

The Scourge of El Sangriento

A Branching Story Campaign for Shadows of Brimstone

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Prologue

A darkness has fallen upon the sun-blasted frontier. The bloody one, the one they call El Sangriento, has been riding through the territories with his pack of soulless marauders, carving out a legacy of evil. Theft, arson, kidnapping, and murder. Their hunger for the cruel and unjust is insatiable. The arm of the law is not long enough to corral this bunch, and as such, El Sangriento and his compadres have been free to do as they please, growing bolder with every town they ravage. Hobson's Pass, Brigham City, Socatoon, Copper Creek, the story never changes. The downtrodden folk in this corner of the world have already resigned themselves to the fate that inevitably awaits them, desperately hoping that some token of appeasement will slow the violent stampede.

There is, however, one source of light in this starless prairie night. Begotten in the wake of terror, an avenging force has emerged. An assemblage of frontier-hardened souls from various walks of life, each vexed by El Sangriento's legion in some brutal way. Endlessly tracking the bandits across the west by way dying embers and tribal knowledge, the righteous posse arrives in yet another sparsely populated speck of existence. Hollow and broken, the residents are shadows of their former selves. The group's arrival stokes a long dying fire in the hearts of the people, hope that their affliction will come to an end. The local gunsmith, now also acting sheriff, explains that they are too late to spare the town from the touch of evil, but all is not lost, as El Sangriento and his men have holed up in La Puerta del Diablo, the once prosperous mine just outside of town. Now a forsaken stain upon the land, the mine gives shelter to strange and terrible things that have taken up residence as well.

It cannot be said to what extremes the criminals will go to evade capture. The darkstone slowly twists their already warped minds. The heroes' vengeance, the outlaws' depravity, or the bottom of the mine; which shall prove deeper and more deadly?

Special Rules

Seeding the Threat Deck:

Each adventure will require seeding of custom Threat Cards into the Threat Deck. The quantity of cards to be incorporated is noted in the bold headline of the adventure in a **(X/Y)** notation, where **X** is the number of cards to be added to a single core set deck and **Y** is the number of cards to be added to a two core set deck, regardless of Low, Medium, or High Threat level. These values assume Threat Cards are discarded after use.

Enemy Attack Mechanism:

Enemies with both ranged and melee combat attacks will activate **either** attack type during their activation, **never both**. The figure will move until within the required number of spaces of a ranged attack. The enemy can target any Hero in range, randomly choosing if there is more than one Hero meeting this condition. No further movement is made by the enemy figure, nor is the target changed, until the current target has moved out of range. If the enemy is adjacent to a valid target, the figure will then perform a melee combat attack. Any text on the Enemy Sheet supersedes the rules mentioned here.

Mine 1 – (Beginning, 2 Objective tokens, Depth Track = 7 to complete, Seed Banditos Rojo Threat: 3/6, Ignore Gate Icons)

Path condition trigger if two clue tokens are drawn from the exploration pool, proceed with encounter **1A**. Otherwise, proceed to **1B** after reaching Depth Track = 7.

Encounter 1A

“And just who in the hell are you?” grunts the foremost bandit. Eyes fixed on the posse, he casually nudges the bearded menace beside him, “Looks like we got some entertainment for tonight.”

“What’s the ruckus over there?” A gravelly voice cuts through the darkness, “ We’ve another run yet to make and you fools are puttin’ a damper on my concentration.” A silhouette emerges before the hanging kerosene lamp. “Don’t reckon I’ve seen your faces before. Don’t reckon I like ‘em all that much either...”

“What are we gonna do with ‘em, boss?” Inquires a gnarled wraith of a man from the midst of the crowd.

“Don’t know just yet.” The shadow replies, “But I know it’ll be damn sight easier if they ain’t breathin’ no more.” At once, the gang levels their weapons at the posse.

“See’n as how y’all been so bold to chase after me and my boys into this mine, I don’t suppose you’ll be fixin’ to go away without a fight. Don’t let me disappoint you.”

(Use one hero model as proxy for El Sangriento. Use Hungry Dead as proxies for bandits. Roll Peril die (2 dice for 4-6 hero posse) and place that number of bandits per standard placement rules. Consult custom enemy reference cards. El Sangriento is defeated when health = 0.)

Failure results in a partial posse health/sanity recovery (2D6 health/sanity mix) instead of full recovery and a two day limit on the stay in town.

If El Sangriento is defeated (+50XP each hero, +100G each hero):

El Sangriento stumbles backward, “You wretches! The hell do you think you are? All high and mighty, thinkin’ you doin’ some divine service to this land.” Grabbing the wound in his gut, he curses, “You fools don’t got no idea what lies beneath, no idea at all!” He reaches into his sidebag, hand emerging with a cluster of darkstone clenched in his fist.

