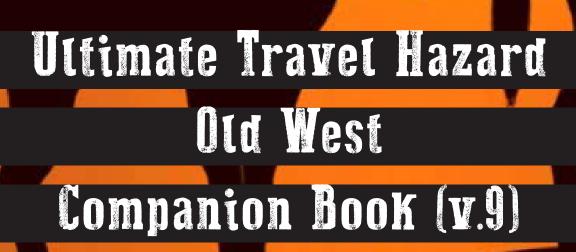
# SHADOWS BRIMSTONE"



"Hello stranger and welcome! It's no mistake that I found you. You have been chosen to become my faithful companion while traveling the outskirts of Brimstone. You have been chosen! You are the one adventurer looking for the extra excitement, looking for the extra edge... Looking for trouble. Within my pages you will find everything necessary to travel from Town to Town, without getting lost. Or at least, I will do my best to guide you. Ultimately, it will be up to you to decide your steps as you travel through Brimstone! Up to you, your Will and your Luck!"



# Important!

Shadows of Brimstone™ is the intellectual property of Flying Frog Productions®. The Ultimate Travel Hazards Companion Book is a non-commercial, fan-made expansion.

The Ultimate Travel Hazards Companion Book is a project that attempt to provide more depth to the brilliant game of Shadows of Brimstone. This book does not change any of the rules established by Flying Frog Productions. It provides more Travel Hazards for the players that want to have more diversity while travelling from the Mines to Town. It also includes a set of Option Rules that players can decide to use or not. It consolidates Travel Hazards from many different sources, including the Frontier Town expansion, and writers that actively participated in this project.

A big special thanks to all those that participated in this project in the forums, providing hazards, stories, ideas, comments, and brainstorming. It has been nothing but fun and I hope we will work together in future projects. Also, I would like to thank Graeme Henson for allowing to use Travel Hazards from "Hexcrawl". Many were adapted to fit a standard SoB campaign. Thank you Philbarfly for allowing us to use some of the Hazards you wrote for "Wandering Threats". Finally, thank you Walter Gagajewski for allowing us to use some Hazards from the "Updated Travel Hazard Chart".

#### New Travel Hazards

This book contains 512 Travel Hazards to be used by players that want to add more content to their Shadows of Brimstone gameplay. It should be used together with the "Frontier Town" Adventure Book and replaces the Expanded Travel Hazard Chart located on page 19.

#### Special Rules

#### 3x8 Dice Rule

To use this book, a player will need to roll three distinguished eight-sided dices or roll one at a time. For example, if the player rolls a 2, a 5 and a 8, it will give the combination of 258. This number is the reference id of the Travel Hazard the player rolled.

#### Frontier Town Expansion Hazards

Sometimes, players will roll Hazards that are written in the Frontier Town expansion. At such times, players will need to read the specific Hazard in the Frontier Town Adventure Book. Due to Copyrights, we are not allowed to copy contents of Flying Frog official books.

#### Poison

A few Travel Hazards may lead to poisoned Heroes. Although Shadows of Brimstone provide rules for how to handle poison during the Dungeon Crawler, it does not provide rules for how to manage poison during Travel. A Hero is considered to be poisoned if he haves any number of Poison Tokens.

#### How to calculate how to remove a Poison token:

- Remove a Poison token every time a new Travel Hazard is rolled.
- Remove a Poison token every day in Town.

Every time a Hero remove a Poison token and if at least one poison token is remaining, calculate the poison damage for all remaining poison tokens, using the core Shadows of Brimstone rules (Roll D6 for each poison token. On the roll of 1 or 2, take 1 wound, ignoring Defense).

If the Heroes start a Mission while at least one Hero is still poisoned, he immediately starts using the Poison core rules to manage the remaining Poison tokens.

#### Advanced Travel Hazards

Some Travel Hazards are marked with an 'Advanced' tag. Those are considered special Hazards that can only happen once per Game Universe. The understanding of Game Universe is up to the judgement of players. Usually a Game Universe starts when the Posse first meet and perform their first Mission together and lasts until they save the World. Those are Hazards that tell a story that can only happen once.

## **Optional Rules**

#### Leveling Adjustments

As Hero players level up, some Hazards become less attractive as their punishments and rewards do not match the new expectations. This rule aims to adjust so that players continue to experience Travel Hazards the same way, regardless of their Hero level. Adjust according to the below:

Health Damage = Damage + 1 per each 2 levels Sanity Damage = Damage + 1 per each 2 levels XP Rewarded = XP Rewarded + 10XP per level XP Removed = XP Removed - 10XP per level Money Reward = Money Reward + \$20 per level Money Lost = Money Lost - \$20 per level

#### No Grits

For a more hardcore experience, the players can decide to never use Grits during travel until they reach Town. No one can escape their destiny.

## Allies of the Old West Expansion Rule

For this rule players will need the Allies of the Old West Expansion. Any damage that affects all Heroes in the Posse, also affects Allies that are traveling with them. Any skill test that prevents all Heroes to take any sort of Sanity or Health Damage must also be performed by the Allies as if they are heroes. Example, if all Heroes are required to perform an Agility +5 test to avoid being hit by a ranged attack, the allies also perform this roll to avoid it. Because they are more sensitive characters and cannot use Grits, Allies will recover all Health and Sanity damage when they reach Town/Mine

Dogs and Pack Mules are immune to skill tests because they have no skills (for a more hardcore experience, you can remove this immunity to Dogs and Pack Mules and automatically make them fail all rolls)

#### Travel to next Adventure

Heroes must travel to Mines in the same way they travel to Towns. This rule is simple: At the end of each Town stay, regardless of Town Type, every Hero rolls once on the Travel Hazzard Chart, before they reach their destination.

#### Mounts and Travel

Shadows of Brimstone considers that when Heroes are traveling, they are doing so by riding a Mount. We encourage players to take this rule to the next level. Some Hazards may lead to put a Hero's Mount in Danger or even, to a Mount's death. The penalties associated with each possibility are described in the corresponding Travel Hazard. Any time a Hero loses is Mount, the first thing he does when he gets to Town, is to buy a Mount. There is no need to spend day time in a specific Town location, unless the Hero decides to buy a special Mount as per Frontier Town Locations Mounts for sale. The price for a Generic Mount is 50\$, unless stated otherwise in the Travel Hazards.

If a Hero does not have a Mount and does not have money to buy a Mount, he will get the following penalty when he leaves Town:

#### Travel from Town to Mines:

- Add 1 Travel Hazard
- Take D3 Health Damage

#### Travel back from Mines to Town:

- Add 1 Travel Hazard
- Take D6 Health Damage

You can decide to ignore this optional rule. If you do so, feel free to also ignore Travel Hazards that cause threats on Mounts.

#### Stagecoach Rule:

If the posse has a Stagecoach, any mount related Hazards also apply. If a mount dies, it is considered that one of the horses of the Stagecoach is the target. The remaining horses are able to exert themselves and are able to get the Posse safely to Town. However, in order to continue using the Stagecoach, the posse is required to purchase another horse in Town following the same rule described above.

#### The Devils Number

You can decide to increase the difficulty of the Travel Hazard 666# the Devils Number. By default, the Hero who rolls this Hazard must then roll once on Injury and Madness charts. Instead, Players may decide to use the optional rule:

666#, the Devil's Number Travel Hazard. Cause the Hero who rolled this number to die.

# Heal Injuries and Madness from the Charts

Some Hazards may lead to randomly heal Permanent Injuries and Madness from the Charts. Unfortunately, there is no way to rule an effective way on how to manage this situation since it depends on the number of permanent injuries and madness a Hero haves. Example, If a Player haves 6 permanent Injuries at the time of the Heal, he can number each Injury and then roll a D6 to identify which one is healed. This will obviously depend on the number of Injuries or Madness a Player haves. We suggest as a work around, that when dealing with this situation, players write down each Injury / Madness they have in small pieces of paper and then randomly draw on to choose which one to Heal.

#### Reference to other Adventure Books

Travel Hazards may contain references to many Shadows of Brimstone expansions. If players roll a Travel Hazard that requires ownership of a specific Enemy or another World not owned, they may ignore that Travel Hazard, as if, nothing eventful happened.

#### House Rules

We encourage players to apply their own House Rules when using this book. Example: some Hazard may not suit some Players gameplay. Identify those Hazards and for future reference, whenever you roll them, replace with another event such as: "Nothing Eventful Happened". We provide stories and outcomes but ultimately, it's up to the Players to adjust based on their preferences.

#### Have Fun!

## D3x8 Travel Hazards

To roll a D3x8, roll three dice of different colors, where one of them is the 100's digit, another is the 10's digit and the last the 1's digit. Example, if you rolled 7, 3 and 7, the result on the chart would be 737.

## 111 - Hero Lost

Writer: Darrell Jones

The Heroes have traveled out of the valley into the plains. There is a palpable tension in the air - it feels electric. The Hero that rolled this Travel Hazard walks forward slowly, then suddenly disappears. The remaining Heroes search the entire area, but to no avail. Their Posse member has disappeared without a trace. They call out and hear a response from their Posse member, though, it sounds as if he is underwater. They reckon that the "lost" Hero is in an alternate parallel dimension, almost identical to theirs, as if he found an open doorway and walked through.

The "lost" Hero has stumbled into a gateway into another dimension, He is completely devoid of time and space. His senses are numb, yet he feels whole. This dimension looks and feels exactly like the 'normal' dimension, yet something is amiss. Things feel lighter here, it's as if gravity isn't as strong.

He experiences everything the normal Heroes do. Any extra Travel Hazards also apply to the "lost" Hero, though, separately in this new dimension. Test conditions are +1 (if testing Strength 5+, it is now 6+, etc. to a maximum of 6+)

Next Town Type is a Standard Frontier Type. The "lost" Hero can visit any location but finds that his version of the town is abandoned. There is a dread growing in this dimension and the "lost" Hero feels it. The Posse cannot stay in town for more than two days.

He will remain in the alternate dimension until next mission has started. After the first encounter token has been revealed and resolved (monsters placed, etc.), the "lost" Hero tests Cunning 5+.

If he fails the test, he will skip this encounter and wait until the next encounter token is revealed to repeat the Cunning test. Repeat until successful. If the "lost" Hero fails more than two times, take D3 Sanity hits each successive failed roll. The fifth attempt is an automatic success.

If he succeeds, gain 50XP. A Portal door opens as the Hero appears in a random location of this map tile.

To place the Portal, first identify the center of the map tile. Use your common sense.



Then, use the Dynamite bouncing rules D3 times, targeting the center of the tile to identify where the Portal is going to open.



Next, locate the Flying Frog Gunslinger token or any other token that can cover 2x2 Grid Spaces and place it (Top left of token is placed on identified target.)



If this results in the portal overlapping any part of the map that does not include a marked space, then move the token from the landing spot to the nearest space that allows four full squares covered. If it still covers a non-movement area, then place it where it covers the most movement squares while maintaining placement with the initial square.

Place the "lost" Hero on one of the squares covered by the portal

Any monster figures placed in the Portal squares are instantly removed from the board as they are pulled into another dimension. The "lost" Hero gains XP equal to the XP of the monster that vanished. Any existing Heroes in this space are moved to adjacent spots. The "lost" Hero is -1 Initiative for the first round of this fight until they catch their bearings.

Heroes are aware of the danger the Portal represent and will avoid it. If a Hero is forced to move into the Portal, they will be placed on an adjacent space instead.

Monsters will also avoid it but they will try to cross it if there is no other available path and if they have no ranged options. Any monster that moves across the portal toward a Hero to attack is pulled into another dimension. Remove that figure from the board. The "lost" Hero gains XP equal to the XP of the monster that vanished.

Once the battle is complete, or the encounter is resolved, the portal closes and the space underneath is treated as normal. The "lost" Hero is now back where he/she belongs.

## 112 - Bone Yard

Writer: Graeme Henson (Hexcrawt)

Bones litter the area, bleached white bones of all descriptions. Some are human, but most are from species you couldn't even begin to imagine.

#### Choose one Hero to perform a Lore 6+ Test

If successful, the Hero gains 20 XP. Also, you have identified a rare and valuable set of intact skeletal remains that fetch top dollar in certain archaeological circles. The Posse gains D3x\$100 at the next Town when a passing Archaeologist buys the bones off of you.

When entering Town, search for a Archaeologist. Roll a D6, on a result of 5 or higher, you find it.

## 113 - The Blackness of the Stars Above

Writer: Graeme Henson (Hexcrawt)

You suddenly have a vision of a great field of stars. A patch of the stars appears to be moving in a great chaotic dance when suddenly one of them shoots out of the pack towards you and blinds you.

Until the end of the next Adventure, a Random Hero is blinded by some bizarre astronomical vision. That Hero is -1 to all Range To Hit rolls and will Hit another Hero in Line of Sight for each 1 or less rolled on Range To Hit rolls.

#### 114 - Desert Carayan

Writer: Graeme Henson (Hexcrawt)

A caravan of riders on camel-back wearing exotic robes are traveling across this barren landscape, casting fearful glances at the heavily armed and dangerous looking Posse. These strange travelers don't seem to speak any language you've ever heard of.

#### Choose one Hero to perform a Lore 6+ or Cunning 6+ Test

You manage to start up a basic dialogue with these travelers using hand gestures. They are traders from a distant land that have somehow ended up here in this desert.

If successful, they offer to sell you some strange trinkets in exchange for some gold and information about this area. Draw 3 Mine Artifact cards, you may Purchase each Artifact for double the sell value listed on the card.

If unsuccessful, neither group can understand each other and the caravan rides on without incident.

## 115 - Burial Warnings

Writer: Graeme Henson (Hexcrawt)

The markings are obvious enough: Heat shrunken heads on stakes. Before you lies sacred Indian lands, and the way around is without water.

If the Posse moves again this day, each non-Tribal Hero in the Posse becomes Cursed and is -1 Max Grit until they can have an Exorcism of Madness Ritual performed at a Church. The Exorcism is performed as usual but removes this Curse instead of removing any Madness.

## 116 - The Wanted Poster

Writer: Nuno de Sá

A Poster sits near a river entrance. It reads "\$100 for anyone who can bring "Jack the Crazy Beard", dead or alive
Until you find Jack, every time you find a group of bandits, roll a D6:

#### D6 Result:

1-3: Proceed as normal.

4-6: You have found the infamous Jack the Crazy
Beard. Randomly pick one of the Bandits. He gains 2
Elite Abilities on top of any other fight requirements.
If you kill him, add a corpse token into your inventory.
It weighs 1 . You can deliver that corpse into the sheriff office in any Town you visit and win \$100. If you have a Law Man in the Posse and he delivers the body, win \$150 instead.

You can only capture Jack if he is dead. He will never surrender.

## 117 - Indian Discussion

Writer: Nuno de Sá / Rob Keetlaer

A couple of Indians in a circle, mounted on their horses, are having a debate in a language that does not even have a faint resemblance to English, or French, or German, for that matter. One of the Indians seems more agitated than the others and aggressively holds a pair of Axes in his hands.

If there is at least one Indian Scout in the Posse, all Indian Scout Heroes draw 1 Loot card. It turns out all the Indians are members of the same tribe and the Indian Heroes receive a gift to proceed on their travels. Nothing special happens.

#### **Otherwise Choose:**

<u>Proceed travel</u>: Roll a D6. On the roll of 1-2, the Indians stop the debate and realize you are near. All Heroes escape, but arrows fly towards them. Each Hero takes D8 Hits as a result.

Try to calm the situation: One Hero tries to communicate and performs a Lore 5+ Test and then a Cunning 5+ test. If both tests are successful, he gains 20 XP, and nothing happens. If at least one test failed, arrows start flying to the escaping Heroes, and each Hero takes 2D6 Hits as a result.

## 118 - Burrowing Feeder

Writer: Graeme Henson (Hexcrawt)

Ahead of you, something is traveling through the sand at an incredible speed. You only have moments to act before it reaches the Posse's position!

Each Hero rolls their Agility and adds up the dice rolled. The Hero with the lowest resulting number takes D6 Hits and rolls another D6. On a roll of 1, they have lost one of their Allies or special mount, if any. If more than one Hero is tied for lowest, they each make these rolls separately.

## 121 - The Sun Dance

Writer: Graeme Henson (Hexcrawt)

Long before you see them, you hear the steady throb of the drums. On a low rock outcropping, an Apache shaman and a dozen acolytes are swaying in trance as they dance around a post. Talon's are skewered into their chests, as they lean backwards, held above the ground by their tearing skin and taunt leather cords.

The Shaman is performing a ritual to drive back the Darkness, and it affects all who have been touched by it, including the Heroes! Any Heroes carrying Dark Stone may either drop the Dark Stone they are carrying (it shatters and is lost) or they must roll for Corruption for each Dark Stone, item with a Dark Stone symbol, or Dark Stone Upgrade that they carry.

Dark Stone Shaman are immune to this event and can attempt to interrupt it. Roll a D6. On the roll of 4+ the Dark Stone Shaman protects the posse, ignoring the ritual's effect and gaining 20 XP

## 122 - Foreboding Desert

Writer: Graeme Henson (Hexcrawt)

The Posse rides down yet another decline, and up another rim. This is all they have been doing for hours, or has it been days? The sands themselves seem to be shifting all around you, as if something is rearranging the landscape around you to confound your efforts.

Stop all movement for the day, Each Hero must roll one additional Travel Hazard before they reach town,

#### 123 - The Riddle

Writer: Nuno de Sá

You are not dreaming. A corpse with a Cowboy Hat guards the entrance to the canyons. The Undead is not aggressive and frankly, it's strange that he is actually very friendly.

"Riddle me this. Ahahaha. What do you call a fossil that never does any work? Hahahaha" (pause to allow a reply from any Hero) "A Lazy Bone! Hahahahaha. My name is Bones and I am at your service. Riddle me this and you may pass"

Bones will perform series of riddles to which the Heroes must answer with success if they want to move forward. Each riddle is more difficult than the last. If at the end, the Heroes were able to answer all riddles correctly they may continue to travel and Bones allow them to pass. Fail to answer the riddles and the Heroes go back where they came from and the Hero that rolled this Hazard rolls two additional Travel Hazards.

To check if each Hero is able to decipher the riddles, each Hero performs a number of tests: Lore 3+, Lore 4+, Lore 5+ and Lore 6+. All Heroes that pass this test win 30XP. If at least one Hero made all checks with success, all Heroes are able to pass.

Regardless of the result, all Heroes also mysteriously loose D3 Dark Stones. No wonder Bones was so happy. You have been robbed! Hahahahaha

## 124 - The Sand Snake

Writer: Graeme Henson (Hexcrawt)

A large pale snake with spines running all down its back slithers through the sand. Suddenly it rears up, a cloud of dust forms around it as it twists and flails creating a whirlwind. The whirling Sand Snake moves towards the Posse...

Every Hero gains 15 XP and takes D6 Hits with no Defense as they try to fend off the vicious Sand Snake.

## 125 - Dust Blowing

Writer: Graeme Henson (Hexcrawt)

A few dust devils blow around here and there, but otherwise, it's pretty boring out here in the middle of the desert.

Nothing eventful happens

# 126 - The Good, the Bad and the Fang Writer: Nuno de Sa

You see three individuals in a circle position with their hands next to their belts. It's a three man duel! Each carefully examine their opponents and wait for the best time to draw their guns. Some cowboys stand aside, amused by the action and anxiously waiting for the outcome. There is no doubt, there is tension in the air. A small man approaches you:

"WAIT! WAIT! HOLD YOUR GUNS!" He shouts. "Hello, hello, hello. How do you do, fine gentleman? Are you interested in betting the outcome of this duel? Rules are simple. Just hand me the money and if you win, you get to double or triple your bet. You can bet what you want but the maximum allowed amount is \$50. The guy with the black coat is Gastler and I don't accept more bets on him. You can bet on the guy with the red coat or the Black Fang Tribe native. Up to you. If the Black Fang wins, you get 3 times the bet, If the Red coat wins, you get double. Anyone can bet. How is it going to be?"

Each Hero can either just watch the result of this duel or bet.
Will you bet on the Red Coat or will you bet on the Black Fang?

After you decide your next move, the Duel Starts:

Roll 2d8 and sum. This represents how fast the black coat draws his gun.

Roll 2d6 and sum. This represents how fast the red coat draws his gun.

Roll 2d6-1 and sum. This represents how fast the Black Fang draws his gun.

Roll a D6, If 1-3 the Black Coat attacks the Red Coat. If 4-6 the Black Coat attacks the Black Fang.

Roll a D6, If 1-3 the Red Coat attacks the Black Coat. If 4-6 the Red Coat attacks the Black Fang.

Roll a D6, Id 1-3 the Black Fang attacks the Black Coat. If 4-6 the Black Fang attacks the Red Coat.

Check who was attacking who and who was the fastest.

The fastest of the three (duelist 1) always resolves his shot first. He immediately kills the one he is attacking. (Duelist 2) At this point there are two duelist. Duelist 1 and duelist 3. If the duelist 3 was aiming at duelist 1, duelist 1 rolls a D6. If 1-3 he dies and Duelist 3 wins. If 4-6 he still manages to kill duelist 3 before he gets shot.

If the duelist 3 was aiming at duelist 2, he is also dead. Duelist 1 is faster

# 127 - The Cruet Gang - Part 1 (Advanced)

Writer: Nuno de Sá

There is no doubt. You hear a women screaming in agony near some bushes ahead. You can also hear some men laughing. "Get him, don't let him escape. Let's take care of him for good"

#### Choose:

<u>Ignore and proceed</u> - Nothing happens. Take D3 corruption points for allowing something bad to happen, although you do not know what. You can only guess.

Confrontation - You cannot allow any harm to happen to any living being. You immediately rush to the voices and find 10 men surrounding a man covered with blood. You cannot imagine the horrors he suffered but it's time to make them pay.

