

# GROWING DREAD ENCOUNTER



Growing Dread Encounters can happen on any Terrain and occur whenever the 'Growing Dread Encounter' result is drawn from the Exploration Tokens.

D20

## 01 THE DANDY MAN

Encounter • Active • Stranger

A Dandy dressed to the nines, with a smokestack hat leaning in a devil-may-care attitude approaches the party. A glint of red is hinted in the eyes of the stranger, as he puffs on a fat cigar. The rising smoke wreaths his tall hat in the uncanny shape of a halo.

### CUNNING 5+

The Dandy is a whirling dervish of lies, deceit, and trickery. Each Hero that fails the Cunning test loses D6XS50 to the Dandy (or as much money as they have), who talks them into investing in a wild scheme that, upon second thought, makes you realize you're never going to see your money ever again.

## 02 ECHOING LAUGHTER

Encounter • Environment • Madness

The unrestrained laughter of pure madness reverberates in great pounding waves that echoes, echoes, echoes, echoes... The mind is drawn into the laughter and laughs and laughs and laughs.

Each Hero rolls once on the Madness Chart.

## 03 SWARM OF EYES

Encounter • Active • Hell

A wall of black flaps, like a cathedral's tapestry. It stretches around the Posse - a black veil without substance. A thousand eyes simultaneously snap open and fixate on you!

### SPIRIT 6+

If failed, that Hero has gained the 'Demon Host' Curse! Any time that Hero becomes KO'd in a Fight, a Demon appears on or as close to the KO'd Heroes space as possible and attacks! The Demon disappears if the KO'd Hero is revived during that Fight. The Demon will reappear anytime the Hero is KO'd, even if the Demon is ever killed.

Roll a 2D6 once to determine which Demon you have become a Host to:

- |      |              |
|------|--------------|
| 2    | Harbinger    |
| 3    | Goliath      |
| 4-10 | Night Terror |
| 11   | Strangler    |
| 12   | HellBat      |

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.

## 04 BLIND SIDED

Encounter • Active • Attack

While you are focused on your search, you fail to notice the horde of monsters that are now bearing down on your position!

Ambush! - Draw a High Level Threat

## 05 THE UNDERTAKER

Encounter • Active • Stranger

Though it's the middle of the day, the sky begins to darken all around as if it were suddenly the dead of night. A man dressed in an Undertaker's garb with round glasses and a top hat wanders into view. He smiles at your Posse, but the sight of his yellow-stained teeth sends chills down your spine.

If the Posse carried with them any Heroes who were killed that they wanted to resurrect, those Heroes are now permanently Dead and cannot be resurrected.

## 06 WALKS LIKE AN ANGEL

Encounter • Active • Charm

The Posse hears the sobbing of a woman, issuing from an unnatural blur in the shape of a large egg. The egg burns up in an inferno, revealing what at first appears to be a nude woman with red-ashen skin and two great horns sprouting from her head, but as you get closer you see that it is in fact the most beautiful woman you've ever seen.

A Random Hero has been seduced and becomes the Woman's Lover, she will travel with the Posse until she is removed. Their nightly bouts of lust sap that Heroes' endurance and they are at -D6 to their Max Health while the Woman travels with the Posse. The rest of the Posse is at -1 Initiative while the Woman travels with the group from the lack of sleep they get while the Lovers are engaged.

The only way the Woman can be removed from the group is if the Posse fails a Mission, in which case the Woman can be seen joining with the escaping Darkness. She will Destroy an additional Random Town Location on top of any other damage that occurs from failing the Mission (ignore this if the Town is outright Destroyed).

## 07 BUCKING HORRORS

Encounter • Environment • Hazard

Suddenly without warning, horrible grasping tentacles spring up from the ground, your horses jump and buck, sending the Posse flying in all directions. You're in for a hard landing.

Each Hero rolls once on the Injury Chart, if any Hero rolls doubles, their Horse has also died as well.

## 08 THE CRAWLING LORD OF FLIES

Encounter • Active • Darkness

The earth upon which the Posse strides flickers between what is and a world made from crawling flies. The strobing effect quickens and slows to an unknown rhythm. When the Lord of Flies is revealed, a great crawling mass can be seen approaching the party. Each shimmer between here and there brings the crawling horror closer and closer.

A Random Hero has become the Avatar of the Lord of Flies. While they are the Avatar, they are -D6 to their Max Health. Whenever another Hero becomes KO'd (may not target the last Hero to have the role of Avatar unless in a two-person Posse), this Hero may, as an action in place of their Attack, feast upon the KO'd Heroes' soul. This does not kill the Hero, but instead transfers the status of Avatar of the Lord of Flies to that Hero. The original Hero gains back their lost Max Health and also steals an additional D6 Max Health from the new Avatar (they lose an equal amount to their Max Health). This bonus is lost when a new Hero becomes the Avatar.

