D10	O TITLE	DESCRIPTION	ENCOUNTER
00	VILLAGE	Encounter • Environment • Mystery An abandoned farming village, complete with overgrown cornfields that are turning into a swamp, sits a ways off the path. The silence about the place is eerie and unsettling.	Choose: Investigate the village. Go to 43a or Ride around the village. Go to 09a
01	BAD LUCK BANDIDO	Encounter • Environment • Cult While traveling, one of the Heroes accidentally knocks over a small stone idol left in the middle of their path. The stone idol breaks apart and a black gas escapes into the air. Nothing else seems to happen and the Heroes continue on their way.	A random Hero gains the keyword 'Cursed'. While 'Cursed' is in effect the Hero will roll for Movement/Grit twice each time and take the lower of the two rolls. In addition, they cannot recover anymore Grit, even if they roll a 1 on their movement die. To remove the 'Cursed' status, the Hero will need to pay D6x\$50 at a Frontier Town Church location.
02	FIVE FEET HIGH AND RISING	Encounter • Environment • Water The Heroes are in the path of a flooding river and need to escape!	Fach Hero that fails this test takes D6 Wounds and, if at least one Hero fails this roll, the Posse stops all overland movement for the day as they recover their comrades and supplies.
03	GIVE MY LOVE TO ROSE	Encounter • Active • Stranger The Heroes come across a dying man with a small fortune who has asked them to deliver his money to his wife and kids.	Choose: Accept the dying man's task. Go to 56a or Pocket the gold. Go to 48a
04	THE ANCIENT BATTLEFIELD	Encounter • Environment • Mystery The Posse happens upon a bare piece of plains, with a large stone set in the middle. The still legible inscription tells of a great battle here long ago. Ghosts are said to haunt this place at night.	Choose: Stay the night. Go to 60a or Keep riding. Go to 07a
0;	STUCK IN A RUT	Encounter • Active • Stranger • Merchant A merchant is stopped with his cart of wares and has a broken wheel in the rut. He pleads with the Heroes to help him to the next town.	Choose: Help the Merchant. Go to 64a or Refuse the offer. Go to 13a
00	GRAVE FLOWERS	Encounter • Environment • Death Before you sits a field of nodding sunflowers. The blossoms conceal the body of a dead traveler.	Choose: Give the body a proper burial. Go to 01a or Leave the body be. Go to 41a
07	THE GATEWAY	Encounter • Environment • Explore In the middle of an open field, a pair of giant stones stand a few feet apart, creating what looks to be a gateway.	Choose: Investigate the stones. Go to 72a or Ride around the stones. Go to 31a
08	CRIMINAL CRITTERS	Encounter • Active • Creature You see a hollow which has become a small lake because of a creek and a small mudslide. Trees trunks are partially submerged and have lake algae upon them. The squirrels in the area are quite bold, as they are immune to most of their predators.	If failed, your Hero looks down to notice that you've lost D6x\$50 of your gold because of a hole that was chewed into your saddlebag by some forest critter. You were apparently paying too much attention to the scenery to notice.
09	Down into the Depths	Encounter • Environment • Explore Beyond the next hill, you catch sight of a stone gate that marks the entrance to an underground cavern.	Choose: Enter the underground cavern. Go to 90a or Move past the entrance. Go to 00a
10	FOR WHOM THE BELL TOLLS	Encounter • Environment • Void Before you sits a huge column of rock, with an equally huge arch at the top, supporting an enormous bell, which is operated by machinery inside the column. As the Posse gets near the column, the bell tolls with the sound audible for miles around. One of the Heroes hears the tolling reverberating in their head for hours afterwards.	SPIRIT 6+ If failed, this Hero must roll once on the <i>Madness Chart</i> . This Madness will last until after the Heroes complete their next Adventure.
11	GIANT CARVED HEAD	Encounter • Environment • Ancient A giant carved head lays on its' side not far from the path. Its' features are almost human, but hint of a race more alien than man. The plain mouth ends in a fang on either side and the cold eyes show nothing but contempt for the world.	Choose: Investigate the carved head further. Go to IIa or Ignore the head and keep on moving. Go to 98a

