


# WILDERNESS ENCOUNTER RESULTS

Wilderness Encounter Results are meant to be read blindly after the Posse has decided on a course of action during a Wilderness Encounter. This hopefully adds a bit of suspense to their choice and can even ensure that the same encounter plays out differently depending on what the players choose.

#	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 immediately go on an <b>Escape Mission</b> [Basic: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! Each Hero must pass a <b>Strength 5+</b> test or take <b>D6 Wounds</b> 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 <b>D6 Corruption Hits</b> 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, each Hero in the group takes <b>D6 Hits</b> . 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 random Hero. That Hero must roll to defend against <b>D3 Hits</b> . 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  Herbs and return to this same hex 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 50 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...
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.
11a	<i>Investigate the carved head further</i>	 <b>LUCK 4+</b> 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 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.



#	CHOICE	DESCRIPTION
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?
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.
14a	<i>Investigate the well</i>	Gain 50 XP and <b>stop all movement for the day</b> . 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 <b>D3 Horror Hits</b> , with each doing <b>3 Sanity damage</b> 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 <b>D3x\$100</b> if sold at a Town.
15a	<i>Investigate the area</i>	 <b>CUNNING 6+</b> Gain 25 XP and <b>stop all movement for the day</b> . 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 <b>D6x\$100</b> .
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 warnings' all over them. What kinda damned fools you think we is?
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 leamin' about they woulda put it in the good Book for Godly folk to read about.
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!
19a	<i>Neutral</i>	The sentry stops the group and advises that a small donation of <b>D6x\$50</b> 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 ( <i>do not roll for a Location Event</i> ). Any Hero may make a <b>Cunning 5+</b> 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.
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: <b>Cure 1 Injury</b> , <b>Cure 1 Madness</b> , <b>Remove D6 Corruption</b> , <b>Heal any combination of D6 Wounds/Sanity</b> , or <b>recover 1 Grit</b> .
21a	<i>Escaping the ravine</i>	Begin an <i>Escape Mission</i> [Basic: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 <i>Hold Back the Darkness</i> 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.
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 <b>5 Attack rolls</b> (Melee or Range). If 50% or more of the groups' rolls hit, then you have scared off the rest of the congregation and recover <b>1 Grit</b> and gain <b>75 XP</b> . 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 <b>D6x\$50</b> and <b>1 Gear</b> or <b>Artifact</b> with a value of at least \$200 in the ensuing craziness.  If the group decides to run away, gain 10 XP and <b>stop all movement for the day</b> 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.
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 <b>-1 to Initiative</b> and the Posse will have <b>Wilderness Encounters</b> on a roll of <b>1, 2, or 3</b> , 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 'Unstable Gate' Trait if it didn't already have it.
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 <b>D6 Hits</b> . You return the stagecoach passengers belongings to them and regain <b>1 Grit</b> . On them Scaffold boys you rummage around in their pockets and manage to turn up <b>D6x\$50</b> in valuables, no doubt gained from criminal activities.



#	CHOICE	DESCRIPTION
26a	Search the rest of the ruins	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 Mission</i> [Basic:2] here, with double the reward as normal.
27a	Attempt to outrun the twister	 <b>LUCK 5+</b> 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	Loot the saddlebag	The saddlebag is filled with potions and concoctions in various colors. <u>Each</u> 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 <b>Corruption Hits</b> as well for looting the dead. Reference this Wilderness encounter number: <u>Roll a D8:</u> 1 <b>Attribute Inhibitor</b> - You are at -1 to your highest Attribute. Roll a D8 each day, the effect is removed whenever an 8 is rolled. 2 <b>Temporary Insanity</b> - Roll on the <i>Madness Chart</i> and gain a temporary insanity. Roll a D8 each day, the effect is removed whenever an 8 is rolled. 3 <b>Poison</b> - The noxious substance hits you for D8 Wounds! 4 <b>Gender Swap</b> - Your body transforms into the opposite gender! Roll a D8 each day, the effect is removed whenever an 8 is rolled. 5-6 <b>Health Potion</b> - You are healed D8 Wounds! 7 <b>Attribute Boost</b> - Gain +1 to your lowest Attribute. Roll a D8 each day, the effect is removed whenever an 8 is rolled. 8 <b>Cured!</b> - Remove one <b>Injury</b> , <b>Madness</b> , or <b>Mutation</b> from your Hero.
29a	Cut the dead man down	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 fellow might've been doing up there in the first place.
30a	Paleface	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 <b>Corruption Hits</b> for killing an unarmed man.
31a	Ride around the stones	Gain 10 XP. Meh. Let me know when somethin' excitin' happens, this group is boring as all hell.
32a	Paleface	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. <u>Each</u> 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 <b>Side Bag Token</b> 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 <b>Hits</b> and loses 1 <b>Gear</b> or <b>Artifact</b> worth at least \$150 in their mad dash to escape the Indian raiders.
33a	Neutral	Gain 25 XP, then <u>Choose:</u> <b>Guard the Shaman</b> 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'.  <b>Snag some of the Shaman's supplies</b> 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 <b>Cunning 5+</b> roll to gain D6 <b>Herbs</b> , 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'.  <b>Leave the Shaman be</b> 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.



