

PLAINS TERRAIN

D20

1 THE ORGANISM TRAIL

Encounter • Environment • Disease

Something you ate awhile ago isn't agreeing so well with your stomach and you ain't defecated correctly in a number of days. Maybe you should get a doctor to fix you up or somethin'?

A Random Hero has contracted an intestinal disease and isn't doing so well. You have one week (7 days) to consume 1 Tonic and 1 Herb Side Bag Token. If you do not, then your Hero is Dead.

You have died of Dysentery.

2 BAD BEANS

Encounter • Environment • Disease

A member of the Posse crumples over in pain, the remains of last night's dinner spilling forth from their mouth. Curiously, nobody else in the group seems to have been affected by the food.

Your stomach is pretty tore up from whatever the hell you was eatin'. Until the end of the next Mission, you can't consume any edible Side Bag Tokens, as you're like to just puke it back up anyways. It'll be hard enough just holding your food down as it is.

3 ANCIENT BATTLEGROUND

Encounter Environment Scavenge

Scattered across the terrain are various weapons and ancient bones from some battle fought along these plains long ago.

Each Hero may attempt a Scavenge roll.

4 THE DARK HOLE

Encounter • Environment • Pit

In the midst of your search, you come across a great chasm in the earth, approximately 100 ft in diameter. It doesn't sound as if there's any bottom to this pit, as rocks thrown in never seem to land. As you approach the edge the massive hole and stare into the abyss, you feel as if something is stirring within.

A swarm of HellBats comes flying up from the depths of the pit, blotting out the sun with their massive numbers. They don't attack, instead simply hovering over the group, creating a feeling of dread and despair. Until the start of your next Mission, the group is unable to Heal any Wounds or Sanity due to the constant terror imposed by the dreaded swarm.

5 PRAIRIE FIRE

Encounter • Environment • Fire

A massive wildfire races across the prairie - a tsunami wave of burning grass turning everything in its path to cinder.

The Posse is pushed 1 hex in a random direction on the overland hex map (use the Random Hex Diagram) and all Move points are used up for the rest of the day as the Posse takes cover from the wildfire.

6 PRAIRIE TICKS

Encounter • Active • Disease

As you travel along, one of your horses suddenly cries out in pain just as something begins to burst out from the horse's side. Fist-sized insects begin to swarm out as if they've been eating their way out of the horse's belly.

A Random Hero must use 2 Bandage or 1 Herb Side Bag Token or else their mount will die from the parasitic insects that have chewed open the Mount from the inside-out.

7 CATTLE DRIVE

Encounter • Active • Stranger

A trail boss rides lead in front of a hundred head of cattle. He slows at the sight of the Posse closing in and grabs for his gun, thinking your heavily armed Posse to be cattle rustlers.

CUNNING 5+

If successful, then you're able to defuse the situation and continue on your way. However, if any Heroes roll a 1, then things get out of hand over a misunderstanding and shots start flying! The cattle get spooked and there's a stampede, throwing everything into disarray. Each Hero takes D6 Hits and for each Wound they suffer roll a D6. On a 1 or 2, that Hero loses a Random Side Bag Token.

8 THE EMBRYO

Encounter • Active • Alien

The plains are scorched bare. No plant life grows in the area, as if a great fire had burned all life to a cinder. As you search around a little more, you find what appears to be an immense blackened crater, at the center of which lies a pulsating mass of flesh, horrible to behold, and very much alive!

The thing launches a brutal psychic attack against the party. Each Hero takes D6 Horror Hits, with each undefended Horror Hit inflicting D3 Sanity Damage.

Any Hero that does not take any Sanity Damage may attempt an attack against the Embryo to stop it's powerful mental assault, rolling for either a standard Ranged or Melee attack (no free attacks; Defense 2). The Heroes may repeatedly attack the Embryo as many times as they like, however each attempt brings another attack of D6 Horror Hits (D3 Sanity Damage) each time. When the creature has taken 10 Wounds, it is destroyed and each member of the Posse gains 20 XP and recovers 1 Grit.

Otherwise, if the Posse decides not to attack the thing, they may leave, but are moved 1 random hex away (does not count against your overland movement for the day).

9 CATTLE RUSTLERS

Encounter • Active • Stranger

Singing cowpunchers are busy keeping their herd from stampeding. A bull breaks and runs past the Posse. Someone recognizes the brand, or what the brand ought to be if it hadn't been altered. Looks like these are some damn Cattle Rustlers!

If the group raises a ruckus about it, begin an overland battle against a Human Enemy Threat at the Posse's current level. Otherwise if the group chooses to avoid combat, each Hero that does not have the keyword 'Outlaw' takes D3 Corruption Hits knowing that they're letting some no-good cattle rustlers off the hook.



10 EL MEXICANO

Encounter • Active • Stranger

A platoon of Mexican cavalry are riding towards your Posse. You don't know what these hombres would be doing this far north of the border. You reckon that nothing good can possibly come from this encounter.

If any members of the Posse have the keyword 'Outlaw', the Mexican cavalry are here to question them for some prior trouble those "Heroes" were involved in awhile back south of the border.