“I’ll be seein’ y’all... real soon...” He plunges the stone into his gut and a fantastic blue light bleeds forth from the opening in his abdomen. Without warning, his body is flung against the wall by an unseen hand, and is quickly absorbed by the rock wall, all the while laughing maniacally.

After town phase:

The posse is awoken by piercing cry in the crisp morning air. Looking out the window, crimson streaks from nearly every house trail down the thoroughfare back in the direction of Puerta del Diablo.

The night’s rest seems empty and without comfort, having failed to spare this town any further horror. Something is still hiding in the underground. Something with the anger and brutality of El Sangriento’s gang all rolled together. Donning their gear, the posse rides out once more to the mine...

Begin Mine 2A – Hunting Party.

Encounter 1B

The gunslinger on the perimeter is roused by the approach of the posse. "Hey boss... is that you?" Before half a chance is given for a reply, a bullet streaks past, striking the support beam overhead.

"Don't be no dummy, that ain't him and that ain't them!" another cries out from the group. "Take 'em down!"

(Use proxies for bandits. Roll Peril die (2 Peril dice for 4-6 hero posse) and place that number of bandits per standard placement rules. Consult custom enemy reference cards.)

Failure results in a partial posse health/sanity recovery (2D6 health/sanity mix) instead of full recovery and a two day limit on the stay in town.

If the Bandits are defeated (+25XP each hero, +50G each hero):

Returning to town, the sheriff saunters over, caked blood on his brow from a hours old wound upon his forehead. With a wavering voice, he recounts the day's earlier events while the posse was underground.

"They was watchin' y'all from the bluff. Saw you dismount and head in. They turned their attention to the easy target, knowin' you'd be causing trouble for 'em down there. I tried to reason with *him*, but he is a beast most unconscionable." He gestures his finger to his brow, "Gave me the butt-end of his shooter right here. Then his mongrels held me down, took turn with their five-finger salutes, worked me over pretty good. Doc says one a' my ribs is broke. He'll get to fixin' it as soon as I get back over to his shop.

El Sangriento, he wanted us to lay an ambush for y'all once you come back up out that hellhole. Told him we would, but we ain't got no such plans for ya. You people, from wherever it is you came, are the ones to stop this madness. As God as my witness, I'll die before I abide that scum another day in this world. If y'all have come this far jus' for him, there ain't nothing in this world gonna stand in your path until you get what you came for."

The sheriff turns as the doctor approaches. Silently, the man offers his help to the sheriff, setting off for the infirm.

After town phase:

Begin Mine 2B – The Search Continues.

Mine 2A (Hunting Party, 3 Objective Tokens, Depth Track = 5 to complete, Seed Banditos Rojo Threat: 3/6)

Path condition trigger: If 3 objective tokens are found before Depth Track =5, then the posse finds the stolen goods (2BC). Otherwise, proceed to (2A).

Encounter 2A

El Sangriento appears at next exploration (Epic Threat as XL enemy, discard threat cards until XL figure is drawn).

"LAWWWDOGGGSSS!!" Cries the fiend, "DIIIIIEEE!!"

Failure results in loss of 1 gear/artifact card OR 300G per hero. Mine 2A must be attempted again.

If El Sangriento is defeated (+50XP each hero, D8x25 Gold per hero):

The ride back into town seems unusually long. Something of the air feels off, an almost unpalatable sense of maleficence. A thick black smoke billows over the horizon in the direction of town. Something terrible has happened in Brimstone.

Bodies lay butchered and burned, strewn about the streets. Houses and shops razed to the earth, smoldering in decay. Those buildings left standing are ablaze in hellfire as the desperate survivors run to the well and back, hopelessly throwing pail after pail of water into the mouth of the conflagration.

"It was him," the Sheriff speaks as he saunters up beside the posse. "Those eyes.... black... blacker than the deepest mineshaft straight into a lode of coal. It ain't of this world... but I swear it was him. The way it crackled in delight as it all burned. The way it licked the blood from its claws. The same way he enjoyed to make others suffer. It was El Sangriento it was him. My God, those eyes... Those eyes will be in my dreams forever..."

Doc walks over to see to the Sheriff, "It flew away, toward the mines. Damn sure it perched up on the bluff just to watch. Don't see him no more though... must've got its fill for the night..."

D8 stores closed. Roll for random buildings.

After town phase:

Once more into the depths, the posse rides...

Begin Mine 3A - Doppelganger.

Encounter 2BC

The glimmer of gold in the lantern light is resplendent against the empty backdrop of darkness. There appears to be a significant collection of loot in this location; Coins, finer wares, ornate weapons, precious stones, a true bandit's trove. It is doubtful that anyone would ever expect to see any of these items again.

