

# TOWN RUINS TERRAIN

D20

## 01 SHEPHERD OF FIRE

Encounter • Active • Holy • Fire

*His eyes spit the flames of damnation. The Preacher's long robes are sewn from the burnt flesh of sinners who have fallen beneath his black book. Behind him flock his congregation of black flames that beseech the Posse to join them.*

Each Hero takes 1 Wound for each point of Corruption they have, while those without any Corruption gain 1 free Blessed Aura (player choice, automatically applied) that lasts until the end of the next Adventure.

## 02 THE MURDER BALLAD

Encounter • Stranger • Ghost

*Amongst the wreckage and the carnage, a lone figure clothed in white approaches the Posse, her feet never seeming to touch the ground. A woman with pale features and sad vengeance in her eyes beckons you to approach her. She tells you a sad tale of lust, murder, and conspiracy. The spirit tells you where you can find the final resting place of her damnable husband's dark secret, buried deep in a mine. She implores you to return it here so that she may finally be free of this mortal plane.*

The next time the Posse finds a Clue Icon while down in the Mines, the Heroes may uncover a Cursed Artifact item instead of applying that Clue Icon towards the Mission. This Cursed Artifact has 1 Weight Icon and has 1 Dark Stone Icon. The Hero who carries this Cursed Artifact is -1 to any Willpower rolls while carrying this item. If the Cursed Artifact is brought back to these same Town Ruins the Heroes may give the item to the spirit to destroy it. Upon successful completing this task, each of the Heroes recovers 1 Grit and gains 30 XP.

## 03 ORPHAN KILLERS

Encounter • Environment • Horror

*The streets silently fill with the mangled corpses of children subjected to every terror. Their faces carry a dim remembrance of innocence, but their eyes can not conceal the horror of their ends.*

The Heroes are so affected by this horrible sight that they are -1 to all Willpower rolls until the end of their next Adventure.

## 04 FALLING ASH

Encounter • Environment • Fire

*A heavy soot drifts in lazy puffs, like fat snowflakes, this would almost be an idyllic holiday scene, were it not for scenes of carnage and destruction all about you. You arrive at the town square and discover a massive pit of magma, belching out ash, slowly devouring the town from below.*

The ground beneath the group is unstable and begins to give way as magma swallows up the town! Each Hero must make 2 out of 3 Agility and/or Luck 4+ tests or else their current Transport is Destroyed. Also, move the Posse 1 hex away using the Random Hex Diagram. The hex where the town once stood is now permanently uninhabitable and untraversable for the remainder of the campaign.

## 05 THE GOOD SAMARITAN

Encounter • Active • Stranger

*As you make your way down a wide alleyway, you hear a faint sound coming from somewhere nearby... It sounds like a survivor!*

Each Hero makes a Scavenge roll. If collectively the Heroes roll as many 6s as there are Heroes in the Posse, a Survivor is found! If the Survivor is found, each Hero recovers 1 Grit.

## 06 THE THIRSTY DEAD

Encounter • Active • Undead

*A ghoul before you doesn't seem to know that he is dead. He also doesn't seem to know he doesn't have a head. Regardless, he seems to be trying to hand you a whiskey.*

Each Hero takes D6 Horror Hits. Any Heroes that don't take any Sanity damage from this gain a Whiskey Side Bag Token.

## 07 DRONING OF FLIES

Encounter • Environment • Horror

*The scenes about you are almost too much to handle, while you can never seem to find any bodies, spatters of blood punctuate the burned remains of a once thriving town. The stench of death and the constant buzzing of flies is perhaps the worst of it, threatening to drive you mad and send you running as fast as your legs will take you.*

Each Hero takes 3 Horror Hits. Any Hero that does not pass at least 2 out of those 3 Horror Hits must then roll on the *Madness Chart* (Sanity damage is also applied as normal).

## 08 RESTORE THE CROSSES

Encounter • Environment • Holy

*Outside of town the Posse contemplates what manner of beast dug up the cemetery's graves and removed the crosses.*

If there are any Heroes in the Posse with the keyword 'Holy', they must work to restore those graves that were desecrated. This will require 3 days of work at this cemetery to fully restore all the desecrated graves, however, for each 1 Grit that is spent by a Hero, that time can be reduced by 1 day (minimum 1 day).

If the Posse leaves early or does not restore any of the graves, any Heroes with the keyword 'Holy' are -1 Faith token for their next Adventure per day not spent restoring the cemetery (max -3 Faith). If the Posse fully restores the cemetery, any Heroes with the keyword 'Holy' are +1 Faith and any other Heroes gain a free Blessed Aura of their choice (both benefits last until the end of their next Adventure).

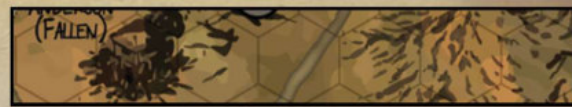
## 09 SPECTERS IN THE NIGHT

Encounter • Active • Void

*A dark shape moves amongst the shadows, watching you from the empty shells of buildings.*

A Random Hero has been targeted by a Dream Hound! The thing will stalk the Hero while they sleep and always linger at the edge of their vision no matter where they go! While the Dream Hound stalks them, the Hero will be at -2 Initiative and they are -1 to all of their Willpower rolls until they are able to shake the influence of the Dream Hound.

The Dream Hound can only be banished by traveling to an Other World and using up an Occult Scroll Side Bag Token and making a Spirit 5+ test as their sole action during their Activation to seal the infernal beast on that plane of existence. This Sealing action does not count towards Sealing a Mine and may only be attempted once per Adventure or day. The Heroes may travel to an Other World and use an *Occult Scroll* during the course of a regular Mission or when traveling via an Other World Overland map.