Roll 10D6 x 3. This number represents the attack of the 10 men harassing the poor man.

Roll [Number of Heroes in the Posse]D6 x level of the Posse. This represents the Posse strength. (Best to roll this Hazard when the Posse level is higher.)

If you win: You are the Hero of the day. You have saved a man that really needed help. You will take him with you until the next Town, where he will need medical attention. Each Hero will also get \$100 and 50XP.

If you lose: It's bad, really bad. The Cruel Gang tortures the poor man in front of the Posse while making you watch. The man dies in the process. This horrific experience causes D6 Horror, Hits without Willpower saye. The Cruel Gang leaves and allows the Posse to live another day.

## 128 - Sandy Crates

Writer: Graeme Henson (Hexcrawt)

Scattered about in the middle of this desert area are some crates, with no tracks or any other indication of how they got there. It seems downright weird that they'd be out here.

#### Choose:

Start opening the crates:

All Heroes perform a Strength 6+ check For each 6+ rolled, gain 10 XP and draw a Loot card.

Ignore them and move on:

Each Hero takes 3 Horror Hits doing 2 Sanity Damage each as the desert around you seems to take on a sinister characteristic and the sun beats down especially hard on you, causing hallucinations.

## 131 - Corrupted Water

Writer: Nuno de Sá

Somehow the posse's water is corrupted. All Heroes are feeling really sick and their mounts are not feeling any better.

Each Hero takes D3 Hits and D3 Corruption Hits.

## 132 - A Tear in Reality

Writer: Graeme Henson (Hexcrawt)

There is a crack in the fabric of reality here that threatens any who would look upon it!

#### All Heroes perform a Spirit 5+ Test

If successful, gain 15 XP and you may recover 1 Grit. If failed, you lose D6 Sanity ignoring Willpower.

#### 133 - Indian Tracker

Writer: Graeme Henson (Hexcrawt)

The lines of experience mimic the cracks in the arid earth, as you stare into the Indians face. He has the drop on the Posse as he stares down the iron of his rifle.

#### All Heroes perform a Cunning 6+ Test

If at least one Hero is successful, he/she gains 20XP and the Indian Tracker tells you what lies for you further on. You may ignore the next Travel Hazard. Otherwise each Hero takes D6 Hits as the Indian chases you away.

## 134 - The Hydra

Writer: Nuno de Sá

A large roar invades the air. The floor trembles and all Heroes are suddenly forced away from their mounts.

You have been ambushed by a Dark Stone Hydra.

If you don't have this enemy, ignore this encounter, the Dark Stone Hydra is not interested in a fight and goes away.

Otherwise, draw a random Mine Tile. The Dark Stone Hydra opens a hole in the ground and that's where you will face her. Complete combat normally.

#### 135 - Direction

Writer: Nuno de Sá

Traveling through the mountains you come to a dark place. You sense void magik all around. You can't go back, the passage is suddenly blocked. You can only turn left or right. Which way do you choose?

#### **Each Hero decides:**

Turn Right - roll D6

#### D6 Result:

- Take 2 Horror Hits. Go back to beginning. You feel disoriented.
- 2-5: Go back to beginning.
- 6: Ufhh you made it through. Gain 10XP

#### Turn Left - roll D6

#### D6 Result:

- 1: Ufhh you made it through, Gain 10XP
- 2-5: Go back to beginning.
- 6: Take 2 Horror Hits. Go back to beginning. You feel disoriented.

## 136 - Dead Man's Hand Written Note

Writer: Graeme Henson (Hexcrawt)

The circling vultures that have been mocking the Posse for days seem to have found something more interesting in the distance. Kicking aside the damnable vermin, a man half stripped of his flesh is sprawled. A letter is clutched in his bony fist. Cracking the fingers, the posse reads the dead-man's letter and immediately regret it as his tale of madness and depravity unnerves even the strongest among you.

Each Hero immediately takes 2 Horror Hits, with each doing 2 Sanity Damage. Each Hero that takes 4 Sanity Damage as a result rolls once on the Madness Chart.



# 137 - The Cruet Gang - Part 2 (Advanced)

Writer: Nuno de Sá

#### **Special Notes:**

If this is the first time all Heroes in this posse find the Cruel Gang; go to Travel Hazard #127 "The Cruel Gang - Part 1".

If <u>any Hero</u> of this Posse successfully defeated the Cruel Gang during Travel Campaign #127 ignore this Hazard.

#### Otherwise...

It's dark and a full moon lights the sky. Some of the Heroes get ready to sleep while others already snore to the cold wind. Suddenly a noise, something or someone approaches fast. There is no mistake, whoever they are, they are getting closer and riding fast.

Before you can react, a group of nasty looking fellows notice your presence and stop. You cannot see their faces but something is familiar.

"Hello lads, can we join you for the night? The night is cold and you have that nice fire already warming up your boots. What do you say? Can we all warm up together?"

#### All Heroes perform a Lore Test

Then each Hero sums the dices.

The Hero with the highest result gains 20 XP and remembers who the strangers are. They are the Cruel Gang!

The Hero that identifies the Gang Immediately inform the others. Bullets start flying!

#### All Heroes choose: Perform Agility or Strength Test

Sum all Heroes Dices. This is the Posse Fight Value.

The Cruel Gang Fight Value is [Number of Heroes in the Posse] x 3D6

The Highest Fight Value wins!

<u>If the Cruel Gang wins</u>. This is it, this time there is no mercy. All Heroes in the Posse get knocked out and roll on the Injury Chart as a result.

If the Posse wins. You have done it, you got your revenge. The Cruel Gang is no more. Every Hero wins 50XP, draws 2 Gear cards and choose 1 to keep. Also, every Hero draws a Mine Artifact card.

## 138 - The Grizzled Prospector

Writer: Nuno de Sá

An old grizzled prospector leading his mule passes through the Posse and stops, while greeting.

"Hello friends: Me looking for daaaaark purple shinny things. Me not have money but me haves big bummmmm, uhm? Shinny for Bada Buummhm?"

Each Hero can trade two Dark Stones for one Dynamite or four Dark Stones for two Dynamites.

## 141 - Something Shiny

Writer: Graeme Henson (Hexcrawt)

You make your way over the top of a particularly large dune and see below you an almost perfectly formed, smooth cone-shaped hole in the sand, almost 100 feet across. At the bottom of this hole, something shiny catches your eye.

A Random Hero may repeatedly roll 5D6 to see if they're able to retrieve something from the bottom. Once started, he may not stop until all dice are either I's or 6's.

Whenever a 1 or 6 is rolled, set that die aside. If you get three 1's, then take Hits from a giant sand lion that erupts from the bottom of the pit. If you get three 6's, then you may draw a Mine Artifact card.

## 142 - The Last Saloon

Writer: Graeme Henson (Hexcrawt)

A small leaning building no bigger than an outhouse with an inferiority complex stands out in the desert like a palm tree on the moon. The building is a saloon that promises the best quality whiskey in these parts.

You may purchase items or entertainment services from here as if you were at a Saloon Town Location (do not roll for Location Events). However, this Saloon is too small and does not have any Saloon Girl / Piano Player special activities

## 143 - The Indian Vision

Writer: Nuno de Sá

You find an Indian wandering alone. He immediately greets the Posse and wishes no harm. He asks if he can join you for some miles. You immediately agree since he does not seem to be of any threat. During the travel he tells stories of lost tribes and old families. After smoking from a weird pipe, he warns you of the dangers ahead.

Until the end of the next Adventure, the Posse may replace any single threat card (except Epic)

## 144 - Vampire Bats

Writer: Cliff Odell

A large swarm of sizable vampire bats is coming out on the hunt!

#### All Heroes perform an Agility or Cunning 5+ Test

If successful, avoid the Bat attack and gain 10XP. If fail, roll a D6:

#### D6 Result:

- 1: The Hero gets bitten several times, even worse, one bat carries vampirism! The feeding frenzy causes the Hero to take D3 Wounds with no Defense saves, and D3 Corruption Hits. If the players are using the 'Feral Vampire Mission Pack, roll another D6 after the above Hits/Corruption are applied. If the result is 1 or 2 the Hero has contracted a Vampire Bite as well!
- 2-3: The mount suffers the worst of the attack and is agitat ed and slower as a result. Either roll two more Travel Hazards or spend a Grit to patch up the Mount.
- 4-5: The Hero wards off most of the hungry suckers, but a few get through. The Hero takes D3 Hits.
- 6: The Hero does an excellent job at dodging the swarm, but one persistent bat does not give up! The Hero takes 1 Hit.

## 145 - Abandoned Eggs

Writer: Perry Grosshans

The posse comes across a broken-down wagon at the side of the road. The front wheels have been destroyed, and it is clear that something attacked it. There are no signs of the drivers or the horses that pulled it. Remarkably, there are a number of wooden crates still inside the wagon. Removing the lids reveals that each is filled with straw and a number of strange looking eggs, their shells possessing a purple sheen the posse has seen before. Some have shattered, but there are more than enough to salvage if the posse wish to take them to sell in the next town.

Any Posse member may take up to three eggs. For each egg roll a D6: on a 4+ the character receives 1 Corruption. When the Posse reach the Town, immediately roll D6:

#### D6 Result::

- 1-2 The eggs hatch! The Posse must now fight as many Hellbats as the number of eggs they took. If they win, they receive the XP but no loot. If the Posse loses the fight, the Hellbats infiltrate and infest the Town. Each day that the posse stays they must automatically fight 2D6 Hellbats at the end of each day. Again, no loot.
- 3-5 The eggs were too fragile for the journey. For each egg roll D6: on a 4+ the egg breaks. Any remaining eggs can be sold in Town at the Frontier Outpost for D6 x \$10 each.
- The eggs hold up and are rich with Darkstone. They can be sold in Town at any time for D6 x \$50 each.

## 146 - Cavatry on the Hunt

Writer: Nuno de Sá

A company of US Cavalrymen are searching for Outlaws. They request that each Hero in the Posse identify themselves, show papers and what business they have in the region.

#### Outlaw Heroes perform a Cunning 5+ Test

If successful, they trick the Cavalrymen, pretending to be a traveler passing by and winning 30 XP.

If failed, the Cavalrymen recognize the Outlaw. Roll a D3.

#### D3 Result:

- 1-2: The Outlaw is identified. The Posse tries to get away from the Cavalrymen. Each Hero rolls D6 Hits as a result from the gun shots with the Cavalrymen. The identified Outlaw gains a Wanted Poster (or Most Wanted if already Wanted) that will continue to the next Town.
- 3: The Outlaw is able to convince the Cayalrymen that he is indeed just a traveler and the Posse is able to proceed.

## 147 - Harried by Hellbats

\*Frontier Town Adventure Book\* - Hazard 33

Located on page 20

## 148 - The Ancestral Stone

Writer: Nuno de Sá

A huge rock sits in the middle of a river. You can see butterflies dancing around, birds singing melodies that kiss the sparkling water and all the horrors of this world seem far away. You feel at peace.

You feel that the worst has passed and your spirit feels reinvigorated. Each Hero chooses a Madness and heal it.

## 151 - Hell Train

Writer: Nuno de Sá

Fire, you look at the horizon and cannot miss it. Birds fly in your direction, escaping from the inferno behind. A burning train passes through the Posse so fast you don't know what just happened. Inside, you see a man surrounded in flames, laughing so loud that the sound of his laugh mixes with the train engine. Now, there is only fire... everywhere. No time to think, you need to escape!

All Heroes take D6 Burning Markers as they escape. Each Burning Marker cause 1 Hit. Then, each Hero then rolls a D6 for each Burning Marker they have. For each 3-6, you remove a Burning Marker. The remaining ones cause 1 Hit. Perform this cycle until all Burning Markers are removed.

#### 152 - The Black Bear

Writer: Nuno de Sá

The Posse stumbles across a family of bears. It all happens so fast. The cubs look at you - eyes wide. The horses smell the bears and revolt, running for their lives. The mother bear rears up on two legs, roars, and gives chase.

#### All Heroes perform an Agility 5+ Test

If successful, you are able to avoid the mother Bear and win 20XP.

All Heroes that fail must roll a D6 for each Item (Starting Gear and Personal Items are not affected). For each 1, the item is lost in the struggle to run away from the bear.

"Tribal" Heroes can attempt to calm the bear with a Cunning 5+ test. If successful win 30 XP, the bear is calmed down and withdraws to protect the cubs.

## 153 - Children of the Forest

Writer: Nuno de Sá

As you pass through this forest area, you can hear the sounds of small, laughing children. Some are singing what seems to be a nursery rhyme in a language that you've never heard before. While it starts off low, it gradually begins to overpower your senses.

#### **All Heroes perform a Spirit 6+ Test**

If successful, the Hero is able to stand against the sounds of the children and win 10XP.

Heroes that fail become deeply affected by the sounds of the children and take 1 Sanity Damage, ignoring Willpower. For the rest of the travel, they take 1 Sanity Damage for each Travel Hazard until the Posse reaches Town.

Affected Heroes take first day in Town to rest and cannot perform any other actions. They can still book a room at the Hotel.

#### 154 - Where Giants Tread

Writer: Graeme Henson (Hexcrawt)

You walk through the forest, marveling at the age and size of some of the trees in this part of the forest, when underfoot you hear faint cries of horror from men, women, and children. You look below upon the devastated ruins of a miniature Town. As you raise your boot, you see stains of red and tiny humanoids clinging for dear life onto the soles of your boot, some falling many inches to their death. Some brave souls mount a counterattack against your monstrous incursion into their small town, but to no avail, your destruction of their once peaceful way of life is utter and complete.

To right this most terrible wrong, you may stop movement for the day and spend the next days in this area helping to rebuild this tiny Town that you so mercilessly trampled over. If you spend the time, lose D6 x \$25 helping to rebuild, but recover 1 Grit and win 10XP. If you decide not to help, take D3 points of Corruption (no Willpower save).

Any Hero can choose to stay or leave as normal (travel solo or with Posse rules apply). Heroes will meet again in Town.

#### 155 - Dire Wolves

Writer: Graeme Henson (Hexcrawt)

A blinding flash and the ancient forest is transformed for a moment into a land of black and white lines. High on a hillock howl a pack of dire wolves, each rivaling a horse in size. They appear to be hungry.

Each Hero makes one round of Attack (Melee, Ranged or both if you have means to do so). Wolves have defense 1. For every 5 damage done to the Wolves, one Wolf is killed and each Hero wins 5 XP.

If the Posse is not able to kill at least 3 Wolfs, every Hero takes D6 Hits.

## 156 - Fatten Wagon

Writer: Nuno de Sá

What is left of a wagon stands near. Some corpses, broken from flesh to bone, are scattered around, tainting the sight.

Any Hero can choose to investigate the scenario, searching for any remaining valuables, performing a Scavenge check. Instead of Scavenge Cards, Heroes get a Loot Card for each 6 rolled.

Any Hero that rolls at least one 1, he/she finds something, but not exactly what was looking for. A strange creature comes out of the mouth of one of the corpses and jumps into the Hero's mouth. An Agility 5+ Test is required to dodge.

If fail, the creature succeeds the invasion. That Hero is now at -1 Health permanently.

## 157 - The Ancient Flame-Leaf

Writer: Graeme Henson (Hexcrawt)

A burning tree stands apart from the other trees, the flame never wavering or dying. As you approach the tree, a voice older and angrier than anything you've ever heard before booms out from all around you. The ancient tree accuses you of trespassing and demands a sacrifice from you.

Each Hero must sacrifice 1 Dark Stone of an item with a Dark Stone icon. Any Hero that fails to make an offering to the Flame-Leaf gains a Curse 'Fire-blood'.

Whenever a Hero with 'Fire-blood' takes a Hit from any source, they also take 1 Horror Hit and are -1 Initiative.

This Curse can be removed at a Church Town Location using the Exorcism of Madness ritual. The Exorcism is performed as usual but removes this Curse instead of removing any Madness from the Hero.

## 158 - The Rabbit and the Fox

Writer: Nuno de Sá

A rabbit quickly crosses the posse's path. Someone grabs a gun to shoot him. It's time for lunch... but wait... the rabbit is not alone! Suddenly a fox shows up. She is on the hunt for lunch.

#### Choose:

Hunt the Rabbit and the Fox:

Shoot the rabbit: Choose one Hero, that Hero performs a ranged attack. The Range Attack is +1 due to the rabbit's reflexes. Example, if Range 3+, the attack is now Range 4+. The rabbit has 1 Health. If the Hero kills the Rabbit, wins 10XP.

Shoot the fox: Choose one Hero to perform a Ranged Attack. Cannot be the same Hero that tried to shoot the rabbit. The fox has 5 Health and 2 Defense. If the Hero kills the Fox, wins 20XP.

If you failed to kill the fox but were able to kill the rabbit, she is able to get the rabbit and escape. Nothing else happens.

If the Posse is able to kill both animals, they provide a proper meal. Every Hero heals D6 Health and D3 Sanity or Recover a Grit.

Heroes make bets. Can the Fox catch the Rabbit?

Each Hero makes a bet (up to each Hero to decidé). Either the fox hunts the rabbit or the rabbit escapes. The Heroes that loose the bet, give the money to the Heroes that won. (Players decide best way to split)

Roll a D6. If the result is 1-3, the Rabbit escapes. If the result is 4-6, the Fox catches the Rabbit.

#### 161 - Red Dawn

Writer: Nuno de Sá

The Posse enjoy some moments of peace while admiring the big red sun that retreats from the sky. Birds sing happily and for a moment all Darkness feels like a bad dream. Tranquility is all that remains.

Each Hero immediately rolls a D3. Remove any number of Corruption and/or Sanity Damage they may have.

## 162 - Trading Post

Writer: Graeme Henson (Hexcrawt)

Beneath a thick canopy of trees in the middle of the forest, you find a ramshackle log cabin run by a pair of brothers. One is crippled from the waist down, the other is blind. Despite their handicaps, they have a wide range of useful things for sale.

You may purchase Items from here as if you were at a Frontier Outpost Town Location (do not roll for Location Events).

## 163 - Stone Trees

Writer: Graeme Henson (Hexcrawt)

This part of the forest is filled with petrified trees, though some craftsman appears to have gone through and carved hideously deformed faces on each and every one of these trees. The workmanship is amazing as it appears as though those horrible stone faces are following you no matter where you walk. You might never live to know how that was accomplished.

Nothing eventful happens.

## 164 - Hanging Dolls

Writer: Graeme Henson (Hexcrawt)

Hanging children is beneath contempt, but words escape you when it comes to hanging babies. Upon closer inspection though, it appears to be a tree covered in children's' dolls hanging from every branch.

Bones of some small animals and even some bigger ones litter the base of the tree. There doesn't seem to be a wind in the air, but those hanging dolls are moving as if there was...

The Hero with the most Dark Stone and/or items with Dark Stone symbols is attacked! That Hero must roll against D6 Escape Tests (Escape 3+).

For each Escape test he/she fail, that Hero takes 1 Sanity Damage with no Willpower save.

#### 165 - Void Webs of Doom

Writer: Graeme Henson (Hexcrawt)

Before you can react, you all find yourselves caught in a series of spiderwebs. The more you struggle, the more it seems to attract the Void Spiders that have made their home here!

#### **All Heroes perform an Agility 4+ Test**

Any Heroes that successfully pass this test, win 10XP and may go back to help another Hero that failed their Agility test (those Heroes reroll their test and each Hero may only be helped once), but the Hero that is going back must immediately roll another Agility 4+ test and again win 10XP if successful. Those that fail this test must roll once on the Injury Chart.

## 166 - Blighted Desert

\*Frontier Town Adventure Book\* - Hazard 22

Located on page 19

## 167 - Battle Field

Writer: Nuno de Sá

You find a battlefield. Indians and Cowboys dead bodies fill the bloody fields painted in red. You can guess that a group of the Black Fang tribe attacked a group of traveling Cowboys without mercy. The Posse decides to Scavenge the site.

All Heroes perform a Scavenge check. (draw Scavenge cards asusual)

If at least 1 Scavenge per Hero is successful (count the number of dices with 6 versus the number of Heroes) you have found a man still alive.

Any Hero can use a bandage to heal the old man and win 25XP. Any number of Bandages can be used by any number of Heroes.

If the man is healed, the Posse learns that this is a Deputy of a near Town and each Hero collects 50\$.

If the Posse did not find any survivors, quickly leaves the battlefield before the Black Fang return for more blood.

## 168 - Scafford Friend (Advanced)

Writer: Nuno de Sá

While travelling on rocky hills, the Posse starts to hear a complaining crying voice. You look but you can't seem to see anyone. You look harder... some of the rocks seem to move. Thin eyes appear from a junction of the rock, as if the rock is alive.

"Ohhh kind sirs, could it be that the gods hear my plea? can you help this poor man. I was flesh and now I am stone. I was human and now I am a monster. What have I done? How could I have tried to join them..."

The man starts crying and at the same time he raises his hands in your direction as if asking for someone to hold his hands, asking for comfort.

#### All Heroes perform a Lore 5+ Test

If any of the Heroes succeed, you have recognized this man as one of the members of the Scafford gang. Also win 10XP.

If you did not recognize him, you leave him alone as you don't want to mess with the unnatural and you feel this is a trap.

If you recognized him, Choose:

<u>Kill him</u>: Get some satisfaction. All Heroes get 1 Dark Stone and 20XP. This Hazard is over.

Leave him be: Nothing is better than a Scafford member in pain. All non-Holly Heroes heal D6 Sanity. All Holly Heroes still take D6 Horror Hits as this decision is against the teachings of the Holy Father. This Hazard is over.

