

FOREST TERRAIN

Forest terrain refers to any terrain that has trees or any other wooded areas

D20

1 MASSACRE OF THE INNOCENTS

Encounter • Environment • Horror

You catch sight of a trail of blood. It starts as a trickle at first, but gradually begins to fill out until eventually you find a pool of it, along with a pile of bodies. Some savage beasts tore these people limb from limb and feasted upon their entrails. You don't know what kind of creature could do such a thing, but that howl you just heard off in the distance sounded more man than wolf. The howls are getting closer.

Each Hero makes a series of D6 rolls, as many as it takes until at least one Hero rolls a 1. If a Hero rolls a '6' during this time, that Hero gains 15 XP, recovers 1 Grit, and may stop rolling. The first Hero to roll a '1' takes D8 Horror Hits and everyone stops rolling at that point. If no one rolls a '1', then the encounter is over.

2 THE SLEEPER AWAKES

Encounter • Active • Monster

With a muffled crash, a tree falls in the distance causing a cloud of squawking birds to fill the air. Something massive is making it's way towards the Posse!

If the Posse does not move at least 2 hexes away within the same day, they are ambushed by a single XL Enemy in a fight on an Overland battlemat. This XL Enemy has +D8 Health, does +2 extra damage, and has 2 Epic abilities no matter the level of the Posse. Each Hero draws two Loot cards if the Monster is defeated.

3 GALLOPING CALVARY

Encounter • Active • Explore

A small company of US cavalymen have ridden into this area in search of Outlaws. Knowing the danger around these parts, they offer to let you ride along with them for the remainder of their mission here.

For the remainder of this day, you may ignore any 'Attack' or 'Ambush' results you get when performing an Overland 'Search' action. However, any Clue Icons or Encounters that trigger a Fight are unaffected.

4 MOVE WITH CAUTION!

Encounter Environment Hazard

The forest around you is filled with interesting karst caves and clay tunnels. In some places, the ground is very ready to collapse and dump the heroes into the wet clay pits below.

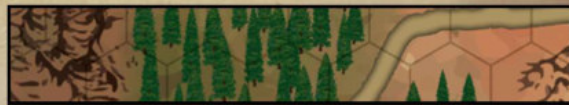
For the rest of the day, the Posse rolls a D6 whenever they enter a hex. On a roll of 1, the Posse falls into one of the pits and must go directly into an *Escape Mission* [Basic:5] to exit the caves. If any Heroes in the Posse have the keyword 'Scout', they may avoid this Mission if they want.

5 MAMA GRIZZLY

Encounter • Active • Creature

While wading through undergrowth the Posse stumbles across a family of bears at play. It all happens so fast. The cubs look at you - eyes wide. The horses smell the bears and revolt running for their lives. The mother bear rears up on two legs, roars, and gives chase.

The Posse must immediately move in a random direction using the Random Hex Diagram (does not count against Overland movement for the day) or else a Random Hero loses their Horse. If the Random Hero does not have a Horse to lose, they roll on the *Injury Chart* instead.



6 CHILDREN OF THE FOREST

Encounter • Active • Spirits

As you pass through this wooded area, you can hear the sounds of small, laughing children all about you. Some are singing what sounds to be a nursery rhyme in a language that you've never heard before. While it starts off low, it gradually begins to overpower your senses.

Each Hero in the group takes 1 Sanity Damage, ignoring Willpower. For the rest of the day, each Hero suffers an additional 1 Sanity Damage each time you enter a Forest hex.

7 WHERE GIANTS TREAD

Encounter • Active

You walk through the forest, marveling at the age and size of some of the trees in this part of the forest, when underfoot you hear faint cries of horror from men, women, and children. You look below upon the devastated ruins of a miniature town. As you raise your boot, you see to your horror stains of red and tiny humanoids clinging for dear life onto the soles of your boot, some falling many inches to their death. Some brave souls mount a counterattack against your monstrous incursion into their small town, but to no avail, your destruction of their once peaceful way of life is utter and complete.

To right this most terrible wrong, you may stop movement for the day and spend the next D3+1 days in this area helping to rebuild this tiny Town that you so mercilessly trampled over. If you spend the time, lose D6x\$25 helping to rebuild, but recover 1 Grit. If you decide not to help, take D3 points of Corruption (no Willpower save) and along with another D3 Corruption Hits.

8 DIRE WOLVES

Encounter • Active • Creature

A blinding flash and the ancient forest is transformed for a moment into a land of black and white lines. High on a hillock howl a pack of dire wolves, each rivaling a horse in size. They appear to be hungry.

Each Hero makes three rounds of Attacks (Melee or Ranged). If a Hero does not do at least 5 Damage between all of their Attacks (Wolves have Defense 0), their Mount is Killed.

9 THE ANCIENT FLAME-LEAF

Encounter • Active • Ancient

A burning tree stands apart from the other trees, the flame never wavering or dying. As you approach the tree, a voice older and angrier than anything you've ever heard before booms out from all around you. The ancient tree accuses you of trespassing and demands a sacrifice from you.

Each Hero must sacrifice 1 Dark Stone or an item with a Dark Stone icon. Any Hero that fails to make an offering to the Flame-Leaf gains a Curse 'Fire-blood'. Whenever a Hero with 'Fire-blood' takes a Wound from any source, they also take 1 Sanity damage with no Willpower save and are -1 Initiative per Wound.