Take a majority vote. Will the posse take some of the more useful items protruding from the top of the heap (2B)? Or will they return to town with the complete haul in tow (2C)?

Encounter 2B

Draw Mine artifact cards equal to the number of heroes -2 (minimum of 1). Additionally, each hero gains D6x20 (e.g. 1 x 20 = 20 gold) as well as D3 darkstone. The posse gains 1 gear card per hero.

Upon arriving in town, the posse is greeted by the local inhabitants. Their somber faces seem to have a subtle glow of optimism, eager for news that their woes have been vanquished. In what is perceived as yet another crash of disappointment in the churning canyon waters of misery, the people are informed that their nightmare will persist into the subsequent night.

A jilted and miserly barkeep extends his bony, blackened finger at a saddlebag that has been hastily cinched and slung over one of the hero's horses. An ornate shaft of silver protrudes from the opening.

"I know that piece," He grumbles. "I know that piece. Ain't none like it anywhere. 'Been gifted to me by my father. You give it here!"

Surrendering the item to the man, the crowd gathers behind the seething barkeep.

"We didn't know who you were when y'all came ridin' up in here, promising to fix our problems. But now... now we know. We know all we need to know. Come on now, folks. We ain't got nothin' more to say to this lot."

All town services are closed for the duration of this stay. The campsite is the only available location.

Begin Mine 3B - Cornered.

Encounter 2C

The posse returns to town with the stolen loot in its entirety.

"You have returned with our worldly possessions intact," speaks the Sheriff from his chair. "On the behalf of the folks here, I thank you. It will be of some comfort to them to have their heirlooms returned. I'll tell you true though, nuthin' is over until that Sangriento is flushed out."

His gaze slowly turns solemn and distant. "Some men in this world, there ain't nothin' good about 'em. Don't know what makes 'em that way, maybe bad rearin', or somethin' awful, or jus' an accident of birth, but they ain't men no more. No, not no more..."

The posse gains D6x-10 gold off any purchases made for the duration of the town stay (limit one free item for the day).

Begin Mine 3B - Cornered.

Mine 2B (The Search Continues, 0 Objective Tokens, Depth Track = 5 to complete, Seed Banditos Rojo Threat: 2/4)

Path condition trigger: If Hungry Dead (or undead outlaws) are drawn from the threat deck before depth track reaches 5, proceed with encounter **(2D)**. Otherwise, proceed to **(2E)** after reaching Depth Track = 5.

Encounter 2D

"God help me!" cries a voice out of sight beyond the horde. Gunshots ring out like hits of a drum as a man scrambles up the wall embankment. Through the dust, he sees the heroes standing at guard. "You there! You—You gotta help me! I came back and they was all dead." He issues three more shots into the closing fiends. "I was packin' up, and they jus' turned to life, ain't my men no more," El Sangriento explains. "You can't let 'em get me, else you ain't gonna nothing of what I stole, or find them women n' children I took. Ha ha, no sir!" Another three shots. "You gotta get me out of here safe and sound if'n you want anything from me!"

Protect El Sangriento from the onslaught. El Sangriento is an ally NPC for this encounter. He will retreat from enemy figures D3 spaces and attack the nearest enemy every turn. El Sangriento dies if his Health = 0. Also, he begins the encounter with D6 Wounds. Items/Abilities cannot be used to aid/harm his attributes.

*Failure results in loss of 1 gear/artifact card OR 300G per hero. **Mine 2B** must be attempted again.*

If El Sangriento Lives (+75XP, +0 Gold):

"Heh, heh... we showed their damnable bones, didn't we?" His jubilation sharply cut short by the realization of his newfound situation. "I reckon y'all be eager to see my neck swingin' from the end of a rope. Don't you be too hasty now. Anythin' happens to me, ain't no one gonna see them innocents again. We deal: I absquatulate, you get to play hero. I been among the willows for some years now and I aim to be keepin' it that way. So what'll it be?"

Choose:

Make a Deal (**jump to 2F**): Learn the whereabouts of the kidnapped and let El Sangriento go.

Take Him In (**jump to 2G**): Place El Sangriento under arrest and return him to the Sheriff in town.

Deliver Justice (**jump to 2H**): Let the havoc be ended here and now; Lay El Sangriento to his final rest.

If El Sangriento dies (+25XP, +D6x25 Gold):

After succumbing to a grisly and fitting demise, there is little left of El Sangriento to speak of. His remains littered about, indistinguishable from the dispatched revenants strewn about the mine floor. The posse starts back towards town.