Ask what is wrong and help him: The man is fused with rock. There is no doubt, this is a Dard Stone Brute. He is fused in such a way that he cannot leave this place. He truly became one with the rock. You try to release him.

#### All Heroes perform a Strength +6 Test

You can only succeed if you have at least two 6's.

If you did not succeed, you leave the man to his sorrow, you tried your best to help him but you feel bad for not being able to. All Heroes take D3 Horror Hits and 1 Corruption with no Willpower save. This Hazard is over.

<u>If you succeed</u>, the man is really thankful. He is sorry for any sins he made in the past and asks to join the Posse.

If you accept, you have won one Ally Henchman. His name is "Rocky". Treat him as a Dark Stone Brute that works for the Posse (the player who got more 6's in the strength roll should control it but you can decide any other factor). He does not level up and does not gain Corruption.

The Dark Stone Brute haves exactly the same abilities as a Standard Dark Stone brute with one random Elite Ability. Treat him as another Hero for the purposes of game difficulty. If the posse already haves 6 Heroes, all enemies have an extra elite ability. He does not drop Dark Stones and he does not get KO. He gets killed when he gets to 0 Health points. He haves 1 in all Attributes except Strength, where he haves 4. He haves 8 Sanity.

If fight against any Scafford gang while "Rocky" is alive, all members of the gang will first try to kill Rocky.

## 171 - The Flu

Writer: Nuno de Sá and Brian Jurney

One by one, members of the Posse begin to grow more and more ill. Despite being able to stand up to Goliaths, the fact remains that no one is immune to the flu.

#### All Heroes perform a Strength 5+ Test

If you fail, you have the Flu: Take D3 Hits without Defense.

If you didn't roll at least one 6, you are also at -1 Strength and -1 Agility until the end of your next Adventure.

## 172 - The Hunt

Writer: Nuno de Sá

The food is gone and your belly sounds the alarm. The nearest Town is nowhere to be seen. You need to hunt in order to survive.

Every Hero performs a Scavenge test to look for animals nearby. (The Indian scout rolls 5 dices instead of the usual 3)

For each 6 roll a D6 to determine what animal is found.

# D6 Result: 1-2: You found a bird 3-4: You found a rabbit 5: You found a deer 6: You found a buffalo

Each Hero that found an animal now performs a Cunning 5+ test and a Agility 5+ test for each animal he found as a hunting action (the Indian scout and native of Jargono use 4+ for both tests. Any Hero that does not have a Ranged Weapon cannot perform this test)

- If any of the Heroes were able to hunt at least one buffalo, all Heroes gain +1 Strength until the end of the next Mission.
- If any of the Heroes were able to hunt at least one deer, all Heroes gain +1 Agility until the end of the next Mission.
- If any of the Heroes were able to hunt at least one bird, all Heroes gain +1 Lore until the end of the next Mission.
- If any of the Heroes were able to hunt at least one rabbit, all Heroes gain +1 Spirit until the end of the next Mission.

Heroes gain each of those bonuses once regardless of the number of animals caught.

#### Furthermore:

A Hero wins 10XP for each bird successfuly hunted A Hero wins 20XP for each rabbit successfuly hunted A Hero wins 30XP for each deer successfuly hunted A Hero wins 40XP for each buffalo successfuly hunted

#### 173 - Bleached Bones

\*Frontier Town Adventure Book\* - Hazard 12

Located on page 19

## 174 - Abandoned Camp

Writer: Darrell Jones

The Posse comes across an abandoned campsite. The kindlings are still burning and some gear is laying around, however there is not sign of people.

The Posse can choose whether or not to investigate.

If they do:

#### A Random Hero performs a Luck 5+ Test

If successful. Roll a D6:

D6	Result::
1-2	Find nothing
2-5	Draw 1 Gear Card
6	Find \$250 Gold

## 175 - The Cemetery

Writer: Darrell Jones

The Posse comes across an old cemetery. As far as you can tell, you are still miles from the nearest town and this cemetery doesn't belong here, making this location an unlikely place for eternal rest.

Upon closer inspection, you notice freshly dug graves each with grave markers with each member of your Posse's name etched crudely in the wood.

Each Hero takes D8 Horror Hits as the graves scares them to their very soul!

## 176 - Indian Trading Post

Writer: Nuno de Sá

The Posse comes across a small Indian village. They seem peaceful enough to allow you to enter and trade. Inside you find a large tent that resembles a commercial outpost.

You have found an Indian Trading Post. You may purchase any items sold here as if you were at the Indian Trading Post in Town (from Frontier Town Expansion). Do not roll for events at this location.

## 177 - The Witch of Brimstone

Writer: Nuno de Sá

The day pitches black and your surroundings vanish as if painted in darkness. A woman figure slowly appears in front of you, skinny as if only bones compose her body, sat on a chair made of skulls and snakes,

This is no nightmare. You know you are not sleeping.

"I have been waiting for you my children, come closer. Hide not in the dark. Join me and all you wish is all you own. All you need to do is bow to my feet and swear to serve me"

The Heroes are entranced and all they ever wished for are shown before them.

#### All Heroes perform a Spirit 5+ Test

If you succeed, you have resisted the witch's magic and win 20XP. If you rolled this Hazard before, all Heroes that previously succeeded the test are immune to her effects and travel by with no effect.

If you fail, you are locked in the dream created by the witch. There you remain until you are able to resist.

Repeat until you are free from the trance, roll a D6.

D6	Result:
1-2:	Take D3 Horror Hits.
3-5:	You are free from the dream.
6:	You are free from the dream and gain an extra Sanity
	boost. Heal D3 Sanity

## 178 - A Mount in Trouble

Writer: Nuno de Sá

While traveling to Town, one of the mounts receives an injury to its leg. It doesn't look good but you will be able to heal it with a bit of patience.

#### **Choose one Random Hero**

(that Hero's Mount must be alive)

Spend I Bandage to heal the Mount. The Hero receives 20XP.

If the Hero does not have it, one of the other Heroes in the Posse can borrow to aid him in this activity. Both Heroes win 10XP.

If no Bandage is used, the Posse will need additional time to heal the Mount before they can proceed. The affected Hero rolls two additional Travel Hazards before the Posse reaches Town.

## 181 - Time Warp

Writer: Philbarfly

A strange vibration passes through you

#### All Heroes perform a Spirit 5+ Test

For every 1 that was rolled, take 1 Corruption Hit. Each Hero that passed is reset to full Health and Sanity and wins 20XP. Each Hero that fails takes 2 Horror Hits for each Mutation they currently have, ignoring Willpower.

## 182 - Will o' The Wisps

Writer: Philbarfly

You are surrounded by dancing and fluttering balls of ghostly light seemingly drawn to your Dark Stone.

Every Hero must roll a D6 for each Dark Stone and Dark Stone Icon on any item (Gear, Upgrade or Artifact) they carry. On the roll of 1, this item is destroyed (discarded) by the wisps.

## 183 - Fishing

Writer: Nuno de Sá

Recult.

Three old men stand near a river. They are fishing and after a pleasant introduction, they invite you to join them.

Heroes may refuse the invitation. If they accept the invitation, the old fisherman's provide each Hero a fishing pole and all required materials to enable them to fish.

#### All Heroes perform a Cunning 5+ test

If successful, gain 10XP and roll a D6 to find what was caught:

<u>D0</u>	Result:
1:	Old Boot
2:	Dead fish
3:	Old Hat
4: 5:	Some bones
5:	A small Golden Trout. It won't make much of a meal.
	Receive extra 20 XP for your effort.
6:	Giant Catfish. This fish will be too big to travel with.
	You give the fish to the fishermen. He thanks
	and gives something in return. Draw a World Card
	and an Artifact Card from that World and gain extra 30
1.20	XP
No. of Contract of	

## 184 - Dark Dreams

\*Frontier Town Adventure Book\* - Hazard 13

Located on page 19

## 185 - Yellow Specter

Writer: Philbarfly

With a shimmering yellow glow, an ethereal form taunts you with your impeding death!

#### All Heroes perform a Cunning 5+ Test

If successfuly, Heroes win 20XP.

Take 1 Horror Hit for each roll of 6. If all Heroes have passed, your Posse gains a Revive Token that can be used in your next adventure.

If failed by any Hero, you are all burned by the shade's hatred! Each Hero takes D6 Hits.

#### 186 - Inheritance

Writer: Nuno de Sá

HEY YOU". As you look behind, a man walking side by side with his horse hurries to catch you. "There you are! I have been after you for some weeks now. Why is it that the folks today are always jumping around Towns? It's that damned Dark Stone I say. Well, no matter, here you are. This is yours I believe". He removes a letter from his Side Bag.

## The Hero that rolled this Hazard receives a letter:

"Dear Mister [Hero that rolled this Travel Hazard], we are sorry to inform that a relative has passed away. Please come quickly to the next Town and visit the Sheriff's Office. There you will receive a small fortune left by your late relative."

The Hero that rolled this Hazard takes D6 Horror Hits of sadness and sorrow. Also spends the first day during the next Town Stay to collect 2D6x\$100. Of course, the Sheriff will take a small percentage for the sake of the community. Pay D6x\$10 for the sheriffs arbitration.

The Hero that rolled this Hazard can try to pass a Cunning 5+ Test to reclaim the money without paying the Sheriff Tax. If he fails, the Sheriff will not be cheated and the Hero must immediately leave Town. All money is then lost.

## 187 - Shack by the River

Writer: Nuno de Sá

A green vast vale fills the horizon. Long lost memories embrace your mind like flashbacks.

An old shack stands in the middle of the vale, surrounded by some trees and blessed by a small but beautiful river. Everything else seems abandoned. The Posse walks inside the shack and realize the interior is not as glamorous as the outside, as it stands decorated by dust, spider webs and... bodies. Two skeleton bodies lying in bed suggest that whoever they may have been, they have been dead for a long time.

#### A random Hero performs a Spirit 5+ Test

If successfully, win 20XP. The Posse takes some time to bury the corpses near the River.

If fail, this scenario forces an old trauma to return. Take D8 Sanity Damage.

## 188 - The River of Crawbury

Writer: Nuno de Sá

The path you designated to Travel was mainly focusing crossing the river. You rush as you come close. Its healing abilities are renowned.

Each player chooses and heals one Injury from the Injury Chart.

## 211 - Shooting Star

\*Frontier Town Adventure Book\* - Hazard 14

Located on page 19

## 212 - Trap Hunters

Writer: Nuno de Sá

The Posse falls into a trap laid by a group of hunters to catch some foxes

#### All Heroes perform a Luck 5+ Test

If failed, the Hero has fallen into a trap. Take D6 Wounds. If any I's were rolled, roll once on the Injury Chart

The hunters are very apologetic and insist that you stay with them for the night. They promise to provide Food and Shelter as payment for the trouble.

If you choose to stay with the Hunters, each Hero rolls a D6.

#### D6 Result:

- 1: The Hunters Food tastes funny. They were not able to hunt fresh meat. Take D6 Wounds.
- You sleep the night; however, you slept too much since you were very comfortable. Roll one more time on the Hazard Travel Chart before reach Town.
- 3-4: You sleep the night, eat the Hunter's food and appreciate their kindness
- 5: To pay for your trouble, the Hunters give you a token of their gratitude. Immediately draw a "Gear card"
- 6: To pay for your trouble, the Hunters give you a token of their gratitude. Something they have found recently during their hunting activities. Immediately draw an Artifact card from a Random World.

## 213 - Out of the Way!

Writer: Graeme Henson (Hexcrawt)

Some Bandits have just robbed a Frontier Outpost bank and are carrying money in assorted bills and coins as they make their way back to their hideout.

If you choose to rob them, begin a fight against a group of
Bandits with 1 extra Elite ability. Draw two random
Map Tiles for this fight (from any map deck of your choice).

If you successfully defeat the Bandits, gain D6x\$100 from the Bandits' ill-gotten gains. Otherwise, the Bandits continue on their way and make off with the loot.

No extra loot cards in case of victory.

## 214 - Once Upon a Peaceful Field

Writer: Nuno de Sá

In a natural valley below, the Posse finds a large green field. On each side of this field, the Union and the Confederacy make final preparations for war, getting ready to paint with red and destruction what now is green and beautiful.

#### **Each Hero Chooses:**

Stay far and watch the battle from a distance. The war is never pretty and nothing good comes from participating. Nothing Happens.

Participate and help either side. Each Hero can make the choice to participate to support the Union or the Confederacy individually.

One of the sides fires a cannon. The battle begins. Both sides rush to the center while firing guns and cannons. Soon, where there was peace, now there is only blood, sadness and horror.

The Confederacy rolls a D6 and the Union rolls a D8. The biggest result wins. Any Hero that participates in a winning Union side, wins 1 loot card. Any Hero that participates in a winning Confederacy side, wins 2 loot cards.

Also, Heroes that lose the battle take D6 Hits. Heroes that win, win 20XP



# 215 - No Sign of Life Writer: Graeme Henson (Hexcrawt)

writer: Graeme Henson (Hexcrawt)

A little ways off the path, an abandoned campsite can be seen. The tents are in tatters, flapping in the wind, the packs and crates ransacked. No sign of the occupants, dead or alive...

#### Each Hero performs a Scavenge Test

Draw one Loot card if you roll one 6.

Draw a Gear Card if you roll two 6's. Win 20 XP

Draw a Artifact Card if you roll three 6's. Win 30XP

## 216 - Monkeying Around

Writer: Graeme Henson (Hexcrawt)

You think you may have read about them in school books when you were a child, but overhead you catch sight of some monkeys, swinging from branch to branch. For a time you're struck by how adorable they look, until you realize that the entire Posse is surrounded by them. Their eyes glow red and one monkey, twice the size of the others, stands up on it's hind legs and bares his teeth at you.

#### Choose:

If the Posse decides to stand their ground, each Hero takes D8 Hits from the swarms of monkeys attacking them.

If the Posse decides to flee, each Hero makes an Agility 5+ test. If successful, win 20 XP. If failed, that Hero loses a Random Gear Item in the confusion of their escape.

## 217 - The Cult of Belial

Writer: Nuno de Sá

While following a path that crosses a small forest you notice a few hooded figures with long robes, walking in line while chanting strange songs and carrying a huge structure that supports a fire cross of the size of one man.

"XU-LAH-NIANDORO000 DOHARI LA"

The enchanting echoes the forest and your minds

#### All Heroes perform a Spirit 6+ Test

Those that fail no longer control their will and immediately jump out of their mounts to slowly follow the hooded figures, joining them and chanting the same strange songs.

The Heroes that passed the spirit test confront the hooded figures and perform a Cunning 5+ test.

If at least one Hero is successful wins 30XP and is able to stop the ritual by kicking the fire cross into the ground. The hooded figures then drop the structure and vanish in thin air. a ghostly voice speaks "STRANGERS... YOU DARE TO INTERRUPT THE RITUAL OF THE SHADOW KING. WE WILL MEET AGAIN"

If no Hero succeeds to interrupt the ritual, the hooded figures proceed. Any attempt to attack them is useless as something is blocking your will: They will finish the ritual and each Hero no longer in control of their will take D6 Horror Hits After the ritual, the hooded figures leave the area. Also, next time any member of this Posse fights Bel'ial, he gains 5 extra Health for each affected Hero.

## 218 - Mirrage or Oasis

Writer: Darrell Jones

Just as the posse reaches the top of the ridge, they all see what appears to be an oasis in the middle of the desert.

#### A Random Hero performs a Lore 5+ Test

Pass: All Heroes are healed to maximum health. Those that are already at maximum health, receive +1 health permanently Fail: Each Hero take D3 wounds without defence as they walk toward the mirage and stumble off a shallow cliff.

## 221 - Knowledge

Writer: Nuno de Sá

An outcasted erudite is out in the wilderness and greet you. He begs the Posse to be careful about something he saw some miles back.

You may decide to ignore the next Travel Hazard. If you do, replace with another. Only available during this Travel to Town.

## 222 - Enraged Terror

Writer: Nuno de Sá

You stumble upon what seems to be the home of a Large Bear. As you carefully try to go back and avoid this place you realize it's too late. It's not really a bear. One enraged beast emerges from the dark and quickly attacks.

One enraged Night Terror covered with blood is out of control and attacks the Posse. It's very dark and the Posse members can hardly see. All Heroes run for their lives.

Each Hero takes D6 Hits. If a Hero Rolls 6 on this dice, he immediately rolls once on the Injury Chart or remove a Grit.

## 223 - Grasping Hands

Writer: Graeme Henson (Hexcrawt)

You cautiously poke around as your gaze at full attention on the entrance of a small hole filled with bones and blood. As you walk along, suddenly your foot gets stuck. You quickly look down to see a skeletal hand wrapped firmly around your ankle!

# All Heroes perform an Agility 5+ or Strength 6+ Test

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

## 224 - Devil's Fork

\*Frontier Town Adventure Book\* - Hazard 15

## 225 - Ghostly Prospects

Writer: Graeme Henson (Hexcrawt)

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

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

## 226 - Terrifying Warning

Writer: Graeme Henson (Hexcrawt)

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

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

## 227 - Tainted Meat

Writer: Darrell Jones

Whatever the Posse just ate isn't sitting to well...

Each Hero that haves a minimum of 1 Grit, staves off the illness and sleep it off. If a Hero has no Grit, his meat was corrupted and feel it mutating inside the stomach. Receive D3 Corruption Points.

## 228 - Otherworld Rock Formation

Writer: Darrell Jones

The Posse comes across a strange rock formation stacked precariously along their path. The rocks are too large to have been transported here, let alone stacked in the manner they are. As you study them, you realize that these stacked rocks are creating angles that cannot possible exist. Further study shows a "window" - a gap in the rocks that glows an eerie blue

#### A random Hero performs a Lore 5+ Test

Fail and Hazard is over

Pass, win 20XP and draw a World Card - then draw an Artifact from that World and roll a D6.

#### D6 Result::

- 1-4: The artifact disintegrates as you pull it through the window
- 5-6: You successfully pull the Artifact through. All Heroes gain 30xp.

## 231 - Whistling Melody

Writer: Graeme Henson (Hexcrawt)

You hear somebody whistling a queer melody, yet it somehow seems to fill your hearts full of courage..

Each Hero recovers 1 Grit.

## 232 - The Mountain Pass

Writer: Graeme Henson (Hexcrawt)

A lonely mountain pass is guarded by a horde of Enemies, denying all passage.

Unless the Posse fights a Threat, you must stop all movement for the day as you search for another way around this group. If you avoid the fight, each Hero rolls D6. If the result is 4 or higher, that Hero rolls one more time on the Travel Hazard Chart.

Fight: The Threat lure the Posse into a Cave nearby. Draw a Cave mine entrance Tile and another random second Mine Tile (re-draw if you draw corridors). Close all doors of the second Tile. Heroes start at the entrance Tile as any other adventure. Place the Threat enemies at the second Tile. Treat as a standard Attack encounter. Enemies have an extra Elite. Each Hero draws a Loot card normally at the end of the fight.

## 233 - Rock Stide

Writer: Graeme Henson (Hexcrawt)

A few pebbles bounce by at first, without anyone paying attention, but when the mountain's face begins to slide, all bets are off.

All Heroes perform a Luck and Agility check and then sum all dices. The two Heroes with less result take a D6 number of Hits. If the Posse only haves two Heroes, the effect only applies to one Hero. Reroll in case of tie results.

## 234 - Hot Feet!

Writer: Graeme Henson (Hexcrawt)

The ground about you begins to rumble as you realize that you appear to be on a dormant volcano that has once again become active and is about to start spewing lava!

#### All Heroes perform an Agility 5+ Test

Succeed and win 20XP. Any Hero that fails has lost any Boots they were wearing, unless the Boots provided some kind of resistance or immunity to Fire effects.

#### 235 - Void Storm

\*Frontier Town Adventure Book\* - Hazard 26

#### 236 - Fossil Record

Writer: Graeme Henson (Hexcrawt)

A recent landslide has exposed a fossil. The fossil does not appear to be like any creature you've ever seen before, living or dead. Surely a learned fellow would be interested in having a look at this thing.

Each Hero that can, may take one Fossil item. Each Fossil item weights 1 \* Each Fossil may be sold at a Doc's Office for D6x\$50.

## 237 - Traitor

Writer: Nuno de Sá

You wake up in the middle of the night and Immediately undedistand that something is wrong. You are completely alone and see no signs of the other members of the Posse. They left you? Quickly you look around while shouting: "HELLO? ANYONE THERE??" You won't shout again. Last thing you want is to wake any dark forces that may linger around. You decide to pack your things and search for the other members of the Posse.

The Hero that rolled this Hazard eventually finds the Posse but realize they are still sleeping. Confused, you shout but no one listens. Shocked, you also see the image of yourself sleeping in the same place as before next to the other members of the Posse.

You shout again, scream with all your will but in vain as no one can hear. "Am I dead?"

The image of yourself wakes up and smiles before looking at you. "Traitor" he says. "You are a traitor". All other Heroes wake up and start attacking the other you. There is nothing you can do. They rip him to pieces while repearting the word Traitor.

Suddenly you wake up and to your surprise everyone is still sleeping. That's right, it was just a bad dream.

Last time in Town, you sold the Posse location to someone that have put a price on each Hero's head for 200\$ (add the money now). Take D6 Horror Hits hits as the blame feeling is starting to kick in.

Next adventure in the mines, the Posse is ambushed in the second tile (threat card at Posse's level). Any other threats resulting from encounters or other sources are activated at same time.

The Hero that rolled this Hazard haves +1 Combat or adds +1 ranged Hit to one of his Guns during the duration of that fight.

#### 238 - Haunted!

Writer: Nuno de Sá

Famous last words of a man you once kill that you never forgot "Mark my words. One day, when you least expect, I will come from hell and turn your live into a living nightmare!!"