This Curse can be removed at a Church Town Location using the Exorcism of Madness ritual. The Exorcism is performed as usual but removes this Curse instead of removing any Madness from the Hero.

10 TRADING POST

Encounter • Active • Merchant

Beneath a thick canopy of trees in the middle of the forest, you find a ramshackle log cabin run by a pair of brothers. One is crippled from the waist down, the other is blind. Despite their handicaps, they have a wide range of useful things for sale.

You may buy Purchase Items from here as if you were at a Frontier Outpost Town Location (do not roll for Location Events).

11 STONE TREES

Encounter • Environment

This part of the forest is filled with petrified trees, though some craftsman appears to have gone through and carved hideously deformed faces on each and every one of these trees. The workmanship is amazing as it appears as though those horrible stone faces are following you no matter where you walk. You might never live to know how that was accomplished.

Nothing eventful happens.

12 HANGING DOLLS

Encounter • Active • Darkness

Hanging children is beneath contempt, but words escape you when it comes to hanging babies. Upon closer inspection though, it appears to be a tree covered in children's dolls hanging from every branch. Bones of some small animals and even some bigger ones litter the base of the tree. There doesn't seem to be a wind in the air, but those hanging dolls are moving as if there was...

The Hero with the most Dark Stone and/or items with Dark Stone symbols is attacked! That Hero must roll against D6 Escape tests (Escape 3+). For each Escape test that they fail, that Hero takes 1 Sanity Damage with no Willpower save.

13 VOID WEBS OF DOOM

Encounter • Active • Monsters

Before you can react, you all find yourselves caught in a series of spiderwebs. The more you struggle, the more it seems to attract the Void Spiders that have made their home here!

AGILITY 4+

Any Heroes that successfully pass this test may go back to help another Hero that failed their Agility test (that Hero may reroll their test, each Hero may only be helped once), but the Hero that is going back must immediately roll another Agility 4+ test. Those that fail this test must roll once on the Injury Chart.

14 LUMBER CAMP

Encounter • Active • Explore

A group of brawny men are busy cutting down trees in this part of the forest. They don't pay you much mind as the work they're doing looks strenuous enough. As you're about to leave this area, horrible cries erupt from deep in the woods where a group of lumberjacks had been walking to. The Heroes find a grisly scene of carnage as body parts and blood are splashed about in equal measure. Something butchered these men with little remorse.

The next time an Exploration Token is flipped while in this hex or any adjacent Forest hexes, draw an additional Threat card with 2 Epic abilities and begin an Overland battle in addition to whatever else is on the Exploration Token.

15 TRAP POACHERS

Encounter • Active • Stranger

You fall victim to some sort of trap and a group of Hunters pop out. They were trying to catch some vicious wolves that have been raiding the area. There is a bounty on every wolf tongue - which can also be used to pay taxes.

The Posse loses half their Move Points (rounded down) for the day as they get themselves sorted out and the Hunters insist on paying you back with drinks for your trouble.

16 OUT OF THE WAY!

Encounter • Active • Stranger

Some Outlaws have just robbed a Frontier Outpost bank and are carrying money in assorted bills and coins as they make their way back to their hideout.

If you choose to rob the Outlaws, begin an Overland battle against a group of 10 Outlaws with 1 Elite ability. If you successfully defeat the Outlaws, gain 10x\$100 from the Outlaws' ill gotten gains. Otherwise, the Outlaws continue on their way and make off with the loot.

17 THE ANCIENT GATES

Encounter • Environment • Mission

As you start to search the area, the Posse finds a set of massive gates, overgrown with moss, vines, and bushes. This appears to be the site of an ancient complex that once stood here. While any other structures that once stood above ground have been worn away, you find an entrance that leads you down below into the bowels of the earth.

If you decide to explore underground, stop all movement for the day and immediately begin an Exploration Mission [Basic:2]. Standard Rules, Rewards, & Failure conditions apply.

18 NO SIGN OF LIFE

Encounter • Environment • Explore

A little ways off the path, an abandoned campsite can be seen. The tents are in tatters, flapping in the wind, the packs and crates ransacked. No sign of the occupants, dead or alive...

Each Hero may make a Scavenge roll to determine if anything is found. If any of the Heroes roll a 1 or if no Heroes succeed on the Scavenge roll, then none of the Heroes find anything of value.

19 MONKEYING AROUND

Encounter • Active • Creature

You think you may have read about them in school books when you were a child, but overhead you catch sight of some monkeys, swinging from branch to branch. For a time you're struck by how adorable they look, until you realize that the entire Posse is surrounded by them. Their eyes glow red and one monkey, twice the size of the others, stands up on its hind legs and bares its teeth at you.

If the Posse decides to stand their ground, each Hero takes D8 Hits from the swarms of monkeys attacking them. If the Posse decides to flee, each Hero makes an Agility 5+ test. If failed, that Hero loses a Random Gear Item in the confusion of their escape.

20 LOCAL KNOWLEDGE

Encounter • Active • Explore

A friendly Indian Shaman is out collecting herbs and hails your Posse. He advises you of what he's seen just a few miles away on his way here.

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.