After town phase:

Daily life seems normal once again. The memory still lingers in the dark recesses of the inhabitants' minds, but hope now springs from their visage. The heroes make a final tally of their gear and prepare to ride out with solemn recognition of their deed.

The ground begins to shake violently. Pleasant conversations turn to sour screams of terror as the townsfolk flee their homes seeking refuge from the quake. The earth fractures below the posse's feet, opening a fissure in the thoroughfare. The heroes find themselves engulfed by the angry earth, swallowed whole, into the darkness of the world below.

Taking up the battered, yet functional lantern, they find themselves in the mineshaft once more. The quick way in now collapsed upon them, the only way back out is through. **Begin Mine 3E - Out of the Fryin' Pan.**

Encounter 2E

"You got some of us, but you ain't gettin' all," El Sangriento challenges. "See, me and the boys worked real hard for our wages. Ain't no lawdogs gonna jus' up and steal it away."

The men issue cries of solidarity.

In a cruel twist of fate, the bodies of recently departed bandits begin to reanimate in the room immediately behind the posse. Fiends to the front, fiends to the back, and iron blue intention in between.

Roll Peril die (2 dice for 4-6 hero posse) and place that number of bandits per standard placement rules. Roll Peril die (2 dice for 4-6 hero posse) and place that number of Undead Outlaws per standard placement rules. Consult custom enemy reference cards. El Sangriento is defeated when health = 0.)

Failure results in loss of 1 gear/artifact card OR 300G per hero. **Mine 2B must be attempted again.**

If El Sangriento is defeated (+25XP, +D6x25 Gold):

El Sangriento falls to his knees. His tenuous grip on his pistol finally giving way, he drops the piece to the earthen floor.

"Not bad---" His sarcastic retort is stifled by a bout of violent coughing. He collapses to one side against a rocky outcropping. With a labored gasp, El Sangriento utters his last words::

"I... still... win..."

The last signs of life slink away from his mortal remains. Somewhere from the ether, the faint cry of a woman is heard, "Please... Help us!"

Choose two heroes to stay in the mine and keep track of the voices. The remaining posse returns to town for a supply run. Heroes staying in the mine recover D6 wounds/sanity (any mix). Heroes going to town may only stay 1 night.

After town phase:

Begin Mine 3C - Blood is Thicker

Encounter 2F

"You'll be wantin' to know where them gentle folk is hid..." El Sangriento quips, "But ya see now how that information could be worth a little sumthin'." The arrogant gunman paces before the posse, rolling a match between his fingers.

"You let me jus' mosey on outta here and we can reach an agreement." More desperate cries echo up through the mine. "Doesn't sound like they gonna be able to last much longer down here."

The heroes part to allow his passage.

"Thank ya kindly, friends. Follow them purple stones that been placed along the path... you'll find 'em..." El Sangriento sneers. Backpedaling toward the mine entrance, he leaves without another sound.

There is no town phase this adventure. Heroes in the mine recover 3D6 wounds/sanity (any mix) and 3 Grit (Even if this exceeds the hero's current Grit limit. Once excess Grit is used, the limit must be respected for the remainder of the Adventure).

Begin Mine 3C - Blood is Thicker

Encounter 2G

"Ha ha heh... You know this ain't the first time I seen irons on these wrists. They jus' can't seem to keep me caged."

With El Sangriento in custody, the posse heads for town.

"Ish heem!!!" A mangy old drunk cries, stumbling forth from the saloon doors. "SHANGREENTOH!!!"

At once, the patrons rush forth, pushing the old man to the side. Pouring into the street, hurling insults at the chained fiend, the mob is a furor of cheer and malice. Rocks rain down upon the bandit's shoulders and about his head. Roused by the commotion, the Sheriff emerges from his office.

"I'll be damned... you folks have gone a pulled it off," he remarks. "Have to admit, I never did have much faith, but I 'spose that's what we here all lost some time ago. Deputy, take that man into custody. I reckon he's got himself a date with the gallows."

The deputy saunters up and relieves the posse of their captive, escorting him to his new accommodations.

"You ain't never gonna hold me," the prisoner spits and kicks the dirt at his feet. "I'll see y'all burn before I get my due!!!"

After a town event occurs OR if all heroes leave town:

The Sheriff bursts through the Hotel doors, "He's loose! The damn beast is loose! The jail has been busted and half the town is lyin' dead in the street. Deputy said it was some kinda creature that bust outta there... last words that poor soul had before his light been snuffed out. I have to get the Doc and see to them survivors, but y'all have to find that beast and put him down!" **Begin Mine 3D - Vengeance**

Encounter 2H

"Wait jus' a minute, now..." El Sangriento lightly pleads, "Let's be reasonable about this."