D100 TITLE ENCOUNTER DESCRIPTION THE Encounter . Environment . Loot 12 Choose: The corpse of a horse and its' rider lies off to the side Loot the saddlebag. Go to 28a SADDLEBAG of the road, dressed in strange, exotic garbs. The body appears to have been laying out for some weeks now and Leave the corpse be and continue on. Go to 08a the bones have been picked clean. Around the shoulder of the rider sits a saddlebag, filled with a stash of items. A Touch Encounter . Environment The rest of today and tomorrow's travel will cost 3 Move points per hex, While traveling this path, you spy potholes in the roadway as if the Posse were traveling over Tough terrain, no matter what terrain ROAD AHEAD and lots of them. The path before you goes through appears on the map. more difficult terrain than normal. Something has been disturbing the earth and made the way harder to pass. Encounter . Active . Void 14 INSECTS LUCK 5+ OR AGILITY 4+ As the group turns a corner, a hive of tall vertical tube-like FROM insects appears just off the road. The reddish wasp-like Any Heroes carrying Dark Stone must make this roll, all others are SHAGGAI insects have never been seen in these parts. Before you can immune. The insects are attracted to magical energy and will swarm move away, the insects begin to swarm! about those that fail their roll. The insects will sting the Hero and do D6 Wounds to the unfortunates who get caught. Make an additional Luck 3+ roll to see if the Hero loses D3 Dark Stone. WANDERING Encounter . Active . Stranger . Undead Choose: A lone figure walks along the path ahead of you at a slow, Attack the zombie! Go to 12a UNDEAD awkward pace, as if they were disabled. As you approach from behind, the figure does not respond to your greetings. Follow the zombie. Go to 49a You ride up beside the figure and to your horror you discover that the figure appears to be dead. An eyeless socket is pouring out maggots, while the other stares aimlessly forward as it moves towards some unknown destination. 16 THE Encounter . Active . Stranger Cut the dead man down. Go to 29a The Posse is traveling along when you spy a gallows-tree, HANGED MAN with a dead man, stripped of his clothing, hanging from Continue on your way. Go to 54a Encounter . Active . Creature 17 THE Choose: A horde of rats is following the Posse. They keep their Attack the rats. Go to 37a RAT PACK distance from the Heroes, but they are definitely acting with intelligence and following exactly behind the Posse's Keep your distance from the rats and continue on. Go to 24a trail. Encounter . Active . Creature UNEXPECTED AGILITY 5+ The telltale sound of a rattle and a hiss lets a Hero know COMPANION that a rattlesnake has somehow gotten mixed in with their A random Hero gets a rude surprise as they look into their Side Bag. If successful, the snake is removed without incident. If failed, the character To get rid of the snake without rolling, the Hero can simply dump the snake out at the cost of 1 Side Bag Token that falls into a deep hole. Encounter . Environment . Hazard DESERT Each Hero may choose an action: The sky begins to darken and off in the distance, what Buckle down. Go to 85a TWISTER! at first appeared to be a dust storm, is instead a twister, heading directly towards the Heroes! Attempt to outrun the twister. Go to 27a After this encounter is resolved, roll a D6 to determine the twister's path, starting from the eastern edge of the hex for T' and moving clockwise, this twister moves D6 hexes in that direction. If the twister moves through a Town, D6 buildings are Destroyed in that Town. My PAPPY Encounter . Environment . Diversion LORE 3+ While riding through, the Posse comes across a patch of USED TO land with an unusual landmark that has quite a storied TELL ME... Each Hero that is successful gains 25 XP if they can make up a short story history, though the Heroes have to think on it to even about this location (a few sentences at least). The first player creates the remember the story.

landmark and gives a description, while other players must add on to the story. Players have a minute to come up with a story or they forfeit the XP.

After all players have told their story, players vote on the best story, with the storyteller receiving an additional 50 XP for each other player in the group. If unable to vote on a single tale, no one receives the bonus XP.

Solo players simply gain 25 XP for this encounter.

I	100	TITLE	Description	Encounter
	21	THE YELLOW SIGN	Encounter • Environment • Cult While riding along, you spy an old tome lying in the middle of an open field. The dusty book seems well worn and bears a strange yellow symbol on its cover.	A random Hero chooses: Read through the tome. Go to 86a or Toss the book away. Go to 17a
	22	THE ABANDONED SHACK	Encounter • Environment • Explore A little ways off the path sits an abandoned shack, derelict in the sun.	Choose: Investigate the shack. Go to 87a or Keep on riding. Go to 18a
	23	DROUGHT	Encounter • Active • Stranger A child approaches you to say he was sent to get word out that there's a drought in his home town and if someone don't do something about it soon, they reckon the whole town is gonna up and leave.	The Town nearest to the party (choose one if more than one applies) is suffering from a drought. The only way to fix it is to venture into the nearest Active Mine, find 3 Clue icons representing the source of the water problems, and face an Epic level threat at the end. Failure to complete the scenario will result in the Town disappearing off the map for good. The Posse has 5 days to complete this scenario before the townsfolk leave.
	24	WAGON TRAIN OF TEARS	Encounter • Environment • Blood The smoking ruins of a wagon train lie scattered about, amongst body parts and bones that have been picked clean. This is clearly the work of some supernatural creatures and not of some mere wild animals.	Each Hero chooses: Pass on by. Go to 93a or Search through the massacre. Go to 83a
	25	GRAVESTONES	Encounter • Environment • Mystery Riding along, off the path not far from a small outcropping of rocks, you see six makeshift graves with unmarked and weathered crosses.	Choose: Investigate the area. Go to 15a or Keep moving. Go to 06a
4	26	AIMLESS DRIFTING	Encounter • Active • Stranger A Drifter, his clothes threadbare, a battered hat pulled down over his eyes, passes by Upon noticing the Posse, he quickly changes direction away from you	Choose: Pursue the Drifter. Go to 44a or Leave the Drifter be and keep moving. Go to 75a
	27	THE TRADING POST	Encounter • Active • Merchant A small store trading post sits on the side of the road here in the middle of nowhere. It is an odd but welcome relief to a traveler.	The Heroes may buy items & gear here as if at a Frontier Town General Store (no Location event), but the owner is shrewd and the price to buy items are twice what they are normally if the Heroes pay with gold. The Heroes may get items at half price if they give up Gear for the amount listed on the Gear card (no change given for overages).
	28	DEAD TOWN	Encounter • Environment • Death • Mystery The Posse comes across a small settlement where everyone is dead. Dozens of bodies lie all around in various states of decay.	Each Hero that succeeds gains 50 XP. The bodies here look to be completely drained of blood. The weird thing is that none of them have bite marks on them, just hundreds of tiny little holes. Those that fail take D3 Horror Hits.
	29	BRIDGE OVER CALM WATERS	Encounter • Environment • Explore Before you sits a finely carved wooden bridge that goes over a small creek. One could cross the creek without it, so it's probably just for show.	Choose: Cross over the bridge. Go to 04a or Cross over without the bridge. Go to 88a
	30	Тніск Гос	Encounter • Environment • Explore A mysterious fog swells over the region and persists, obfuscating your way. There's no telling which direction you might head if you keep moving.	Roll XD6 ('X' being the number of Move points the Posse has left for the day). For each D6 rolled, move the party in the direction indicated by the die (starting from the eastern side of the hex, go clockwise 1-6 around the hex). Each move only costs 1 Move point when moved in this way. The next day, move as normal.
	31	FLOODING!	Encounter • Environment • Hazard The Posse makes its way through some canyons, only to be inundated by a freak storm that causes a flash flood to sweep down upon you!	LUCK 4+ If failed, roll D6 for each item in your Side Bag. Lose an item for each 1, 2 or 3 that is rolled