The Hero that rolled this Hazard becomes haunted by the ghost of a man he once killed. At the start of each Mission, move the Hero Posse Marker one position down and the Darkness Marker one position up (Depth Track)

This effect can be removed in a Church in Tow for 50\$ as an Exorcism. Use the remove Madness table in same location to find the results of the removal process.

## 241 - Down the Hote

Writer: Nuno de Sá

As you search the area, the ground beneath you gives way! You all fall down into a Hole beneath the ground

#### All Heroes perform an Agility 5+ Test

Succeed and win 30XP. Any Heroes that fail take D6 Hits with no Defense

## 242 - Stampede

\*Frontier Town Adventure Book\* - Hazard 41



## 243 - Viper's Nest

Writer: Graeme Henson (Hexcrawt)

One of the Posse members needs a private moment with nature. An unfortunate back-step and they are reaching for their drawers as they slide down a flue. None of this is as surprising as the rattle-snake nest they've fallen on.

#### One Random Hero performs an Agility +5 Test

If successful, gain 20 XP and you are unharmed. If failed, you have become Poisoned! Gain D6 Poison markers.

## 244 - Good Eatin

Writer: Graeme Henson (Hexcrawt)

A tribe of crazed mountain Native Indians have taken up cannibalism and are hunting the Posse! They're planning on getting fat off the meat of your carcasses tonight.

#### All Heroes perform an Agility +5 Test

Succeed this test and win 20XP. You were able to run from the Cannibals.

Fail the test and take D8 Hits as you are caught and have to fight your way out. Any Hero can ignore this damage by giving up his Horse to be killed instead by the cannibals.

If a Hero gives up his Horse, he will roll a D6. On the roll of 1,2 or 3, he will roll one more time on the Travel Hazard Chart. He will also spend 50\$ when he arrives in Town to buy another Horse. (can buy a special mount instead as per Town Locations specific rules)

## 245 - Nest of Giant Eagles

Writer: Nuno de Sá

Looking up you can see a huge nest. Close to it, a giant Eagle stares at you and feels threaten by your presence.

The Eagle attacks the Posse while defending her territory!

All Heroes roll for Agility and sum their dices. The Hero with less Agility takes D3 Wounds without save. If more than one Hero is tied with the lowest result, those that are tied, reroll until one haves the lowest value.

## 246 - Wrecked Train

\*Frontier Town Adventure Book\* - Hazard 46

Located on page 21

## 247 - A Not So Quiet Rest

Writer: Alexandre Legros

The Posse decides to take a short rest in a quiet clearing.

Suddenly, an object falls at their feet. Dynamite !!! Move away, quick!

Each Hero chooses a number between 1 and 8 which represents the direction they try to move to. No number can be chosen twice (Heroes have to choose different directions)

Then,

#### All Heroes perform an Agility 5+ Test

Also, roll a D8 to see where the dynamite lands after one bounce.

Any Hero who passed the Agility Test is hit if the Dynamite bounces toward his chosen position.

Heroes who failed the Agility Test didn't move far away, so they are hit if the dynamite bounces toward their direction or the two nearest directions (a Hero who chose 1 will be hit if the bounce roll is 8, 1 or 2)

The dynamite deals D6 damage without defence.

Heroes who were Hit are affected and unable to rest for a long period of time and will skip their next Catch Your Breath Roll.

If no Hero was Hit, each Hero gains 25XP and recovers 1 Grit.

## 248 - Scafford Strikes Back

Writer: Nuno de Sá

You wake up... but cannot see. Blindfolded, you wonder where you are and specially, what horrors await.

Some unknown voices laugh and make jokes. You understand that all members of the Posse are in the same situation. You are all prisoners.

After some time, the blindfold comes off. The Scafford Gang! You think that you are dead for sure but before the gang have a chance to hang you or to shoot you dead, the Cavalry shows up and the gang members run for their lives. This is your lucky day!

After your release, you understand that you were robbed. Each Hero loses x50 Money and D6 Dark Stones

Next time you face the Scafford Gang, all Heroes that participated in this experience get +1 Damage to all their attack rolls against all Scafford gang members (Except Scafford himself)

## 251 - The Ghost with the Golden

#### Bullets

Writer: Philbarfly

The ghost with the golden bullets is coming for you.

Every Hero takes 3 Horror Hits

Also, every Hero must roll a D6 for each amount of \$200 in their possession.

On the roll of 1 or 2, that Gold is stolen by the greedy Ghost

## 252 - The Hat

Writer: Nuno de Sá

A beautiful Hat lies on top of a very polished rock. It's impossible to miss it. All Heroes in the Posse stair at this magnificent Hat as if enchanted by it and cannot stop wishing to wear it.

#### All Heroes perform an Agility and Strength 5+ Tests

All Heroes that passed the check win 20 XP and get closer to the Hat. They cannot allow any other Hero to get the Hat before them. Keep the Dice results for the next check.

For any 1 and 2 rolled, they subtract 2 hit points For any 5 rolled, they sum 1 point For any 6 rolled, they sum 2 points

The Hero with more points wins the Hat, He also gains 50XP. If there is a tie, those Heroes perform the Agility and Strength tests again.

As soon as the Hat is proudly placed on the Head, it disintegrates, leaving only dust. You have been cheated by a strong illusion. All Heroes take D3 Sanity Damage as a result.

## 253 - Illuminated Lady

Writer: Graeme Henson (Hexcrawt)

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

#### All Male Heroes perform a Spirit 5+ Test

If you succeed, gain 25XP. Those that fail run headlong after the Woman, unmindful of the dangers and disappear into the Mines after the Woman. They appear minutes later, frenzied and halfmad, each take D6 Sanity Damage

## 254 - Shadows out of Time

\*Frontier Town Adventure Book\* - Hazard 16

Located on page 19

## 255 - Fire in the Hills

Writer: Graeme Henson (Hexcrawt)

The smell of smoke hangs in the air and all around you the hillsides are aflame with an unnatural glow!

Lavamen are walking the landscape destroying all they find. The unnatural flames of the Lavamen burn those tainted by corruption.

Each Hero takes I Wound (no Defense) for each point of Corruption they have. Any Hero that takes damage from this also gains 5 XP per wound taken.

#### 256 - Mountain Yetis

Writer: Graeme Henson (Hexcrawt)

A warning grunt turns the Posse's head towards the lip of a cliff-top. A hairy head appears. Another head follows and another.

Giant, hairy, beast-like men stare down in silence.

One points with intent at you. Then suddenly, rolling logs and boulders come crashing down the mountainside towards the Possel.

# Heroes may individually perform Agility 5+ Tests or may collectively make a group Strength 4+ Test

(choose one, either everyone does Agility test individually or the Posse does a Strength test as a whole) to either dodge out of the way or create a quick barrier against the falling debris.

Any Hero that is successful in the Agility test or if the Posse passes the Strength test, they each gain 20 XP and recover 1 Grit.

If any Heroes fail the individual Agility test, they take D6 Hits.

If any one Hero in the group fails the Strength 4+ test, then all Heroes in the Posse takes D3 Wounds (no Defense) and the Strength test is considered to be a failure.

## 257 - Otherwordly Storm

Writer: Bjorn Broms

The weather suddenly turns. Storm clouds tower above you, etched with jagged scrawls of green lightning. The wind dies for a brief moment, before returning with gale force. Rain thunders down in sheets thick as lead, and everything is obscured by curtains of black water. Suddenly, there is a jarring sensation, and the rain lets up. The clouds boil away, and you realize you're somewhere... else.

Choose a Random Hero to roll a D6:

#### D6 Result::

- 1-2: The Posse is now at the Blasted Wastes. Any remaining Travel Hazards are from Blasted Wastes Travel Hazards Expansion Book and Next Town Destination is the Town Template from the Blasted Wastes Expansion
- 3-6: The Posse is now at Feudal Japan. Any remaining Travel Hazards are from Forbidden Fortress Travel Hazards (or Ultimate Forbidden Fortress Travel Hazards Book). Also, Next Town destination is a Forbid den Fortress Town

Each Hero of the Posse may spend 1 grit to ignore this effect, or to choose the destination to travel.

## 258 - The Witch of the Forest

Writer: Nuno de Sá

As you travel through the forest, you find an old woman rooting through the soil and underbrush. The Posse stops and asks what she's doing out here alone in the woods. The Posse finds that she is a witch and have created some amazing potions. She offers them to the Posse and asks if anyone is willing to drink:

Any Hero that decides to drink one of the Potions:

#### Perform a Lucky 5+ Test

If successful, Roll a D6:

#### D6 Result::

- 1-2: You taste the potion. It's rotten. Gain 20XP. Take D6
  Wounds
- 3-4-5: You have tasted a liquid that heals D6 Health and D6 Sanity when consumed. You can buy one for 50 gold. Gain 20XP
- 6: You have tasted a liquid that will rejuvenate your body the next time you die. You have won a Revive Token only usable by this Hero. Gain 20XP.

## 261 - Burial Chamber of the Dust Pharaohs

Writer: Graeme Henson (Hexcrawt)

What appeared to the Posse as a semblance of man-made structures can no longer be reasoned to be anything but, an opening along a cliff side seems to be covered in gold. Inside an enormous cavern of gold, rank-upon-rank of mansized urns vanish into the dusty distance.

If the Posse decides to look inside the urns, every Hero gain 25 XP and roll a D6:

#### D6 Result:: (No Grit can be used on this roll)

- 1: Ops While looking through the urns, one of the urns seems to have been seeping its contents for who knows how long. Gain a Random Mutation regard less of how much Corruption the Hero currently haves.

  Any Corruption is not removed because of this.
- 2-5: Trinkets and Bobbles Most of what you find crumples to dust in your hands, but you come across a few small things that might fetch a good price. Gain D3x\$25.
- 6: Something Interesting Draws a Loot Card!

## 262 - Gruesome Sculptures

Writer: Graeme Henson (Hexcrawt)

Some old blood cult lurked in the cave that can be seen above this mountain path. When they departed (or where driven out), their gruesome rack of skulls and the pylons they built from stacked human thigh bones were left untouched, grim sentinels along either side of the traverse.

Each Hero gains 25 XP and takes D6 Horror Hits. The macabre display has the Posse on edge throughout the entire trip.

## 263 - Cavern of the Winds

Writer: Graeme Henson (Hexcrawt)

Making your way around a particularly difficult ridge, the Posse is forced to go single file, inching along at a slow pace. The way before you opens up to reveal a small cavern where the wind blows with monstrous strength. The opening is too small to enter, so you'll have to go around, but it's going to be treacherous.

Decide on the order of Heroes in the line and, one at a time, each Hero makes an Agility 4+ test.

If a Hero fails this initial test, the Heroes before or after them may attempt an Agility 4+ test to rescue them, otherwise they fall.

If any I's are rolled on this rescue roll, that Hero also falls and again, the Heroes before and after them may attempt an Agility 4+ test to rescue them. All Heroes that fall down the ridge take D6 Wounds (no Defense). Any Heroes that do not fall gain 20 XP and recovers 1 Grit.

## 264 - Corrupting Influences

Writer: Graeme Henson (Hexcrawt)

Lightning bolts burst against mountain peaks. One bolt strikes directly in front of the Posse, blinding you for a moment, but it leaves something behind. A crackling orb of pure white hovers in front of you, bolts of energy shooting out.

Any Heroes that are carrying Dark Stone, items with a Dark Stone icon, or items with a Dark Stone Upgrade attached take D3 Horror Hits.

If any Sanity Damage is taken, that Hero must perform a Spirit 5+ test. If failed, the Hero gains the 'Fused With Item' Mutation, but must fuse with an item with a Dark Stone Icon or that has a Dark Stone Upgrade.

If the Hero haves more than one Item with a Dark Stone Icon and/or Ugrade, he can choose which one to Fuse.

## 265 - Hunting Lodge

Writer: Graeme Henson (Hexcrawt)

You come across a well-built cabin up in a remote part of the mountains, a hunting lodge way up here! The owner has a variety of wares for sale here.

You may buy Purchase Items from here as if you were at a General Store Town Location (do not roll for Location Events).

# 266 - Remnants of the Great Worm

Writer: Graeme Henson (Hexcrawt)

The Posse stumbles across a tunnel out in the middle of nowhere. As you travel down into this cave, you find something you weren't quite expecting...

Roll a D6:

#### D6 Result::

- 1-2: Ambush! Ambush by a High level threat in the middle of a suitably large Mine Map Tile Room with one exit connected to the Mine Entrance Map Tile. If you loose this Fight, destroy a random building from next Town.
- 3-5: Junk Pile Each Hero may attempt a Scavenge roll to see if they find anything of value.
- 6: Thriving Tunnel City You come across a hidden mining community. Treat this as a Small Town Visit.

  Don't roll for Town Set Up, but each Hero may visit any one Town Location they want to. Heroes will only spend one day here. After that, the Heroes are led out of the tunnel city.

## 267 - Stinking Mist

Writer: Philbarfly

An unpleasant smell spreads. All Heroes feel sick with the intensity of the oddor.

#### All Heroes perform a Defense Test

Win 20XP if you succeed. Every Hero that fails this test takes 2 Wounds for each Mutation they have, ignoring Defense.

#### 268 - Void Blast

Writer: Philbarfly

A wave of blueish fire sweeps through.

#### All Heroes perform a Strength 5+ Test

If failed, the Hero is moved up by the blast, taking Wounds, ignoring Defense.



If succeed, win 20XP.

## 271 - Lurking Killer

Writer: Nuno de Sá

You find a woman crying and holding a dying man in her arms. She begs you to stop a killer that lurks the area, before she suffers a similar fate.

#### Choose:

First instinct - Heal the dying man: One Hero spends 1 Bandage. All Heroes gain 20xp. The killer escapes. This Hazard is over.

Go find the killer: The dying man, dies.

#### **All Heroes perform a Cunning 6+ Test**

If at least one Hero is successful, you find the killer. Roll a D6 for every 6 rolled during the Cunning test.

If you roll at least one 5+, you are able to capture the killer. All Heroes gain 30XP and collect a D6x50\$ Bounty (each) for this Bandit. It seems he was being hunted by the authorities. Otherwise the killer escapes.

## 272 - Living Hills

\*Frontier Town Adventure Book\* - Hazard 23

# 273 - The Northern Crystal Pylon (Advanced)

Writer: Nuno de Sá

You have found a Crystal Pylon on top of a carved stone structure, Two Night Terrors are carefully sculpted in front of the structure as if defending it.

A bronze plaque reads: "Ritual of Strength"

The Posse notices a lever right behind the Pylon.

#### All Heroes perform a Strength 6+ Test

In order, Heroes try to move the lever. They can try more than once but every time they try another time, the effort becomes more difficult, adding an extra 6+ as a requirement to move the lever. Example: If a Hero is trying for the second time, he will need two dice with 6 to be successful, and so on...

If successful, a ray of energy strikes the Hero as the lever returns to its original position. Also permanently gain 1 Strength

Any Hero that previously found and successfully completed the tests of all Pylons (Agility, Cunning, Lore and Strength), gain +1 Health and +1 Sanity Permanently.

#### 274 - Wanted!

Writer: Nuno de Sá

A wanted man is on the loose. The sheriff and his deputies are on his tail. They ask for help.

#### All Heroes perform a Cunning 5+ and Agility 5+ Tests

You help the Sheriff searching the Wanted man.

If any hero is successful, you found the wanted man. Each Hero receives \$100 and 30XP

## 275 - Repetitive Cry

Writer: Philbarfly

An unspeakable voice echoes in your mind "Tekeli-Li.." Tekeli-Li.."

Every Hero takes D6 Horror Hits

#### All Heroes perform a Spirit 4+ Test

Heroes that fail this test must roll once on the Madness Chart

## 276 - The Cursed Farm

Writer: Nuno de Sá

A farm located near a Forest mysteriously went dry. You find the farmer crying, desperately, as he tells the story. "First my son died, then my youngest daughter, now the very earth. All I have left is a muted wife and two possessed twin daughters. They spend all day playing around with a goat. Before she disappeared, my older daughter claimed that the goat was the devil. I am starting to believe her". What can I do?

You have come to a cursed place. The very devil walks around and taints those that pass.

#### All Heroes perform a Spirit 6+ Test

Any Hero that fails, take D6 Horror Hits and 2 Corruption Hits. Any Hero that is Successful win 30XP. Also, haves the option to advise the old man to move on and forget this land with a successful Cunning 5+ Test, wining more 20XP, but if you fail the Cunning Test, the Old Man curses the Posse and all Heroes take another 2 Corruption Hits (for each Hero that failed)

## 277 - A Poor Sout

Writer: Philbarfly

A mortally wounded fellow traveler staggers across your path. Before you can do anything, he trusts something into your hands before collapsing and expiring.

One random Hero draws a Gear card

## 278 - Spirituality

Writer: Nuno de Sá

Today you woke up different, lighter. As if all sins are gone. As if god touched you. Your old self is no more.

The Hero who rolled this hazard receives the "Holy" keyword. If he already haves it, he receives 5+ Spirit Armor instead until the end of the next Adventure.

## 281 - Extra Baggage

Writer: Nuno de Sá

A bag was left on top of an old rock. You wonder to whom it belongs. You don't take too much time thinking about it.

The Hero that rolled this Hazard roll a D6:

#### D6 Result:

- 1,2,3: The bag is ruined. No wonder it was left behind
- 4,5: You found a bag. Perfect for extra space. Treat it as a "Minor Side Bag Token" Gear Bag You can carry two extra Side Bag Tokens with it.
- 6: You notice a hidden department with money on it. You win \$100 and something more. Draw a Loot Card.

## 282 - Psionic (Advanced)

Writer: Nuno de Sá

A lone rider passes through you. He does not look, he does not care. He passes slowly, always looking down as if asleep. "Hey, old bugger" one of the Heroes shout, "good day to you to!"

Nothing, the man doesn't even blink or make any attempt to return the greeting. Suddenly, his horse stops. The Posse get the weapons ready... just in case. Wind blows through your cheeks.

"Are you talking to me?". The lone rider speaks but his mouth does not move.

"Did anyone hear that?" You ask. "No, it was just me" you think. The lone rider speaks again. "That's right, I'm speaking to you." Again, his mouth did not open. For the first time, he slowly makes a movement and looks straight at you. His eyes... his intensive cold eyes could kill you with a blink. All other Heroes do not move and do not speak. They are as if frozen in time.

"Don't mind your friends, it's better if we speak, just the two of us.

Today I am feeling generous. Today I will share a gift."

For a moment, nothing else exists. Only you and the rider. You start to levitate while something starts to grow inside your mind. Then the old rider disappears. He left you with a big headache and something else...

# The Hero that rolled this Hazard performs a Spirit 5+ Test

If successful, he gains a new Free Attack power. A Psionic Mind Blast. This is a free Ranged Attack with 6 range. Use it applying the same rules as any other free attack.

As you gain new levels, you learn to control it. Initially roll D3+1 for damage. Add +1 to each level gained after you received this gift,

## 283 - Earthquake!!

Writer: Nuno de Sá

The ground starts trembling with furious vibrations. The trees shake as made of paper. It's an earthquake!

Next Town you visit will have D3 buildings destroyed by the earthquake.

## 284 - Ancestral Knowledge

Writer: Nuno de Sá

An odd assemblage of pottery, stone jars and other decorations lay near a creek where Indian Natives continue their trivial day to day activities. They are used to strangers and don't seem alerted by your presence. A Tribe Chief approaches with a pipe on his mouth. He greets the Posse.

The Chief offers the pipe as a sign of friendship. One by one, the members of the Posse smoke from the pipe as the minds start to travel through different Worlds. Some of these worlds, this Posse will never see. Different creatures. Some horrible while others beautiful. Can they be for real?

Draw 5 random Exploration Tokens and check their Iccons.

For each Gate, each Hero gains 20 XP. This represents the number of Worlds the Posse have visited by the smoking of the pipe.

If no Gates were drawn, the Posse had a joint Nightmare instead and the Hangover recovery is horrible. Until the Start of the next Adventure all Heroes use one less dice in all Skill tests.

## 285 - Et Muerto

Writer: Nuno de Sá

An old book contains stories about the old west. You found it near an abandoned farm.

#### All Heroes perform a Lore 4+ Test

If no Hero was able to read the book, this Travel Hazard is over.

All Heroes that are successful win 20 XP. One by one, they will share the book and read its stories to the other members of the Posse later, by the Campsite.

The book is filled with creepy stories but one story specifically captures your attention: "In the early 1800s South Texas and Mexico a man named Vidal was particularly nasty. When caught, the local Rangers decided to make an example out of him. They killed him, cut off his head and then lashed his body to a mustang in an upright position as if he was riding. Then they let the horse loose to wander, as a symbol of the form of justice that would befall any Outlaw who dared step out of line.

#### **All Heroes perform a Spirit 5+ Test**

If fail, take D6 Horror Hits due to the nightmares they will have during the night.

## 286 - Tears of La Ltorona

Writer: Nuno de Sá

When crossing a river, you find a sign that immediately captures your attention! "Beware the Ghost of Llorona".

#### A random Hero perform a Spirit 6+ Test

The Hero starts to hear a voice in his head: "Where are my children? Give me my children!"

If successful, win 30 XP and he/she managed to resist the call. Something unnatural is about. If failed, he/she will take D8 Horror Hits as Terror invades his mind and soul.

Next time you get to a Town, you will learn the Mexican tale of Maria. Also, when arriving to Next Town, skip the roll for Town Type. Next Town is Haunted (ignore if you don't have the Town Expansion book)

Maria was either the wife of a wealthy husband who eventually began to neglect her, or a lady of the evening who loved to go out partying. Either way, she became angry and resentful to her two young sons, and flew into a fit of madness and rage. She took them to a river and drowned both of them. When she came to her senses, she realized the horrible thing she had done and tried to save them from their watery graves, but it was too late. She wailed in grief and ended her own life shortly after.

