 XP each. Otherwise, anyone who refuses to help takes D3 Corruption Hits.
54	AN OLD ROPE BRIDGE	Encounter ♦ Environment ♦ Hazard <i>An old rope bridge spans a ravine. It looks like it may hold, then again it may not...</i>	After half the posse has crossed the old rope bridge (randomly choose, rounded down), the bridge will collapse, sending the other half of the group tumbling down into the bottom of a ravine (those that fall take D8 Hits). The only way out of the ravine appears to be a series of caves that twist through the area. <i>Go to 21a</i>
55	LOST GEAR	Encounter ♦ Environment ♦ Loot <i>It looks like some miscellaneous items dropped off the back of a wagon traveling the road.</i>	<u>Each Hero finds a random item (roll D6):</u> 1-2 Bandage or Whiskey Side Bag Token (choose one) 3 Herbs or Tonic Side Bag Token (choose one) 4 Dynamite 5 Flash 6 1 Gear Card
56	TOTEM SHRINE	Encounter ♦ Environment ♦ Cult <i>A hideous looking totem shrine carved out of wood stands solemnly off the path. Oddly enough, it appears to represent an octopus and is decorated with some shells & dried seaweed. The nearest ocean must be many hundreds of miles away from here.</i>	<u>Choose:</u> Knock over the totem shrine. <i>Go to 70a</i> or Make an offering to the shrine. <i>Go to 97a</i> or Keep on moving. <i>Go to 78a</i>
57	TRAVELING COMPANIONS	Encounter ♦ Active ♦ Stranger ♦ Tribal <i>An Indian Brave rides atop a dark mare and a white woman sits the saddle behind him. The man affixes the posse with a deathly stare, while the woman seems to have an expressionless gaze as the horse trots on past the group.</i>	If anyone in the posse has the keyword 'Paleface', <i>Go to 50a</i> If anyone in the posse has the keyword 'Kemosabe' or 'Tribal', <i>Go to 05a</i> If no one in the group has either of the above keywords associated with them, <i>Go to 71a</i> In cases of conflict, choose between either of the first two decisions.
58	THE GLINT OF GOLD	Encounter ♦ Environment ♦ Loot <i>What appears to be gold sparkles in a nearby stream. As the group approaches, they spy a gold coin! The Hero in the lead bends down to pick it up and spies another down the way..</i>	The posse comes across a breadcrumb trail of gold that leads to a rotting corpse and a bag of gold hidden in some bushes. The body has been here for some time and whatever done him in is hopefully long gone... The group finds D6x\$50 in gold!
59	THE ABANDONED CLAIM	Encounter ♦ Environment ♦ Explosives <i>You come across what looks like an old, abandoned mining camp. Not much of value was left behind at the camp itself, however at a nearby outcropping of rock you discover a number of sticks of dynamite stuffed into various crevices.</i>	Each Hero declares whether they are searching for dynamite or not. Those that are searching make a Scavenge roll to attempt to salvage some usable dynamite. For every 5 or 6 rolled, that Hero gains a Dynamite Token . If any Hero rolls a 1, a piece of Dynamite ignites, creating a giant explosion. Every Hero that opted to search takes D6 Wound.
60	STRONG FOUNDATIONS	Encounter ♦ Environment ♦ Explore <i>An ancient set of foundations. A fort or some other structure once stood here, but the walls have fallen into ruin. There is an open well that still works at the back of the ruins. The water of the well tastes strangely metallic.</i>	<u>Choose:</u> Investigate the well. <i>Go to 14a</i> or Search the rest of the ruins. <i>Go to 26a</i> or Move away from the ruins. <i>Go to 47a</i>
61	FIRE AND FURY	Encounter ♦ Active ♦ Holy <i>The posse comes across a group of religious fanatics with a fire & brimstone preacher giving an impassioned sermon to his flock. He warns them against the evils of science and the mutant abominations roaming the land that signal the end of times.</i>	If anyone in the posse has the keyword 'Science' or 'Mutant', <i>Go to 22a</i> If anyone in the posse has the keyword 'Holy' and there is no one in the group with the keywords 'Science' or 'Mutant', <i>Go to 02a</i> If no one in the group has any of the above keywords associated with them, <i>Go to 51a</i>

ROLL	TITLE	DESCRIPTION	ENCOUNTER
62	FRONTIER DEALS	Encounter ♦ Active ♦ Stranger ♦ Merchant <i>A desperate merchant looking to sell off the last of his merchandise rides up to the group in his run-down wagon. He's had it with this area and is moving on.</i>	Each Hero may purchase 1 Gear item for half the normal cost (rounded up) as if they were at a Frontier Outpost (do not roll on Location Event chart).
63	DRINK WITH THE LIVING DEAD	Encounter ♦ Active ♦ Stranger ♦ Undead <i>A stranger approaches the posse with a strange halting gait. It is an Undead Gunslinger, who challenges one of the party to a drinking duel, else he'll shoot you dead on the spot! In life his name was Stanton Creed and he hung for killing a man to steal his drink. Now he's cursed to roam the Earth, only able to finally die when he loses in a duel.</i>	Choose a <u>random</u> Hero, that Hero is drinking against the Undead Gunslinger. Make a series of Strength 5+ rolls. If the Hero passes 3 checks in a row, he wins the contest and gains 100 XP, the Undead Gunslinger has been drunk under the table. If the Hero fails 3 checks in a row, he has been out-drunk. The Hero loses D6 Max Health for the next 3 days and loses all Grit. Make as many rolls as need be until the Hero gets three successes or three fails in a row.
64	HOME IN FLAMES!	Encounter ♦ Environment ♦ Fire <i>As the group rides along, they see thick black plumes of smoke rising in the distance. As they approach, they see that it is a farmer's house badly damaged and on fire. Frantic screams from inside the inferno can be heard pleading for help!</i>	<u>Each Hero Chooses:</u> Turn Away. Go to 92a or Brave the Fire. Go to 62a
65	HORSE SHOE	Encounter ♦ Environment ♦ Transport <i>One of the group's horse throws a shoe. The Hero must walk the horse back to town or risk having a lame horse.</i>	A <u>random</u> Heroes' horse loses a horse shoe or any horse shoe upgrade item they may have had. The group travels as if traveling by foot. It will only cost \$50 at the nearest Town with a Blacksmith to get a new horse shoe fitted to the horse.
66	THE DEVIL, JOHN MOULTON	Encounter ♦ Active ♦ Stranger <i>While traveling along this path, you come across a dark stranger who introduces himself as John Moulton. His silver tongue pulls you in and grips your attention, but before you know it, he offers you an outlandish deal..</i>	This result may NOT be re-rolled or canceled in any way. <u>A random Hero must choose:</u> Take the deal, gain D8x100 XP, a random Mine Artifact, or D8x\$100. Go to 53a or Refuse the deal. Go to 99a
67	BRAND POSITIONING	Encounter ♦ Active ♦ Stranger <i>A man on horseback is leading four horses with assorted brands on their flanks. He's careful not to make eye contact with the group as he passes by.</i>	<u>Choose:</u> Investigate. Go to 52a or Continue on your way. Go to 82a
68	THE RUINED MANOR	Encounter ♦ Environment ♦ Explore <i>Before you sits the foundations of a burned-out manor-sized home. It has been decades since anyone lived here and the wilderness is quietly but surely reclaiming this space. A sound you desperately want to believe is the wind howling emanates from the charred husk of this once proud home.</i>	<u>Choose:</u> Mosey on along. Go to 42a or Search the area. Go to 61a
69	THE HOUNDS OF BRIMSTONE	Encounter ♦ Active ♦ Creature ♦ Void <i>A pack of savage otherworldly hounds has been on the posse's scent for days, but has just now caught up with you at a critical moment!</i>	 AGILITY 5+ OR STRENGTH 5+ If passed, gain 25 XP. If failed, the Hero is pulled from their saddle and mauled. Roll a D6 for every Clothing Item that Hero carries (not including your Personal Item). On a roll of 1 or 2, that item is torn apart and Destroyed.
70	AMBUSHED!	Encounter ♦ Active ♦ Tribal <i>The posse travels through a particularly dusty ravine that throws off all sorts of bad feelings in your head. Before the group can react, Indian arrows strike all around! A group of them Black Fang Indians jump down around your group, lookin' to steal whatever Dark Stone you have on you!</i>	 AGILITY 5+ OR LORE 5+ If passed, gain 25 XP and you are able to get away from the attackers and regroup with the rest of your party. If failed, you are knocked unconscious and them Black Fangers root around in your belongings, taking D3 Dark Stone, or one item with a Dark Stone icon. You also lose all Grit.