#	CHOICE	DESCRIPTION
34a	Neutral	<p>Without discussion or reading below, <u>each</u> Hero secretly chooses an action with a D6: (Even # = Start shooting; Odd # = Put your weapon away):</p> <p><b>Even side - Start shooting.</b> 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 50 XP and draws 1 Loot card from what they're able to recover off the Indians' bodies.</p> <p>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'.</p> <p><b>Odd side - Put your weapon away.</b> 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 <b>Search Party</b> Mission [Basic:4] in the nearest Active Mine to recover the child, but have a time limit of 3 days to finish the Mission. If successful, <u>each</u> Hero receives 1 <b>Side Bag Token</b> (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.</p>
35a	Paleface	<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	Move along	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.
37a	Attack the rats	<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> <b>SPIRIT 4+</b></p> <p><u>Each</u> Hero that fails the roll needs to make an additional roll on the <i>Madness Chart</i>. 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	Neutral	<p><u>Each Hero Chooses:</u> <b>Help the Pilgrims</b> 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><b>Leave them be</b> 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	Find another way around	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, <b>stop all movement for the day</b> , and treat all movement the next day as if you were traveling over <b>Tough terrain</b> .
40a	Enter the burial mound	End all movement for the day and begin an <b>Exploration</b> Mission [Basic: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.
41a	Leave the body be	Gain 10 XP. The group walks off, leaving the poor fellow to his flowery grave. Each Hero takes 1 <b>Corruption Hit</b> , 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.
42a	Mosey on along	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.
43a	Investigate the village	<p> <b>STRENGTH 5+</b></p> <p>Gain 50 XP. The village seems to have contracted a plague and the Heroes may have become infected! <u>Each</u> Hero that fails their Strength roll loses 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 <b>Treat Corruption</b> 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>



#	CHOICE	DESCRIPTION
44a	<i>Pursue the Drifter</i>	 <b>AGILITY 4+</b> 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 <b>D6 Hits</b> each "turn" to a <u>Random</u> Hero (Drifter has the Initiative). The group may fire back with Ranged attacks 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 <b>50 XP</b> and draws 1 <b>Loot</b> card.
45a	<i>Leave it be</i>	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	<i>Leave the child be and continue on your way</i>	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	<i>Move away from the ruins</i>	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	<i>Pocket the gold</i>	 <b>SPIRIT 5+</b> If failed, the Hero takes <b>D6 Corruption Hits</b> (ignores Willpower). Gain <b>D6x\$50</b> .
49a	<i>Follow the zombie</i>	Gain 30 XP but <b>stop all movement for the day</b> 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. <u>Each</u> Hero in the Posse may gain 1 <b>Gear</b> card, but takes <b>D3 Corruption Hits</b> for looting the dead.
50a	<i>Paleface</i>	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! <u>Each</u> 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 <b>50 XP</b> and <b>D6x\$50</b> 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 <b>D6 Corruption Hits</b> from the guilt.
51a	<i>Neutral</i>	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 <u>Random</u> 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. <u>Each</u> Hero takes <b>D6 Horror Hits</b> at the inhumanity. If the ranged attack is successful, the mutant escapes! That Hero gains an additional <b>25 XP</b> and recovers 1 <b>Grit</b> .
52a	<i>Investigate</i>	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. <u>Each</u> Hero makes <b>Agility 5+</b> , <b>Strength 5+</b> , and <b>Luck 5+</b> 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 <b>\$100</b> and <b>25 XP</b> if returned to the nearest Town. The horse thief is worth <b>\$150</b> and <b>50 XP</b> 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	<i>Take the deal</i>	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	<i>Continue on your way</i>	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...