# 10 BAPTISM BY FIRE

Encounter • Active • Fire

Behind the Town and down a little hill runs an oily stream of water. A gathering of hunger and soul worn individuals have collected around a Preacher. Holding his Bible high he thunders the sin of mans, and with a flick of his wrist ignites an inferno. There's no time to save any of the townsfolk, you'll have a hard enough time saving yourself!

Each Hero rolls their Agility dice and adds together the results, then subtracts from this the number of current weight icons the Hero is currently carrying. The Hero with the lowest resulting number takes D8 Hits from the Fire (if tied, all affected Heroes take these Hits).

# 11 THE HANGED MAN

Encounter • Environment

You walk along desolated streets, the only sound the deathly howl of the wind.

Nothing eventful happens.

# 12 THE FEAST

Encounter • Environment

A banquet that would make a king blush is laid out in the center of Town. The food's aroma causes the Posse to swallow hard, and smack lips. Something is seriously wrong here, for the flies are thicker than a bucket of spit, but they won't come within ten feet of the feast.

Any members of the Posse that want to may feed on the food that has been laid out and those that do Heal all Wounds and Sanity Damage.

In addition, one Random Hero rolls a D6:

- 1 Roll once on the *Injury AND Madness Charts*, you have gained one from each!
- 2-4 Take D6 Corruption Hits
- 5-6 Heal a random Injury or Madness

# 13 GHOSTS OF THE PAST

Encounter • Active • Ghost

A spirit from the former Town approaches the Posse and has a message they need delivered to a loved one in another Town.

Roll a D20 on the *Town Chart*. The next time the Heroes enter that Town, they gain 30 XP each. No effect if that Town is Destroyed.

# 14 THE TAKEN

Encounter • Environment • Mystery

Though you had heard about the terrible fate that met this Town, you expected more savagery and desolation. Instead, you find the Town fully intact, it's just that there are no people anywhere. Everything remains untouched, almost as if the people simply vanished without a trace.

Within a week, word reaches the rest of the region that the Town is safe to return to and it fills back up with opportunists and freeloaders, however the Town seems off for some reason, as if something dark has taken hold. These Town Ruins are converted back into a regular Town (standard Town Set Up), but add the Town Trait 'Unstable Gate' to this Town.

# 15 TALONS OF THE OCCULTIST

Encounter • Active • Undead

Someone or something has animated the bodies of the dead townsfolk here. There seems to be an Occultist come to town who is orchestrating these bodies for some evil purpose.

Immediately begin a *Seal the Void Gate* Mission [Basic:3] in some caverns beneath this Town. The final Fight will be an Epic Level Threat comprised of an Occultist Villain, 4 Corpse Piles, & 2 Hungry Dead. If the Heroes are successful, the Town is cleared of this menace and eventually after a week life returns to the Town. Transform these Town Ruins back into a regular Town (standard Town Set Up). If the Mission is failed, then streams of the Hungry Dead march forth and manage to Destroy a Random Building in EACH Town within 6 hexes.

# 16 A MURDER OF CROWS

Encounter • Active • Creature

This desolate town is filled with not only the carcasses of its former inhabitants, but also a horde of crows that are feasting upon those same corpses. As you walk through the empty streets, the crows stop to watch you. They show no fear at your passing and exude an air of malevolence at your passing. They have tasted the flesh of man and found that it was good.

Some of the crows follow after your party. The next time your Posse is involved in a Fight on the Overland map, each Hero takes an additional Wound each time they take any Wounds during that Fight. The crows fly away after that and the effect is ended.

# 17 LAST REFUGE

Encounter • Active • Undead

The tallest structure in the area is a church bell tower. When this town was still active, it rang to summon the townsfolk to service. Presently it has become a refuge for survivors looking to escape the hoard of Hungry Dead that have surrounded the old husk of a Church.

Attack! - Overland Fight against 12 Hungry Dead and 1 Corpse Pile (draw a High Level Threat if you do not own Swamps of Death).

# 18 HELL'S COWBOYS

Encounter • Active • Undead

The saloon glows with such an intensity and strobed lights stream from the building. Within the blinding light, six silhouetted figures move out of the saloon. Six low brimmed cowboys stand absolutely motionless facing the Posse. Together as one, they lift their heads and the guns in their hands.

Distribute 6 Hits amongst the Posse (minimum 1 Hit per Hero) within one minute or every Hero in the Posse takes 6 Hits instead. Each Hit a Hero fails to defend against does an amount of damage to a Hero equal to the amount of Corruption Points that Hero has (minimum 1).

# 19 CHILDREN OF THE STONE

Encounter • Active • Rescue

As you search through the wreckage of this decimated settlement, you begin to find survivors. Curiously though, only the children seemed to have been spared death in this place, and of these, they all have milky white eyes, no pupil or iris is visible. A following of these orphans begins to congregate around the Posse.

If the Posse chooses to escort these children back to another town, they slow the party down with their odd, halting steps. No matter what terrain they travel over, Posse movement is treated as going over Tough terrain until they reach the next Town where they can get these children with caregivers.

If the Posse goes into a Mine, these children will be killed if that adventure is failed in any way. If this happens or if the party decides to abandon the children, every member of the Posse gains D8 Corruption Points (do not roll for Willpower).

# 20 LOCAL SPIRIT

Encounter • Active • Ghost • Explore

The spirit of a dead farmer appears before you and tells you his story before he died. You sit and listen to his tale and learn about his life, his family, and his home. As a reward for your time and letting him tell one last soul about who he was, he tells you of something he has seen just outside of town.

Select an adjacent hex and flip over an Exploration Token. If you Search that specific hex on this day, draw the face-up Exploration Token. Otherwise draw from the next face-down Exploration Token for any other hexes that you Search this day. Reshuffle all the Exploration Tokens at the end of the day.