ROLL	TITLE	DESCRIPTION	ENCOUNTER
71	INDIAN UNDER ATTACK	Encounter ♦ Active ♦ Stranger ♦ Tribal <i>A lone Indian Brave is being corralled by a group of young Ranchers. His face, beaten and bloody, looks to you for help, but his body looks to have lost alot of blood through various wounds, he doesn't seem to be in too good a shape. The Ranchers pay you no mind and continue their abuse.</i>	If anyone in the posse has the keyword 'Paleface', <i>Go to 30a</i> If anyone in the posse has the keyword 'Kemosabe' or 'Tribal', <i>Go to 67a</i> If no one in the group has either of the above keywords associated with them, <i>Go to 55a</i> In cases of conflict, choose between either of the first two decisions.
72	BANDITOS!	Encounter ♦ Active ♦ Outlaw <i>A mangy group of banditos has come across the posse and doesn't look too hospitable. They swarm around the group, their intentions all too clear.</i>	If there are any Heroes with the 'Outlaw' keyword and none with 'Law', <i>Go to 80a</i> If there are any Heroes with the 'Law' keyword or none with 'Outlaw', <i>Go to 96a</i>
73	A CRYIN' SHAMAN	Encounter ♦ Active ♦ Stranger ♦ Tribal <i>As the posse rides along, you come across a wandering Indian in a full headdress, painted face, and a bone staff, probably a shaman or medicine man. The Shaman is hollering and dancing about as if in some kind of trance and doesn't appear to be aware of anything around him. Nearby a knapsack containing the Shaman's supplies lies behind a tree, apparently unwatched by the Shaman.</i>	If anyone in the posse has the keyword 'Paleface', <i>Go to 59a</i> If anyone in the posse has the keyword 'Kemosabe' or 'Tribal', <i>Go to 20a</i> If no one in the group has either of the above keywords associated with them, <i>Go to 33a</i> In cases of conflict, choose between either of the first two decisions.
74	TAINTED WATERING HOLE	Encounter ♦ Environment ♦ Hazard <i>The posse has been passing through a particularly dry patch of barren wasteland. The group comes across the first water source it has seen for miles, but the area is home to the bones of many a dead creature and man that came before you. Not the best of signs.</i>	Desperate for water, the group drinks from the watering hole, only to find something horribly wrong with the water! Each Hero loses 1 Grit. If you are unable to lose Grit, take D3 Wounds instead, ignoring Defense.
75	THE CURIOUS BOX	Encounter ♦ Environment ♦ Puzzle <i>A curious box lies on the road, it has intricate carvings and details all about the sides of it and appears to have interlocking pieces. It may be a puzzle box of some sort.</i>	 CUNNING 6+ If a Hero chooses to investigate the puzzle box, they have one chance to figure it out, otherwise the box is locked to them for good, though other Heroes may try. If the roll is failed, nothing happens. If successful, gain 50 XP and roll a D6 to determine what is revealed in the box (<i>Go to 89a</i>). The puzzle box can also be sold for D6x\$50 if you choose not to investigate it.
76	DEMONIC ASSAULT	Encounter ♦ Active ♦ Demon <i>A posse member gets a dull, throbbing headache and suddenly begins lashing out and speaking in tongues! Some foul demon or ancient terror is trying to break through into this world and will shatter the mind of the poor victim.</i>	A <u>random</u> Hero suffers the permanent loss of D3 Sanity points. They must now roll once on the Madness chart due to the terrifying visions they have endured.
77	DÉJÀ VU	Encounter ♦ Environment ♦ Lost <i>As the posse rides past an outcrop of rocks, the Heroes realize that there is something familiar about this path they're traveling down. The posse has passed by it perhaps three or four times now, are the Heroes traveling in circles?</i>	The group has gotten itself lost. Roll D6 and counting 1 as east and going clockwise 1-6 around the hex, move the group D3 hexes in that direction (ignore terrain move point costs) and then end movement for the day.
78	OMINOUS VISIONS	Encounter ♦ Environment ♦ Void <i>The night prior, the Heroes dreams were filled with dark, horrific scenes of death and destruction. Perhaps they were a warning of some future calamity or of impending doom. Whatever the case, the Heroes are nearly driven mad by the experience.</i>	 SPIRIT 6+ Each Hero that passed gains 25 XP and +3 to any one combat-related roll or skill test during their next Adventure. If failed, that Hero takes D6 Sanity damage, ignoring Willpower, as the grisly visions take a toll on their very psyche.

ROLL	TITLE	DESCRIPTION	ENCOUNTER
79	BURNING MAN	Encounter ♦ Environment ♦ Cult <i>A huge bonfire is ablaze, in the shape of a large man. Around the base of the bonfire is a group of figures clothed in dark cloaks emblazoned with a red left hand, chanting some unknown hymn.</i>	 AGILITY 5+ As the chanting reaches a maddening crescendo, the bonfire man comes to life! The flaming giant hurls balls of fire at the group, causing a raging inferno to ignite all around you! Each member of the posse that fails the Agility test takes D8 Hits of fire damage.
80	THE GODLY MAN	Encounter ♦ Active ♦ Stranger ♦ Holy <i>The posse comes upon a religious hermit who will offer to heal any wounded in the posse. He will also break bread with them and spend the day telling them stories.</i>	Each Hero is healed any combination of D6 Corruption/Wounds/Sanity (your choice) by the kindly man. After he is finished with his work, he thanks the posse for their time and bids farewell.
81	INDIAN WAR PARTY	Encounter ♦ Active ♦ Tribal <i>A group of Indian Braves are rapidly approaching the group, weapons drawn, but they aren't immediately attacking you. Still, you can never be too careful and you begin to unholster your weapons.</i>	If anyone in the posse has the keyword 'Paleface', Go to 77a If anyone in the posse has the keyword 'Kemosabe' or 'Tribal', Go to 63a If no one in the group has either of the above keywords associated with them, Go to 34a In cases of conflict, choose between either of the first two decisions.
82	SHADOWY CREATURES	Encounter ♦ Active ♦ Void <i>The posse moves slowly through this region as it appears some storm clouds are approaching. However, as the clouds grow near, the group looks up in horror to see that the cloud is actually a massive swarm of otherworldly creatures! Large groups of the creatures swoop down on the party, attracted by some unknown force.</i>	Each Hero rolls a D6 for each Dark Stone they carry (including items with the Dark Stone icon and Items with Dark Stone Upgrades attached). On a roll of 1, that Dark Stone shard/item is stolen away by the nightmare creatures and carried away into the swarm.
83	FIELD OF DREAMS	Encounter ♦ Environment ♦ Hazard <i>The rocky desert area you're in is mostly dry and barren, but seemingly out of place in this environment is a vibrant patch of bright red flowers. As the posse stops to investigate, they notice a strong, sickly sweet aroma and start to get sleepy. The flowers release a toxic gas that incapacitates and will cause unnatural and horrible nightmares for any who fall asleep!</i>	 STRENGTH 6+ If successful, gain 50 XP. Any Hero that fails the test must immediately pass a Spirit 4+ test or take D6 Sanity damage with no Willpower saves from the horrible dreams produced by the flowers' powerful narcotic effects.
84	THE HILLS HAVE MOUTHS	Encounter ♦ Environment ♦ Void <i>The hills surrounding the valley you are passing through appear to undulate and move, as if alive! As you travel a little further, you find the earth opens up before you, exposing an unholy maw that threatens to devour the entire posse!</i>	 AGILITY 5+ If passed, gain 25 XP and the Hero has escaped. If failed, any Cart or Horse you were riding falls into the maw and is lost, you are now traveling on foot. You lose 1 Sanity permanently from the terrifying ordeal.
85	HIGHWAY ROBBERY	Encounter ♦ Active ♦ Outlaw <i>The Heroes happen upon some Scaffold Gang bandits, armed with rifles, in the middle of robbing four travelers in a stagecoach. From your position you can ambush the whole group relatively easily.</i>	If there are any Heroes with the 'Outlaw' keyword and none with 'Law', Go to 69a If there are any Heroes with the 'Law' keyword or none with 'Outlaw', Go to 25a
86	HOLEY GROUNDS	Encounter ♦ Environment ♦ Void <i>The Heroes come across a deep arroyo, its sandstone cliffs layered in sunset pastels and honeycombed with small holes. As the Heroes make their way through this area, the holes around them suddenly start bursting forth with hundreds and hundreds of dark stone scorpions!</i>	 AGILITY 5+ OR LUCK 5+ If passed, gain 20 XP and the Hero has escaped the scorpions without being harmed. Any Hero that fails this test is stung by the scorpions and afflicted with a horrible poison. If not treated at a Doc's Office within 5 days (\$100 treatment), the Hero will permanently lose D6 Health.