2, or 3 that is rolled.

AGILITY 5+ OR LUCK 6+

If failed, a Hero loses \underline{either} , half their gold (rounded down), 1 Gear, or D6 tokens in their Side Bag (player choice).

Posse!

Encounter + Environment + Hazard

A few hundred head of cattle are heading straight for the

CATTLE

STAMPEDE!

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D100	TITLE	DESCRIPTION	Encounter
33	LET THERE BE LIGHT	Encounter • Environment • Hazard Up ahead a large explosion suddenly fills the skies with a light that makes the horses buck and throw, causing the Posse to lose their bearings and go temporarily blind. The resulting cloud from the explosion rises miles into the heavens.	Choose: Start moving in the other direction. Go to 23a or Go investigate the crater. Go to 81a
34	Love's Traveling Goods	Encounter • Active • Stranger Professor Xavier Love and his wagon full of elixirs are traveling to the next town, but hell gladly sell his wares to the Posse if they are willing.	CUNNING 5+ If passed, the Hero sees that Prof. Xavier is a con man and will have none of his business. If failed, the Hero buys up Prof. Xavier's mystery elixir. Lose D6x\$25 and roll another D6. On a roll of 6, the elixir is actually legit. Gain a Tonic Side Bag Token.
35	Snowstorm!	Encounter • Active • Void The Posse gets caught up in a freak snow storm! The Posse can hear the wailing of a woman and in the midst of the blizzard stands a naked woman, beckoning the party forth with the promise of her warm body.	SPIRIT 5+ If failed, the Hero will continue on their mad pursuit of the frosty woman, roll D6 and the Hero loses that many Grit before giving up.
36	GAMBLING BAND	Encounter • Environment • Diversion The Posse comes across a frog and a snake, both locked in a vicious duel to the death against each other. So naturally, the group begins placing bets on the fight.	Each Hero may bid \$60 on a number 1-6, then the Posse rolls a single D6. If a Hero's number is rolled, they get all the other Heroes' money that was bid. If two or more Heroes bid on the same number, they must split the earnings equally. If no Heroes' number comes up or if no one bids, everyone keeps their money.
37	BRIDGE OUT	Encounter • Environment A bridge that linked both sides of this canyon has been destroyed by some explosives, the charred bones of some creatures lay scattered at the bottom of the canyon. Whether they are human or monster is hard to tell from this distance. It will take some time to find a way around.	The group stops moving for the day and for the next day travels as if traveling over Tough terrain, no matter what terrain they are actually on.
38	SIGNS AND PORTENTS	Encounter • Environment • Explore The Posse spies a relatively recent sign, pointing the way to a town. Curiously, it's not on any maps or established trade routes.	Choose: Continue on your way. Go to 66a or Follow the sign. Go to 95a
39	ONE LITTLE TWO LITTLE THREE LITTLE	Encounter • Active • Stranger • Tribal Three Indians lay dead along the path, they appear to have been attacked and killed, though whether the attacker(s) was human or otherwise is impossible to tell. As the group draws nearer, an Indian child comes over a nearby hill and sees the Posse and dead Indian bodies. The child assumes the Posse to be the killers and runs away.	Choose: Leave the child be and continue on your way. Go to 46a or Chase after the child. Go to 68a
40	MINING THE DEPTHS	Encounter • Active • Stranger Two Miners leading three donkeys laden with a myriad of tools and packs come running up, gasping for breath. They've been run off their claim and need help with some creatures in a nearby mine.	If the Heroes decide to help, they immediately enter a For A Few Dark Stone More Adventure (Basic Mission 1). The Heroes pick up double the reward they would normally get. Otherwise, the Heroes continue on their way.
41	RED MOSSY ROAD	Encounter • Environment • Vegetation A carpet of spongy red moss covers the path for 30 yards. Unfortunately there's no good way around it and the Posse will need to ride back a ways to find another way across if they don't want to ride over it.	Choose: Ride over the moss. Go to 73a or Find another way around. Go to 39a
42	A Foregone Conclusion	Encounter • Environment • Death A dead horse lies on the side of the road. The flies are heavy over the decomposing body.	Choose: Flog the deceased equine. Go to 58a or Leave it be. Go to 45a
43	A Message from the Future	Encounter • Environment • Void A tall, strange mirror looks to have been built into the side of a patch of enormous rocks. The mirror has a perfectly unmarred surface.	As a <u>random</u> Hero stares into the mirror, their reflection suddenly comes alive and begins warning them of a future danger. This Hero receives an extra Revive token that only they may use the next time they are knocked out in battle.