One hero must discard a Bandage token to blindfold El Sangriento. If more than one hero has a bandage token, roll for a random hero. If no hero has bandages, each hero must make a Spirit 6+ test. If failed, each hero takes D6 Sanity Damage, ignoring Willpower. If a hero has the keyword "Law", take an additional 3 Sanity Damage, ignoring Willpower. This damage is NOT recovered on the journey back to town.

Having been prepared for his final journey, the posse asks of him if he has any final words.

"Yeah... I got some words for ya'... You ain't nothin' but a bunch of mangy dogs!" He spits, "You know what you are? Nothin' but a bunch of no-good, dirty, sons of---"

The sharp crack of gunshot mutes his final issuance. El Sangriento collapses to the ground. The Scourge has come to an end... or so it would seem.

His body begins to glow a brilliant and deep sequence of blue and purple. The bullet has struck a large chunk of darkstone hidden in the breast pocket of his vestments. Rapidly his body begins to change, growing in size, revealing the wounds on his torso where the fragments of shattered darkstone have impaled his flesh. He bellows with a sinister laugh and rises to his feet, his blindfold fallen to the ground. His brazen eyes, now recessed and blackened, project abject hatred into the souls of the heroes. Without warning, the beast flees deeper into the mine with unearthly speed.

After town phase:

Begin Mine 3E - Out of the Fryin' Pan

Mine 3A (Doppelganger, 0 Objective tokens, Depth Track = 5 to complete, Seed Banditos Rojo Threat: 1/2)

Path condition trigger: None.

When the depth track reaches 5, ignore the effects of the exploration token (if there is one) for the new tile. Instead, draw an Epic threat. If this threat holds an XL+ enemy, substitute with the Harbinger enemy. If there is no XL+ threat held on the card, place the Harbinger on the previously explored tile.

Proceed to encounter **3A**.

Mine 3B (Cornered, 0 Objective tokens, Depth Track = 5 to complete, Seed Banditos Rojo Threat: 1/2)

Path condition trigger: None.

When the depth track reaches 5, ignore the effects of the exploration token (if there is one) for the new tile. Instead, draw an Epic threat. All enemies for this encounter have an additional elite ability. If this would result in 3 elite abilities per enemy, instead use brutal enemy stats.

Proceed to encounter **3B**.

Mine 3C (Blood is Thicker, 3 Objective tokens, Seed Banditos Rojo Threat: 3/6)

Path condition trigger: Once the final clue token is found, the heroes notice that the Dark Stone is appearing in a less orderly fashion, if in any order at all. The cries now come from somewhere behind. In their haste, they have rushed past a walled up room exit, behind which the captives wait. Roll the peril die. The result is the number of tiles the posse must backtrack. Roll for a random tile cap to be replaced by a new room tile. If there are no available caps, continue one room further until the condition is met. Place 5 captive tokens in this room at the furthest exits. Then, draw a threat card one level higher than normal. This threat is resolved on the tile that is the halfway point between the heroes and the new room. The enemies closest to the heroes will engage the group while the remaining enemies will target the captives.

Each Captive will die from 5 wounds. Captives do not move, do not make saves, but MAY be healed by items and/or abilities and carried following standard KO'd hero carrying rules. When carried, captives cannot be targeted.

If any captives survive, proceed to Encounter **3C**. Otherwise, continue with Encounter **3F**.

Mine 3D (Vengeance, 2 Objective tokens, Seed Banditos Rojo Threat: 2/4)

Path condition trigger: None.

When the second clue is discovered, APPLY the effects of the exploration token (if any) for the new tile. Additionally, draw an Epic threat. If this threat holds an XL+ enemy, substitute with the Goliath enemy. If there is no XL+ enemy, add a Goliath to the fight.

Proceed to encounter **3D**.

**Mine 3E (Out of the Fryin' Pan, 0 Objective tokens, 2 Gate tokens to complete,
Seed Banditos Rojo Threat: 2/4)**

Path condition trigger: None.

Draw three random room tiles (non-corridor) to form the mine area the posse has fallen into. Connect these rooms per normal tile placement rules. Each hero rolls two dice. The first die designates the room the hero is placed in. The second die designates the room exit the figure is placed near. Place the figure within three spaces of the rolled exit. Then, draw an Epic Threat and resolve in a random room. If the threat does not include a XL+ enemy, place a random one now, in addition to the epic threat. This is an ambush attack. Ignore all other events/encounters on this token.

The posse must find its way through the mines for some other means of exit. The first gate token leads to another world. The second gate token leads back to the mines. This gate leads to a final room connected to the mine entrance. All other exits are capped. Once the final area is cleared of all threats, the Adventure is complete.,

Proceed to Encounter **3E**.