ROLL	TITLE	DESCRIPTION	ENCOUNTER
87	A PLAGUE OF INDIANS	Encounter ♦ Active ♦ Tribal <i>Draped in rags, a group of Indians walk along the path, barely able to hold themselves up. They look to have been stricken with a disease of some sorts, leaving a trail of snot, mucus, and vomit.</i>	<u>Each Hero Chooses:</u> Attempt to help. <i>Go to 79a</i> or Keep your distance. <i>Go to 03a</i>
88	THE PILGRIMAGE	Encounter ♦ Active ♦ Stranger ♦ Holy <i>Pilgrims dressed in tattered rags with sores on their feet are on their way to a holy site and ask the posse for food and alms. They are the sorriest, saddest lot you've ever come across and the stink from their unwashed bodies is almost overpowering.</i>	If there are any Heroes with the 'Holy' keyword in the group, <i>Go to 10a</i> Otherwise, <i>Go to 38a</i>
89	THE BAD OMEN	Encounter ♦ Environment ♦ Void <i>You see a horrible portent of things to come and the future does not look good for your group. Perhaps a death or a horrible evil, this a definitely a most terrible vision of your future.</i>	Add a Growing Dread card to the stack at the start of the next Adventure.
90	FREE RANGE DARK STONE	Encounter ♦ Environment ♦ Dark Stone <i>An odd crystalline growth protrudes from the ground off in the distance.</i>	The group has discovered a patch of Dark Stone, sitting out amongst the wilderness. While the discovery is potentially bad news for the world, the group is happy to help themselves to the precious substance. <u>Each Hero</u> receives 1 Dark Stone.
91	UGLY PROSPECTS	Encounter ♦ Active ♦ Stranger <i>The group rounds the corner to find a fella swinging violently from a crude gallows. A crowd of ne'er-do-wells gathered beneath him scatter at the sight of the posse. Clearly this isn't an official hanging. The group only has seconds to act!</i>	All Heroes who can, make a Ranged attack at a -1 To Hit, if any Heroes hit with their Ranged weapon, the Hanged man is free and the group gains 100 XP, otherwise he dies swinging on the rope. The man thanks you for saving his life, but seems more angry than anything. It seems he was expecting someone named "Blondie" to shoot him down, but he's apparently nowhere to be found.
92	THIS ONE RING	Encounter ♦ Environment ♦ Loot <i>An old ring is sticking out of the dirt, glinting from the sunshine in a shallow river bed.</i>	A <u>random</u> Hero can claim the ring if they like. <i>The Ring</i> is an artifact that may be used Once per Adventure to ignore an Exploration token uncovered by that Hero after it is revealed and draw a new one. This effect causes D8 Corruption Hits each time it is used. The Ring is worth D6x\$100 if sold.
93	THE LOVERS	Encounter ♦ Active ♦ Stranger ♦ Mission <i>A woman is heading to a town to be reunited with her long lost lover and needs an escort. She asks the group if they can assist her.</i>	If the posse agrees to escort the woman, they must travel to the town that her lover lives in. Roll D20 and consult the Town chart. If the group goes to a Mine while the woman travels with them, she will be also be killed if the Darkness escapes and/or the mission is failed. Upon arrival at the Town, <i>Go to 94a</i> Otherwise, if the group refuses to help, you continue on and each Hero takes 1 Corruption Hit for the guilt they feel.
94	THE PHYSICIAN	Encounter ♦ Active ♦ Stranger <i>A big blue box sits in the middle of nowhere. It reads "Police Box" along the side, but there doesn't appear to be anyone around.</i>	Gain 25 XP. The posse finds the door to this mysterious blue box to be locked and no amount of force can get the darn thing open. Then without the warning, the door swings open and a curly-haired stranger with a long, colored scarf peaks his head out and yells back into the box, "Romana, this isn't Gallifrey! I say, where the bloody blazes are we?" He takes one look at the group with its assorted weaponry and says, "Well, not here for long I should hope. Let me go get you a jelly baby. Be right back!" and closes the door behind him. The blue box makes a strange sound and simply fades from existence.

ROLL	TITLE	DESCRIPTION	ENCOUNTER
95	CIRCLE OF TREES	<p>Encounter ♦ Environment ♦ Puzzle</p> <p><i>A small copse of trees that grows in a perfect circle lies before you. In the center of the circle lies a plaque with an inscription that simply lists what appears to be a random collection of numbers.</i></p>	 CUNNING 6+ <p>If any Hero makes this skill test, the group deciphers the numbers and reveals the location of something on their map. Roll D20 and consult the Town chart. The location they've deciphered lies one hex to the northeast of the Town rolled. When that location is reached, <i>Go to 57a</i></p>
96	SILENCE WILL FALL	<p>Encounter ♦ Mystery</p> <p><i>It is eerily quiet... Too quiet.</i></p>	<p>Stop all movement for the day. The group has a grand battle with some tall, slender inhuman monsters. The posse manages to find cover, but unfortunately as soon as you turn away, you forget the entire experience.</p> <p>Wait... why are your weapons drawn? Some Heroes in the group have random marks on their faces as if they've been counting something. Hmmm. Odd. Also, two days have inexplicably passed by.</p>
97	THE BRONZE STATUE	<p>Encounter ♦ Environment ♦ Puzzle</p> <p><i>Just off the beaten path sits a bronze statue of some unidentified man. There is no plaque or explanation of who the figure is or why a statue has been made of him, but there are some bleached bones at the feet of the statue. The figure itself shows a smiling, bearded man beckoning to a small openable chest at his feet. The chest is empty.</i></p>	<p>For every \$100 that a Hero places in the chest, roll D6:</p> <ul style="list-style-type: none"> 1 - Take D8 Wounds, the Hero is wracked with a horrible pain. 2-3 Gain D6 Dark Stone, the money appears to have been magically transmuted. 4-5 The \$100 that the Hero placed in the box has transformed into D6+1x\$100! 6 Gain a random Mine Artifact card.
98	BURIAL MOUND	<p>Encounter ♦ Environment ♦ Ancient</p> <p><i>The posse stumbles upon an ancient burial mound, this mound doesn't seem to match any known Indian tribes' practices and looks older than dirt. There is a stone tablet written in an unknown language that seems to give some kind of warning, but the death's head skull that is carved into it has three eye sockets instead of two.</i></p>	<p><u>Choose:</u> Enter the burial mound. <i>Go to 40a</i> or Continue on your way. <i>Go to 16a</i></p>
99	INDIAN TRADING POST	<p>Encounter ♦ Active ♦ Stranger ♦ Tribal</p> <p><i>A group of friendly Indians have set up a temporary trading post nearby with various items and bits of gear for sale arranged inside a circle of tipis. A sentry eyes your group as you make your approach.</i></p>	<p>If anyone in the posse has the keyword 'Paleface', <i>Go to 35a</i> If anyone in the posse has the keyword 'Kemosabe' or 'Tribal', <i>Go to 84a</i> If no one in the group has either of the above keywords associated with them, <i>Go to 19a</i> In cases of conflict, choose between either of the first two decisions.</p>






ENCOUNTER RESULTS

STOP! These Encounter Results are intended to be used based on player choice from previous encounters. Consult the Wilderness Encounters table when rolling for your initial encounters.

RESULT	CHOICE	DESCRIPTION
00a	<i>Move past the entrance</i>	Gain 10 XP. As the group rides off away from the underground entrance, the ground beneath them begins to shake and the Heroes are thrown to the ground. The Heroes fall through fissures in the ground to land in an underground cave, but they're not alone. Stop all overland movement for the day. The Heroes must now immediately go on an <i>Escape</i> mission (Basic Mission 5) to get back out.
01a	<i>Give the body a proper burial</i>	Gain 50 XP. As you dig a grave for the poor gent, you start getting nauseous. The flowers seem to be emitting some foul, toxic fumes! <u>Each</u> Hero must pass a Strength 5+ test or take D6 Wounds as they run from the area.
02a	<i>Holy</i>	The fanatical crowd is whipped up into a frenzy and brings out a captive with a bag over their head. It appears to be some poor soul that developed a hideous mutation, they're so far gone it's hard to even call them 'human' anymore. The Preacher calls upon those that are untainted to cast the first stone and hands you a hefty rock to throw. If you throw the stone, everyone else will follow suit and the Mutant will be killed. Gain 25 XP , +1 Max Faith , and take D6 Corruption Hits as you have done what a fellow man of God has required of you, but you still have your doubts if it was the right choice to make. If you refuse to throw the stone, gain 50 XP . The Preacher turns to you and calls you out as consorting with Demons and Fornicators. The rest of the crowd turns on you and in the ensuing chaos the mutant captive is able to escape. The crowd chases the posse off with rocks, <u>each</u> Hero in the group takes D6 Hits . The nearest Church town location is now permanently closed off to your group as word of your heresy has reached their ears and no godly folk will have anything to do with you.
03a	<i>Keep your distance</i>	Despite their pleas for assistance, the posse turns its back on these obviously sick & diseased Indians. Better to let them die in peace rather than spread the plague you tell yourselves as the blood-choked curses of the Indians fade off in the distance. If you do not have the keyword 'Tribal', you gain the keyword 'Paleface' and lose the 'Kemosabe' keyword if you already had that.
04a	<i>Cross over the bridge</i>	Gain 25 XP . As you start to cross over the bridge, giant tentacles reach out from underneath the bridge to ensnare a <u>random</u> Hero. That Hero must roll to defend against D3 Hits . Each Hit that gets past their Defense deals 3 Wounds .
05a	<i>Kemosabe/ Tribal</i>	Gain 25 XP . You hail the Indian brave and ask his intentions of the woman. He explains that the woman's husband is a dark priest in an evil cult and has cast a horrible curse on the woman. He is bringing the woman to a nearby Shaman to have the curse lifted, but warns that the woman will die within a week if she is not cured soon. He asks that the Heroes gather D6 Herbs and return to this same location to give him the herbs to save the woman's life. If the Heroes return in time, they must give up the necessary amount of Herbs, but will each recover 1 Grit and an additional 100 XP . If not, then they can assume the worst about the woman's fate.
06a	<i>Keep moving</i>	Gain 10 XP . The horses seemed to be spooked by something in the area and it's best not to dilly-dally around the graves of the dead. There might be something worth finding around here, but hell if you're going to stick around and find out.
07a	<i>Keep riding</i>	Gain 10 XP . You have no time to be foolin' around with no stupid kid stories. Everybody knows ghosts ain't real. Now hurry up... it's gettin' dark out.
08a	<i>Leave the corpse be and continue on</i>	Gain 50 XP . You ride off, knowing that nothing good can possibly come from searchin' around in the belongings of dead folks, especially strangely dressed dead folks. Besides, it's just not right to be lootin' the dead.
09a	<i>Ride around the village</i>	Gain 10 XP . As you ride off, you could swear that you heard the crying of a child coming from the village, but you'll never know what it was you left behind in that abandoned village...