This Avatar status is removed from all Heroes if this Encounter is ever rolled up again (and all Max Health goes back to normal).

# 09 THE BLACK OBELISK

Encounter • Environment • Darkness

A black obelisk shifts in space. The weight of remembrance oscillates within its anguish. A black needle appears on the horizon puncturing the gathering clouds. It wavers and dances a slow slapping undulation that licks the earth bare.

A Black Obelisk has appeared over the nearest Mine. That Mine has now become 'Blighted'. When in that Mine, the Heroes take a number of **Horror Hits** equal to the number of spaces down the Depth Track the Darkness marker has moved from the Darkness Start each time the Darkness marker ends up on or passes a blood splatter space.

# 10 CORRIDOR OF INFINITY

Encounter • Active • Stranger

First the sky and earth ceases to be. Then the blackness of nothing is devoured. Then that which is you fades....

## SPIRIT 5+

If failed, until the end of the next Adventure you must use a new Level 1 Hero in place of this Hero. At the end of the Adventure, that Hero regains their memories and you go back to being the previous Hero. You keep any XP, gold, or items the other Hero had accumulated.

# 11 THE UNBLINKING EYE

Encounter • Environment • Darkness

The earth heaves upward as the heavens tear into two. A black pupil blackens the blue of the skies and stares down upon Brimstone and the surrounding region. A wave of evil washes over the land in all directions.

Roll three times on the D20 *Town Chart*. Each Town rolled loses a Random Town Location (a Town loses multiple Locations if rolled multiple times).

# 12 SHATTERED BONDS OF REALITY

Encounter • Environment • Mission

The area about you shimmers with a crackling energy that makes your hair stand on end! As you turn to run, your movements suddenly slow to a trickle, as if time itself had stopped moving. This seems to last for an eternity, but gradually things begin to pick up speed up again. As your eyes again focus on the world around you, you find yourself on an alien world!

A Gate has opened around the Posse and transported you to a Random Other World! Begin a Mission on the Other World Entrance Map Tile, any Gates found automatically lead back to Earth and the Overland map. No other special rules apply.

# 13 JOHN MOULTON, THE DEVIL BASTARD

Encounter • Active • Stranger • John Moulton

A stranger in a dark coat and a red right hand approaches. His charming gaze and smooth way with words belie a frightening presence. He makes you an offer you're not sure if you should turn down or not...

If John Moulton was previously encountered and a Hero made a Deal, that Hero is Dead. Otherwise, a Random Hero may make a Deal with the Bastard, John Moulton. They gain the 'Devil's Mark' Curse. This Hero automatically gains 1 level and gains an Unholy power. If this result or John Moulton is ever rolled again, John Moulton comes to collect on the bargain and this Hero is Dead.

Roll D6:

- 1 Unholy Fear - Whenever an Enemy would target you, roll D6. On a 1 or 2, that Enemy targets another available Hero, unless no other Heroes are in range or are targetable (ignore how many Enemies are targeting other Heroes when this happens). Whenever other Heroes start their Activation adjacent to you, they take 1 Horror Hit.
- 2 Vampirism - Whenever you kill an adjacent Enemy, you must either Heal 1 Wound, Heal 1 Sanity, or Recover 1 Grit, but you always take 1 Corruption Hit when you Heal or Recover Grit in this way.
- 3 Souls of the Damned - You recover 1 Grit whenever another Hero becomes KO'd and that KO'd Hero makes one extra roll on the *Injury/Madness Chart* when recovering (only when they would normally roll on the *Injury/Madness Chart*).
- 4 Cruel Fist - You roll D8s for Melee Combat and Melee Damage if you have nothing equipped in either of your Hands. Critical on rolls of 6, 7 or 8. For each Wound you do to an Enemy in this way, every other Hero within Line of Sight to you takes 1 Horror Hit.
- 5 Serenade of Pain - Once per Fight, you may use the Serenade of Pain. Roll a D6 for every model on the same Map Tile as you. On a 1, that model loses its next turn and all Hits against it ignore Defense ('Tough' Enemies are immune) until the end of the next turn.
- 6 Evil Thrall - Once per Adventure, on a Melee attack that would have killed an Enemy with less Max Health than your Hero, you may claim that Enemy as a Thrall instead of killing it. That Enemy model stays at their current health, but now activates during your turn (ignore the Enemy's Initiative). You may only have one Thrall at a time and if that Thrall leaves your Heroes' line of sight, you lose control of it and it is gone. Take D3 Corruption Hits whenever you use this ability.

