

# MINE TERRAIN

Mine terrain refers to any hex that contains a Mine entrance.

D20

## 01 LEAKING MINE

Encounter • Active • Mission

*This Mine appears to leaking some sort of dark black, oily substance. The stuff seems to be toxic to plants and animals, so it might be best if you shut it off at its source.*

The Heroes may immediately go on an *Exploration* Mission [Basic:2] to find the source of the leak in the Mine and fix the problem. When the Heroes find their first Dead End Room and have defeated any Enemies there, they have found the source of the leak here and can fix it. If the Mission is failed or not taken, the dark black substance continues to leak out and poisons the local water supply. A shop owner is killed and his business falls into ruin. **Destroy 1 Random Building** from the nearest Town.

If successful, each Hero gains 30 XP and finds D3 Dark Stone nearby.

## 02 CAVE IN!

Encounter • Environment • Explore

*As you poke around the area, the ground beneath you suddenly gives way! You all fall down into a cavern beneath the ground, with no clear way to crawl back out. You appear to be in the middle of a network of caves, maybe one of them leads back up to the surface?*

### ACILITY 5+

Any Heroes that fail take D6 Wounds (no Defense save). You must immediately begin an *Escape* Mission [Basic:5] in this Mine to get out. All normal conditions apply.

## 03 GRASPING HANDS

Encounter • Active • Death

*You cautiously poke around near the entrance of the Mine, your gaze at full attention on the Mine entrance lest something pour forth and catch you unawares. As you walk along, suddenly your foot gets stuck. You quickly look down to see a skeletal hand wrapped firmly around your ankle!*

### ACILITY 4+

If successful, gain 20 XP. Each Hero that fails this roll takes D6 Horror Hits as they try to fight to get their feet free of these skeletal hands.

## 04 NOXIOUS ODOR

Encounter • Environment

*There's a terrible stench emanating from this Mine, worse than the smell of the dead. It's as if a demon were using this Mine as his own personal pit latrine.*

### STRENGTH 5+

Those that fail are -1 Defense until the end of your next Adventure.

## 05 PEOPLE TRAP

Encounter • Environment • Hazard

*As you search around the Mine entrance, one of the Hero's legs becomes trapped in some sort of mechanical contraption. The Trap must be a way for some foul monster to catch themselves some food!*

A Random Hero becomes trapped and takes D3 Hits.

### CUNNING 6+

If successful, gain 30 XP and the trapped Hero is freed. If failed, that Hero takes another D3 Hits. Each Hero may attempt the test. If all Heroes are unsuccessful, **Ambush!** - Draw a Threat. The trapped Hero will be unable to move during this Fight. After the Fight, if the Posse is victorious, the trap releases and the Hero may move freely again.

## 06 "SOMETHIN'S COMIN' OUT!"

Encounter • Active • Attack

*Terrible things burst forth from the Mine entrance and have you surrounded!*

**Ambush!** - Draw a Threat card

## 07 ILLUMINATED LADY

Encounter • Supernatural

*A pale, nude woman looks teasingly out from the Mine entrance, a lantern in one hand and nothing but her other hand to cover the rest of her body. She beckons you closer to come feel her warmth.*

### ALL MALE HEROES: SPIRIT 5+

Those that fail run headlong after the Woman, unmindful of the dangers and disappear into the Mines after the Woman. They appear minutes later, frenzied and half-mad, each rolls once on the *Madness Chart*.

## 08 LADY IN DISTRESS

Encounter • Exploration • Rescue

*A beautiful woman in a tattered dress with tears streaming down her face cries out to you from the Mine entrance. Something unseen behind her pulls her back in.*

The Heroes may immediately go on a *Search Party* Mission [Basic:4] to attempt to rescue the woman. If the Posse chooses not to, they suffer D6 Corruption Points (ignoring Willpower), as their cowardice weighs heavily on their souls. Each Hero's reward for rescuing the woman is \$100 and +1 Sanity.

## 09 GHOSTLY PROSPECTS

Encounter • Supernatural

*You've just about searched the area and are headed out when you turn back around and where there was just nothing a second ago you now spy a group of spectral figures all staring out at you. They look to have once been miners, their spirits now stare coldly out at the living through empty sockets. Their sense of hatred towards the not-dead is palpable and you feel their cold icy gaze stabbing you in your brain.*

Each Hero must immediately spend 1 Grit or take D8 Horror Hits.





# 10 NIGHTMARISH ECHOES

Encounter • Environment • Supernatural

You call out into the Mine and hear your own echoes somehow distorted. Your own voice reverberates back to you and echoes within your skull. It's become changed and alien, despite being your own. Try as you might to distract yourself from the sound, you can't shake it and it begins overwhelming you.

