

DESERT TERRAIN

D20

01 BONE YARD

Encounter • Environment • Scavenge

Bones litter the area, bleached white bones of all descriptions. Some are human, but most are from species you couldn't even begin to imagine.

LORE 6+

If successful, you have identified a rare and valuable set of intact skeletal remains that fetch top dollar in certain archaeological circles. The Posse gains D3x\$100 at the next Town when a passing Archaeologist buys the bones off of you.

02 A DROP OF WATER...

Encounter • Active • Water

Some black magic has tainted the Posse's water. The horses are stumbling and the group struggles forward, to a shimmering line of blue in the distance.

Every day each Hero loses D6 from their Max Health until the Posse travels to a hex containing water or an undestroyed Town. As soon as the Heroes have traveled to a safe hex, their Max Health is restored, though their current Health remains at the lowered level until they are Healed.

03 THE BLACKNESS OF THE STARS ABOVE

Encounter • Active • Darkness

You suddenly have a vision of a great field of stars. A patch of the stars appears to be moving in a great chaotic dance when suddenly one of them shoots out of the pack towards you and blinds you.

Until the end of the next Adventure, a Random Hero is blinded by some bizarre astronomical vision. That Hero is -2 to all Range To Hit rolls and will Hit another Hero in Line of Sight for each 1 or less rolled on Range To Hit rolls.

04 DESERT CARAVAN

Encounter • Active • Merchant

A caravan of riders on camel-back wearing exotic robes are traveling across this barren landscape, casting fearful glances at the heavily armed and dangerous looking Posse. These strange travelers don't seem to speak any language you've ever heard of.

LORE 5+ OR CUNNING 5+

You manage to start up a basic dialogue with these travelers using hand gestures. They are traders from a distant land that have somehow ended up here in this desert. They offer to sell you some strange trinkets in exchange for some gold and information about this area. Draw 3 Mine Artifact cards, you may Purchase each Artifact for double the Sell value listed on the card.

If unsuccessful, neither group can make out the other and the caravan rides on without incident.

05 BURIAL WARNINGS

Encounter • Environment • Tribal

The markings are obvious enough - heat shrunk heads on stakes. Before you lies sacred Indian lands, and the way around is without water.

If the Posse moves again this day, each non-Tribal Hero in the Posse becomes Cursed and is -1 Max Grit until they can have an Exorcism of Madness Ritual performed at a Church. The Exorcism is performed as usual but removes this Curse instead of removing any Madness. Any Hero with the keyword 'Kemosabe' loses that keyword, while any Heroes without the keyword 'Tribal' or 'Kemosabe' gains the keyword 'Paleface'.

06 BURROWING FEEDER

Encounter • Active • Creature

Ahead of you, something is traveling through the sand at an incredible speed. You only have moments to act before it reaches the Posse's position!

Each Hero rolls their Agility and adds up the dice rolled. The Hero with the lowest resulting number takes D6 Hits and rolls another D6. On a roll of 1, they have lost their horse as well. If more than one Hero is tied for lowest, they each make these rolls separately.

07 THE SUN DANCE

Encounter • Active • Tribal


Long before you see them, you hear the steady throb of the drums. On a low rock outcropping, an Apache shaman and a dozen acolytes are swaying in trance as they dance around a post. Talon's are skewered into their chests, as they lean backwards, held above the ground by their tearing skin and taunt leather cords.

The Shaman is performing a ritual to drive back the Darkness, and it affects all who have been touched by it, including the Heroes! Any Heroes carrying Dark Stone may either drop the Dark Stone they are carrying (it shatters and is lost) or they must roll for Corruption for each Dark Stone, item with a Dark Stone symbol, or Dark Stone Upgrade that they carry.

08 FOREBODING DESERT

Encounter • Environment • Explore

The Posse rides down yet another decline, and up another rim. This is all they have been doing for hours, or has it been days? The sands themselves seem to be shifting all around you, as if something is rearranging the landscape around you to confound your efforts.

Stop all movement for the day.  days have passed before the Posse is able to get its bearings again.

09 SNOWSTORM

Encounter • Environment • Weather

This desert steppe is bitter cold. Pure white snow blows across sandy dunes in an odd contrast and the Posse is caught up in a terrible snowstorm. As quickly as it comes, the snowstorm dies down, but all around you see an ancient city that definitely wasn't there before...

The Posse immediately begins an **Overload** Mission [Targa:5]. Re-roll if you do not own City of the Ancients. Upon completing the Mission, the Posse returns to this same Overland map hex.