OUTLAW HEROES: CUNNING 5+

Any Outlaw Heroes must make this Skill Test to convince the Mexicans to look elsewhere or be forced to pay 25% of all their Gold in bribes to get the Mexican army off their back.

Otherwise, if no Heroes have the keyword 'Outlaw', the platoon passes by without incident.

11 THE HUNTER

Encounter • Environment

A meadow of flowers that, a few minutes after being disturbed, sends off a puff of black pollen into the air. Looking at it from a distance it looks like a shadow that stood up and then slowly bent back down into the brush. Though you have an uneasy feeling as if you're being watched, nothing seems to come of it.

Nothing eventful happens.

12 THE VAUDEVILLE TROUPE

Encounter • Active • Merchant

A group of traveling performers hail your Posse and strike up a conversation. They're on their way to the next Town and stop for some gossip and directions, though a small crowd of country folk begin to form up for a performance.

You may perform any actions or buy any Purchase Items from the troupe as if you were at a Saloon (including Saloon Girl Only options). Do not roll for Location Events. Limits are still in effect, this counts as a Visit.

13 HELL'S BLACK TEARS

Encounter • Environment

Some disgusting, blackish, oily substance is spilling out from the earth and forming a pool. It's likely evil trying to escape out from somewhere deep in the pits of hell. It's best to blow this thing to kingdom come.

Each Hero may use a Dynamite Side Bag Token to attempt to seal the seepage. Each Hero that is using Dynamite in this way makes a Range attack and then rolls for damage. If more than 10 points of damage are done, then the tainted substance is sealed up and each Hero gains 15 XP and recovers 1 Grit. If any 1's are rolled for the Range attack, then the Dynamite accidentally creates a fissure that extends into the nearest Town's water supply. A Random Building in that Town is Destroyed from townsfolk driven insane by the fouled water.

14 THE GIRLISH GRIN

Encounter • Active • Stranger

The Posse stops to stretch their legs. A little sod house stands a ways off. Standing before the home's entrance, a haggard woman holds the hand of a little girl. The girl's grin chills the toughest of souls. In a voice much older than the small girl that stands before you, the girl demands that you take her on a journey. An uncontrollable urge compels you to oblige...

The girl demands to be taken to a Town out of your way. Each Hero must make a Willpower save at a -1. If all Heroes fail their Willpower save, roll D20 on the Town Chart and the Posse must then begin traveling towards that Town using the most direct route possible (do not roll for Wilderness Encounters as usual). Upon reaching the Town, the girl vanishes and a Random Building in Town is Destroyed.

Otherwise, if any Heroes succeed against the girl's psychic onslaught, she lets out a horrific scream that burns your mind. Each Hero gains 15 XP and takes D6 Sanity Damage (no Willpower save).

15 WILD HORSES

Encounter • Active • Transport

A herd of horses has escaped from some ranch and now run wild & free.

Each Hero may attempt to capture a Horse from this herd.

AGILITY 6+

If successful, roll a D8:

1-4	Gain a Basic Horse
5-6	Gain either a Cavalry, Fast, or Indian Horse
7	Gain a Spitfire Horse
8	Gain a Mustang

16 THE NAME OF THE WIND

Encounter • Environment • Hazard

The wind blows briskly in this area and seems to carry a sad song. You search all about you but cannot find the source of those melancholy words. As you stop to listen again, you begin to make out the mournful ballad of the wind.

Each Hero in the group takes 3 Horror Hits. For each Sanity Damage that a Hero takes, they are also -1 to all their Willpower rolls until the end of their next Mission.

17 SKIPPING BUFFALO

Encounter • Active • Tribal

Young Indian braves dare each other to jump from buffalo to buffalo. They see you approach and challenge the Posse to a game.

AGILITY 1-6+

A single Hero may attempt the challenge against the young Indian Braves by making a series of Agility skill tests. The Hero begins with an Agility 1+ test, then an Agility 2+, 3+, 4+, 5+, and 6+ tests until they have completed all of the tests.

If the Hero is able to complete all the tests then they gain 15 XP. A non-Tribal Hero that successfully completes this gains the keyword 'Kemosabe'.

18 BETWEEN A STAMPEDE AND A HARD PLACE

Encounter • Active • Creature

Some Ranchers are bringing their cattle across the plains towards their homestead. As they begin to pass by, an unearthly howl erupts from nearby; the cattle begin to stampede. The monstrous howling draws nearer!

Each Hero may choose to take either D6 Hits or D6 Horror Hits. If a Hero suffers any Wounds as a result, roll on the Injury Chart. If a Hero suffers any Sanity Damage, roll on the Madness Chart.

19 THE WHITE BUFFALO

Encounter • Active • Hope

A White Buffalo can be seen approaching the party from a distance. As it nears, you feel a sense of warmth and friendliness from the great beast that you can't quite place. It seems to be leading the Posse towards something.

If the Posse follows after the White Buffalo, you move D3 hexes in a single random direction (use the Random Hex diagram). The Heroes must spend Move points in order to get to that location within a day or two. If you make it in time, then each Hero gains any 2 Side Bag Tokens of their choice that they could normally buy from any Town Location.

20 LOCAL SURVEY

Encounter • Active • Explore

A Land Surveyor lets you in on some things he's seen while he's been out 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.