Encounter 3A

A cloud of swirling dust envelops the posse as they approach. The gusts extinguish the lantern's flame and the passage falls into darkness. The groans and hisses of the unspeakable terrors lurking in the ether seems to intensify in the absence of light.

The lantern is out. The hero holding the lantern may attempt to rekindle the flame by using their entire activation to do so. Every hero who activates while the lantern remains unlit will suffer from Voices in the Dark. Additionally, all enemy figures gain +2 initiative while the map remains in darkness. If the harbinger flies over the hero carrying the lantern, roll a D6. On a roll of 4+, the flame is blown out yet again.

Failure results in one Madness condition per hero.

If El Sangriento (Harbinger) is defeated (+50XP, +D6x25 Gold):

The beast cloaks itself with its wings and staggers backward. A shrill, inhuman screech soars from its infernal lungs. The blackened recesses of the fiend's eyes blaze with the intensity of the fires of Hell.

Spontaneously, the creature explodes into a fulminating cloud of ember and radiant dust.

The dust permeates the passage, choking the heroes as they gasp for air. Each hero takes D8 corruption hits. Willpower saves may be made against these hits.

This evil incarnation, man or beast, is lost to the ethereal winds...

After town phase:

Proceed to **Epilogue**.

Encounter 3B

An air of dread wafts through the derelict corridor. Something feels very wrong; the posse must be closing in... or be closed in upon.

Each Hero must make a Luck 6+ test. Each Hero who fails this test is picked off in an Ambush attack. Draw and resolve an Epic Threat card. If there is no XL enemy on this card, add a random XL figure to this fight. Place enemy figures first surrounding the Heroes who failed the test with the newly placed models. Then, place the remaining enemies per normal placement rules. If any one Hero is ambushed, the entirety of enemy figures placed are also in ambush for purposes of initiative.

Failure results in the posse being overwhelmed by the evil horde. Each Hero must make a Spirit 5+ test. If successful, the Hero maintains his grip on the equipment he carries. If failed, randomly discard one gear/artifact being carried by the Hero. Then, each hero loses D8x25 Gold.

If El Sangriento (XL Monster) is defeated (+50XP, +50 Gold):

In a tangled and bloody mess, El Sangriento, or at least what he has become, lies in a pool of his own blood. Rivers of a thick scarlet ichor seep forth from the creature's wounds. The Posse has not only survived the hunt, but succeeded in vanquishing the foul spirit infecting this place.

After town phase:

Proceed to **Epilogue**.

Encounter 3C

"Thank God you've saved us!" cries a woman's voice from the dark.

As the brilliant rays of the lantern creep glide across the room, sights of the weak and battered townsfolk become apparent, slowly scraping themselves up from the cold, damp floor. Some have been hurt, some even more gravely. Few words are spoken over the sound of quiet weeping as the posse ushers the group forward to escape this un-waking nightmare.

After travelling back to town, roll a D8 for each captive found alive. Then, apply the corresponding event:

1: Their mind has been corrupted. The former captive wreaks havoc at a random town location, tearing out patrons throats with their teeth and howling like a wolf. This location is closed for the duration of the stay.

2 - 3: Their trauma is too great. The innocent succumbs to their injuries once reaching town.

4 - 5: The man gives what he can as a token of appreciation. Gain \$50.

6: The recently emancipated thanks the posse in earnest, giving up the precious stone he found while captive in the mine. Gain D6 darkstone.

7: "It might not be much, but y'all might find some good use outta this." Draw a Gear card.

8: "This looks like it'll be more use to y'all than it will be to me..." Draw an Artifact card corresponding to the world in which the captives were found.

After town phase:

The Sheriff hurriedly approaches the posse as they leave their overnight refuge.

"We jus' seen 'em. For whatever reason, he's headed back for them mines. Hell, I don't even think he knows why, but he was riding through moments ago, swifter than a locomotive, like the Devil himself was chasing after him. After all you've done so far, I know you can take that brute to an early grave and spare this world one more sinner. Get after him!"

Proceed to Mine **4A**.

Encounter 3D

"Chainsss..." The writhing mass of tentacles pouring forth from the beast's mandible manages to perform some miracle of recognizable speech. "Chainsss... will never.... hold meee..." The abomination rears back and looses a foul cacophony of sinister tongues. "Try... onceee... moreee..."

El Sangriento stomps his feet into the earth, sending the party off balance.

Roll a D8. Subtract each Hero's initiative from this value. For the duration of this fight, the difference is the Hero's new initiative value.

Clutching two piles of darkstone in its tentacled grasp, the precious stone is cast into the wall, exploding in a brilliant flash of purple light. The wall begins to pulse with an eerie blue glow, as the rock begins to fall inward on itself, pulled into a gate to another world.