## 287 - The Organism Trail

Writer: Graeme Henson (Hexcrawt)

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 need to consume 1 Tonic and 1 Herb Side Bag token on your next Town Visit and until the 5th day in town. If you do not, then your Hero is KO with Dysentery. Roll once on the Injury Chart with -2 on the Roll's result (minimum 2)

You may attempt to heal this ilness at the Doctor instead as a regular injury

## 288 - March of the Lost Army

\*Frontier Town Adventure Book\* - Hazard 31

Located on page 20

## 311 - True Horror

Writer: Nuno de Sá

The moon disappears as the sky becomes pitch black. The old lantern is not working. All lights are out.

"Shhttttttttttttt", a girl's voice whispers...

"One, two, I am coming for YOU
You can run, you can hide... you will end up at my SIDE"

Something trully horrible is coming! All Heroes take D6 Horror Hits as they cower in Terror!

Suddenly the lights slowly come back. but then... a shadow, with the shape of evil. A malefic shadow stand before the Posse. It shouts in agony and screams: "WHO WILL FEED MY WILL?"

Each Hero rolls a D6. The Hero with the lowest number disappears (repeat in case of tied results), vanishes.

The other members of the Posse watch him being swallowed by the shadow as it smiles and dissipates.

Later, the Hero is found, chained into a tree... striped from his pride. He has experienced true horror without understanding exactly what happened. The trauma is so strong that will never be able to speak about this experience.

#### Choose:

Permanently decrease his Sanity by 1 or roll once on the Sanity Chart.

## 312 - Mutant Wartord

\*Frontier Town Adventure Book\* - Hazard 36

#### 313 - Bad Beans

Writer: Graeme Henson (Hexcrawt)

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.

#### Choose a random Hero:

You're 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.

## 314 - Ancient Battleground

Writer: Graeme Henson (Hexcrawt)

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.

## 315 - The Dark Hote

Writer: Graeme Henson (Hexcrawt)

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.

#### All Heroes perform a Spirit 5+ Test

Heroes that failed, until the start of the next Mission, are unable to Heal any Sanity due to the constant Terror imposed by the dreaded swarm. Win 20 XP in case of Success

## 316 - Prairie Ticks

Writer: Graeme Henson (Hexcrawt)

As you travel along, one of your horses suddenly cries out in pain just as something begins to burst out from the horses 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. If the Mount dies, that Hero rolls once on the Travel Hazard Chart again. Also, spend 50\$ on a Mount when you reach next Town.

# 317 - The Southern Crystal Pylon (Advanced)

Writer: Nuno de Sá

You have found a Crystal Pylon on top of a carved stone structure. Two Void Sorcerers are carefully sculpted in front of the structure.

A bronze plaque reads: "Ritual of Knowledge"

As you approach, a voice invades your mind. A riddle is spoken:

#### All Heroes perform a Lore 6+ Test

If passed, win 20XP. The Hero answers the riddle correctly and permanently gain 1 Lore.

Any Hero that previously found and successfully completed the tests of all Pylons (Agility, Cunning, Lore and Strength), gain +1 Health and +1 Sanity Permanently.

## 318 - The Memory Trader

Writer: Alexandre Legros

The Posse makes a stop at a market on the side of their road. A dozen of merchants sell gear or food to travellers.

Only one merchant sparks your curiosity, "Memory Trader" is written on the sign.

"Hello adventurers, I can turn any painful memory into a positive one, with this unique device. This is quick and painless, think about one memory and wear this helmet".

You suspect some darkstone was used to forge this helmet.

The Hero who rolled this event may choose to wear the merchant's helmet:

Pay 100\$ then roll as many D6 as your Spirit Skill Value, and add-up the results. No reroll allowed.

#### D6xSpirit Result::

- 1-2: This is now a traumatic memory and you can't stop thinking about it. Get the Hallucinations Madness (use the Madness Chart rules if you already have this Madness)
- 3-6: Loose 50 XP and take 1 Corruption Hit, as you traded away a painful memory but lost its benefits
- 7-12: Win 50 XP, as the new memory is a rewarding experience instead of a shameful one
- 13+: This is now an outstanding memory from another world, get the "I've Seen Things" Madness. (use the Madness Chart rules if you already have this Madness)

## 321 - Underground Lair

Writer: Nuno de Sá

The Heroes find a hole under the mountains leading underground and decide to investigate.

#### Choose:

Investigate the Hole or follow the road

If you Investigate Roll a D3:

#### D3 Result::

- 1: The Hole leads into a tunnel that collapses. Take D6 Hits.
- 2: You find nothing special.
- 3: You follow a series of passages until you reach a wide area with clues that was once served as a lair. Each Hero performs a Scavenge Roll. They take extra D3x10\$ for each 6 rolled. Also, draw two random Exploration tokens. If at least one clue was drawn, one random Hero is able to draw a Loot card

## 322 - Chill Wind

Writer: Philbarfly

A chill wind freees your body and soul

Every Hero must roll a D6 for each Grit they have, discarding it on the roll of 1.

#### All Heroes perform a Cunning 5+ Test

For every Hero that fails this test, draw a Growing Dread card and add it to the stack of your next Adventure. Gain 20XP is successful.

## 323 - Dimensional Maze

Original: Philbarfly (Dimensional Ripple)
Re-Written by David James-Dimitrov

Energies from the void are at play here. What was just a simple gulch you have been traveling through, suddenly has transformed into a dizzying and impossible kaleidoscopic landscape! Gulch passages break off into infinite mirror images as far as the eye can see. Even the sky has been replaced by gulch trails leading straight up, defying all laws of nature.

#### All Heroes perform a Cunning 5+ Test

All Heroes must pass this test and must reroll until they do. For each time that a Hero rerolls (without the use of grit), all Heroes take 1 Horror Hit and 1 Hit as the Posse gets lost and exhausted.

#### 324 - The Visitors

Writer: Oscar Andrés Schwerdt

It's getting dark and you decided to stay behind to take a leak. "Go ahead guys, I will catch up", you say. You think to yourself that you like to see where your piss falls. Best to hurry before the dark settles in. You take your time, maybe too much time. As you properly finish the ritual, you clean your hand into some leaves nearby.

Suddenly, lights emerge in the sky, flying fast. You wonder if your mind is starting to play tricks on you. "Maybe it's time to stop drinking whisky at night", you think: The lights close in and your body freezes. Overcome with terror, you forget to yell for help. Your body feels light and levitates as the earth below gets smaller, and smaller and smaller...

You wake up at the same place but don't remember what happened except the lights... and a scar... you will never forget the lights. The Hero that rolled this Travel Hazard rolls once on the Mutation Chart (roll again, as many times are necessary, until you roll a Mutation that the Hero does not have)

## 325 - Cattle Drive

Writer: Graeme Henson (Hexcrawt)

A trail boss rides lead in front of a hundred head of cattle. He slows and grabs his gun at the sight of your heavily armed Posse.

#### All Heroes perform a Cunning 5+ Test

If at least one Hero is successful, then you're able to defuse the situation and continue on your way. Every Hero that is successful win 20XP.

However, if at least two Heroes roll a 1 or if all Heroes failed, 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 Hit they suffer roll a D6. On a 1 or 2, that Hero loses a Random Side Bag Token.

## 326 - Flash Flood

\*Frontier Town Adventure Book\* - Hazard 43

## 327 - Navajo Down the Road

Writer: Nuno de Sá

A wandering Native Indian join the Posse for some miles down the road. Knowledgeable on the rich Navajo culture, he shares some histories. "The Navajo tribe..." he says "... believe that Skinwalkers were medicine people or witches, not quite human and not fully alive, who dislike outsiders and have violent tendencies. They could imitate any sound, become any shape, and had no qualms about killing people, animals, and children - basically, anyone who crossed them was fair game. Many natives still don't tell tales about Skinwalkers, for fear of retribution on themselves and those they care about. Ghost stories... ah... some months ago who would believe them? Now... in Brimstone... we know better..."

#### All Heroes perform a Lore 5+ Test

The Native Indian thanks the Posse for the ride and shares some valuables. Any Hero that failed the Lore test was not really paying attention to the Indian stories and is not worthy of his riches. Heroes that passed the Lore test earn a Loot Card each.

## 328 - Skinwalker

Writer: Nuno de Sá

A bear stands before you! He quietly observes as you approach. You avoid sudden movements and slowly draw your weapons. You decide to go back and around the bear... but then you notice a wolf. Just as the bear he just stands while observing the Posse, as if studying their next move

#### All Heroes perform a Cunning 5+ Test

If at least one Hero succeeds, he realizes they are Dark Stone Shaman and inform them of his discovery. The Dark Stone Shamans transform back to human shape. All Heroes that succeed gain 20XP

If no one is able to recognize them as Dark Stone Shaman, everyone is shocked when they transform into Humans. All Heroes take D3 Horror Hits.

They don't seem friendly. "We are Skinwalker and this is our territory. No one can pass, unless you pay a fee. \$200."

#### Choose:

Pay the money: (agree between all Heroes the amount each will give) and you are able to move forward:

Don't pay and leave: You can go back. If you do, you will need to roll three more Trayel Hazards to recover the distance you would make if you would go forward.

Try to move forward and confront the Skinwalkers: That is a grave mistake. The Skinwalkers are the most fearsome tribe of the Navajo. You are attacked as you run past them. Each Hero takes

Hits.

## 331 - Cattle Robbers

Writer: Nuno de Sá

The Posse finds a group of Cattle handlers driving their herb through vast fields. Some of the Cattle handlers get nervous with the presence of the Posse.

After a close look at the brand marks of some of the animals you realize this are no simple Cattle handlers. They are vicious Cattle Robbers.

There is no way to avoid the confrontation. The bandits are not keen on leaving witnesses alive.

# All Heroes choose to perform an Agility or Strength Tests

Sum all dices. This is the total attack of the Posse.

Sum the total amount of Heroes in the Posse and multiply by 3.

This is the number of D6 to Roll to calculate the attack of the Cattle Robbers.

The highest Attack wins. Roll again in case of a draw.

If the Posse wins, each Hero gains 30XP and draw a Loot card. All Heroes also suffer D3 Hits.

If the Posse loses, all Heroes suffer 2D6 Hits.

## 332 - Mexican Cavalry

Writer: Graeme Henson (Hexcrawt)

A platoon of Mexican cavalry are riding towards the 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.

#### All Heroes perform a Cunning 5+ Test

The Mexicans are looking for a Bribe to allow the Posse to proceed travel and Heroes must make this skill Test to convince the Mexicans to look elsewhere. If succeeded, win 30XP.

If failed, Heroes are forced to pay 20% of all their Gold in bribes to get the Mexican army off their back.

## 333 - Mutation!

Writer: Nuno de Sá

The Void is powerful in this area. It is infested with a green thick jelly liquid that you have never seen before.

Before the Posse decides to leave, the aroma impregnates each Hero. Their noses start to bleed as headaches explode.

Each Hero without a Grit immediately roll once on the Mutation Chart. If they have a Grit, they remove it instead.

#### 334 - The Hunter

Writer: Graeme Henson (Hexcrawt)

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.

## 335 - The Vaudeville Troupe

Writer: Graeme Henson (Hexcrawt)

A group a 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 (only once since you are in a hurry) 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 one day Visit.

## 336 - Hell's Black Tears

Writer: Graeme Henson (Hexcrawt)

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 6 points of damage are done, then the tainted substance is sealed up and each Hero gains 30 XP and recovers I Grit. If any I's are rolled for the Range attack, then the Dynamite accidentally creates a fissure that extends into the nearest Town's peasents water supply. A Random Building in next Town is Destroyed from ravaged townsfolk driven insane by the destruction of their property.

## 337 - Tlahuelpuchi

Writer: Darrell Jones

The Hero Posse comes across a small village. As soon as the villagers see the Heroes, they come running, swarming the Heroes with pleas. Some are making offerings, others are praying, while others cry uncontrollably.

The leader of the village comes forth and he tells them that the village is besieged by a Tlahuelpuchi, a Vampire Witch who has terrified the village and is feeding on their children at night.

#### All Heroes perform a Lore 4+ Test

Heroes continue rolling until they pass, making note of how many times they failed.

Once the Heroes have passed, they have trapped and figured out how to kill the Tlahuelpuchi. They keep it contained and do not allow it to feed, essentially starving it to death. Gain 50XP each. However, for every failed roll, each member take D3 Horror Hits with no Willpower save as the weight of the guilt takes its toll on you.

#### 338 - Bandits!

\*Frontier Town Adventure Book\* - Hazard 52

## 341 - Welcome to Trait Town!

Writer: Nuno de Sá

The Posse found a Trail Town and can decide to stay or to continue the journey to the previous destination Town, if decides to stay, all remaining Travel Hazards are to be canceled. This decision can be made after the Posse identifies which Town Locations are open.

As temporary passage Towns, Trail Towns are locations where most folks stop for a couple of days before proceeding journey. Gossips of the Old West dominate the late Saloon conversations and usually all conversations end with tales related to Dark Stones or Deep Mine monsters of unimaginable descriptions.

#### **Special Rules:**

#### **Temporary Location:**

Trail Towns are always considered to be small Towns for the purpose of Shadows of Brimstone rules. Use the Small Town Template. They always include a Saloon as mandatory location for travelers to stop by.

#### Gossips:

If any member of the Posse spends a day in the Saloon, he will learn the best gossips around and is able to define the best destination for the next Mission. Each Hero add extra reward for completing the next Mission successfully: D3x100XP and D6x100g.

#### Crossroads:

When leaving Town, if rolling randomly, the Posse may roll three times before deciding which Mission to play.

#### **Daily Events: D6**

#### D6: Result::

- 1: Not Welcome: There is a Gossip in Town that somehow the Posse is responsible for some of the evil stories around the Mines nearby. You are not welcome anymore and invited to leave Town to never return again. Town Stay is over.
- 2: <u>Drunk till Faint:</u> A local important Town representative drank too much whisky before hitting his head hard against a Rock Stone. Roll a D6, Close the corresponding Town Location for the remaining of the Town Stay.
- 3-4: Flawed Gossip: Next Adventure reward gained by spending a day in the Saloon will not be as good as expected. After the final Mission reward is established, remove D3-50g from each Hero reward. Heroes will never be able to loose more than what they have earned from the Gossip bonus.
- 5: Restless Town: Some gossips are just too poisonous and can have a very bad effect on Towns Folk. This is one of these days. People are just not happy overall. Extract 1 from all Town Location Rolls.
- 6: Fabulous Secret: Next Adventure reward gained by spending a day in the Saloon will be even better than expected. After the final Mission reward is established, each Hero adds D3x100 gold to the Gossip reward.

#### **Extra Options**

#### Profitable Gossip

There is a Gossip in Town that recently, some Scafford Gang Members stashed a large ammount of money nearby.

Heroes can spend a full day searching for the stash. If they do:

# Each Hero perform a Luck and Cunning 5+Test

If at least one Hero is successful, congratulations, the Posse have found D6x100g to be shared between the Heroes that participated on the search. If found, the Stash is no longer available for the duration of this Town Stay.

#### Nomad Merchant

Due to their strategic locations, Trail Towns are known locations for passing Nomad Merchants that take the opportunity to spend a day selling the goods.

Every other day in Town, starting at day 2, at the end of the day, the Posse rolls a D8: (perform this roll on days 2, 4, 6, 8, 10, etc..)

#### D8 Result:

- 1: Town is currently known for having bad customers.

  Nomad Merchants will avoid passing by for the remaining of the Town Stay duration. No more Nomad Merchant rolls are necessary.
- 2-5: No Nomad Merchant currently in Town6-7: Regular Nomad Merchant is in Town
- 8: Three eyes Luke is in Town

If a Merchant is in Town he will only stay the next day and Heroes need to spend a full day vising and browsing the goods (as any other Town Location).

#### **Regular Nomad Merchant**

The Nomad Merchant sells all sort of goods, any Item listed on a General Store and Saloon Town Locations can be found here.

Additionally, there are some special Items for sale. Draw 3 Gear Cards, the Merchant is selling those for the Price Listed + 100g

There are also D6 Dark Stones for sale, 200g each.

#### **Three eyes Luke**

This is the Posse Lucky Day. Three eyes Luke is known for selling some exotic wares. Any Item for sale listed on a Street Market and Mutation Quarters Town Locations can be found here.

Additionally, there are many special Items for sale.

Draw 5 Gear Cards. Three eyes Luke is selling those for the Price Listed + 150g

Draw 3 Mine Artifact Cards. Three eyes Luke is selling them for the price listed + 200g

There are also D8 Dark Stones for sale, 200g each.

Additionally, Three eyes Luke is selling a unique weapon for 2000 gold. Any Hero may buy it and name it.

#### Roll a D8 to identify the Type

#### D8 Result:

- 1: Free attack Pocket Pistol (Range 3 Shots 1)
- 2: Bow (Range 10 Shots 1 Critical 5 or 6)
- 3: Ih Sword (+1 Damage to Combat)
- 4: . 1h Pistol (Range 6 Shots 2)
- 5: lh Knife (+1 Combat)
- 6: 2h Rifle (Range 12 Shots 1 D8 Damage)
- 7: 2h Shotgun (Range 4 Shots 1 Critical 6,7 or 8 Also Critical Hits do 1 Wound to every Enemy adjacent to the target, ignoring Defense)
- 8: 2h Sword (D8 Damage)

#### Roll a D6 two times to identify the special Power

(Each result can only be rolled once)

#### D6 Result:

- 1: Roll a D6 to gain Status
  - 1- +1 Agility
  - 2- +1 Cunning
    - 3- +1 Spirit
    - 4- +1 Strength
    - 5- +I Lore
    - 6- +1 Luck
- 2: +1 Initiative
- 3: +1 Max Grit
- 4: +2 Sanity and +2 Health
- 5: +2 Damage
- 6: +2 Attack

## 342 - The Thief and the Fog

Writer: Nuno de Sá

A dense fog blesses the plains and the Heroes take some hours to rest, waiting for the Fog to dissipate

One random Hero is on a watch turn, while the others sleep.

# The Hero on the watch must perform a Cunning 5+ Test

If passed:

Win 20XP. You notice a Thief, trying to get closer to one of the sleeping Heroes. You immediately alert the others and the Thief vanishes. The Posse decide to proceed travel.

If a "I" was rolled on a success Cunning check, Roll a D6. On the roll of 1,2 or 3 the Thief is still able to take a Gear Card with him. If 4,5 or 6 was rolled, the thief drops it into the ground while running for his live.

#### If failed:

The thief steals a random Gear card from a random sleeping Hero

If at least a "1" was rolled during the failed check, the Thief is able to grab a piece of a random Artifact instead of a Gear.

#### 343 - Mimic Beast

\*Frontier Town Adventure Book\* - Hazard 21

Located on page 19

## 344 - Dark Stone Convoy

\*Frontier Town Adventure Book\* - Hazard 24

Located on page 19

#### 345 - El Sombrerón

Writer: Darrell Jones

This Travel Hazard is ignored if there are no female Heroes in the Posse,

As the Heroes travel over the crest of a hill, they encounter an unusually short man dressed in black. His clothes are immaculate and very well made. In fact, they are too clean considering he's in the middle of the desert.

The jacket and pants he is wearing are adorned with what appears to be highly polished silver. He is wearing an elaborate belt buckle that glimmers in the sun. His spurs match the rest of his silver adornments. He is wearing a large, black sombrero that completely covers his face and features. He is also carrying a guitar.

He instantly starts serenading the female Heroes. If they fail a Spirit 6+ Test, within seconds they become completely transfixed and enamoured with El Sombrerón. The male Heroes are able to chase him off. But the female are deeply affected. They are now -1 to any Skill Tests or Combat Rolls until they can be cured.

The affected Heroes must seek out a church to be blessed and have this curse removed. A donation of \$100 for each affected female Hero should convince the Church to assist.

## 346 - Desert Treasure

Writer: Nuno de Sá

There is a rumor around that a man with the name Murdock, has discovered clues to a hoard of treasure hidden deep in the desert.

What do you know? You just found a man named Murdock in a campsite, while traveling in the desert. Anybody prepared to offer him assistance in his treasure hunting activity could well find themselves benefitting from a reward...

As suspected, Murdock is prepared to offer some reward for your services.

#### **All Heroes perform a Scavenge Test**

For each 6 rolled, draw a Scavenge card as normal. For each 1 rolled, you lose \$100. For each 2, you lose \$50. For each 3, you lose \$25.

Murdock was actually taking the opportunity to rob your money while you were busy digging. You can't blame him for being a thief with the same name as the famous Murdock. Who knows, maybe he started the rumor in the first place.

### 347 - Alicante

Writer: Darrell Jones

The Heroes find a small pond in an eerie valley blanketed in fog. Low on water, they decide to quench their thirst and fill their canteens.

Roll a D4. The result is the number of random Heroes that now have an Alicante growing in their stomach.

An Alicante is a long black snake parasite that stands on its tail to move. The snake is ingested as a tiny egg or freshly hatched snake, moves through the digestive tract and once in the stomach, attaches to the stomach lining and quickly grows by feeding on its host and whatever the host eats. It will stay here, growing and growing until it outgrows and kills the host. At which point it looks for a bigger vessel.

Each infected Hero will take 'D3 hits ignoring Defense. They will also take D3 Hits ignoring Defense at the start of each adventure.

Then, they will need to seek the help of a Doctor to remove the Alicante and keep Heroes from dying. He will do this for \$150 for each Hero.

If a Frontier Doc is in the Posse, he can try to remove the Alicante. Perform a Lore 5+ test once for each affected Hero. The Alicante is removed if successful. The frontier Doc gain 10XP for each Alicante removed.