54 An OLD

ROPE BRIDGE

Encounter . Environment . Hazard

hold, then again it may not...

An old rope bridge spans a ravine. It looks like it may

D100	Title	Description	Encounter
44	An Eerie Song	Encounter • Environment • Mystery Reeds in a nearby pool clatter together in a mystic harmony and when the wind blows across them, an eerie chorus seems to sing. Each Hero hears something different emanating from the pool, some a horrible, alien melody, others a cheerful, inspiring piece of natural music.	Each Hero rolls D6. The Hero with the lowest roll takes D6 Horror Hits, ignoring Willpower. The Hero with the highest roll removes D6 Corruption. In cases of ties for highest or lowest, all relevant players are affected by the result. If all Heroes get the same result (or if only one Hero), no one is affected.
45	THE BOUNTY HUNTER	Encounter • Active • Stranger A bounty hunter is looking for one of the Heroes. He	CUNNING 4+ OR PAY D3x\$100
		suspects the group may know something, but doesn't seem to know he's talking to the person he's looking for.	If the Hero fails the roll or doesn't pay the bribe, then the bounty hunter will appear the next time that Hero is KO'd to apprehend them. The next time that Hero is KO'd, they are removed from the map and can be recovered if the rest of the group travels to the nearest Town and pays D3x\$200 in fines/bribes or passes a Cunning 5+ roll.
46	METEOR STRIKE!	Encounter • Environment • Hazard A blinding flash is seen above as a streak of light blazes down from the constellations to earth; a tremor rumbles below the Posse's feet and then an almighty bang that they feel in their stomachs as much as they hear in their ears. After a few moments a reddish glow permeates the entire area, then slowly fades.	The meteor seems to brought with it some strange otherworldly energy. Each Hero has gained one random Mutation (no matter how much Corruption they currently have) and each gains the keyword 'Mutant'.
47	WILL-0'- THE-WISPS	Encounter • Environment • Mystery Off in the distance a bog can be seen. There are strange lights dancing around it	Choose: Move along. Go to 36a or Investigate the bog and the lights. Go to 65a
48	BELEAGUERED SETTLERS	Encounter • Active • Frontier • Tribal The group comes across a raiding party of Indians, in the midst of attacking a wagon train full of settlers. There isn't much time to act, but it doesn't seem as though either the Indians or the Settlers have noticed the Posse yet.	If anyone in the Posse has the keyword 'Paleface', Go to 32a If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', Go to 91a If no one in the group has either of the above keywords associated with them, Go to 76a In cases of conflict, choose between either of the first two decisions
49	ROAD TOLL	Encounter • Active • Outlaw An "unofficial" toll station and roadblock lies ahead. Members of the Scafford Gang have gone into business for themselves. They'll try to con the party out of a few gold each, plus a toll for the animals of course	CUNNING 4+ If passed, the Posse gets into a shootout with the Scafford Gang, who realizes they've been outsmarted. <u>Each</u> Hero takes D6 Hits in the blaze of bullets. If failed, the group collectively loses D6x\$100 between themselves.
50	NATURAL SPRING	Encounter • Environment • Water A natural spring bubbles quietly, bringing water and the stink of some strange chemical to the surface. The soil around is colored from brown to red to yellow and even white.	Strangely enough and against all rational thought, the natural spring is in fact a natural fountain of tonic water! Each member of the group may add a Tonic Token to their Side Bag.
51	Earthen Mounds	Encounter • Environment • Ancient A series of small, grass-covered "hills" surrounds the road. Hundreds of years ago, this was a primitive village with earthen structures, but they've long since eroded away.	There is an entryway into a church of some sort beneath one of the taller mounds. While the abandoned church itself has nothing of use, there appears to be a passageway that leads to some crypts beneath the area. Does the party enter? If the party enters, <i>Go to 74a</i> If not, the party continues on without incident.
52	SEEDS OF DOOM	Encounter • Environment • Hazard A series of trees drop very spiny seeds to the ground. Only the most durable shoes can keep the spines from stabbing through.	The path ahead is littered with the spiny seeds, each one threatening to do certain bodily harm. Each Hero takes an Agility 4+ skill test. For each failed die, that Hero takes 1 Wound. In addition, if a Hero rolls a 1, they lose any Boots they may be wearing.
53	DOWN AND OUT IN BRIMSTONE	Encounter • Active • Outlaw The Scafford Gang has robbed some innocent travelers of all their belongings, including their horses! These people might not make it back to civilization alive unless the Posse does something about it!	Each Hero that gives \$100 to these victims gains 50 XP, these are kindly folk and won't accept any more than that. If the Posse escorts these people to the nearest town or settlement, they gain 50 XP each. Otherwise, anyone who refuses to help takes D3 Corruption Hits.