RESULT	CHOICE	DESCRIPTION
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10a	<i>Holy</i>	All Heroes with the keyword 'Holy' gain 25 XP. You can't help but give everything you can to help these poor souls. Any Heroes with the 'Holy' keyword must give half (rounded up) of their Gold to help these pilgrims on their journey. In addition they must also give away 1 Side Bag Token and 1 Gear if able. In return for giving up all that, they recover 1 Grit and gain +1 Max Faith. Otherwise, you give what you can, but only recover 1 Grit if unable to give everything listed.
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11a	<i>Investigate the carved head further</i>	 LUCK 4+ Gain 50 XP and stop all movement for the day. As you walk about the giant head, you see that it is incredibly old, but find some sort of switch mechanism on its' backside. You cautiously activate the switch and the head opens up like a puzzle box. To your horror a swarm of large centipede creatures scurries forth from the innards of the great head. The horses become panicked and ride off in a flurry. Each Hero that fails the initial Luck test lose a random Hero Token from their Side Bag. The creatures dig holes in the ground and slink away without incident and you eventually gather the horses up. Inside the head, you find an ancient cache. Each Hero draws 1 Loot card.
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12a	<i>Attack the zombie!</i>	Gain 20 XP. You unleash a hail of bullets on the foul abomination, dropping it to the ground. It twitches for a time, but then stays dead for good this time. That's one less undead menace in the world. You can't help but wonder though, where was it going to?
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13a	<i>Refuse the offer</i>	The Heroes leave the merchant to his trouble and they continue on their way. Word gets around the business community. Prices for all items & services are doubled at every Town the Heroes travel to until they complete their next Adventure (success or fail). Funny how fast rumors can spread.
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14a	<i>Investigate the well</i>	Gain 50 XP and stop all movement for the day. That hint of something shiny at the bottom of the well peaks your interest. A random Hero shimmies down the well with a rope strapped around their waste to get a better look at what's in there. As the Hero gets closer and closer to the edge of the water they begin to make out what lies beneath the water. In a moment of horrible clarity, the Hero sees the glint of a fancy necklace attached to a long dead corpse rising up from the depths of the well! More bodies begin to stir and start clawing at the Hero, trying to pull them down into the depths. That Hero takes D3 Horror Hits, with each doing 3 Sanity damage to the Hero instead. The Hero is able to clutch onto something on their way up and pulls up the fancy necklace. It is worth D3x\$100 if sold at a Town.
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15a	<i>Investigate the area</i>	 CUNNING 6+ Gain 25 XP and stop all movement for the day. If everyone fails the test, nothing is found. If successful, you notice that the earth around the graves doesn't seem to be disturbed in any way, as if there was never anything buried there. In fact they seem to form an arrow pointing at the outcropping of rocks. Further investigation of the area reveals an 'X' carved into one of the rocks and a circle of stones beneath that 'X'. You spend some time digging and discover a buried chest. Inside the chest is D6x\$100.
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16a	<i>Continue on your way</i>	Gain 10 XP. It's best not to disturb old burial mounds, 'specially ones with strange tablets and terrible warnins' all over them. What kinda darned fools you think we is?
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17a	<i>Toss the book away</i>	Gain 25 XP. Ain't nothin' good to be learned from dusty old books layin' about. If it was worth learnin' about they woulda put it in the good Book for Godly folk to read about.
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18a	<i>Keep on riding</i>	Gain 10 XP. It doesn't look like there's anything to be gained by that old shack, you ride on without so much as giving it a second thought, now if only you could find some treasure or some Loot!
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19a	<i>Neutral</i>	The sentry stops the group and advises that a small donation of D6x\$50 from the group is required to purchase from the Indian Trading Post. If the group refuses, they leave and nothing else happens. If the group pays the donation, the group may buy items as if they were at a Frontier Outpost (do not roll for Location event). Any Hero may make a Cunning 5+ roll to attempt to get an item for \$50 cheaper instead, but if they fail, that Hero gains the keyword 'Paleface' and is immediately booted from the Trading Post.
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20a	<i>Kemosabe/Tribal</i>	Gain 25 XP. As the Shaman dances about the group, he suddenly turns towards the group and freezes in his tracks. He blows a fine white powder from his hand towards the group and begins to speak in tongues. Gradually his words start to gain clarity and you can hear him calling out to you, "I have seen your pain and the heavy burdens that you bear. Let me ease the pain, so that you may continue in your journey upon the plains and bring peace to the land once more." Each Hero may choose a service: Cure 1 Injury, Cure 1 Madness, Remove D6 Corruption, Heal any combination of D6 Wounds/Sanity, or recover 1 Grit.
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RESULT	CHOICE	DESCRIPTION
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21a	<i>Escaping the ravine</i>	Begin an <i>Escape</i> mission (Basic Mission 5), except split the party in half and place one group at the Mine Entrance tile and the other group at the Cross Path tile as normal. Do not roll for Hold Back the Darkness tests and ignore the Dangerous Escape and Immediate Dread special rules. Only when the Cross Path group uncovers map tiles or when Clue icons are uncovered does the Hero Posse marker move up the Depth track. Whenever the Cross Path group uncovers a map tile, roll 2D6 and if the result is equal to or greater than the current position of the Hero Posse marker, then the two separate maps are now joined together.
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22a	<i>Science/Mutant</i>	The Preacher spots a heathen amongst your group and calls them out in front of his flock, beseeching his followers to destroy the abomination in the name of all that is Holy. If you choose to stand and fight, each Hero makes a series of 5 Attack rolls (Melee or Range). If 50% or more of the groups' rolls hit, then you have scared off the rest of the congregation and recover 1 Grit and gain 75 XP. If less than 50% of the groups' rolls hit, then the religious fanatics have gotten an advantage over you and have beaten you into a chaotic retreat. Lose D6x\$50 and 1 Gear or Artifact with a value of at least \$200 in the ensuing craziness.
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If the group decides to run away, gain 10 XP and stop all movement for the day as the group has to double back and loses time.

23a	<i>Start moving in the other direction</i>	Gain 10 XP. That's all the sight-seeing you have for the day. You don't have to be told twice not to travel towards big explosions like that, let them other fools get themselves killed trying to fill their hands with ash and cinder.
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24a	<i>Keep your distance from the rats and continue on</i>	Gain 25 XP. The rats continue to follow behind the posse. Until the end of your next Adventure, everyone in the group is -1 to Initiative and the posse will have Wilderness Encounters on a roll of 1, 2, or 3, whether or not the posse is on horseback. After the group enters its next Town following their next Adventure, the rats seem to disperse, though strangely enough the Town will suffer from a rash of bizarre cat killings after that. That Town <u>permanently</u> gains the 'Bad Luck' trait if it didn't already have it.
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25a	<i>Lawful</i>	You call out to them Scaffold Gang boys to put 'em up, but they don't seem too determined to go down without a fight and start shootin' away. Before you manage to put the last of 'em down, they get off some shots on the posse. Each Hero takes D6 Hits . You return the stagecoach passengers belongings to them and regain 1 Grit . On them Scaffold boys you rummage around in their pockets and manage to turn up D6x\$50 in valuables, no doubt gained from criminal activities.
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26a	<i>Search the rest of the ruins</i>	Gain 25 XP and stop all movement for the day. You mount a search of the ruins, suspecting that there must be something else to this ancient place. Indeed, behind an intricately carved wall you discover a tunnel that leads downward! You may begin an <i>Exploration</i> Adventure (Basic Mission 2) here, with double the reward as normal.
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27a	<i>Attempt to outrun the twister</i>	
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Gain 50 XP. If successful, a Hero evades the twister and suffers no ill effects. If failed, a Hero suffers D8 Wounds and rolls on the following table:

- 1 Lose a random piece of **Gear**
- 2-3 Lose D6x\$50 of their **Gold**
- 4-6 Lose D6 **Side Bag Tokens**

28a	<i>Loot the saddlebag</i>	
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The saddlebag is filled with potions and concoctions in various colors. Each Hero may take a potion, but the effects for each potion will be different and the effects will not be known until the potion is drunk by the Hero. Each Hero that gets a potion takes D6 **Corruption Hits** as well for looting the dead. Reference this Wilderness encounter number:

Roll a D8:

- 1 **Attribute Inhibitor** - You are at -1 to your highest Attribute. Roll a D8 each day, the effect is removed whenever an 8 is rolled.
- 2 **Temporary Insanity** - Roll on the **Madness** table and gain a temporary insanity. Roll a D8 each day, the effect is removed whenever an 8 is rolled.
- 3 **Poison** - The noxious substance hits you for D8 **Wounds**!
- 4 **Gender Swap** - Your body transforms into the opposite gender! Roll a D8 each day, the effect is removed whenever an 8 is rolled.
- 5-6 **Health Potion** - You are healed D8 **Wounds**!
- 7 **Attribute Boost** - Gain +1 to your lowest Attribute. Roll a D8 each day, the effect is removed whenever an 8 is rolled.
- 8 **Cured!** - Remove one **Injury**, **Madness**, or **Mutation** from your Hero.