## 348 -River Crossing

Writer: Nuno de Sá

A river stands between the Posse and next Town. You need to cross it, however, the recent rains flooded the river and the small and fragile bridge got destroyed. This is not going to be an easy task.

## All Heroes perform an Agility 5+ and Cunning 5+ Tests

The Posse tries to cross the river:

Succeed at both tests and win 30XP.

Otherwise, you are still able to cross the river but not without great pain and struggle in the process. Rolls a D6 for each Gear and Artifact. On the roll of 1, that equipment is lost. (Starting gear and Personal Items are not affected)

## 351 - Blood Moon

\*Frontier Town Adventure Book\* - Hazard 25

Located on page 19

### 352 - The Price of Corruption

Writer: Graeme Henson (Hexcrawt)

If it weren't for the time of season, the little log cabin would never be seen by the Posse. This would probably have been for the best, for there now stands before you a man with a sawed-off shotgun, accompanied by trained wolves.

If the Posse collectively has more Corruption points and Mutations than the # of Heroes x 3, then the Mountain man and his animal allies attack you! Each Hero takes D6 Hits and rolls a D6. On a roll of 1, that Hero has lost 1 Dark Stone, an item with a Dark Stone icon, or an item with a Dark Stone Upgrade attached (your choice).

Otherwise, the mountain man and his animals ignore the Posse.

### 353 - Wild Horses

Writer: Graeme Henson (Hexcrawt)

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

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

### All Heroes perform an Agility 6+ Test

(use one less dice than the total of your Agility - minimum 1)

If successful, win 20XP and roll a D8:

#### D8 Result::

1-6: Gain a Basic Horse (can sell it in town for 50\$ or keep it if you lose one Horse during the Travel)

7: Gain a Mutant Horse (as per Street Market location)8: Gain a Tredarran Stallion (as per Street Market loca-

tion)

## 354 - The Name of the Wind

Writer: Graeme Henson (Hexcrawt)

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. If they take at least 1 sanity damage, they are also -1 to all their Willpower save rolls until the end of their next Mission.

## 355 - Skipping Buffalo

Writer: Graeme Henson (Hexcrawt)

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

Any 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 they gain 50 XP.

## 356 - Between a Stampede and a Hard Place

Writer: Graeme Henson (Hexcrawt)

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 D3 Hits or D3 Horror Hits. If a Hero suffers any Health or Sanity Damage as a result, roll on the Injury Chart or Madness Chart, depending on the type of damage taken.

## 357 - Abandoned Shack

Writer: Nuno de Sá

An abandoned shack helps paint the vast desert view. As you approach, a creepy sign warns the travelers "Sickness... Keep out"

In front of the shack you see twelve graves. You feel it in your bones. Corruption is everywhere...

Do you want to investigate? If not, ignore this Hazard.

If you choose to investigate, each Hero performs a Scavenge test as they search the area.

Draw a Scavenge card for each 6 as normal.

If you roll 2 at least one time, you take 1 Corruption, without Willpower save.

If you roll 1 at least one time, you take 1 Corruption, without Willpower save. Also, the dead are not kind to those who disturb their sleep. You hear voices of suffering inside your mind. You take D6 Horror Hits.

### 358 - Et Chupacabra?

Writer: Darrell Jones

The Heroes come across a small farm and a farmer who flags them down.

The old farmer tells them that something "unnatural" has been feeding on his livestock. He swears its a Chupacabra, a creature that feeds on animals He asks if you can take a look into it, offering a reward in exchange.

The Posse can choose whether or not to investigate. If they choose to pass, they continue to Town, ignoring the farmer plea.

If they do investigate, they find that half of this man's cattle have been mutilated. They have been drained of blood from some sort of wound to the neck. Close inspection shows teeth marks, though, you cannot identify whether they are human, animal, or something else.

The Heroes decide to hide out in the barn using what is left of the farmer's cattle as bait. After a few hours, they see that it is not El Chupacabra after all, it is in fact Huay Chivo, a sorcerer who shape shifts into half-man, half-beast with blazing red eyes and a lust for blood.

Roll a D8 to attack the Huay Chivo:

### D8 Result::

- 1-4 You are unable to get the drop on the Huay Chivo. Each Hero suffers D6 Hits, This Travel Hazard is
- 5-7: You surprise the Huay Chivo as he starts to feed on another cattle. The Heroes destroy the sorcerer, but unfortunately the loss of another cattle means the farmer can only give the Posse \$50 total. Each Hero gets 10XP.
- 8: The Posse surrounds the Huay Chivo and easily defeat him. The sorcerer is dead and you've saved the remaining cattle for the farmer. The farmer ushers you back to his house, offers you something to drink and then moves to a chest. He pulls out an artifact and gift it to the Heroes. A random Hero draws a Mine Artifact Card. Each Hero gets 50XP.

## 361 - Plague Church

\*Frontier Town Adventure Book\* - Hazard 32

Located on page 20

## 362 - Tome of Knowledge (Advanced)

Writer: Darrell Jones

The Heroes see a strange light flickering among the rocky hills. They decide to investigate. They come upon a cave with a lit torch hanging by the entry. Intrigued, they go in. The Heroes look around the cave and see arcane markings scrawled into the walls. These crude symbols and drawings make them uneasy. One of the Heroes picks up a book covered in dust that was sitting on the ground.

## Any Hero that wants to read the book can perform a Lore 6+ Test

Any Hero that chooses not to, ignores the rest of this Travel Hazard.

If they fail, they open the book to find blank pages. There's nothing in this book! Remove 1 Grit, if available. This Travel Hazard is over for this Hero

Each Hero that passes see vast, complex mathematical equations and diagrams of some device. Also win 20XP. Then:

### Each Hero that passed perform a Cunning 5+ Test

If failed, the Hero rubs their temples in disgust. They have a headache and feel like they've wasted their time taking D3 Horror Hits. If they pass, win 20XP and roll a D8.

#### D6 Result::

- 1-2: They instantly realize that the writings explain how to travel between dimensions, yet they can't fully fathom the results of implications. Take D6 Horror Hits.
- 3-4: The equations are very complex, yet the Hero has an idea as to what they could mean and the horrors it could bestow on mankind. Take D3 Horror Hits.
- 5: The Hero is appalled by the diagrams and equations and vows to never speak of them again.
- 6: The Hero recognizes what the results can mean. The next time the Hero visits the Blacksmith in a town, they can spend \$150 to have this contraption made.

  Draw one World card and then draw one Artifact card from that World.

## 363 - Plague

Writer: Walter Gagajewski

The Heroes come across a tiny settlement in the grips of a plague.

If the Heroes decide to stay, they can offer their aid. For every Bandage or Herb given, the Hero receives 10 XP and D6\*\$20. Then, roll D6 for each Hero. A roll of 1-2 means they have got the plague. They are at -1 Strength and -1 Health until the end of the next mission.

If they don't stay and help the village, then they must take the long way around. All Heroes must perform another Travel Hazard roll.

### 364 - Potions

Writer: Walter Gagajewski

Hidden deep amongst the trees you find a small cabin. Inside, a dark, little old lady resides.

The Heroes find she is selling potions. Each potion costs D6\*\$10. Any Hero who wishes, can purchase one potion and roll on the following table: Roll a D6.

### D6 Result::

- 1: Feeling sickened, the Hero groans in agony, and falls to the ground. When he awakens, he is at -1 Strength until the end of the next mission.
- 2: The potion causes motion sickness. Until the end of the next mission, the Hero is at -1 Agility and -1 Speed:
- 3: The Hero goes berserk, slashing all adjacent Heroes and Companions for D6 Wounds each. The effect then wears off.
- 4: Suddenly, the Hero feels very amorous towards the old lady, and gives her a huge kiss on the cheek.

  Smiling and blushing, the old lady giggles and runs away. No Heroes may buy any more potions this visit.
- 5: The Heroes muscles begin to bulge. Until the end of the next mission his/her melee attacks are +1 damage and his/her Strength is at +1.
- 6: The Hero feels extremely bold, and feels as if he could take on a whole hoard of Void Spiders. Until the end of the next mission, his Strength, Cunning and Max Grit are increased by 1 point each.

## 365 - Wild West Show

Writer: Darrell Jones

Heading back to Town, the Posse sees a caravan of wagons. They catch up with them and find out that this is the famous Wild West Show that has been touring. The discussion quickly turns to the shooting competition and the Heroes are challenged by the touring show to a quick contest of shooting skills. Wagers are discussed, too.

Each Hero can decide to participate or not. If all Heroes pass on the challenge, the Travel Hazard ends.

The wager is \$50 per shot. Each Hero will face the Wild West Show participant separately. Each Hero will fire a standard pistol for this competition and will take 6 shots.

Each participating Hero rolls 6D6. A roll of 5 or 6 is a hit. A roll of 1 - 4 is a miss. Then roll 6D6 for the "sharp shooter" from the troupe. A roll of 4, 5, or 6 is a hit.

Compare the results. Whoever has more successful hits wins the competition. The loser pays the winner \$50 for the difference is missed shots. For example, if the winner has 6 hits and the loser has 4, the loser pays  $$50 \times 2 \stackrel{?}{=} $100$  for 2 missed shots.

The competition continues until each participating Hero has completed one round. Then the Travel Hazard ends.

# 366 - The Pit of Sargonnas (Advanced) Writer: Nuno de Sá

An entrance to a Mine would, as usual, raise an eyebrow at the eminent sense of danger. But this is no ordinary mine, or at least, that's what you suspect. Two no good looking and heavily armed Cowboys guard its entrance. You notice a sign written in blood: "PIT OF SARGONNAS".

"Howdy" One of the Cowboys asks, "Watha you want? Are you here for the fights? Show us the papers".

You explain that you have no clue what he is talking about and ask what is this place. You also explain that you are in the business of shutting down dangerous mines.

## The Hero with more Cunning performs a 5+ Test

If fail. Sorry, the Cowboys will not allow you to pass. Another Hero may try to convince them using the same Cunning 5+ roll. If all Heroes fail, you go away and this Travel Hazard is over.

If any Hero succeeds the roll, one of the Cowboys open is eyes wide and look deep into yours. "I see the devil in you... oh yes I do. You... you may enter. What a heck, you may all enter... you may all die". Both of the Cowboys allow you to enter, moving out of your way, while laughing hysterically.

As soon as you enter, you realize that the Cowboys were not alone. Plenty of folk around, and most of them with nasty look in their faces. They all look at you but no one speaks, they are all silent. After a long walk through straight corridors and many strangers after, you find a large heavily crowed area. In the centre, a large pit steals the posse's attention. The crowd is jubilant, shouting, screaming and they all seem to be entertained by some sort of spectacle taking place at the Pit.

As you come closer to the Pit, you understand the commotion. A single Cowboy is surrounded by Void Spiders. He fights them hard. One by one, he kills the spiders. The crowd is jubilant. It is really horrible but at the same time amazing. Cowboys pushing others trying to have a better view at the action. By accident or not, someone falls into the pit and is immediately swallowed by the void spiders.

The Cowboy down in the Pit, fighting the Void Spiders doesn't even blink and continues his epic endeavour, until finally he met the one spider that he could not kill. He dies... and he is eaten. The crowd goes silent.

After a long moment of pause, someone yells: NEW BLOOD!" someone else replies, "NEW BLOOD". Suddenly everyone is shouting the same. "NEW BLOOD, NEW BLOOD". And everyone is staring at the Posse.

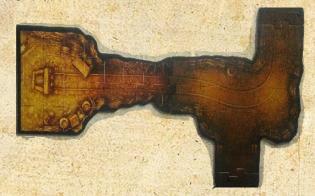
You didn't notice him before. One man raises his hands in the air and the crowd go silent. He approaches you, "New blood" he says, "Are you afraid of the dark? Are you here for Sargonnas? Do you dare to try to become our champion? If you do, you will be heavily rewarded. I will make sure of that. If you die, well, you die and become food for Sargonnas". The crowd starts shouting as if possessed. "Sargonnas. Sargonnas. Sargonnas. Sargonnas"

### You can either walk away or try your Luck

Rules are simple. Any Hero that want to try to become a champion of Sargonnas need to face a trial.

### The Trial:

Draw a random Mine Tile and attach it to the Mine entrance (repeat if you draw a corridor). All doors of that Tile are closed.



Heroes can only perform the Pit of Sargonnas alone.

There is no Depth Track. Scavenge is not allowed. As soon as the Hero enters the tile attached to the Mine Entrance, he draws a Threat Card

Hero Level 1-3 Draw Easy Hero Level 4-6 Draw Medium Hero Level 7-8 Draw Hard

The Hero must defeat the Threat alone. If you use any Token to help you during this fight, you will not be qualified as a champion of Sargonnas:

If you win, you are a champion of Sargonnas. You draw an Artifact from a random World and win 100XP on top of the XP provided by the Threat. Also, you will receive the blessing of Sargonnas and gain 1-random skill permanent (Strength, Luck, Agility, and son on).

Any Hero can try to become a champion as long as they are within the Pit but can only try once.

## 367 - Wrongly Accused

Writer: Nuno de Sá

You find a dead man's body near a small lake. You investigate the body and find that an old man was shot in the head and left for dead. His pockets are empty. You also notice someone watching you as you investigate the body. You ignore and continue moving forward.

Soon you will realize that someone has spread rumors about a Posse that is traveling to the nearest Town, shot a man and left him for dead. When you arrive to the next town, each Hero immediately get one unwanted attention marker.

## 368 - Dead End

Writer: Nuno de Sá

Your travel lead you to a Dead End

Roll another Travel Hazard. Also all Heroes take D3 Horror Hits due to the frustration.

## 371 - Delicious Meal

Writer: Nuno de Sá

It's raining, and it's raining badly. Water is pouring from the skies. It's a Hailstorm!

A house by a river is near and you don't think twice. Shelter! The Posse immediately reaches the house. You knock furiously, desperately to get inside. Few seconds later, the door opens. A middle aged women and an old man stare at the Posse for some instants. You ask for shelter. First they hesitate before allowing you to enter. It's your lucky day!

There is something about this House that makes the Posse feel comfortable. The old folks are kind and gentle. After some laughs, the couple invite the Posse for dinner, A delicious meat with some beans is more than you could ask for.

All Heroes recover a Grit due to the excellent meal.

#### **Choose a random Hero**

Politely, the Hero says that he needs to go outside "take a piss". The storm has slowed down. As you go out, you notice the stables and decide to take a look inside. There you find no horses but instead, a door that leads to the underground. "A bunker?" You decide to go take a look... inside you find... Blood, skulls, pieces of bodies. A Slaughterhouse of human bodies! "The meat we had... I need to tell the others" take D8 Horror Hits. You return to the house and before anyone could ask anything, you immediately kill the couple while shouting "YOU MADE US EAT HUMAN MEAT! YOU PLAN TO EAT US AS WELL?" All other Heroes take D6 Horror Hits due to the shock. You share with the rest of the Posse what you have found.

#### All Heroes perform a Strength 5+ Test

If failed, you throw up and loose a Grit, otherwise win 20XP.

## 372 - Large Desert Area

Writer: Nuno de Sá

Posse travel leads to a large Desert area. The Posse is prepared, of course, no one crosses the desert without water. But bad luck happens.

### All Heroes perform a Cunning 5+ Test

Every Hero that succeeds this test wins 20XP.

Every Hero that fails this test realize that they don't have enough water due to lack of preparation to cross the desert. Soon they will become thirsty.

The Posse decides that all Heroes share the remaining water.

If the number of Heroes that passed this test is higher or the same as the number of Heroes that failed, the remaining water is enough for all Heroes and this Hazard is over.

Otherwise, the Posse is in trouble. There isn't enough water for everyone. All Heroes take D6 Hits without Defense and D3 Horror Hits without Willpower save as the Posse tries to cross the Desert.

One Hero may attempt to find an Oasis (only one Hero and one attempt). If this is the case:

## One Hero performs a Cunning 5+ and Luck 5+ Tests

If succeed, the Hero of the day finds the Oasis and wins 40XP. All Heroes heal their Health and Sanity to Max and recover one Grit.

## 373 - Freaknstein

Writer: Nuno de Sá

The Posse have found some travelers that share rumors that a crazy doctor traveled recently to Brimstone, looking to make foul experiments with the corruption and the void. Experiments to create Monsters out of Monsters and bath them in Darkness. The people call him Freaknstein. During your next Mission and only while in the Mines, everytime you draw a Threat Card, roll a D6. If rolled 1, 2 or 3, you will find a Monster of Freaknstein.

### **How to create a Freaknstein Monster**

Elite Abilities: Every time you apply one Elite Ability to a Threat, draw a second Threat of the same level (Low/Medium/High/Epic) and roll a D6. Add the corresponding Elite Ability of the second Threat to the first.

<u>Defense:</u> Every time you draw a Threat card, draw a second one of the same level (Low/Medium/High/Epic) and apply the Defense of the second Threat to the first.

XP gained is based on the original Threat card.

### 374 - Silver Formation

Writer: Nuno de Sá

Crossing a mountain area, you have found a small Silver formation inside a Cave.

Any Hero with a pickaxe can extract D6-1 Silver Stones (minimum 1).

Also:

### All Heroes perform a Strength 5+ Test

If successful win 20XP and they are able to extract D3 Silver Stones.

You can trade each Silver Stone in Town for \$20 each

## 375 - Strange Device

Writer: Nuno de Sá

A man sits near the junction of the road. He is so dirty you nearly missed him. He looks confused. After some inquiries, you learn he does not remember his name nor where he is from. The only thing he remembers is the English language he speaks.

A strange metal device is attached to his wrists. You decide to escort him to the nearest Town, but suddenly, the strange metal device starts to make some strange sounds and the man starts to scream in pain.

You attempt to remove the Strange Device as the man screams but it's impossible. It's attached to the man's skin. He begs that you cut off his arm. He can't take it no more as the pain is too much to handle.

### Choose:

Cut the man's arm off.

### Choose one Hero to perform a Lore 6+ Test

If the Hero succeeds, he gains 40XP as he removes the arm without killing the man. The man still faints and you decide to escort what remains of him to the nearest Town. All Heroes gain \$50 as reward when they arrive to Town.

If the Hero fails, he loses 30XP as he removes the arm but kill the man in the process. All Heroes take D6 Horror Hits.

Leave the man behind and leave.

All Heroes take D6 Horror Hits and I Corruption as they witness the man slowly die in agony.

You will never know what was that strange device.

### 376 - Et Mariachi

Writer: Darrell Jones

Rumors have swirled around nearby Towns about El Mariachi for years. The stories get larger and larger every year about a man dressed as a mariachi carrying a guitar case full of guns.

The stories vary in terms of how the "locals" encounter him, but one thing stays the same - he's out for revenge for the man who killed his true love.

The Heroes encounter a man resembling El Mariachi. He's dressed immaculately as a mariachi and carrying a guitar case. He has the look of a man who has travelled the desert. Intrigued, the Heroes approach him and try to engage him in conversation.

### All Heroes perform a Lore 5+ Test

If any Hero fails, the Travel Hazard ends. The Posse sees a man that resembles El Mariachi and nothing more.

Any Hero that passes gain 10XP.

If all Heroes pass, they become under the effects of the Mariachi. The next first time each Hero visits the Saloon in any Town, they are able to perform for the crowd (each Hero individually). Use the same rules as the Entertain Saloon Activity that usually is only available to the Saloon Girl / Piano Player.

Saloon Girl / Piano Player can still only perform this activity once per day as stated in the rules but they will get double the payout for their rolls of 4, 5, and 6 the first time they perform while under the effects of the Mariachi.

# 377 - A Cave Filled with Rats Writer: Nuno de Sá

As you try to spend the night in a cave, you find that you are not alone.

A swarm of rats try to pass over the posse as they make their escape
out.

### **All Heroes perform an Agility 4+ Test**

The rats scurry over them. Those that fail take 2 Corruption Hits as they get bitten and scratched by hundreds of infected tiny teeth and claws.

Those that succeed gain 20XP.

## 378 - Low Morate

Writer: Nuno de Sá

The region has been brutally affected by harsh weather in the past days

When you arrive to the Next Town, most of the locals will have Low Morale and all Location Event Chart Rolls are at -1 during the next Town Stay. (minimum of 1).

## 381 - Sudden Lack of Faith

Writer: Nuno de Sá

The Heroes feel sad after a debate where they realize that all darkness in the world may be too much for the mankind to handle and regardless of the efforts, nothing can be done to save this world from the Void,

#### **All Heroes remove 1 Grit**

If they don't have a Grit to remove, they remove 20 XP instead. Also, If the Heroes have failed the last Adventure Mission goal, all Heroes remove 50XP.

## 382 - The Idiot

Writer: Nuno de Sá

Oh no! You don't know how but somewhere along the travel you have lost some contents of your Side Bag

## The Hero who rolled this Hazard performs a Cunning 5+ Test

If he succeeds, he gains 30XP but still loses 1 Side Bag Token If he fails, he loses D3 Side Bag Tokens

## 383 - The Traveling Photographer

Writer: Darrell Jones

The Posse meets a traveling photographer headed toward Town. He is oddly dressed - all in black. There is something about him that does not set well with the group. After a few minutes of discussion, he offers to take a group photo of the Heroes for free. The Heroes agree. Even though the Heroes can't figure out what is making them uneasy.

The photographer takes a few minutes to set up, poses the Heroes for composition and takes the photo. He puts the plate in his developing box for a few minutes to develop. The Posse notice a slight purple glow from the box as he slips the plate inside.

After a few minutes, the photographer takes the plate out and looks it over. Suddenly, he is in quite a hurry. The Heroes notice his hands are shaking as he mounts it behind glass in a frame and hands it to them.