After half the Posse has crossed the old rope bridge (randomly choose,

rounded down), the bridge will collapse, sending the other half of the

twist through the area. Go to 21a

group tumbling down into the bottom of a ravine (those that fall take D8 Hits). The only way out of the ravine appears to be a series of caves that

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D100	TITLE	DESCRIPTION	ENCOUNTER
55	LOST GEAR	Encounter • Environment • Loot It looks like some miscellaneous items dropped off the back of a wagon traveling the road.	Each Hero finds a random item (roll D6): 1-2 Bandage or Whiskey Side Bag Token (choose one) 3 Herbs or Tonic Side Bag Token (choose one) 4 Dynamite 5 Flash 6 1 Gear Card
56	TOTEM SHRINE	Encounter • Environment • Cult A hideous looking totem shrine carved out of wood stands solemnly off the path. Oddly enough, it appears to represent an octopus and is decorated with some shells & dried seaweed. The nearest ocean must be many hundreds of miles away from here.	Choose: Knock over the totem shrine. Go to 70a or Make an offering to the shrine. Go to 97a or Keep on moving. Go to 78a
57	TRAVELING COMPANIONS	Encounter • Active • Stranger • Tribal An Indian Brave rides atop a dark mare and a white woman sits the saddle behind him. The man affixes the Posse with a deathly stare, while the woman seems to have an expressionless gaze as the horse trots on past the group.	If anyone in the Posse has the keyword 'Paleface', Go to 50a If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', Go to 05a If no one in the group has either of the above keywords associated with them, Go to 71a In cases of conflict, choose between either of the first two decisions
58	THE GLINT OF GOLD	Encounter • Environment • Loot What appears to be gold sparkles in a nearby stream. As the group approaches, they spy a gold coin! The Hero in the lead bends down to pick it up and spies another down the way	The Posse comes across a breadcrumb trail of gold that leads to a rotting corpse and a bag of gold hidden in some bushes. The body has been here for some time and whatever done him in is hopefully long gone The group finds D6x\$50 in gold!
59	THE ABANDONED CLAIM	Encounter • Environment • Explosives You come across what looks like an old, abandoned mining camp. Not much of value was left behind at the camp itself, however at a nearby outcropping of rock you discover a number of sticks of dynamite stuffed into various crevices.	Each Hero declares whether they are searching for dynamite or not. Those that are searching make a Scavenge roll to attempt to salvage some usable dynamite. For every 5 or 6 rolled, that Hero gains a Dynamite Token. If any Hero rolls a 1, a piece of Dynamite ignites, creating a giant explosion. Every Hero that opted to search takes D6 Wound.
60	STRONG FOUNDATIONS	Encounter • Environment • Explore An ancient set of foundations. A fort or some other structure once stood here, but the walls have fallen into ruin. There is an open well that still works at the back of the ruins. The water of the well tastes strangely metallic.	Choose: Investigate the well. Go to 14a or Search the rest of the ruins. Go to 26a or Move away from the ruins. Go to 47a
61	FIRE AND FURY	Encounter • Active • Holy The Posse comes across a group of religious fanatics with a fire & brimstone preacher giving an impassioned sermon to his flock. He warns them against the evils of science and the mutant abominations roaming the land that signal the end of times.	If anyone in the Posse has the keyword 'Science' or 'Mutant', <i>Go to 22a</i> If anyone in the Posse has the keyword 'Holy' and there is no one in the group with the keywords 'Science' or 'Mutant', <i>Go to 02a</i> If no one in the group has any of the above keywords associated with them, <i>Go to 51a</i>
62	FRONTIER DEALS	Encounter • Active • Stranger • Merchant A desperate merchant looking to sell off the last of his merchandise rides up to the group in his run-down wagon. He's had it with this area and is moving on.	Each Hero may purchase 1 Gear item for half the normal cost (rounded up) as if they were at a Frontier Outpost (do not roll on Location Event chart).
63	DRINK WITH THE LIVING DEAD	Encounter • Active • Stranger • Undead A stranger approaches the Posse with a strange halting gait. It is an Undead Gunslinger, who challenges one of the party to a drinking duel, else he'll shoot you dead on the spot! In life his name was Stanton Creed and he hung for killing a man to steal his drink. Now he's cursed to roam the Earth, only able to finally die when he loses in a duel.	Choose a <u>random</u> Hero, that Hero is drinking against the Undead Gunslinger. Make a series of Strength 5+ rolls. If the Hero passes 3 checks in a row, he wins the contest and gains 50 XP, the Undead Gunslinger has been drunk under the table. If the Hero fails 3 checks in a row, he has been out-drunk. The Hero loses D6 Max Health for the next 3 days and loses all Grit. Make as many rolls as need be until the Hero gets three successes or three fails in a row.
64	Home in Flames!	Encounter • Environment • Fire As the group rides along, they see thick black plumes of smoke rising in the distance. As they approach, they see that it is a farmer's house badly damaged and on fire. Frantic screams from inside the inferno can be heard pleading for help!	Each Hero Chooses: Turn Away. Go to 92a or Brave the Fire. Go to 62a
65	Horse Shoe	Encounter • Environment • Transport One of the group's horse throws a shoe. The Hero must walk the horse back to town or risk having a lame horse.	A <u>random</u> Heroes' horse loses a horse shoe or any horse shoe upgrade item they may have had. The group travels as if traveling by foot. It will only cost \$50 at the nearest Town with a Blacksmith to get a new horse shoe fitted to the horse.