This gate leads to the Targa Plateau. Immediately beyond the gate stand two Targa Pylons. Place the Pylons adjacent to the exit on the other side of the gate. These Pylons recognize the Posse as a hostile threat. No exploration token is placed on this new map tile.

**Failure results in each Hero losing all their sidebag items in addition to any 1 Headgear or Armor items currently equipped or being carried.*

If El Sangriento (Goliath) is defeated (+50XP each, 1 Gear card each):

A final shot reverberates through the corridor, snuffing out the last sign of life in the squirming mass of tentacled horror. Chains may not have ever been able to hold the beast, of this incarnation or the former, but in the end, iron still carried out the final sentence.

After town phase:

Proceed to **Epilogue**.

Encounter 3E

When the Posse reaches the Entrance tile, an awful surprise awaits them.

"Looks like we gonna get this matter settled, once and fer all." There stands El Sangriento, pistols drawn and leveled towards the gate. The hateful gaze in his eyes burns a frightening amythyst, accenting the withered features of his face. Perhaps his residency down in these mines has allowed for another force to take up residency of its own.

Several silhouettes begin to emerge from beyond the mine entrance to his rear.

Roll a D8. Subtract the current value of the darkness marker from this roll. If the value is equal to 5 or greater, then place 2P Hungry Dead, as the corrupting influence of the darkness has seeped into a nearby graveyard, animating the dormant bones within. Otherwise, place 2P Banditos Rojo.

**If failure occurs against the Hungry Dead, each Hero receives D3 maximum sanity loss. If failure occurs against Banditos Rojo, the Posse is worked over and robbed of their possessions. Each Hero must make a Strength 5+ or Luck 5+ test for D6 random items they are carrying. Each failure results in the loss of that item.*

If El Sangriento is defeated:

Riddled with searing lead and bleeding profusely from his wounds, El Sangriento hastily loads a single glowing round into his revolver. The click of the hammer gives the only warning of shot that follows, depositing the bullet into his chest where it buries itself into his heart. His body collapses, lifeless and still.

An eerie, all-consuming shadow rises from his remains, engulfing the nearby bodies of the recently dispatched. A pyre of purple flame begins to grow into a conflagration between the posse and the world outside. The blaze suddenly subsides, leaving a new horror in its wake.

Draw an Epic Threat with an XL+ enemy included. Place the enemy figures between the Posse and exit on the Mine Entrance tile. El Sangriento has transmogrified into this abomination and must be dealt with once and for all.

**Failure results in each Hero incurring D6 max sanity loss.*

If El Sangriento (XL+) is defeated (+50XP each, D6 Darkstone each):

The beast writhes in anguish while issuing a guttural cry of pain. It stumbles into the rocky outcroppings of the mine shaft, faltering, crashing into the earth. As the brute collides with the ground, his physical incarnation shatters like glass, flitting into thousands of shimmering pieces as the rays of sunlight illuminate each remnant. Exhausted, the Posse gathers themselves and saunters out of the mine for the perilous journey back to town.

After town phase:

Proceed to **Epilogue**.

Encounter 3F

The Posse arrives too late.

Bodies lay strewn about, like childrens' ragdolls tossed aside with abandon when they are no longer of any interest. The rocky floor is ensanguinated, making for treacherous footing. The smell of blood is a floating spectre in the malevolent air.

There begins a strained groan from the far corner of the room. In the glimmer of lantern light cast into the end, a motion of life, struggling to break free from an entrapment of broken bodies. However, as the man breaks free, it is clear that is it no more a man. As the posse realizes what has occurred, the lifeless bodies around the room begin to animate, encircling the Heroes.

Place P corpse piles in this room. Two of these must be adjacent to the entrance of this room. Place 2P Hungry Dead in this room. These must be placed adjacent to any corpse piles already placed. Additionally, the bloody floor severely enfeebles the Heroes' footing. All Heroes have -3 initiative until the end of the fight.

Failure results in each Hero receiving a number of Corruption Hits. Roll the Peril die to determine the number of Hits taken, per Hero. These Hits CANNOT be saved against.

If Hungry Dead horde is defeated:

Roll a D6 for each Corpse Pile defeated. For each 6 rolled, draw a gear card. For each 5 rolled, +25 Gold. For each 1-4 rolled, nothing of value is discovered among the remains.

After town phase:

The Sheriff hurriedly approaches the posse as they leave their overnight refuge.

"We jus' seen 'em. For whatever reason, he's headed back for them mines. Hell, I don't even think he knows why, but he was riding through moments ago, swifter than a locomotive, like all Hell was chasing after him. After all you've done so far, I know you can take that brute to an early grave and spare this world one more sinner. Get after him!"