#	CHOICE	DESCRIPTION
55a	Neutral	<p><b>Choose:</b> 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 <b>Random</b> Hero gains an <b>Artifact</b> <b>Each</b> Hero in the Posse also gains the keyword 'Paleface'.</p> <p>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 <b>Herb Side Bag Token</b> giving relief to the native. Gain 25 XP and everyone in the Posse gains the keyword 'Kemosabe'.</p>
56a	Accept the dying man's task	A <b>Random</b> 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 <b>Spirit 6+</b> test. If failed, you take D6 <b>Corruption Hits</b> (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 <b>Exploration</b> Mission [Basic:2] at the Mine, they may <b>each</b> draw 1 <b>Mine Artifact</b> 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 <b>Hits</b> and D6 <b>Horror Hits</b> 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 <b>stop all movement for the day</b> . 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. <b>Each</b> Hero in the group takes D8 <b>Horror Hits</b> and rolls once on the <b>Madness Chart</b> .
60a	Stay the night	<p>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.</p> <p> <b>SPIRIT 5+</b></p> <p>If successful, gain 50 XP and roll a D6:</p> <ol style="list-style-type: none"> <li>1 Angry Dead - Each Hero in the group must make a successful <b>Spirit 6+</b> check or suffer D6 <b>Horror Hits</b>.</li> <li>2-5 Just the wind - It wasn't ghosts after all...</li> <li>6 Gift of the Ancients - <b>Each</b> Hero gains +1 <b>Max Grit</b>.</li> </ol>
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. <b>Each</b> Hero takes D3 <b>Horror Hits</b> as they slowly realize what befell this estate and its children.
62a	Brave the fire	<p><b>Each</b> Hero rolls 3D6 and draws 1 <b>Loot</b> card for every 6 that is rolled.</p> <p> <b>STRENGTH 5+</b></p> <p>If failed, take D6 <b>Wounds</b> and flee from the burning building. If passed, gain 25 XP and roll D6 to see what you find in the fire:</p> <ol style="list-style-type: none"> <li>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 <b>Wounds</b> and roll once on the <b>Injury chart</b>.</li> <li>2-5 Survivor - You manage to rescue a person from the fire and pull them to safety. Gain an additional D6x10 XP.</li> <li>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 <b>Grit</b>.</li> </ol>



#	CHOICE	DESCRIPTION
63a	<i>Kemosabe/ Tribal</i>	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 <i>Search Party</i> Mission [Basic: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	<i>Help the Merchant</i>	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	<i>Investigate the bog and the lights</i>	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.  <b>SPIRIT 5+</b>  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	<i>Continue on your way</i>	Gain 10 XP. Obviously someone is foolin' with you or some stupid bandidos will try to ambush you. You kick over the sign, knowing better than to fall for damn, stupid Outlaw traps.
67a	<i>Kemosabe/ Tribal</i>	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	<i>Chase after the child</i>	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	<i>Outlaw</i>	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.
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.
71a	<i>Neutral</i>	<u>Choose:</u> <u>Stop the Indian</u> 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.  If the Indian is not killed, then he escapes and each Hero in the Posse gains the keyword 'Paleface'.  <u>Offer to help the woman</u> 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'.  <u>Leave them be</u> 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 Other World! The Heroes begin on the Other World entrance tile. They must find 1 Clue icon and return to the Other World 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 <i>Escape</i> Mission [Basic:5] at a Random Mine.