D	100	Title	DESCRIPTION	Encounter
N. C.	66	THE DEVIL, JOHN MOULTON	Encounter + Active + Stranger + John Moulton While traveling along this path, you come across a dark stranger who introduces himself as John Moulton. His silver tongue pulls you in and grips your attention, but before you know it, he offers you an outlandish deal	This result may NOT be re-rolled or canceled in any way. A random Hero must choose: Take the deal, gain D8x100 XP, a random Mine Artifact, or D8x\$100. Go to 53a or Refuse the deal. Go to 99a
	67	BRAND POSITIONING	Encounter • Active • Stranger A man on horseback is leading four horses with assorted brands on their flanks. He's careful not to make eye contact with the group as he passes by.	Choose: Investigate. Go to 52a or Continue on your way. Go to 82a
	68	THE RUINED MANOR	Encounter • Environment • Explore Before you sits the foundations of a burned-out manor- sized home. It has been decades since anyone lived here and the wilderness is quietly but surely reclaiming this space. A sound you desperately want to believe is the wind howling emanates from the charred husk of this once proud home.	Choose: Mosey on along. Go to 42a or Search the area. Go to 61a
	69	THE HOUNDS OF BRIMSTONE	Encounter • Active • Creature • Void A pack of savage otherworldly hounds has been on the Posse's scent for days, but has just now caught up with you at a critical moment!	AGILITY 5+ OR STRENGTH 5+ If passed, gain 25 XP. If failed, the Hero is pulled from their saddle and mauled. Roll a D6 for every Clothing Item that Hero carries (not including your Personal Item). On a roll of 1 or 2, that item is torn apart and Destroyed.
	70	Ambushed!	Encounter • Active • Tribal The Posse travels through a particularly dusty ravine that throws off all sorts of bad feelings in your head. Before the group can react, Indian arrows strike all around! A group of them Black Fang Indians jump down around your group, lookin' to steal whatever Dark Stone you have on you!	AGILITY 5+ OR LORE 5+ If passed, gain 25 XP and you are able to get away from the attackers and regroup with the rest of your party: If failed, you are knocked unconscious and them Black Fangers root around in your belongings, taking D3 Dark Stone, or one item with a Dark Stone icon. You also lose all Grit.
	71	Indian Under Attack	Encounter • Active • Stranger • Tribal A lone Indian Brave is being corralled by a group of young Ranchers. His face, beaten and bloody, looks to you for help, but his body looks to have lost alot of blood through various wounds, he doesn't seem to be in too good a shape. The Ranchers pay you no mind and continue their abuse.	If anyone in the Posse has the keyword 'Paleface', <i>Go to 30a</i> If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', <i>Go to 67a</i> If no one in the group has either of the above keywords associated with them, <i>Go to 55a</i> In cases of conflict, choose between either of the first two decisions
	72	Bandidos!	Encounter • Active • Outlaw A mangy group of bandidos has come across the Posse and doesn't look too hospitable. They swarm around the group, their intentions all too clear.	If there are any Heroes with the 'Outlaw' keyword and none with 'Law', Go to 80a If there are any Heroes with the 'Law' keyword or none with 'Outlaw', Go to 96a
	73	A CRYIN' SHAMAN	Encounter • Active • Stranger • Tribal As the Posse rides along, you come across a wandering Indian in a full headdress, painted face, and a bone staff, probably a shaman or medicine man. The Shaman is hollering and dancing about as if in some kind of trance and doesn't appear to be aware of anything around him. Nearby a knapsack containing the Shaman's supplies lies behind a tree, apparently unwatched by the Shaman.	If anyone in the Posse has the keyword 'Paleface', Go to 59a If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', Go to 20a If no one in the group has either of the above keywords associated with them, Go to 33a In cases of conflict, choose between either of the first two decisions
	74	TAINTED WATERING HOLE	Encounter + Environment + Hazard The Posse has been passing through a particularly dry patch of barren wasteland. The group comes across the first water source it has seen for miles, but the area is home to the bones of many a dead creature and man that came before you. Not the best of signs.	Desperate for water, the group drinks from the watering hole, only to find something horribly wrong with the water! Each Hero loses 1 Grit. If you are unable to lose Grit, take D3 Wounds instead, ignoring Defense.