RESULT	CHOICE	DESCRIPTION
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| 29a | <i>Cut the dead man down</i> | Gain 25 XP. You cut the rope that the corpse hangs from, only to discover that the man is actually quite alive! Without so much as a word, the man rushes to the base of the tree, collects his clothes and runs off back down the road you came. You can only guess what the fella might've been doing up there in the first place. |
| 30a | <i>Paleface</i> | Gain 25 XP. The injun doesn't seem to have much left in him and his ending is pretty well set in stone at this point. You take aim and fire, putting the native out of his misery. It sucks the fun out of the Rancher's game, but they treat the killing as if you'd put down a wild animal, nothing more. After some minor insults are hurled at you, they scatter and leave the Indian corpse out in the sun. You put your gun back in the holster and ride on. Take D3 Corruption Hits for killing an unarmed man. |
| 31a | <i>Ride around the stones</i> | Gain 10 XP. Meh. Let me know when somethin' excitin' happens, this group is boring as all hell. |
| 32a | <i>Paleface</i> | Gain 25 XP and each Hero that has the keyword 'Kemosabe' loses that keyword and each Hero that doesn't have the keyword 'Tribal', gains the keyword 'Paleface'. |

You're able to ambush the Indian raiding party while they're distracted with the settlers. Each Hero makes 5 Attack rolls (Range or Melee). If the party as a whole successfully hits with 50% or more with their attacks, then most of the settlers are able to survive the attack and the Indians are driven off. They thank you for your help in dealing with those savages and as a token of their esteem offer what supplies they can spare: each Hero gains a **Side Bag Token** of their choice and an additional 50 XP.

If less than 50% of the groups' hits connect on the Indian raiders, the settlers are not only decimated, but the Indians are also able to get the advantage on the group and runs the posse off before disappearing back into the wilderness. Each Hero takes **D6 Hits** and loses 1 **Gear** or **Artifact** worth at least \$150 in their mad dash to escape the Indian raiders.

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| 33a | <i>Neutral</i> | Gain 25 XP, then Choose:
Guard the Shaman
No matter if the Shaman is crazy or not, he's vulnerable in his current state to thieves or even wild animals. You have to keep watch over the Shaman until he comes down from his trance. As if your fears were prophetic, a pack of Void Hounds appears over the horizon, a look of terrible hunger across their eyes. The Void Hounds make an attempt at the old Shaman and everyone else in the area, but you're able to fend off the Void Hounds and eventually send them running. <u>Each</u> Hero takes D8 Wounds from the Void Hounds. In time the Shaman wakes from his trance and thanks you for dealing with the evil spirits. He begins to sing a song of your heroism and bravery. <u>Each</u> Hero in the group gains the keyword, 'Kemosabe'.

Snag some of the Shaman's supplies
As the Shaman prances about, he starts slithering around like a snake or lizard and goes over a nearby hill, out of sight of his medicines and herbs. Seeing your chance, you start rifling through his bag and pick up some choice items. Surely in his state, this Shaman wouldn't know if he had consumed his own herbs or if he ever had them to begin with. <u>Each</u> Hero in the group that wants to may make a Cunning 5+ roll to gain D6 Herbs , but any Hero that rolls a 1 or 2 is discovered by the Shaman and he curses all Heroes that gained Herbs from his bag, regardless of what they rolled. Those Heroes gain the keyword 'Paleface'.

Leave the Shaman be
This Shaman is obviously out of his mind and it's best to leave him to his insane dancing. No good can come from messing around with this drugged up fiend, he'd be better off in a sanitarium than this wilderness, but it's not your job to care. |
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| 34a | <i>Neutral</i> | Without discussion or reading below, each Hero secretly chooses an action with a D6:
(Even # = Start shooting; Odd # = Put your weapon away):

Even side - Start shooting. If 50% or more of the posse chooses this option then you make short work of the Indian Braves. Each Hero that chose this gains 100 XP and draws 1 Loot card from what they're able to recover off the Indians' bodies.

If less than 50% of the posse, but at least one Hero chose this option, then there is a brief battle. The Indian Braves manage to beat you back and escape. As a result, every other Hero that chose the Odd side takes D6 Hits . Anyone that chose Even gains an additional 25 XP but everyone in the group gains the keyword 'Paleface'.

Odd side - Put your weapon away. You cautiously holster your weapon as a sign of goodwill. If everyone in the group chose this option then the situation is defused and you're able to talk things over and discover that the Indian Braves are searching for a kidnapped child in the nearest Mine. You may begin a Search Party Adventure (Basic Mission 4) in the nearest Active Mine to recover the child, but have a time limit of 3 days to finish the Mission. If successful, each Hero receives 1 Side Bag Token (choose between bandages, whiskey, or dynamite), +1 Max Grit , and gains the keyword 'Kemosabe'. However, the cost of failing the mission is double, D6 Corruption Hits , ignoring Willpower . If you choose to ignore the mission then nothing happens. |
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RESULT	CHOICE	DESCRIPTION
35a	<i>Paleface</i>	<p>The sentry recognizes an enemy of his people and moves to intercept the group. If you choose to fight the sentry, the group takes D8 Hits (spread out in whatever fashion amongst the group) and the other assembled Indians scatter far and wide. Anyone in the group that doesn't have the keyword 'Tribal', gains the keyword 'Paleface', if they didn't already have it. Anyone with the keyword 'Kemosabe' loses that keyword.</p> <p>If the group tries to make amends with the Indians, they must pay D6X\$100 or give up 2 Gear or 1 Artifact PER Hero with the keyword 'Paleface' in the group. If the price is paid, those with the keyword 'Paleface' lose that keyword. The posse may now buy items from here as if this were a Frontier Outpost (no Location event).</p>
36a	<i>Move along</i>	<p>Gain 10 XP. Likely just some damn swamp gas caught afire. Ain't no cowboys gonna go rustlin' around in that muddy environment. Let them other folks go find their death in them Jargawno swamps, not these fellahs. We's smartfolk.</p>
37a	<i>Attack the rats</i>	<p>Gain 50 XP. The Heroes attempt to kill the rats, but this only causes them to flee, frightening them off for the moment. During the next few nights, the sounds of scurrying rats seem to be coming from all around you. Everyone is on edge.</p> <p> SPiRiT 4+</p> <p>Each Hero that fails the roll needs to make an additional roll on the Madness table. This temporary madness will last until the end of the Heroes' next Adventure. You're never able to shake the feeling that the rats are still following you though...</p>
38a	<i>Neutral</i>	<p><u>Each Hero Chooses:</u> Help the Pilgrims Somewhere deep in your stone cold heart, a spark of something resembling empathy stirs. You decide to give what you can to help out these good, kindly folk on their journey. You may donate either Gold, Gear, or Artifacts to the Pilgrims. For every \$5 of Gold (or sell value of an item), you gain 1 XP (example: \$50 would give your Hero 10 XP).</p> <p>Leave them be These people seem to be a little off in the head, you tip your hat and wish them luck in their journey and promptly keep on riding.</p>
39a	<i>Find another way around</i>	<p>Red moss you say? Ain't never heard of no damn thing like that and don't want no part of that. Wouldn't even spit on the stuff, get me the hell outta here. Gain 25 XP, stop all movement for the day, and treat all movement the next day as if you were traveling over Tough terrain.</p>
40a	<i>Enter the burial mound</i>	<p>End all movement for the day and begin an Exploration mission (Basic Mission 2), with the exception that failure results in the current Hex the players inhabit to become uninhabitable and untraversable. Mark the current Hex, that Hex may no longer be traveled through again, it has been turned into a nightmarish wasteland by what the Heroes have unleashed.</p>
41a	<i>Leave the body be</i>	<p>Gain 10 XP. The group walks off, leaving the poor fellow to his flowery grave. Each Hero takes 1 Corruption Hit, knowing that they done wrong by that poor fellah, leaving his body there to rot. Though at least he's surrounded by them perty flowers.</p>
42a	<i>Mosey on along</i>	<p>Gain 10 XP. If the place is burned out and abandoned, then surely that means there's nothing of value here anymore. Who in the hell would've left anything behind? Besides, there's dark stone, riches, and adventure to be had out there in the world, you ain't got no time for exploring every scorched piece of property in the area.</p>
43a	<i>Investigate the village</i>	<p> STRENGTH 5+</p> <p>Gain 50 XP. The village seems to have contracted a plague and the Heroes may have become infected! Each Hero that fails their Strength roll loses a temporary D6 to their Max Health and gains the 'Infected' keyword. The keyword (and the temporary health loss) can be removed at a Doc's Office. Use the Treat Corruption action, but no Corruption is removed and instead the 'Infected' keyword is removed and the Hero regains the lost Max Health. Any Hero that rolls a 6 draws 1 Loot card, once per Hero.</p>



RESULT	CHOICE	DESCRIPTION
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44a Pursue the Drifter

 **AGILITY 4+**

If half the group (rounded down) fails this test, the Drifter is able to give the group the slip and gets away. If more than half are successful, then the Drifter turns and starts firing on the group, he deals **D6 Hits** each "turn" to a random Hero (Drifter has the Initiative). The group may fire back with ranged weapons only or run away (ends encounter if they run away). If they fire back they must deal 6 Damage to kill the Drifter (Defense 3). If the Drifter is killed, each member of the group gains **50 XP** and draws **1 Loot** card.