#	CHOICE	DESCRIPTION
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.
74a	<i>Enter the crypts</i>	Immediately begin an <i>Exploration</i> Mission [Basic:2].
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.
76a	<i>Neutral</i>	<p><u>Choose:</u> Help the Settlers Gain 25 XP and <u>each</u> Hero gains the keyword 'Paleface'.</p> <p>You're able to ambush the Indian raiding party while they're distracted with the settlers. <u>Each</u> 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: <u>each</u> Hero gains a Side Bag Token of their choice and an additional 50 XP.</p> <p>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. <u>Each</u> Hero takes D6 Hits and loses 1 Gear or Artifact worth at least \$150 in their mad dash to escape the Indian raiders.</p> <p><u>Keep your distance</u> 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 look and find some supplies that the Indians seemed to have missed that were left by the fleeing settlers. <u>Each</u> Hero draws 1 Loot card and takes D6 Corruption Hits at the realization that they stood by and did nothing as innocents were harmed.</p>
77a	<i>Paleface</i>	<p>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.</p> <p>Without discussion or reading ahead, <u>each</u> Hero secretly chooses an action with a D6 (Odd = Start shooting, Even = Put your weapons away):</p> <p><u>Odd - Start shooting.</u> 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 50 XP and draws 1 Loot card from what they're able to recover off the Indians' bodies.</p> <p>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'.</p> <p><u>Even - Put your weapons away.</u> 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.</p>
78a	<i>Keep on moving</i>	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	<i>Attempt to help</i>	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. <u>Each</u> 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	<i>Outlaw</i>	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. <u>Each</u> Hero gains 25 XP and gets 1 Whiskey Side Bag Token.
81a	<i>Go investigate the crater</i>	Gain 25 XP. All around the area of the explosion is utter devastation, something with alot 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.



#	CHOICE	DESCRIPTION
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 people's 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	 <b>STRENGTH 5+</b> <b>OR</b>  <b>SPIRIT 5+</b> If failed, lose 1 Max Sanity <u>permanently</u> . 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 <b>Cunning 5+</b> 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.
85a	Buckle down	 <b>STRENGTH 5+</b> Gain 25 XP. If successful, a Hero takes D6 Hits. If failed, a Hero suffers D6 Wounds and loses a <u>random</u> Side Bag Token. If a character rolls any 1's on their test, they lose a <u>random</u> Gear item for each 1 that is rolled.
86a	Read through the tome	Gain 50 XP and roll once on the <i>Madness Chart</i> 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 <i>Mutation Chart</i> . 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	Investigate the shack	 <b>LUCK 5+</b> 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. <u>Each</u> 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. <u>Each</u> Hero that is successful draws 1 Gear card.
88a	Cross over without the bridge	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	The Puzzle Box	Roll once on the following table: 1 Attack - Draw a High level Threat. 2-3 A portal to another dimension opens up and the Heroes are pulled into a Random Other World! To escape, begin a Mission on the Other World <i>Entrance Map Tile</i> (no special rules), the Posse must locate two Clue icons. 4-6 When solved the puzzle box plays a quick tune as if it were a self-playing piano.
90a	Enter the underground cavern	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 <i>Mine Entrance Map Tile</i> and another single room tile with no exits for the encounter. Success results in 1 extra Loot card <u>per</u> Hero (in addition to the normal Loot gained from the threat card). Failure results in each Hero losing 1 Grit.
91a	Kemosabe/Tribal	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, <u>each</u> 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. <u>Each</u> 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 <u>each</u> Hero suffers D6 Wounds. <u>Each</u> Hero must make a <b>Cunning 5+</b> 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 <u>less</u> 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. <u>Each</u> Hero recovers 1 Grit and gains an 25 XP for stopping the attack.



#	CHOICE	DESCRIPTION
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.
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.
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 lead you here.
96a	<i>Lawful</i>	Each Hero is surrounded by 6 bandidos and must fight them off. Each Hero rolls a D6 to see how many are defeated. For every bandido defeated, gain 10 XP. For each 3 bandidos that aren't defeat, lose \$50, D3 Dark Stone, or 1 Gear or Artifact (your choice).
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.
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?
99a	<i>Refuse the deal</i>	



**SPiRiT 5+ OR**



**CUNNING 6+**

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.