D100	Title	Description	Encounter
75	THE CURIOUS BOX	Encounter • Environment • Puzzle A curious box lies on the road, it has intricate carvings	Cunning 6+
	DOX	and details all about the sides of it and appears to have interlocking pieces. It may be a puzzle box of some sort.	If a Hero chooses to investigate the puzzle box, they have one chance to figure it out, otherwise the box is locked to them for good, though other Heroes may try. If the roll is failed, nothing happens. If successful, gain 50 XP and roll a D6 to determine what is revealed in the box (<i>Go to 89a</i>). The puzzle box can also be sold for D6x\$50 if you choose not to investigate it.
76	Demonic Assault	Encounter • Active • Demon A Posse member gets a dull, throbbing headache and suddenly begins lashing out and speaking in tongues! Some foul demon or ancient terror is trying to break through into this world and will shatter the mind of the poor victim.	A <u>random</u> Hero suffers the permanent loss of D3 Sanity points . They must now roll once on the <i>Madness Chart</i> due to the terrifying visions they have endured.
77	Déjà Vu	Encounter • Environment • Lost As the Posse rides past an outcrop of rocks, the Heroes realize that there is something familiar about this path they're traveling down. The Posse has passed by it perhaps three or four times now, are the Heroes traveling in circles?	The group has gotten itself lost. Roll D6 and counting 1 as east and going clockwise 1-6 around the hex, move the group D3 hexes in that direction (ignore terrain move point costs) and then end movement for the day.
78	Ominous Visions	Encounter • Environment • Void The night prior, the Heroes dreams were filled with dark,	SPIRIT 6+
		horrific scenes of death and destruction. Perhaps they were a warning of some future calamity or of impending doom. Whatever the case, the Heroes are nearly driven mad by the experience.	Each Hero that passed gains 25 XP and +3 to any one combat-related roll or skill test during their next Adventure. If failed, that Hero takes D6 Sanity damage, ignoring Willpower, as the grisly visions take a toll on their very psyche.
79	BURNING MAN	Encounter • Environment • Cult A huge bonfire is ablaze, in the shape of a large man. Around the base of the bonfire is a group of figures clothed in dark cloaks emblazoned with a red left hand, chanting some unknown hymn.	AGILITY 5+
			As the chanting reaches a maddening crescendo, the bonfire man comes to life! The flaming giant hurls balls of fire at the group, causing a raging inferno to ignite all around you! Each member of the Posse that fails the Agility test takes D8 Hits of fire damage.
80	THE GODLY MAN	Encounter • Active • Stranger • Holy The Posse comes upon a religious hermit who will offer to heal any wounded in the Posse. He will also break bread with them and spend the day telling them stories.	Each Hero is healed any combination of D6 Corruption/Wounds/Sanity (your choice) by the kindly man. After he is finished with his work, he thanks the Posse for their time and bids farewell.
81	Indian War Party	Encounter • Active • Tribal A group of Indian Braves are rapidly approaching the group, weapons drawn, but they aren't immediately attacking you. Still, you can never be too careful and you begin to unholster your weapons.	If anyone in the Posse has the keyword 'Paleface', Go to 77a If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', Go to 63a If no one in the group has either of the above keywords associated with them, Go to 34a In cases of conflict, choose between either of the first two decisions
82	Shadowy Creatures	Encounter • Active • Void The Posse moves slowly through this region as it appears some storm clouds are approaching. However, as the clouds grow near, the group looks up in horror to see that the cloud is actually a massive swarm of otherworldly creatures! Large groups of the creatures swoop down on the party, attracted by some unknown force.	Each Hero rolls a D6 for each Dark Stone they carry (including items with the Dark Stone icon and Items with Dark Stone Upgrades attached). On a roll of 1, that Dark Stone shard/item is stolen away by the nightmare creatures and carried away into the swarm.
83	FIELD OF DREAMS	Encounter + Environment + Hazard The rocky desert area you're in is mostly dry and barren,	STRENGTH 6+
	but seemingly out of place in this environment is a vibrant patch of bright red flowers. As the Posse stops to investigate, they notice a strong, sickly sweet aroma and start to get sleepy. The flowers release a toxic gas that incapacitates and will cause unnatural and horrible nightmares for any who fall asleep!	If successful, gain 50 XP. Any Hero that fails the test must immediately pass a Spirit 4+ test or take D6 Sanity damage with no Willpower saves from the horrible dreams produced by the flowers' powerful narcotic effects.	
84	THE HILLS HAVE MOUTHS	TI 1:11 1: 1 1 1 1	AGILITY 5+
	THE HAUTHS		If passed, gain 25 XP and the Hero has escaped. If failed, any Cart or

a little further, you find the earth opens up before you,

exposing an unholy maw that threatens to devour the

entire Posse!

on foot. You lose 1 Sanity permanently from the terrifying ordeal.