10 THE SAND SNAKE

Encounter • Active • Creature

A large pale snake with spines running all down its back slithers through the sand. Suddenly it rears up, a cloud of dust forms around it as it twists and flails creating a whirlwind. The whirling Sand Snake moves towards the Posse...

Every Hero gains 15 XP and takes D6 Wounds with no Defense as they try to fend off the vicious Sand Snake. Until the end of their next Adventure, each Hero that carries a **Gun** is unable to use that **Gun** as it has become clogged with sand.



11 DUST BLOWING

Encounter • Environment

A few dust devils blow around here and there, but otherwise, it's pretty boring out here in the middle of the desert.

Nothing eventful happens

12 SANDY CRATES

Encounter • Active • Explore

Scattered about in the middle of this desert area are some crates, with no tracks or any other indication of how they got there. It seems downright weird that they'd be out here.

Choose:

Start opening the crates:

STRENGTH 6+

For each 6+ rolled, gain 10 XP and draw a Loot card. For each 1 rolled, Ambush! - D3 Tentacles are placed Ambushing the Posse!

Ignore them and move on:

Each Hero takes 3 Horror Hits doing 2 Sanity Damage each as the desert around you seems to take on a sinister character to it and the sun beats down especially hard on you, causing some hallucinations.

13 A TEAR IN REALITY

Encounter • Active • Void

There is a crack in the fabric of reality here that threatens any who would look upon it!

SPIRIT 5+

If successful, gain 15 XP and you may recover 1 Grit. If failed, you lose D6 Sanity ignoring Willpower.

If the Posse ends their movement for the day on this hex, they must perform this encounter again.

14 INDIAN TRACKER

Encounter • Active • Tribal

The lines of experience mimic the cracks in the arid earth, as you stare into the Indian's face. He has the drop on the Posse as he stares down the iron of his rifle.

CUNNING 6+

If at least one Hero is successful, the Indian Tracker tells you what lies for you further on. You may reveal an Exploration Token for an adjacent hex without triggering its result until you Move onto that hex (it triggers automatically without a Search action). Otherwise the Posse Moves to a random hex and each Hero takes D6 Hits as the Indian chases you away.

15 SANDSTORM!

Encounter Environment Explore

In the distance the Posse hears a low droning sound. Off to the north they can see a cloud of dust fast approaching. With a scream, the horses begin to panic as the droning becomes a loud roar...

In the ensuing chaos, the Posse becomes separated. Each Hero in the Posse rolls on the Random Hex Diagram and moves their Hero to that hex.

16 HORSE HEADS

Encounter • Active • Mission

Strong winds here have blasted some sand dunes away, revealing what appears to be an entrance to a sprawling structure underneath. A pair of horse heads carved into a relief here is the only clue you have as to who once dwelt here.

The Posse may immediately begin an Exploration Mission [Basic:2], otherwise, nothing eventful happens.

17 DEAD MAN'S HAND WRITTEN NOTE

Encounter • Active • Horror

The circling vultures that have been mocking the Posse for days seem to have found something more interesting in the distance. Kicking aside the damnable vermin, a man half stripped of his flesh is sprawled. A letter is clutched in his bony fist. Cracking the fingers, the party reads the dead-man's letter and immediately regret it as his tale of madness and depravity unnerves even the strongest among you.

Each Hero immediately takes Horror Hits, with each doing 2 Sanity Damage. Each Hero that takes 4 or more Sanity Damage as a result rolls once on the Madness Chart.

18 SOMETHING SHINY

Encounter • Environment • Hazard

You make your way over the top of a particularly large dune and see below you an almost perfectly formed, smooth cone-shaped hole in the sand, almost 100 feet across. At the bottom of this feature, something shiny catches your eye.

A Random Hero may repeatedly roll 5D6 to see if they're able to retrieve something from the bottom. Once started, they may not stop until all dice are either 1's or 6's. Whenever a 1 or 6 is rolled, set that die aside. If you get three 1's, then take Wounds from a giant sand lion that erupts from the bottom of the pit. If you get three 6's, then you may draw a Mine Artifact card.

19 THE LAST SALOON

Encounter • Active • Merchant

A small leaning building no bigger than an outhouse with an inferiority complex stands out on the desert like a palm tree on the moon. The building is a saloon that promises the best quality whiskey in these parts.

You may buy Purchase Items or Entertainment Services from here as if you were at a Saloon Town Location (do not roll for Location Events). However, this Saloon is too small and out of the way and has no Saloon Girl Troupe.

20 LOCAL VISIONS

Encounter • Active • Explore

An Indian returning from a vision quest is recovering from taking peyote. He tells you of some things that he saw while he walked, though even he's not sure if what he saw was real or not.

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.