45a Leave it be

Gain **10 XP**. You pass by the carcass, wondering what happened to the poor soul that rode that animal. It looked to be a mighty fine horse in its day, now it's just sitting here, getting filled up on maggots. It makes you stop and wonder about your own place in the universe, about no matter how hard you try or what noble deeds you perform, you'll likely end up just the same: a rotting corpse getting passed over by strangers.

In the distance a coyote howls. Some crickets nearby chirp. A snake and a frog are locked in deadly combat. Tumbleweeds blow on by. Life goes on.

46a Leave the child be and continue on your way

Gain **10 XP**. Each Hero that does not have the keyword 'Tribal', gains the keyword 'Paleface'. If any Hero had the keyword 'Kemosabe', they lose that keyword as well.

47a Move away from the ruins

Gain **10 XP**. You have a bad feeling about these ruins and decide it best to leave them be. Whatever brought destruction to these ancient structures may still hold sway over this area and it's best to get a move on, you've got better things to be doin' with your time than rootin' around here.

48a Pocket the gold

 **SPIRIT 5+**

If failed, the Hero takes **D6 Corruption Hits** (ignores Willpower). Gain **D6x\$50**.

49a Follow the zombie

Gain **75 XP** but stop all movement for the day as you follow after the slowly moving shambling undead. You ride behind the zombie for the better part of a day as it seems to walk towards an open patch in the middle of nowhere. The zombie eventually comes to a stone and begins to dig into the ground. The zombie digs up what appears to be another corpse, curls up and lies down beside the newly-revealed corpse. It stops moving after that. Alongside the pair of corpses, the group finds some personal effects. Each Hero in the posse may gain **1 Gear** card, but takes **D3 Corruption Hits** for looting the dead.

50a Paleface

Gain **25 XP**. The Indian savage has obviously kidnapped this poor woman and is bringing her back to his barbaric tribe for a life of slavery. If you don't act quickly the honor of that woman will be despoiled! Each Hero in the group that is able to makes a Range attack against the fleeing Indian. If the posse is able to land at least 6 Wounds on the Indian brave, he is killed and the woman is saved, otherwise he gets away. The woman does not speak and seems catatonic, but the group receives **50 XP** and **D6x\$50** as a reward from her grateful husband if the group returns the woman to the nearest Town within a week (7 days). Otherwise, the woman will mysteriously die despite your best efforts to care for her.

If any 1's are rolled during the attack, the woman is caught in the crossfire and killed and the Heroes take **D6 Corruption Hits** from the guilt.

51a Neutral

Gain **25 XP**. You keep your distance as you watch the events unfold with the congregation. You see a Mutant is brought out before the gathered crowd, cursed and spat upon. A random Hero has enough time to make a single ranged shot to save the mutant's life, otherwise the mutant is killed in front of the congregation. Each Hero takes **D6 Horror Hits** at the inhumanity. If the ranged attack is successful, the mutant escapes! That Hero gains an additional **25 XP** and recovers **1 Grit**.

52a Investigate

You call out to the man and without so much as turning to meet your gaze he hightails it out of there! That's a damn horse thief if you ever saw one and you take off in pursuit, ain't nothin' worse than a horse thief. Each Hero makes **Agility 5+**, **Strength 5+**, and **Luck 5+** rolls. As long as each test is passed by one or more Heroes, the challenge is a success and you manage to bring down the horse thief. For every 1 rolled during those tests, one of the four stolen horses is accidentally injured and will have to be put down. Each horse that is saved is worth **\$100** and **25 XP** if returned to the nearest Town. The horse thief is worth **\$150** and **50 XP** if captured. If the challenge is failed, then the horse thief and the horses elude your grasp and he manages to get away, each Hero still gains **10 XP**.

53a Take the deal

If Wilderness encounter #66 is ever rolled again, then John Moulton has returned to collect his end of the bargain, your Hero is **killed** instantly.

54a Continue on your way

Gain **10 XP**. You ride on past the gallows-tree for a time. You look back into the distance and see that the hanged man is no longer there, only the rope remains, swinging empty in the wind..

RESULT	CHOICE	DESCRIPTION
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55a Neutral

Choose:

Put the Indian out of his misery

Gain 25 XP. The Indian ain't got no fight left in him and there's really no point in letting this thing go on, you take aim and put a bullet in the Indian, taking him down and giving him something resembling peace. After that the Ranchers scatter, but just as you're about to ride away, you notice the glint of something in the Indian's belongings that the Ranchers seemed to have missed. A random Hero gains an Artifact. Each Hero in the posse also gains the keyword 'Paleface'.

Chase off the Ranchers

You ride in and get into a brawl with the Ranchers, chasing them away and keeping the Indian Brave from further harm. Despite your efforts though, his wounds are too severe and the Indian falls to the ground, barely enough life in him to give his thanks and a blessing. Everyone in the group that can loses 1 Herb Side Bag Token giving relief to the native. Gain 25 XP and everyone in the posse gains the keyword 'Kemosabe'.

56a *Accept the dying man's task*

A random Hero gains a bag of gold worth D6x\$100, but must give this item up at the nearest Town. As a reward for your honesty, you gain 50 XP and you may stay for free at this Town as if at a Hotel Location anytime you visit this Town in the future. If you instead decide you want to keep the gold, you must roll a Spirit 6+ test. If failed, you take D6 Corruption Hits (but still keep the gold).

57a *The secret location*

You find a shallow grave at the secret location. You dig down into the grave and come across a cheap casket, barely holding together. Inside is an old skeleton in tattered rags and a medallion about its neck. The medallion points to an old underground cave (roll D20 on the Mine Chart). If the Heroes engage in an Exploration Adventure (Basic Mission 2) at the Mine, they may each draw 1 Mine Artifact card at the final Dead End room and receive twice the amount of Gold as normal for a Reward.

58a *Flog the deceased equine*

Gain 50 XP. As you take a whack at the rotting remains of the once proud horse, it's nostrils suddenly flare up, literally. Fire pours forth from every orifice of the horse and its eyes burn with the power and rage of a volcano! The nightmare horse charges at the group, biting and kicking its way through. Each member of the group takes D6 Hits and D6 Horror Hits from the hell beast. After it charges past the group, it suddenly takes flight on it's fiery hoofs and flies off into the distance.

59a *Paleface*

Gain 25 XP and stop all movement for the day. As you ride by the hooting and hollering Indian Shaman, he suddenly turns towards you and freezes in his tracks. He hisses and growls at you like a wild caged animal and scratches the ground with his bone staff. After a few moments of this he throws a glittering powder into the air and begins to scooch sideways around the group, never breaking his gaze from you. At first he seems to be speaking in tongues, but at some point the words gain clarity and you hear him cursing you as "cowardly, paleface dogs of the Black Goat, death walkers, false talkers, etc...". As he does this, the world begins to turn around you and you have horrible visions of people & things long dead and those soon to die by your hand. Each Hero in the group takes D8 Horror Hits and rolls once on the Madness table.

60a *Stay the night*

If the Group decides to stay the night near the large stone, they stop moving for the day. At midnight, a horrible cacophony of moans and whispers pierces the night air. All about the Heroes, spirits and ghosts swirl about, demanding to know the Heroes' intentions.



SPiRiT 5+

If successful, gain 50 XP and roll a D6:

- 1 **Angry Dead** - Each Hero in the group must make a successful Spirit 6+ check or suffer D6 Horror Hits.
- 2-5 **Just the wind** - It wasn't ghosts after all..
- 6 **Gift of the Ancients** - Each Hero gains +1 Max Grit.

61a *Search the area*

Gain 50 XP. As you cross through what used to be the doorway into the charred remains of this estate, you hear what seems to be a music box playing softly, mixed with a melancholic moaning. You begin seeing ghostly apparitions running through what used to be hallways, spectral children at play in what must've been an orphanage at some point in the past. As you come to a central courtyard area you find a ghostly woman weeping, she clutches a letter in her off-hand. Beside her lies a music box, an empty canister of oil, and a box of matches. As the music box nears the end of its tune, the apparitions fade to nothing. Each Hero takes D3 Horror Hits as they slowly realize what befell this estate and its children.

Each Hero rolls 3D6 and draws 1 Loot card for every 6 that is rolled.

RESULT	CHOICE	DESCRIPTION
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62a *Brave the fire*



STRENGTH 5+

If failed, take D6 Wounds and flee from the burning building.
If passed, gain 25 XP and roll D6 to see what you find in the fire:

- 1 **Trick** - Some foul demon has laid a trap for you. When you are in too deep, the demon cackles in delight and disappears in a flash of light as a section of the roof falls down on you. Take D3 Wounds and roll once on the Injury chart.
- 2-5 **Survivor** - You manage to rescue a person from the fire and pull them to safety. Gain an additional D6x10 XP.
- 6 **1st Class Hero** - You scoop up a small squalling baby and bring them from the raging inferno out to safety. Gain an additional D6x25 XP and recover 1 Grit.