Proceed to Mine **4A**.

Mine 4A (The Chase, 2 Clue Tokens, Depth Track = 0 to complete, Seed Banditos

Rojo Threat: 3/6)

Path condition trigger: None.

El Sangriento will undoubtedly try to get as far away as he can as quickly as he can to evade capture. The Heroes must ride into the mines in pursuit. For the duration of the Adventure, all Hero Movement is D6+4. For each new tile explored, roll 2 Peril dice. Drop this many barrel/crate tokens onto the tile from directly above the center area of said tile. If these tokens block a Hero's movement path, he must make a Strength 5+ or Agility 5+ test to jump over the obstacle. If failed, the Hero immediately takes D3 wounds/sanity (any mix) with no defense or willpower saves.

Do not place any encounter tokens when exploring rooms in the first and second worlds.

When the third world is explored by the posse, begin placing encounter tokens on the newly explored tiles. Resolve these encounters as normal. Additionally, after every Hold Back the Darkness Roll, a random hero takes D6 hits by a burst of gunfire from the fleeing El Sangriento. When the second clue icon is found, the posse has caught up to El Sangriento. Ignore the effects of this token. Instead, place tiles at all exits of the current tile. Cap all exits on the newly placed tiles.

Proceed to encounter **4A**.

Encounter 4A

Ahead, El Sangriento's horse lay motionless a several paces from the weathered and weary bandit. Apparently, he shared the same poor luck of encountering the creatures along the way and can progress no further.

Place El Sangriento near a blocked exit on a random adjacent map tile.

"Well, this is it, ain't it?" He shouts, "We both know I ain't goin' nowhere but in the ground, and you'll be comin' with me!"

He slings several sticks of dynamite into the air, each banded together with a cluster of darkstone, landing all about the area. El Sangriento takes cover behind the carcass of his once proud steed. The explosions rip through the still air and pound on the Heroes' lungs.

Each hero takes D6 corruption hits from the fumes of the contaminated blasts. If this results in mutation, resolve immediately.

The resultant noise and fumes attract some rather unwanted attention from the local inhabitants of this realm. Ungodly groans, shrieks, and hisses steadily grow in volume as these fiends draw nearer, up from the recesses of this forsaken realm. His eyes glow a deep, sickly amethyst shade and his face contorts in a maniacal smile. "Oh, they comin' fer you! Ha-haha! THEY COMIN' FER US!"

Draw one Epic Threat for the first tile placed. Draw a Thread card one level higher than normal for the following tile. Then, draw a normal threat card for the third tile. The enemies ignore El Sangriento for the duration of this fight. El Sangriento will not move until the map tile he occupies is clear of other enemy figures.

**Failure results in one Injury AND one Madness condition per hero.*

If all enemies are defeated (+100XP each, +100 Gold each, +D3 Darkstone each):

The bullet-riddled corpse of the once mighty El Sangriento drains its life force into the dirt underfoot. The air is still. There is no sound, no wind, nothing to feel save for the burden lifted from the collective shoulders of the Posse, which has strove so hard to put an end to his mayhem. Now, the task is done. Now, there is respite. Now, there is justice.

After town phase:

Proceed to **Epilogue**.

Epilogue

The Sun hangs lazily over the fading western sky as the evening hours creep in upon the day. Tumbleweeds blow through the streets in a comforting sense of normalcy. Patrons mill about the storefronts and share laughter once again. Two drunken, brawling men spill forth from the Saloon, continuing to exchange fistfuls of pleasantries as an onry barkeep looks on with a stern visage. Yes, life here seems to have found its way again.

The Sheriff saunters over from the jail, slowly and deliberately, quietly enjoying the scene about town.

“You know them folks can’t thank y’all enough. I know this because I can’t thank y’all enough. The name’s Lee Cleef, by the way, ‘spose I never got around to introductions with all the commotion ‘round here. What you done for them, what you done for us, it ain’t never gonna be paid back. It’s important you know that there will always be a bed at the hotel and a seat at the saloon for all y’all should you ever be ridin’ through this way again.”

The Heroes gather up the last of their effects and stow them on their steeds. Unhitched and saddled, the Posse makes one last check before rolling out on the dusty trail.

Sheriff Cleef casually spits a thick brown sludge into the dirt, “I hear things ain’t so swell west of here. What some folks are sayin’ is right awful. I reckon that’s where you’d be headin’. That’s where you’re needed. Adios, compadres...”

With a crack of the reins, the posse thunders down the street, a cloud of dust in their wake. A respite for now, but a band of crimson clouds hang on the horizon. Who can say what horrors lay ahead...