Before the Heroes can thank him, he's packed and headed back on the trail, away from Town. The Heroes yell out to tell him he's headed the wrong way, but he seems to ignore them.

After he is gone, the Heroes take a look at the photo. They are standing together with their gear. Sun-worn faces dirty from their adventures. It's a handsome photo of the Heroes.

But there is a faint outline of something behind them. The Heroes quickly realize that it is some type of other-worldly creature ready to devour them! Startled, they look around behind them and see nothing.

Each Hero take D3 Horror Hits as they cannot understand what has just happened.

### 384 - Massacre of the Innocents

Writer: Graeme Henson (Hexcrawt)

You catch sight of a trail of blood. It starts as a trickle at first, but gradually begins to fill out until eventually you find a pool of it, along with a pile of bodies. Some savage beasts tore these people limb from limb and feasted upon their entrails. You don't know what kind of creature could do such a thing, but that howl you just heard off in the distance sounded more man than wolf. The howls are getting closer.

Each Hero makes a D6 roll at same time, repeat until at least two Heros roll a 1. If a Hero rolls a '6' during this time, that Hero gains 15 XP, recovers 1 Grit, and may stop rolling. A Hero that roll a '1' takes D8 Horror Hits. If more than two Heroes roll 1 at same time, they all take the D8 Horror Hits and the Event is over.

## 385 - Dying Marshal

\*Frontier Town Adventure Book\* - Hazard 62

Located on page 22

## 386 - Strange Swamp

Writer: Perry Grosshans

The road ends at the edge of a strange swamp that the Posse knows was not here the other day. Judging by the purple tinge on the leaves on some of the foliage, it's not stretch to guess that Dark Stone is to blame.

The Heroes can either go around the swamp, adding D3 Travel Hazards to their journey, or force their way through the foetid bayou. Travelling through the swamp is potentially hazardous.

If the Posse forces their way through the Swamp, roll D6:

#### D6 Result:

- 1-2: The swamp's Dark Stone aura leaves its mark. All Heroes gain D3 Corruption.
- 3-4: The swamp is filled with dangerous critters! All Heroes take D6 Hits while fighting through mutated gators, birds and bugs (Hits can be saved for normally).
- 5-6: The swamp has a stank to it, but otherwise is harmless.

  The Heroes pass through without incident and continue on their way.

## 387 - Old Mining Pits

Writer: Cliff Odell

One of the Hero's mounts is incredibly thirsty and becoming unhappier with each trot. The Posse stops at a small watering hole not far off the trail to sate it. Sadly this area is also riddled with old and hard to detect exploratory mining pits!

### All Heroes perform a Cunning 4+ Test

This test is to prevent their horse from stumbling into one of these deadly pits. If passed, gain 20XP.

If failed, the horse is partially pulled into one before the Posse can haul it back out. The afflicted Hero must choose to remove either: two dark stone, two side-bag tokens, \$200, or a Gear card, as pouches and satchels fail to stay closed during the ordeal and items are lost into the dark pit.

## 388 - Burning Farmstead

\*Frontier Town Adventure Book\* - Hazard 34

Located on page 20

## 411 - Racing the Iron Horse

Writer: Graeme Henson (Hexcrawt)

Someone must've made a bet at a train station, as you can see a locomotive speeding down the track, going neck and neck against an Indian Brave on horseback. The Train Engineer is giving the train all she has and only God knows if man or machine will win out in this race.

Each Hero may place bets on the outcome of this race. Everyone that wants to, secretly bets with a hidden die, even = the Train, odd = the Indian Brave. Then a D6 is rolled and the outcome determined. Each losing bidder pays \$25 to every other winning bidder. If the Train won, those winning Heroes also gain a Bandage or Whiskey Side Bag Token (choose one), while if the Indian Brave wins, those winning Heroes Recover 1 Grit.

## 412 - Indian Attack!

Writer: Graeme Henson (Hexcrawt)

Smoke billows can be seen up ahead and Indian Braves on horseback throwing torches are riding around. They're destroying the railway where it has gone over sacred Indian territory!

If you decide to stop the Indians from attacking, each Hero takes 2D6 Hits and win 30 XP.

If you let them go, each Hero takes D6 Horror Hits and looses 30 XP.

## 413 - Late Night Visitor

Writer: Perry Grosshans

During the night, a man approaches your camp. He asks if he can join you for the night. His eyes dart nervously, constantly looking around him. In the dim light of the camp fire one of you notices that he keeps scratching at himself all over. The Posse can either let him stay for the night, or tell him to vamoose (depart hurriedly).

If the Posse drive the man away, he begs to stay but eventually goes to disappear into the darkness. Sometime in the middle of the night the Posse hear a scream nearby. The Heroes don't get much sleep for the rest of the night, and take D3 Horror Hits.

If the Posse let the man stay with them, he thanks them and tucks into his bedroll immediately wishing them a good night.

### D6 Result:

- 1: The night passes quietly. The next morning the man cooks them breakfast from the food in his pack, and thanks them many times for the kindness they showed him. To show his gratitude he gives them a map he found a few days ago. On the next mine crawl, the posse may draw two Mine Map cards and choose which to keep when laying down map tiles (this does not apply to Otherworld tiles).
- 2: The next morning the posse awakes to discover the poor bloke passed away in the night. Examining the body reveals several bullet holes a few days old which had been poorly patched. Searching the man's pack, the Heroes discover a Wanted poster with the man's face sketched upon it! This apparently was Jack "the Fool" Mays, wanted for robbery and murder. The Posse take the man's body to the next town and collect \$100 each.
- 3r The night passes quietly, but when dawn comes the Posse are left with a horrific sight: the man has dissolved into a gooey mess! All Heroes automatically take D3 Corruption. But the Heroes can also each draw a Loot card from the man's pack.
- 4: The night passes uneventfully. In the morning, the posse wake to discover the man is gone and they've been robbed! Each Hero loses D6 x\$10
- 5: Sometime in the middle of the night the Posse awake to screams. The man writhes and claws at his skin. As the Heroes watch, the man bursts open like an egg and a horde of void spiders crawl out! All Heroes take D3 Horror Hits and must fight 2D6 void spiders. If they win they may each draw Loot from the man's pack.
- 6: Shortly after the posse tuck in for the night, the man starts to scream and writhe. Before their horrified eyes the man transforms into a nightmarish creature! The Posse must fight a combat against a Night Terror with one extra Elite ability (if available, the Posse could fight a Werewolf with one Elite ability instead). The Posse Loot normally if they win the fight.

## 414 - Train Robbery!

Writer: Graeme Henson (Hexcrawt)

Ahead of you, the Posse spies a passenger train stopped on the tracks, a group on bandits with guns drawn can be seen in front of the train and the engineer is standing beside the engine with hands in the air. It's a Train Robbery!

Each Hero that can, makes a Range attack against the train robbers to chase them away and win 20XP.

If less than half of the Heroes Hit with their attacks, the train robbers put up a fight and each Hero in the Posse takes D3 Wounds with no Defense. In addition, for each 1 that a Hero rolls, that Hero has accidentally shot an innocent bystander and takes 1 Corruption Point with no save.

This heroic deed is not in vain. During next town stay, the Heroes are considered real Heroes and are offered free Hotel rooms during the entire stay. If one of the Heroes gain the status "Wanted", this offer is no longer valid. If any of the Heroes had the status "Wanted", this is removed by this good deed.

### 415 - Phantom Train

Writer: Graeme Henson (Hexcrawt)

The whistle of an oncoming train can be heard rushing down the tracks. Yet the train you can see appears to be some faint apparition, a spectral train of the dead. The train comes to a stop in front of the Posse and an ethereal conductor beckons you to board the train.

The Posse may travel on this Phantom Train if they'd like to. Cancel all remaining travel Hazards. Next Town is the Haunted Town. If they do, each Hero takes D8 Horror Hits and If they suffer 3 or more Sanity Damage as a result, roll once on the Madness Chart.

## 416 - Dastardly Whiplash

Writer: Graeme Henson (Hexcrawt)

Some foul fiend has left a fair maiden tied up to a railway line. What deviousness! You have only seconds to act before a speeding locomotive bears down upon this buxom damsel in distress.

Each Hero may attempt to free the tied-up maiden, however, only one Hero may be successful. Each Hero that is attempting makes an Agility 3+ test and counts the number of their successes. All Heroes that are tied for number of successes are disqualified. The player with the most successes that isn't disqualified (not tied and must have 1 or more successes), rescues the fair maiden.

If no one is successful, the fair maiden is cut in twain and all Heroes take D3 Corruption Hits (no Willpower save).

Whoever saves the maiden wins 30XP, recovers 1 Grit and may Heal D6 Wounds/Sanity (any mix).

### 417 - Outrace the Darkness!

Writer: Perry Grosshans

If this is not the last Travel Hazard, then this becomes the last Travel Hazard.

In the middle of the night the Heroes awaken to the sounds of horrific otherworld screams. The Darkness has tracked them from the mines and seeks revenge! They must flee!

Take the Depth Track and place the Darkness token on its starting location and the Hero Posse's token on 6.



The Heroes must now outrun the Darkness before it overtakes them. To complicate matters, the Heroes must be careful so as not to lead the Darkness to the next Frontier Town.

Roll D6 for the Hero Posse and D6 for the Darkness. The higher die rolled moves its marker on the Depth Track, the number of spaces being the difference between the two dice.

For example: The Darkness rolls a 5 and the Hero Posse rolls a 3. The Darkness rolled higher so its marker moves 2 steps (5 – 3 = 2) on the Depth Track, and is now that much closer to the Heroes.



The Darkness then rolls a 2 and the Heroes roll a 6! The Heroes rolled higher, so they move their marker 4 steps (6 - 2 = 4) away from the Darkness.

After rolling the dice, the Heroes can decide to chuck away Dark Stone shards to throw the Darkness off their track. Each Dark Stone shard discarded this way adds +1 to the posse's die roll to a maximum of 6.

If the Heroes reach the starting location (i.e. the first spot on the Depth Track) they have escaped! But, if the final distance between the Hero Posse's marker and the Darkness' marker is 3 or less, then the Darkness has tracked them to the Frontier Town, Two Random Buildings there will be destroyed by the Darkness seeking vengeance.

If the Darkness marker reaches or passes the Hero Posse's marker, the Heroes have been captured by the Darkness and are swept away by horrid tentacles, black fog swirling around them, and tiny mouths biting at their minds. Each Hero takes D6 Sanity Hits (can be saved for normally) and suffers D3 Corruption. The Heroes awaken in the Mines and must survive the Escape Mission from the core books.

### 418 - Lava Lake

Writer: Darrell Jones

As the Heroes are traveling to town, they feel a sudden jolt in the ground. The ground cracks and separates in a circle around them and lava fills the new space. They are quickly surrounded!

Realizing that the ground around them is separating and the distance to safety is quickly growing, the Heroes have to act fast.

### All Heroes perform an Agility 5+ Test

All Heroes that pass are only a little singed as they leap to safety. Also, they win 20XP.

Any Hero that fails falls short of the shore and gets burned by the lava receiving D6 Hits unless they have clothing or other gear that protects them from burning.

### 421 - Kraken of the Rails

Writer: Graeme Henson (Hexcrawt)

A horde of Tentacles have sprang forth from the ground and are literally holding up a small train off the tracks!

Each Hero makes an Attack (Melee or Ranged). If collectively the Heroes are able to do at least  $2 \times \#$  of Heroes worth of Damage (ex. three Heroes need to do at least 6 Wounds), then they have freed the train from the tentacles before serious damage is done. If successful, the Heroes each gain a reward of D6x\$25 and 20XP.

If failed, then the train along with a huge section of the railway is destroyed. Due to the destruction caused, the Heroes will stay to help. Each Hero takes D3 Corruption Hits due to the horrors they have witnessed.

## 422 - Chained to the Rails

Writer: Graeme Henson (Hexcrawt)

Some hooligans have chained a farmer's cow to the tracks. The farmer is busy trying to free the animal from the tracks, but a speeding locomotive is on a collision course with both man and cow unless you can act fast!

Without discussing their choice, each Hero secretly chooses a direction to pull the cow off the tracks using a hidden die, (even = right, odd = left). Everyone reveals their choice at the same time. Whichever group wins, the cow is pulled in their direction off the tracks and each Hero on that side gains 20 XP.

Whichever Heroes were on the other side barely escape the oncoming train and take D6 Hits for their effort. If tied, then the cow is torn apart by the train and the Heroes collectively lose x\$50 paying back the farmer for his lost cow (each Hero loses \$50 if a decision cannot be reached).

### 423 - Derailment

Writer: Graeme Henson (Hexcrawt)

A freight train has derailed off the tracks, spilling its contents all over the area. A load of Dark Stone that was being transported also spilled out, drawing out some things that were best kept in the shadows...

Each Hero may make a Scavenge roll to grab some Dark Stone for themselves. For each roll of 5 or 6, gain 1 Dark Stone. On a roll of 2, 3, 4 a Hero gains 1 Dark Stone, but also gains 1 Corruption Point with no Willpower save.

If any Heroes roll a 1, Ambush - Draw a Threat card one level higher than the Posse current level (If 5 or 6 players, draw Epic). Draw two random Map tiles as your battle map.

### 424 - Ruined Fort

\*Frontier Town Adventure Book\* - Hazard 35

Located on page 20

### 425 - Drunk at the Road

Writer: Nuno de Sá

A man sits at the border of the road. He is so drunk that it's difficult to understand a word he speaks.

### All Heroes perform a Cunning 5+ Test

If one Hero is successful, win 20XP and he is able to communicate with the drunk man. He is interested to trade an item he recently found for two bottles of good distilled beverage drinks. Any Whisky or Tequila will make him happy.

Any Hero can contribute for this trade. Trade any combination of two side bag tokens worth of Whisky or Tequila with the Old Man. If you do, draw a random Mine Artifact and trade for the Tokens. Posse to decide who keeps the Artifact.

## 426 - Horseshoe Throwing Contest

The Hero Posse passes by a group of competitive cowpokes having an impromptu game of horseshoes and are welcomed to join in.

Each Hero that chooses to play may roll up to 3D6. Any rolls equal to or greater than their To Hit score are counted as a success. Collect \$25 for each success. However, any rolls of 1 or 2 count as a loss, and result in the Hero losing \$25 to the cowpokes for each 1 and 2 rolled.

## 427 - Spider Hole

Writer: Graeme Henson (Hexcrawt)

As you search along a particularly steep side of a rocky area, you see what appears to be a small freshly dug hole, hastily covered with a flat rock. As you uncover the hole, something emerges!

Each Hero gains 25XP. Roll a D6

### D6 Result::

- 1: A giant spider jumps out from the hole as you rip off the covering and attacks. Each Hero takes D3 Hits (no Defense) before you're able to kill the thing.
- 2-5: An odor of death & decay hits you full force as you lift the covering. You find mutilated bodies, fresh kills for some creature that thankfully isn't around. Each Hero takes D3 Horror Hits as they realize that the cuts are actually intricate carvings of some demonic symbols.
- 6: A frightened Prospector arises from the hole. He had been hiding from a swarm of monsters and gives the Heroes what he thinks attracted the monsters in the first place. Each Hero receives 1 Dark Stone and recovers 1 Grit.

## 428 - Uncertain Treasure Map

Writer: Perry Grosshans

The Posse find the remains of some old prospector, her bones picked clean by the buzzards. Searching the body, the Heroes find an old map! It's hard to read, but it may lead to treasure...or it may lead to heartache.

At the start of the next Mine crawl, if the Posse wish to use the map, roll D6 and consult the table below. The Posse may keep the map until they decide to use it.

#### D6 Result::

- 1-3: The map is good. The posse now draw two Mine cards each turn and choose which to keep when laying down map tiles (this does not apply to Otherworld tiles). At the end of the adventure, each Hero receives an extra \$100.
- 4-6: The map is bad! The Heroes quickly get lost in the mines. Every time a Hold Back the Darkness roll is failed, roll another D6: on a 5 or 6 move the Darkness marker one more step closer to the exit.

## 431 - Raging River

\*Frontier Town Adventure Book\* - Hazard 42

Located on page 20

## 432 - The Embryo

Writer: Graeme Henson (Hexcrawt)

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 2 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 (D2 Sanity Damage) each time, to the attacker. When the creature has taken 10 Wounds, it is destroyed and each member of the Posse gains 40 XP and recovers 1 Grit.

Otherwise, if the Posse decides not to attack the thing, they may leave, but each Hero rolls one more time on the Travel Hazard Chart.

## 433 - Casey Jones

Writer: Graeme Henson (Hexcrawt)

The train engineer has passed out over the side of the railing. The Posse can see from where they're at that the train is out of control. There's not much time to act!

### All Heroes perform a Luck 6+ Test

If successful, then each Hero gains 20 XP and the train is brought to a stop without incident. If no Heroes are successful, then the train is only brought to a stop when it crashes into the nearest Town. 1 Random Building of the next Town is Destroyed.

### 434 - Bone Train

Writer: Graeme Henson (Hexcrawt)

A Bone train is currently stopped in the middle of the tracks for repairs. Workers are busy collecting buffalo bones and packing them back into the train.

Nothing eventful happens.

## 435 - Craps

Writer: Graeme Henson (Hexcrawt)

Beside the tracks are some vagrants, pulled up around some barrels playing Craps. They offer to let you roll some dice if you don't mind losing the shirt off your backs.

Each Hero may gamble if they want and place a bet of \$50 or \$100 by rolling 2D6. A 7 or 11 automatically wins the game for the Hero, while 2, 3, or double-sixes automatically fails. Any other result becomes the target number and the Hero will roll 2D6 again.

The Hero must hit the target number, but if they roll a 7 this time, they fail.

Any Hero that is successful gains twice whatever amount they originally bet.

## 436 - A Ride to the Nearest Town

Writer: Nuno de Sá

A train moves slowly down the railroad. You could take this opportunity to try to get a ride, but you must be quick about it as the train starts to gain some speed.

## All Heroes can choose to perform an Agility 5+ Test

If you are successful, gain 20 XP and you are immediately transported to a Rail Town and any forthcoming Travel Hazards do not apply to you (your remaining Travel Hazards are canceled)

Any Hero that is unsuccessful takes D6 Wounds with no Defense getting injured in the process. Also, they are not able to board the train and must continue the remaining path to Town together with any Hero that did not try to board the train or also failed the attempt.

All Heroes will meet again in the next Town.

Additionally, any Hero that did not board the train skip a number of days in Town equal to the number of remaining Travel Hazards (max 2). This only applies if any Hero was able to board the train.

### 437 - Predator

Writer: Nuno de Sá

The Posse finds what seems to be a suitable Cave to spend the night. Inside, several human skeleton heads decorate the place. You are horrified and decide to leave. Something is lurking and you don't want to find what it is.

Each Hero takes D3 Horror Hits as a result of the horror they witness.

### All Heroes perform a Cunning 6+ Test

If at least one Hero is successful, he realizes you are being followed by some sort of Predator and alerts the Posse. All Heroes that pass, also gain 20XP. The Predator leaves as he realizes the Posse is aware of his presence. This Hazard is over.

If no Hero passed the test: The Predator attacks a random Hero:

## One random Hero performs an Agility 4+ Test

- If the Hero succeeds, he avoids the attack and win 20XP. The Posse starts yelling and shooting. The Predator leaves.
- If the Hero fails, the Predator is able to grab him. All Heroes try to attack the Predator on turns in an attempt to free the captured Hero. Each Hero performs a ranged or melee attack:
- If at least one Hero is able to hit the creature, (win 5XP per Hit) it makes the creature flee while it releases the captured Hero, but not without leaving a scar as a result of the struggle. The captured Hero takes D6 Wounds.
- If no Hero is able to hit the creature, the Predator still leaves the area alarmed by the attacks but not without taking a good bite at the Captured Hero, causing 2D6 Wounds and D3 Corruption without Willpower save.

## 438 - Foreign Aid

Writer: Graeme Henson (Hexcrawt)

Before you is a group of foreign railway workers repairing a section of the track. None seem to speak any English, but they're motioning to you to come see something they've discovered just down the track. The workers have uncovered an ancient tablet with series of alien glyphs carved into it.

### Choose one Hero to perform a Lore 6+ Test

If successful, the Hero gains 25 XP and all Heroes may draw a Loot card as the inscription gives instructions to open a hidden cache over the next hill.

If failed, you mis something and the Heroes fail to disarm the booby trap that blows up the Loot and does D6 Hits to all Heroes, ignoring Defense.

## 441 - Once Upon a Raging River

Writer: Perry Grosshans

The road comes to a river, full of fresh mountain rain runoff (ignore the rest of this Travel Hazard if this is the last Travel Hazard). The road runs alongside the river, but the Heroes figure that if they ride the river on a raft, they might be able to cut their travel time.

If the Heroes decide to just continue along the road, continue to the next Travel Hazard.

If the Heroes decide to build a raft and ride the river, roll D6:

### D6 Result::

- I: Disaster! The raft breaks apart and the Hero Posse is swept away in the river! Each Hero loses D6 x \$50, and must roll D6 for each Dark Stone shard; on a 1 the Dark Stone shard is washed away and lost. To make matters worse, the Hero Posse must spend time recovering their supplies along the river bank which adds to their travel time. Add D3 Travel Hazards.
- 2-3: The raft barely holds together, and the river is very rough. Each Hero must roll D6: On a 1 they are thrown from the raft and lose D6 x \$50, and must roll D6 for each Dark Stone shard; on a 1 the Dark Stone shard is washed away and lost. If all Heroes fall off the raft, the raft is lost and the Hero Posse must spend time recovering their supplies, adding time to their travel (add D3 Travel Hazards). If at least one Hero remains on the raft, the rest of the Hero Posse manage to crawl back on top and eventually reach the Frontier Town.