63a *Kemosabe/
Tribal*

You hail the Indian Braves and they tell you that they are in search of a kidnapped Indian child. Terrible monsters from the nearest Active Mine snatched the child in the night and may have already killed or eaten the child. If you agree to help the Indians, then you have 3 days to engage in a *Search Party* Adventure (Basic Mission 4) to recover the missing child. The reward is 2 Side Bag Tokens per Hero and +1 Max Grit. However, the cost of failing the mission is double, D6 Corruption Hits, ignoring Willpower.

If the posse refuses to help the Indian Braves, then any Hero with the keyword 'Kemosabe' loses that keyword.

64a *Help the
Merchant*

Party movement slows to 4 Move points/day until they get to the next Town. The Merchant gives each Hero D3x\$50 for their trouble (roll once for the whole group). If the Heroes begin a Mine Adventure and fail, the Merchant is killed when the Darkness escapes. The Heroes take D6 Corruption Hits for letting him get killed.

65a *Investigate the
bog and the
lights*

Stop all movement for the day. As you move closer towards the swamp the sky begins to dim well before it should and still the glowing balls of light continue on with their dancing. You must've gotten their attention because all of a sudden they swarm around the group. The interplay of lights is... quite mesmerizing.



SPIRIT 5+

Gain 50 XP. Those that fail the Spirit test will become entranced by the swirling bog lights and suddenly begin to attack their comrades! Each Hero affected will make D3 Attacks (Range or Melee) against a random Hero in the group (yes, may even attack themselves) before they are subdued. Eventually the glowing orbs seem to have had enough and fly off. Somehow though, the strange lights have drawn off some of the Darkness from the Heroes. Each Hero loses D3 Corruption points.

66a *Continue on
your way*

Gain 10 XP. Obviously someone is foolin' with you or some stupid banditos will try to ambush you. You kick over the sign, knowing better than to fall for damn, stupid Outlaw traps.

67a *Kemosabe/
Tribal*

You ride your horses right into the midst of the Ranchers, distracting their attention away from the Indian Brave, demanding they leave him be. They draw their weapons and you draw yours. Every Hero rolls a D6, if anyone rolls a 1, then someone's weapon has accidentally gone off and started up a pitched battle. Each Hero takes D8 Hits before eventually chasing off the Ranchers. Otherwise if no one rolls a 1, then the Ranchers eventually back down and leave without incident, not wanting to get into a brawl over an Indian.

Despite your actions, the Indian doesn't have much time left, but at least he can die amongst kindly faces. Each Hero that has it must give up 1 Herb Token to ease the Indian's pain. He dies quietly, a blessing on his lips. You give him a proper burial. Each Hero gains 50 XP and recovers 1 Grit.

68a *Chase after the
child*

Gain 25 XP. You give chase after the child, not knowing exactly what you'll do with him when you catch him, but then... The child runs headlong off the side of a cliff. A random Hero may make an Agility 6+ roll to save the child's life. If you save the child's life, he still thinks you're trying to hurt him and he escapes. Each non-Tribal Hero gains the keyword 'Paleface' if they didn't already have it and loses the keyword 'Kemosabe' if they have that. If you fail the skill check or decide to let the child fall, he plummets to his death. It was a terrible end for the child, but at least now no one will think ill of you. Each Hero gains D6 Corruption points.

69a *Outlaw*

Gain 25 XP. While the whole group is distracted with the initial robbery, you come in and hold up the Scaffold Gang and are able to make off with not only the Scaffold Gang's wallets, but the wallets and purses of the stagecoach passengers. The posse gains D6x\$100 in gold and each Hero rolls a D6. On a roll of 5 or 6, that Hero has gained 1 Gear. However, each Hero that doesn't have the keyword 'Outlaw' also takes D3 Corruption Hits from, of course, not doing the right thing.

RESULT	CHOICE	DESCRIPTION
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70a	<i>Knock over the totem shrine</i>	Gain 50 XP. As you kick over the hideous totem, as any sensible god-fearing folk would've done in your place, the sky suddenly darkens and thunder clouds begin to form. Without warning a torrent of frogs comes raining down on you. And just as quickly as it formed up, the storm moves on, but the sky stays dark and cloudy for the rest of the day. Not a good sign at all. The next time you begin an Adventure, immediately add a Growing Dread card to the stack.
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71a	<i>Neutral</i>	Choose: Stop the Indian Gain 25 XP. The Indian savage has bad intentions for this woman and must be stopped from harming this woman further! Any Hero or combination of Heroes must make 3 Range attacks . If at least 2 of the attacks hit, the Indian is killed, but if any 1's are rolled, the woman is also killed. Regardless, if the Indian is stopped then each Hero gains an additional 25 XP and 1 Gear. If the woman is brought to the nearest Town within a week (7 days) the Heroes also receive D6x\$50 from her grateful husband.
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If the Indian is not killed, then he escapes and each Hero in the posse gains the keyword 'Paleface'.

Offer to help the woman

Gain 25 XP. The woman obviously needs help and if the Heroes collectively give up D6 Herb Tokens (or D6x\$100 if Herbs are unavailable), the Indian thanks you for your assistance and tells the group he is bringing the woman to a local Shaman to be cared for. **Each** Hero gains an additional 25 XP and gains the keyword 'Kemosabe'.

Leave them be

Gain 10 XP. Obviously this is something completely out of your league and it's best if you didn't get involved in whatever the hell it is that's happening here. You turn your head and forget that you ever saw whatever it was that you thought you saw.

72a	<i>Investigate the stones</i>	Gain 25 XP and stop all movement for the day. The Heroes pass between the two stones, and they are immediately transported to a random Otherworld! The Heroes begin on the Otherworld entrance tile. They must find 1 Clue icon and return to the Otherworld entrance tile in order to get back to Earth. Exploration tokens with Gates count as Doors instead. Failure will result in the players immediately going on to an Escape mission (Basic Mission 5) at a random Mine.
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73a	<i>Ride over the moss</i>	Gain 50 XP. As the group rides over the spongy moss you don't notice anything at first and you seem to clear the moss without incident. However, as you travel along, you see red streaks all over your horses' legs. At first you think it's just some staining from the moss, but then all of sudden your horses legs begin to snap like twigs. Any horses you had with you go down hard and bleed to death as their legs have become brittle and break from the ride. All of your horses have died. Any Heroes that were on foot lose any Foot Gear that they may have had.
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74a	<i>Enter the crypts</i>	Immediately begin an Exploration Adventure (Basic Mission 2).
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75a	<i>Leave the Drifter be and keep moving</i>	Gain 10 XP. In this day and age, it's best to leave some folks be, especially them that wants to be left alone.
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76a	<i>Neutral</i>	Choose: Help the Settlers Gain 25 XP and each Hero gains the keyword 'Paleface'.
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You're able to ambush the Indian raiding party while they're distracted with the settlers. **Each** Hero make **5 Attacks** (Range or Melee). If the party as a whole successfully hits with 50% or more with their attacks, then most of the settlers are able to survive the attack and the Indians are driven off. They thank you for your help in dealing with those savages and as a token of their esteem offer what supplies they can spare: **each** Hero gains a **Side Bag Token** of their choice and an additional 50 XP.

If less than 50% of the groups' hits connect on the Indian raiders, the settlers are not only decimated, but the Indians are also able to get the advantage on the group and runs the posse off before disappearing back into the wilderness. **Each** Hero takes **D6 Hits** and loses 1 Gear or Artifact worth at least \$150 in their mad dash to escape the Indian raiders.

Keep your distance

Gain 25 XP. You watch as the Indians kill off many of the settlers and drive the rest back the way they came. After the Indian raiders have left you check around the area and find some supplies that the Indians seemed to have missed that were left by the fleeing settlers. **Each** Hero draws 1 **Loot** card and takes **D6 Corruption Hits** at the realization that they stood by and did nothing as innocents were harmed.

RESULT	CHOICE	DESCRIPTION
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77a *Paleface*

Gain 25 XP. These Injuns are up to no-good and can't be trusted to get any closer. You draw your weapons and point them at the Braves. You tell them to keep their distance, but they either don't understand English or the weapons you drew have them on edge because they immediately start aiming their own weapons at you.

Without discussion or reading ahead, each Hero secretly chooses an action with a D6 (Odd = Start shooting, Even = Put your weapons away):

Even - Start shooting. If 50% or more of the posse chooses this option then you make short work of the Indian Braves. Each Hero that chose this gains 100 XP and draws 1 Loot card from what they're able to recover off the Indians' bodies.

If less than 50% of the posse, but at least one Hero chose this option, then there is a brief battle. The Indian Braves manage to beat you back and escape. As a result, every other Hero that chose Odd takes D6 Hits. Anyone that chose Even gains an additional 25 XP but anyone in the group with the keyword 'Kemosabe' loses that keyword and everyone in the group that doesn't have the keyword 'Tribal' gains the keyword 'Paleface'.

Odd - Put your weapons away. You cautiously holster your weapon as a token of goodwill. If everyone in the group chose this option then the situation is defused and you're able to talk things over with the Indians before they head off. Each Hero that has the keyword 'Paleface' loses that keyword and everyone in the group gains 25 XP.

78a *Keep on moving*

Gain 10 XP. Fearing that any interaction you might have with this foul shrine will have some harmful effect, you decide it best to move on and let braver souls than you take their chances with that accursed thing.