Horse you were riding falls into the maw and is lost, you are now traveling

WILLDINGSS HNCOUNTERS

ENCOUNTER

If there are any Heroes with the 'Outlaw' keyword and none with 'Law', Go to 69a

If there are any Heroes with the 'Law' keyword or none with 'Outlaw', Go to 25a

AGILITY 5+ OR LUCK 5+

If passed, gain 20 XP and the Hero has escaped the scorpions without being harmed. Any Hero that fails this test is stung by the scorpions and afflicted with a horrible poison. If not treated at a Doc's Office within 5 days (\$100 treatment), the Hero will permanently lose D6 Health.

Each Hero Chooses:

Attempt to help. Go to 79a

or

Keep your distance. Go to 03a

If there are any Heroes with the 'Holy' keyword in the group, Go to 10a Otherwise, Go to 38a

Add a Growing Dread card to the stack at the start of the next Adventure.

The group has discovered a patch of **Dark Stone**, sitting out amongst the wilderness. While the discovery is potentially bad news for the world, the group is happy to help themselves to the precious substance. <u>Each</u> Hero receives 1 **Dark Stone**.

All Heroes who can, make a Ranged attack at a ·1 To Hit, if any Heroes hit with their Ranged weapon, the Hanged man is free and the group gains 50 XP, otherwise he dies swinging on the rope. The man thanks you for saving his life, but seems more angry than anything. It seems he was expecting someone named "Blondie" to shoot him down, but he's apparently nowhere to be found.

A <u>Random</u> Hero can claim the ring if they like. *The Ring* is an artifact that may be used Once per Adventure to ignore an Exploration Token uncovered by that Hero after it is revealed and draw a new one. This effect causes **D8 Corruption Hits** each time it is used. The Ring is worth **D6x\$100** if sold.

If the Posse agrees to escort the woman, they must travel to the town that her lover lives in. Roll D20 and consult the Town chart. If the group goes to a Mine while the woman travels with them, she will be also be killed if the Darkness escapes and/or the mission is failed. Upon arrival at the Town, *Go to 94a*

Otherwise, if the group refuses to help, you continue on and each Hero takes 1 Corruption Hit for the guilt they feel.

Gain 25 XP. The Posse finds the door to this mysterious blue box to be locked and no amount of force can get the darn thing open. Then without the warning, the door swings open and a curly-haired stranger with a long, colored scarf peaks his head out and yells back into the box, "Romana, this isn't Gallifrey! I say, where the bloody blazes are we?" He takes one look at the group with its assorted weaponry and says, "Well, not here for long I should hope. Let me go get you a jelly baby. Be right back!" and closes the door behind him. The blue box makes a strange sound and simply fades from existence.

D100 TITLE 95 CIRCLE OF TREES 96 98

DESCRIPTION

Encounter + Environment + Puzzle

A small copse of trees that grows in a perfect circle lies before you. In the center of the circle lies a plaque with an inscription that simply lists what appears to be a random collection of numbers.

SILENCE Encounter . Mystery It is eerily quiet... Too quiet. WILL FALL

THE BRONZE STATUE

Encounter . Environment . Puzzle

Just off the beaten path sits a bronze statue of some unidentified man. There is no plaque or explanation of who the figure is or why a statue has been made of him, but there are some bleached bones at the feet of the statue. The figure itself shows a smiling, bearded man beckoning to a small openable chest at his feet. The chest is empty:

BURIAL MOUND

Encounter . Environment . Ancient

The Posse stumbles upon an ancient burial mound, this mound doesn't seem to match any known Indian tribes' practices and looks older than dirt. There is a stone tablet written in an unknown language that seems to give some kind of warning, but the death's head skull that is carved into it has three eve sockets instead of two.

99 INDIAN TRADING Post

Encounter . Active . Stranger . Tribal

A group of friendly Indians have set up a temporary trading post nearby with various items and bits of gear for sale arranged inside a circle of tipis. A sentry eyes your group as you make your approach.

ENCOUNTER

CUNNING 6+

If any Hero makes this skill test, the group deciphers the numbers and reveals the location of something on their map. Roll D20 and consult the Town chart. The location they've deciphered lies one hex to the northeast of the Town rolled. When that location is reached, Go to 57a

Stop all movement for the day. The group has a grand battle with some tall, slender inhuman monsters. The Posse manages to find cover, but unfortunately as soon as you turn away, you forget the entire experience.

Wait... why are your weapons drawn? Some Heroes in the group have random marks on their faces as if they've been counting something. Hmmm. Odd. Also, two days have inexplicably passed by.

For every \$100 that a Hero places in the chest, roll D6:

- Take D8 Wounds, the Hero is wracked with a horrible pain.
- 2-3 Gain D6 Dark Stone, the money appears to have been magically transmuted.
- 4-5 The \$100 that the Hero placed in the box has transformed into D6+1x\$100!
- Gain a random Mine Artifact card.

Choose:

Enter the burial mound. Go to 40a

Continue on your way. Go to 16a

If anyone in the Posse has the keyword 'Paleface', Go to 35a If anyone in the Posse has the keyword 'Kemosabe' or 'Tribal', Go to 84a If no one in the group has either of the above keywords associated with them, Go to 19a

In cases of conflict, choose between either of the first two decisions.