Each Hero in the Posse takes D6 Horror Hits. If more than half the Posse takes Sanity Damage from this, the Posse is routed and you flee in terror. Move the Posse 1 hex using the Random Hex Diagram (does not count against your movement for the day).

# 11 ECHOES

Encounter

You call out into the Mine and hear only echoes. Your mind wants to fill in the gulf with the roars of terrible monsters or the moans of the hungry dead, but there is nothing but silence. It's unsettling, but peaceful. In another time you wouldn't have thought anything of it. You relax your grip on your pistol just a little bit, it seems all clear for now.

Nothing eventful happens.

# 12 TERRIFYING WARNING

Encounter • Active • Darkness

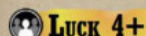
A crude, handwritten sign has been nailed to one of the beams along the entrance to the Mine. In a dark, brownish script it reads, "here men die." The rough letters look to have been written by an animal, but what animal knows their letters?

The next time you start a Mission, add a Growing Dread card to the stack immediately.

# 13 SCARAB SWARM

Encounter • Active • Creature • Swarm

A swarm of large, iridescent beetles pours out of the mouth of the Mine. Their mandibles produce a slight spark, which appears as a crackling light coming from this swarm. They fly right through the Posse, getting into every nook and cranny and crevice. Some of the little buggers seem to have even developed a taste for some of the supplies you're carrying with you.



Those that fail the test must discard a Random Side Bag Token. If the Token discarded is Dynamite, roll a D8. If a 1 is rolled, the Dynamite is ignited by the beetles sparking mandibles. All Heroes take D6 Wounds (no Defense).

# 14 WHISTLING MELODY

Encounter • Strange • Hope

From the opening that leads down into the Mine you hear somebody whistling a queer melody; yet it somehow seems to fill your hearts full of courage.

Each Hero recovers 1 Grit.

# 15 DRUNK OLD COOT

Encounter • Active • Stranger

An elderly prospector wanders out of the Mine with a thirsty look in his eye and the strong smell of urine, booze, and vomit emanating from his unwashed body. He asks if you might spare him a drink.

If the Posse gives up an alcoholic Side Bag Token, the old coot warms up to you and tells the Posse a riveting story about his younger days of glory when he was adventurer, before he took that damn arrow in his knee. Each Hero gains 20 XP and recovers 1 Grit.

# 16 GOLD DROPPINGS

Encounter • Environment • Loot

Amongst some clumps of grass just outside the Mine entrance, you spy something shiny!

You discover some nuggets of gold that somebody dropped here, most likely pulled up from the Mine long ago before Dark Stone was discovered. The Posse finds gold scattered about the area totaling x\$50, to be split equally among the Posse.

# 17 "BY THE SKIN OF OUR TEETH"

Encounter • Active • Stranger

Another group of Adventurers bursts out of the Mine, kissing the ground in front of you and looking at the Sun like a long lost family member. They try to go through their tale, but adrenaline is still coursing through their veins and they can barely construct any sentences that make any sense to you. Maybe if you could calm them down somehow you might get something worthwhile out of them.

If the Posse makes Camp at least one hex away from this Mine today, you camp down with the Adventurers for the night. Each Hero gains 30 XP. If at least one Hero gives up an alcoholic or herbal Side Bag Token, the Posse gains an additional Revive token as well for use on their next Mission.

# 18 SOUVENIRS

Encounter • Stranger • Loot

Some enterprising miners have set up shop outside this Mine. Despite the dangers in these Mines, they occasionally make trips down into the Mines to pull up whatever treasures they can find and are ready to make a deal.

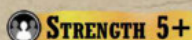
Roll a D6 to determine what the miners have for sale:

- 1-4 Dark Stone - price is x\$25 each
- 5 Draw a Gear card - price is the listed value on the card.
- 6 Draw a Mine Artifact card - price is twice the listed value on the card.

# 19 ABANDONED MINE CART

Encounter • Environment • Loot

Someone seems to have left a mine cart out here on a track. On top are a bunch of piled up rocks. There's a big boulder on top that's pretty heavy, but just underneath you think you might see some Dark Stone!



If any Heroes fail this test, the boulder comes crashing down and a Random Hero rolls once on the Injury Chart. Regardless, each Hero gains 25 XP and 1 Dark Stone after the boulder is moved.

# 20 LOCAL MAP

Encounter • Active • Loot

As you poke around the entrance to the Mine, you see a scrap of paper fluttering behind a hidden alcove. You move the rock out of the way and uncover what looks to be an old map. Some old prospector must've drawn this map years ago and hid it here.

The next time you enter this Mine on any Mission, you gain the Old Map Gear item.