# 14 PSYCHIC RUPTURING

Encounter • Environment • Madness

You come across a tortuously deformed primitive idol. It appears to have been carved from obsidian, yet there's a faint unnatural purple glow to it. When you are all within arm's length of the despicable carving, it suddenly glows bright and begins to speak words in a long-dead language. As you clutch at your eyes, you can feel the alien words burning themselves into your psyche, a supernatural sickness on your mind.

## SPIRIT 5+

Each Hero that is successful gains 20 XP and nothing else happens. If a Hero fails, they gain the 'Phobia' Madness. In a Fight, Heroes with Phobia may not target Enemies that match their specific Phobia and may not be adjacent to those Enemies if able to Move or Escape. This Phobia may be removed like any other Madness.

Roll D6:

- 1-2 'Undead' Enemies
- 3-4 'Beast' Enemies
- 5 'Void' Enemies
- 6 'Demon' Enemies



# GROWING DREAD ENCOUNTER



## 15 HYMNS OF SIN

Encounter • Active • Void

The air about you fills with arrow-headed wasps that open in two. The wasps are bobbing beaks that pierce the veil between dimensions. Flickering tongues sway in synchronicity, humming tones beyond the range of human hearing. Still, you feel their song reverberate within your skull, as an evil feeling roils in your heart.

For each point of Corruption that a Hero has roll a D6. On a roll of 1 that Corruption point is removed, but the Hero gains a random Mutation from the *Mutation Chart*. Heroes will not die from rolling multiple times on the same Mutation when Mutations are gained in this way (ignore the roll, though they will die in the future if they roll on these same Mutations again).

## 16 THE GOLDEN CHILD

Encounter • Active • Stranger

A murmuring fly has gained the attention of the Posse. It flies as if it is writing words of great importance. A swirling pool of blank ink rises into a great thundering column, and flickers with black lightning. The pool lifts, and a young boy with honey eyes and radiant skin extends his hands towards the Posse.

The Posse carries with them an Antichrist child, he will not leave the Posse. This child will **Destroy** the next Town or Settlement the Heroes enter into (the child is consumed in the destruction of that Town). If the Heroes decide to kill the child instead, they each take 1 Corruption Points (ignores Willpower).

## 17 CRYSTAL PRISON

Encounter • Environment • Hazard

As you travel along, a bolt of pale bluish energy suddenly erupts from the heavens, right into the middle of the Posse! When you look up, you find that one your group has become fully encased in a crystalline growth, they appear frozen in place.

A Random Hero has become trapped in a crystal solid. While encased they may not move or activate and must be carried by another Hero everywhere. Each Overland movement costs 1 extra Move point and each movement in the mines also costs 1 extra Move for that Hero. Trapped Heroes are immune to any Wounds, Sanity Loss, Injuries, Madness or loss of Items/Gear/Side Bag Tokens, but also do not gain anything (XP, Loot, etc) from Fights or Encounters.

The only way to remove this condition from a Hero is to make a visit to a Doc's Office or Blacksmith. If removed at a Blacksmith, you also gain D6x\$100 from the Blacksmith as he is able to make use of the crystal for other projects.

## 18 FIRE AND BRIMSTONE

Encounter • Environment • Fire

Burning pellets of fiery hail scorch the skin and burn holes through clothing. You look around for any kind of cover from the fire that rains down all around you.

Each Hero rolls a D6 for each Clothing item they have. On a roll of 1, that Clothing item is **Destroyed** unless it is resistant to Fire or grants immunity to Fire.

## 19 BELLY OF THE BEAST

Encounter • Environment • Mission

A great leviathan flies above the Posse, like a giant monstrous whale. It seems to swallow clouds whole and suddenly begins to plummet towards the Heroes! The leviathan opens wide its maw and crashes into the land all around the Heroes, swallowing both whole!

If the Heroes were searching in the same hex as a Town when getting this result, that Town is **Destroyed**! Regardless, the Heroes must immediately begin an *Escape Mission* [Basic:5] while inside the belly of the beast (use standard Mine map tiles, same Setup/Objective/Reward/Failure rules apply).

When the Heroes have completed the mission, whether successful or not, they emerge D6 hexes away (use the Random Hex Diagram for which direction to move, stop if the edge of the map is reached). If the Heroes fail the mission, they also take D8 Wounds and the nearest Town loses a **Random Building**, in addition to the conditions listed in the *Escape Mission* description.

## 20 LOCAL DISASTER

Encounter • Environment • Hazard

You see a plume of dark, black smoke rising off in the distance. You know in your heart that that can't possibly be a good sign.

Roll a D6. If there is a Town within that many hexes from your current position, D3 **Random Buildings** are **Destroyed** within that Town. Choose one if there is more than one Town in that area.