79a *Attempt to help*

Each Hero that can, gives an Herb Side Bag Token and rolls D6. On a roll of 1, that player becomes infected and gains the 'Diseased' keyword until able to get healed at a Doc's Office (use Heal Corruption action, but no Corruption is removed) or use an Herb Token on themselves (ignore it's normal effect, but remove the 'Diseased' keyword). While afflicted with the 'Diseased' keyword, players are at -D6 to Max Health and Max Sanity. Regardless, the Indians thank you for your help in curing them of their sickness. Each Hero that gave the Indians an Herb Token gain 50 XP and non-Tribal Heroes lose the keyword 'Paleface' if they have it and gain the keyword 'Kemosabe'.

80a *Outlaw*

As the Banditos surround your group, the leader among them recognizes one of the Outlaws in your posse and calls off the attack at the last minute. Instead they share some whiskey with the group and reminisce about adventures and scams from days long gone. Each Hero gains 25 XP and gets 1 Whiskey Side Bag Token.

81a *Go investigate the crater*

Gain 25 XP. All around the area of the explosion is utter devastation, something with a lot of force came crashing down into the earth. At the epicenter of all that destruction the posse finds a pitch black sphere of a rough, glowing rock billowing steam. After some time the glowing begins to fade and the rock cools down enough that you can touch it. As you touch the rock, it cracks in two, revealing a glittering diamond at its center! The diamond glows bright as the sun, temporarily blinding the group and then is gone from existence. The party has gained 1 extra Revive token on their next Adventure.

82a *Continue on your way*

Gain 10 XP. You can't be stopping every random stranger you happen to come across in your travels. There's probably a perfectly rational explanation for why this man would have other peoples' horses, you tell yourself as the man makes a hurried exit around the bend. In a world filled with supernatural horrors intent on our destruction, how can you fault a man for doing what he has to do to survive? Perhaps law & order will slide a little around Brimstone, you're too focused on absolute evil to worry about day-to-day petty crime.

83a *Search through the massacre*



STRENGTH 5+ OR SPIRIT 5+



If failed, lose 1 Max Sanity permanently.
If passed, roll a D6 to see what is found:

- 1-4 Gear - You find something useful. Draw a Gear card, these folks won't have much use for these things now.
- 5 Artifact - The creatures were probably looking for this artifact! Draw a Mine Artifact card.
- 6 Survivor! - You find a survivor amongst the carnage. If you visit a Doc's Office within the next 3 days, gain +1 Max Grit for your efforts.

84a *Kemosabe/Tribal*

The sentry nods as the Heroes pass by into the Trading Post. The group may buy items as if they were at a Frontier Outpost (do not roll for Location event). Prices are \$50 cheaper than normal for anyone with the keywords 'Kemosabe' or 'Tribal'. A non-Tribal Hero may make a Cunning 5+ roll to attempt to get an item for \$100 cheaper instead, but if they fail they either lose the keyword 'Kemosabe' if they have it or they gain the keyword 'Paleface' if they do have 'Kemosabe' as a keyword.

RESULT CHOICE DESCRIPTION

85a	<i>Buckle down</i>	 STRENGTH 5+ Gain 25 XP. If successful, a Hero takes D6 Hits. If failed, a Hero suffers D6 Wounds and loses a random Token from their Side Bag. If a character rolls any 1's on their test, they lose a random Gear item for each 1 that is rolled.
86a	<i>Read through the tome</i>	Gain 50 XP and roll once on the Madness chart for a random insanity. From now on as long as you have that Madness, you will not die if you pick the same Mutation twice on the Mutation chart. You lose this benefit if the Madness is ever cured. You begin to see the sign everywhere about you, in all things. The Yellow Sign permeates the universe and beckons to all. The King approaches, the stage is set, the curtain rises, the play is commencing and you are but an actor on the stage. The Sign... The Sign is Yellow and it shall guide us to He Who Shall Not Be Named and his herald on this Earth, The King in Yellow.
87a	<i>Investigate the shack</i>	 LUCK 5+ Gain 25 XP. The group cautiously prods around the abandoned shack and find the insides in a state of disarray. Whoever lived here has been gone a long while, but they may have left something behind. Each Hero that fails the Luck test finds D6x\$10, however if a Hero rolls any 1's on the Luck test they find nothing instead. Each Hero that is successful draws 1 Gear card.
88a	<i>Cross over without the bridge</i>	Gain 10 XP. You feel a might silly crossing over a creek and not using a perfectly good bridge like that over there, but then again, you can never be too careful.
89a	<i>The Puzzle Box</i>	Roll once on the following table : 1 A High level threat is spawned and immediately attacks (place the characters on a suitably large tile or some other overland battle map and draw a High level threat card). 2-3 A portal to another dimension opens up and the Heroes are pulled through into a random Otherworld! To escape this dimension, the posse must locate two Clue icons, begin the mission on the Otherworld Entrance tile. 4-6 When solved the puzzle box plays a quick tune as if it were a self-playing piano.
90a	<i>Enter the underground cavern</i>	Gain 25 XP. The Heroes enter the underground cavern and find something else has already made its home here... The group must fight a Medium level threat! Use a Mine Entrance Map Tile and another single room tile with no exits for the encounter. Success results in 1 extra Loot card per Hero (in addition to the normal Loot gained from the threat card). Failure results in each Hero losing 1 Grit.
91a	<i>Kemosabe/ Tribal</i>	Gain 25 XP and <u>choose</u> : Assist the Indians Seeing that these settlers have entered into known Indian territory, you have no choice but to come to the Indian's aid. Your combined forces make short work of the lightly defended settlers and you have your pick of the settler's belongings, each Hero draws 3 Loot cards. However, word of your treachery reaches the nearest Town (or Towns if multiple exist at the same distance) and they will not accept you in their midst anymore. Each Hero gains the 'Traitor' keyword and each time your posse is in that Town's hex or any of their surrounding hexes, you take D6 Hits from townsfolk attempting to chase you off. You may not enter that Town or any of its Locations again (though the Town is not Destroyed yet). Stop the attack These settlers accidentally entered into Indian territory and meant no harm, you have to help these people out! You put yourself between the Indian defenders and the settlers to stop the bloodshed. Unfortunately you take some friendly fire and each Hero suffers D6 Wounds. Each Hero must make a Cunning 5+ test to persuade the Indians that this was a misunderstanding. If 50% or more of the Heroes are successful in their test, the Indians see the truth in your words and agree to let the settlers go on their way. If less than 50% of the group are successful, then the Indians reluctantly agree to let the settlers go, but also see you as traitors to the tribe. Any Hero with the keyword 'Kemosabe' loses that keyword. Each Hero recovers 1 Grit and gains an additional 25 XP for stopping the attack.
92a	<i>Turn away</i>	Gain 10 XP. As you turn your back on the raging inferno, you feel a heavy weight settle on your shoulders that haunts you til the day you die. Your thoughts frequently return to this day when you turned away and did nothing, thinking what might have been had you not been such a coward. Take D6 Corruption Hits.
93a	<i>Pass on by</i>	Gain 10 XP. The sights and smell of the horrific scene are too much for you to endure, you would just as soon let braver men search through that carnage.

RESULT	CHOICE	DESCRIPTION
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94a	<i>The Lovers</i>	Upon arrival at the town, roll D6. The group finds out that: 1-3 Unfortunately the woman's love died some time ago and there is nothing for her here except heartache. Each Hero gains D6x50 XP. 4-6 Unfortunately the woman's love died some time ago, but willed a sizable portion of his estate to her, though no amount of money will ever replace the emptiness in her soul. Each Hero gains 50 XP and D6x\$50.
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95a	<i>Follow the sign</i>	Gain 25 XP and stop all movement for the day. You follow the sign and enter into a hidden valley you never knew existed. The people there are warm and welcoming and literally glow with auras. Each Hero may visit any one Town Location they want to at this secret town without rolling on the Location event chart. After that, you are compelled to leave this magical place, only to discover that the entrance to the town has completely disappeared, along with any trace of the sign that led you here.
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96a	<i>Lawful</i>	Each Hero is surrounded by 6 banditos and must fight them off. Each Hero rolls a D6 to see how many are defeated. For every bandito defeated, gain 10 XP. For each 3 banditos that you do not defeat, lose \$50, D3 Dark Stone, or 1 Gear or Artifact (your choice).
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97a	<i>Make an offering to the shrine</i>	Gain 25 XP. You don't know what compels you, but you make a slashing cut on your hand and let the blood flow from your hand into the open mouth of one of the figures on the totem shrine. As your life blood flows out from your palm a terrible coldness grips you from the inside and makes you feel so completely small and insignificant in a vast and terrifying universe. You get the feeling that if you actually understood the true nature behind this totem shrine it would drive you mad, but at the same time you feel as if some horrible thing has granted you a terrible boon. Each Hero takes D6 Wounds, but the next time you are on an Adventure, you may draw two Darkness cards each time you are required to and select which one you wish to have an effect, discard the other. This effect ends after the next Adventure.
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98a	<i>Ignore the head and keep on moving</i>	Gain 10 XP. As you mosey on past the great head, you think you hear the whirring of gears and the chittering of insects, but you're obviously just hearing things... aren't you?
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99a	<i>Refuse the deal</i>	 SPIRIT 5+ or CUNNING 6+
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If failed, gain D6+1 Corruption Points, ignoring Willpower. John Moulton vanishes in a puff of fire and brimstone, cursing your name in demonic tongues.