  Ignore all remaining Travel Hazards.
- 4-6: The raft holds and the Hero Posse expertly navigates the rough waters. They reach the Frontier Town in record time! Ignore all remaining Travel Hazards. Each Hero gain 50XP.

## 442 - Hear that Train a Comin

Writer: Graeme Henson (Hexcrawt)

A fancy passenger train is lazily making its way down the track towards you. You bet there's rich folk eatin' in a fancy dining car, drinking coffee and smoking big cigars. It's a wonder people like that still live and play in a place like Brimstone.

If there are no Heroes with the keyword 'Law' in the Posse and at least one 'Outlaw' Hero, you may attempt a Train Hold Up.

Each Hero may attempt an Agility 4+ test. For each 4+ rolled, that Hero gains D3x\$50. If any 1's are rolled, there is a confrontation and that Hero takes D6 Hits. If more than half the Posse fails this roll, then something gets mucked up, some people die, and each takes D6 Corruption Hits at the needless slaughter of those innocents.

### 443 - Prisoner Escape

Writer: Graeme Henson (Hexcrawt)

A passenger train is passing by the Posse when suddenly, gunfire is heard from one of the train cars. Glass explodes and a man jumps from out of the train car with shackles hanging from his hands. A Lawman leaking blood stumbles out of train attempting a pursuit after him, but he's in no shape to continue.

The Posse may either Heal the Lawman, while the Prisoner escapes, catch the Prisoner while the Lawman bleeds to death, or attempt both.

To Heal the Lawman:

## Choose one Hero to perform a Lore 4+ Test

- If successful, all Heroes gain 20XP for helping the Lawman.
- If failed, then all Heroes take D3 Corruption points.

To Catch the Prisoner:

## Choose one Hero to perform an Agility 5+ Test

- If successful, all Heroes gain 20XP and \$100 from the Prisoner's bounty - If failed, then all Heroes take D3 Corruption Points with no Willpower save.

To Attempt Both:

# Choose one Hero to perform a Lore 6+ Test and one Hero to perform an Agility 6+ Test

- If successful, all Heroes gain 50 XP and \$150.
- If failed, then all Heroes take D6 Corruption Points.

### 444 - Rail Line Construction

\*Frontier Town Adventure Book\* - Hazard 44

Located on page 20

## 445 - Hot Rails to Hell

Writer: Graeme Henson (Hexcrawt)

A fiery train comes screaming down the track, fire and brimstone spewing forth from its chimney. The souls of the damned seem to be powering this "Hell Train" in place of coal, their anguished cries can be heard for miles and miles around.

Each Hero takes 2x Horror Hits at the sight and sound of the Hell Train passing by! Pray that you never find yourselves aboard that cursed locomotive, on its way to deliver it's load of sinners to Hell.

### 446 - Tornado

Writer: Walter Gagajewski

A tornado crashes down upon the unsuspecting Heroes as they try to find cover from the storm.

Roll D6 for each Hero, the lowest having been caught up by the tornado's grasp and must roll on the chart to determine what happens:

### D6 Result::

- 1: The Hero is thrown up in the air, and is brought crashing to the ground. He has lost D6\*\$100 from his pockets and has broken both his legs. The other Heroes must carry him, or place him on a cart, which delays their journey. All Heroes make another Hazard Roll. As soon as the Heroes arrive at their destination, the wounded Hero must pay \$200 to be healed. If he does not have this much left after losing it all in the tornado, then the Doc will take all gold he does have, plus his less expensive Gear Card.
- 2: The Hero is tossed around like a rag doll, but manages to keep his grip on to the log he had grasped. All that happens is he gets a few lumps and scratches, and a whopping headache, totalling D8 Wounds.
- 3-6 The Hero manages to reach safety with the rest of his team.

## 447 - Unexpected Shortcut

Writer: Perry Grosshans

The Heroes awake the next morning to find themselves surrounded by strange purple lights and dense violet fog.

After a few moments of panic, the fog lifts, the lights dissipate, and the Hero Posse finds itself just outside the Frontier Town they were travelling towards! Ignore any remaining Travel Hazards.

### 448 - Nice Bandido

Writer: Nuno de Sá

A bandit dressed in bright colored clothing leaps from behind a tree. He explains that he gives money to the needy, and takes money from the rich. There is something about him that is strangely pure. All Heroes in the posse are happy to have met this character

Every Hero that haves less than \$500 receives a bag full of D6\*\$100 from the nice bandido.

Any Hero that haves equal or higher than \$500, gives the nice bandido \$100

The nice bandido then runs into the forest.

## 451 - Jargono Wanderer

Writer: Cliff Odell

The Posse encounter a fit and well armed figure who appears to be a native from Jargono. The native has several scars and seems pretty serious, but is actually friendly after greetings are exchanged. Some food and drink are shared and the native reveals that he is wandering the desert in search of knowledge in some sort of quest.

### All Heroes perform a Lore 5+ Test

This check is made in turns (one Hero at a time).

If the roll includes more than two 1's, the Hero has inadvertently insulted the native, who promptly leaves. This encounter is considered over. The Hero gave it a good shot though, so gains 5XP for trying.

If a Hero fails, but did not insult the native, gets 10XP.

If the test is passed, the native learns something useful from the Hero. The Hero gains 30XP. The wanderer also tells them about some of the habits of the beasts in Jargono. The next time any Hero in this Posse is in the Jargono Other World, he/she may ignore one Ambush attack of his/her choice, treating it as a normal attack instead. Note this bonus cannot be used if a scenario states that a specific Threat comes into play as an Ambush.

## 452 - Treacherous Path

Writer: Walter Gagajewski

The path ahead is treacherous and dangerous

Roll a D6:

#### D6 Result::

- 1: The Posse has fallen in a huge pile. Each Hero then rolls another D6:
  - I means the Hero looses a random Gear.
- 2-5: Each Hero of the Posse looses D6\*\$50 from their pouches.
- 6: Nothing happens. The Posse is able to travel through the dangerous Path.

## 453 - Bridge Destroyed

\*Frontier Town Adventure Book\* - Hazard 45

Located on page 21

## 454 - The Cat

Writer: Nuno de Sá

A small cat shows up behind some bushes and meows with affection. You realize he is young and is just looking for fun

The cat starts chasing the Posse and harrasing their Mounts with his sharp uncut claws. Some of the mounts are not happy and get nervous with the presence of the small cat.

### Choose a random Hero to perform an Agility 5+ Test

If Passed, gain 10XP.

If failed, your mount is so nervous that you cannot control it. You go down. Take D3 Hits for 2 damage each.

All the other Heroes laugh. Who knew a Hero could be harmed by such a small cat?

A Hero can never be KO with this fall. The minimum health he can reach is 1.

## 455 - Steeping Under the Stars

\*Frontier Town Adventure Book\* - Hazard 51

Located on page 21

### 456 - The Girlish Grin

Writer: Graeme Henson (Hexcrawt)

The Posse stops to stretch their legs. and find a little sod house. 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.

## All Heroes must perform a Willpower save

Remove 1 from each Dice while performing this check

If at least one Hero succeeds, the girl vanishes and lets out a horrific scream that burns your mind. Each Hero gains 15 XP and takes D6 Horror Hits (no Willpower save).

If all Heroes fail, the Posse take the girl with them.

The strange girl have 6 Health and 6 Sanity, All Future Travel Hazard related Health and Sanity damage checks also apply to the girl. If either of the girl's Health and Sanity get to 0, the girl vanishes in thin air. All Heroes take 2D6 Horror Hits. and when the Posse arrives to Town, a Random Building is Destroyed.

## 457 - Phantom Horse Stampede

Writer: Cliff Odell

A mob of phantom wild horses is stampeding through the land! The Heroes must either steer clear or rely on their inner strength to avoid this furious force.

### All Heroes must perform an Agility or Spirit 4+ Tests

If passed the Hero gains 10XP for each successful roll, as he avoids the horses and catch a safe glimpse into the realm of phantoms and shades.

If failed, the Hero is exposed to too much phantom energy at once, and takes either D3 Horror Hits or removes 1 Grit due to the experience.

## 458 - The Eclipse

Writer: Darrell Jones

A creeping dark has been following the Heroes since they left the mine. It's an eclipse! Darkness befalls the desert. The Heroes are in complete darkness.

This is no "normal" eclipse, though. The Heroes seemed to be trapped in darkness. It's as if the whole world is cast into darkness - yet there is an uneasy feeling within the shadows.

Until the start of the next mission, the Heroes and the Town they travel to are cast into darkness. If there are more Travel Hazards after this one, the Heroes must test higher for any attribute test. For example, if the test says test Lore 5+, it is now 6+.

In Town, the Heroes find that all Town folk are scared and suspicious; even of each other, but especially of travelers.

All financial transactions, whether for gear, training, medical assistance...everything, is now at a 25% markup. If Heroes are required to roll for price, then do that first and add 25%.

Each Hero can test Cunning 6+ to have the 25% markup removed. If they fail, the markup is now 50%.

## 461 - Circling Vultures

\*Frontier Town Adventure Book\* - Hazard 53

Located on page 21

## 462 - Raging River Rescue

Writer: Graeme Henson (Hexcrawt)

As you ride beside the river, you see someone clinging for their life onto a branch as they go speeding past the Posse downstream. You only have seconds to act!

### All Heroes can try to perform an Agility 5+ and Strength 5+ Tests

Any Hero can try to save the strangers life but checks must be made in turns (one Hero at a time).

If successful, the Hero wins 20XP and the poor stranger is pulled up from the river. Also, the Hero gains D6x\$25 and recovers I Grit.

If no one rescues the stranger, then each Hero takes D3 Corruption Hits.

If a Hero fails and rolls any ls in the process, they get caught up in the river themselves and will need to be rescued by another. Hero who will need to make the same roll (the same condition applies to all Heroes who attempt this).

Heroes may either attempt to rescue the stranger or another Hero, but not both. Those that aren't rescued will be carried away by the current for a few miles before you're able to clamber to safety. Any who are not rescued take D6 Hits, loose D3 Random Side Bag Tokens, and roll a D6. On a roll of 1, a Random Gear or Artifact must also be discarded.

## 463 - River Passage

Writer: Graeme Henson (Hexcrawt)

A small ferry travels the river up and downstream. If you want to, you can call to the owner of the boat to book passage.

Any Hero can pay 30\$ to book passage to the Posse. If you do, ignore the next Travel Hazard

## 464 - The River Serpent Lurks

Writer: Graeme Henson (Hexcrawt)

Something is moving beneath the water, every so often you catch sight of a scaled form just breaking the surface. There's a palpable sense of dread in the Posse when you think about what might happen if you were to try to cross that river.

This is the only passage moving forward and have no alternative than be attacked by a savage river monster. It's hunger for flesh and Dark Stone brought alive by your passing!

Each Hero can distract the Beast by throwing a Dark Stone into the river, escaping the river monster's wrath.

If you choose to not sacrifice a Dark Stone, take D8 hits

## 465 - Down to the River to Pray

Writer: Graeme Henson (Hexcrawt)

A group of singing church-goers are on their way to the river for some baptisms. They invite the Posse to walk with them to the river and join in their fellowship.

Each Hero may have a 'Conversion' performed on them for free. This is the exact same as the Service of the same name that can be purchased at a Church Town Location.

## 466 - Row Row Row your Boat

Writer: Graeme Henson (Hexcrawt)

The Posse comes across an old boat run aground. The boat still seems to be in good shape. You can take it for a quick jaunt down the river if you want to.

The Posse may travel in this boat. If they decide to do so, the posse ignores the next Travel Hazard

# 467 - The Eastern Crystal Pyton (Advanced)

Writer: Nuno de Sá

You have found a Crystal Pylon on top of a carved stone structure. Two Scourge Rats are carefully sculpted in front of the structure.

A bronze plaque reads: "Ritual of Cunning"

You see a number of holes aligned nearby the stone structure. You also notice a mechanism. When activated, some of the holes are filled with water, while others go dry. You try the mechanism some more times but can't figure out exactly how it works and what is it's purpose.

#### **All Heroes perform a Cunning 6+ Test**

It's a puzzle and the mechanisms must be pushed in a certain order. If passed: The Hero is able to fill all holes with water using the mechanism. Gain 20XP and 1 Cunning permanently.

Any Hero that previously found and successfully completed the tests of all Pylons (Agility, Cunning, Lore and Strength), gain +1 Health and +1 Sanity Permanently.

### 468 - The Book of the Dead

Writer: Nuno de Sá

A dark figure approaches, surrounded by a mysterious, foggy aura. You are alone and you are naked. You try to run but you can't. Horror takes control of your mind and body as the figure whispers. "Mortal, I have come to you with a gift of the shadows. You have been chosen to become the hand of death. Accept my gift and you shall be rewarded"

You wake up sweaty and fainting. That was a really bad dream. You take some time to catch your breath. Suddenly you realize that in front of you a book levitates, dancing with your will. The tittle catches your attention. The Book of the Dead. You pick it up:

Inside, a clear message is written on the first page: "Write the name of the creature you want to kill and it shall be dead. One name you have, any name you will. The book of the dead will vanish with your sin"

The Hero that rolled this Hazard has been chosen by the book to become its owner. At any moment that Hero can decide to kill an enemy during a fight (enemies that provide XP per hit plus XP when they die are considered to be too strong and are immune to the effects of the book). The Hero then receives the XP for the enemy's death and takes D3 corruption hits without Willpower save. When used, the book vanishes.

### 471 - Skin Walkers

Writer: Darrell Jones

The Heroes encounter a group of women dressed irregularly. Closer inspection reveals that these women are wearing the skin of other people!

Each Hero immediately takes D3 Horror Hits.

As the Skin Walkers get closer, the Heroes see they are brandishing large knives and machetes. They mean to butcher you and wear your skin! The Heroes have these women outgunned, but they still attack. Each Hero rolls D6.

#### D6 Result::

- 1-2: The Skin Walkers overpower that Hero and carve out skin to include in their "suit." That Hero takes
  D6 Wounds ignoring Defense and is now -1
  Agility and -1 Strength until he can see a Doctor in Town. That Hero gets 15XP.
- 3-4: The Skin Walkers attack ferociously but the Hero is ready. He defeats these women, but not before getting some deep cuts in. That Hero takes D3 Wounds ignoring Defense then receives 25XP.
- 5-6: The Hero is ready! The Skin Walkers attack to no avail. The hero defeats the Skin Walkers easily and receives 50XP.

### 472 - THEM!

Writer: Darrell Jones

The local army ants have apparently gotten into some Liquid Dark Stone. These ants are now the size of a man and are a serious threat to local Towns, farms, and travelers.

### All Heroes perform an Agility 5+ Test

If all are successful, the Heroes sneak up on the army ants and assassinate them. Each Hero wins 30XP.

If any Hero fails, the army ants turn and attack! Each Hero suffers D6 hits. Each Hero with a Dynamite token must discard it to destroy the army ants. If you do, each Hero gains 50XP.

If you do not have Dynamite tokens, you can toss all Fine Cigar tokens and Whiskey/Tequila tokens to create crude Molotov Cocktails. If you do this, each hero gains 25XP.

If you do not have any Fine Cigar and Whiskey/Tequila tokens, then the Heroes cannot defeat the army ants. Each Hero turns and runs. Each Hero rolls a D6. On a result of 1, drop and discard a random Gear card.

## 473 - Night of Terror

Writer: Nuno de Sá

You stumble upon what seems to be the home of a Large Bear. As you carefully try to go back and avoid this place you realize it's too late. It's not really a bear. One enraged beast emerges from the dark and quickly attacks.

Draw a random Jargono Map Tile. Ambush Attack. One Enraged Night Terror covered with blood is out of control and attacks the Posse. (+1 Elite Ability, +2 Initiative and +5 health per Hero in the Posse)

## 474 - The Spirit Animal

Writer: Darrell Jones

Any Hero with the Tribal trait or a Spirit of 4+ sees a Spirit Animal just off the trail. The creature is keeping pace with the Heroes but looks to be "inviting" them to follow them somewhere.

These Heroes can decide to whether or not to follow the Spirit Animal. If they do not, the Spirit Animal runs off into the bush never to be seen again.

If the Heroes do decide to follow him, they are led into individual caves where they see the Spirit Animal stop near a wooden crate.

Each Hero rolls Luck 4+. If they fail, the Spirit Animal disappears along with the crate. Each Hero that passes, wins 20XP and opens the crate to find D3 Darkstones. The Heroes then find their way back to the rest of their group.

### 475 - The Circle of Statues

Writer: Oscar Andrés Schwerdt

The sun is hot as hell, and your eyes are filled with dust. The water and food remaining in your mounts side bags are running dangerously low. You see a valley entrance cracking between the mountains that you are trying to round to reach next Town,

#### Choose:

### Keep your way:

The Posse decides not to explore the valley. You can't afford losing a day of rations in a possible dead end. This Hazard is over.

### Explore:

You assume that the valley may be a shortcut, and you are determined to take the risk.

All Posse members take D8 Hits as the thirst and hunger afflicts the Heroes due to the increased amount of time to reach Town.

After a few hours of traveling through the mountains you reach a place full of green grass, frugal trees, and variety of animals and insects. In the middle of that beautiful place you see a circle of tall statues. Perfectly sculpted mutations cover the statues bodies but what truly captures your attention are the faces... peaceful faces... like you have never seen before.

### All Heroes perform a spirit 5+ Test

#### If at least one Hero failed:

After contemplating the wonderful place, you see the valley exit, and you leave this place. All Heroes lose 1 Grit. Heroes that succeeded this check still win 20XP.

#### If all Heroes succeed:

You sense that the statues are calling you. The Posse enters the circle, your bodies start to feel lighter and your minds are at peace. After a blinding glow, each Hero chooses a Mutation to be healed as they levitate.

If you don't have a Mutation to heal, you have a divine revelation and permanently win +1 Spirit.

After leaving the valley you look back only to see nothing. The valley is no more. You think that maybe that's a good thing. That place was not meant to be corrupted by the hand of man.

All Heroes gain 20 XP.

### 476 - Well Water

### Writer: Darrell Jones

The Posse come across a farmstead and sees the entire family out by the water pump.

As soon as the family sees the Posse, they ask for your help.

It seems they have a problem with their water pump. The Heroes head over to see if they can help.

The handle is seized, but the Posse thinks they can get it moving

### All Heroes perform a Strength 5+ Test

If no Hero passes, the group is unable to help and move on. This Hazard is over.

<u>If any Hero is passes</u>, they successfully free the handle and after a few pumps, water starts flowing. Each Hero gains 25XP.

Also, roll a D6.

### D6 Result::

- 1-2: The water flowing from the pump quickly turns to blood. The Heroes uncover the boards around the pump and find a horrific site, this family has been murdering people and throwing them in this pit to rot.

  All Heroes take D3 Horror Hits. The family flees before the Heroes even notice.
- 3-4: The water turns from crystal clear to steam! The ground around them gets hot and lava starts seeping into the soil. Soon, the entire field is consumed by lava. All Heroes performs an Agility 5+ Test to avoid the lava.
  - Each Hero that fails take D3 Hits.
  - Each Hero that passes win 20XP.
  - If any Hero rolls more than one 6 on that Agility test, they are able to save the family. Each Hero that rolls more than one 6 gains 50XP.
  - If two or more Heroes fail, they are unable to save the family before they are consumed by the lava. Each Hero then takes D3 Horror Hits without Willpower defense
  - Otherwise, the Heroes are able to avoid most of the Lava but they are unable to save the family. Each Hero take D6 Horror Hits.
- 5-6: The water is wonderful! But there's something about it it's almost magical. Any Heroes with Injuries may choose to roll a D8 for each Injury. On a result of 7 or 8, the Injuries are healed! Any Hero rolling a 1, 2, 3, 4, 5 or 6, the water makes you nauseous, but there is no

### 477 - The Haunted Church

Writer: Darrell Jones

Rumors have swirled about a burned down church where the only victim, the priest, haunts the place with wails of pain. Naturally, no one will step in willingly.

The fire was supposedly an accident - struck by lightning during a storm. The priest had been asleep

The Heroes come across the church and decide to investigate.

### All Heroes perform a Cunning 5+ Test

If all Heroes fail,

Nothing happens and the Heroes leave. This Hazard is over.

If any Hero passes,

Win 20XP. The ghost of the priest appears and tells them that his death was not an accident, that the fire was set by a man named Shawn Montgomery that had set the fire on purpose. The priest is trapped here until that mean meets justice.

He pleads the Heroes to help him. He wants you to find the Sheriff and tell him to investigate Shawn Montgomery about the fire. He also says he will "bless" the group.

Any Hero that visits the Sheriff (spend a day) during next Town stay, receives 50XP.

If all Heroes visit the Sheriff, then all receive a vision that night while sleeping. The priest has blessed them.

All Heroes add +1 to all their Defense rolls against all attacks during their next fight. They all awaken knowing that the priest's spirit is at rest.

If the Heroes do not visit the Sheriff or there is no Sheriff Location in the next Town, the Heroes receive nothing.

### 478 - Prison in the Woods

Writer: Nuno de Sá

You find a rusty, old house laid to waste in the woods. Perhaps a good sign, a place to rest.

You try to enter but the door is locked tight. You find odd that this house haves no windows.

Someone in the Posse can try to open the door.

### All Heroes can perform a Strength 5+ Test (bust the door) or a Cunning 5+ Test (picklock the door).

Heroes take turns to try. The first Hero that succeeds wins 30XP.

If all Heroes fail,

You leave the area. This Hazard is over.

If any Hero is able to open the door,

All Heroes gain 20XP. Inside you find a dozen kids in a very difficult situation. They are starving, thirsty and the horrific smell indicates that it has been a long time since they last took a bath. They can barely walk or talk due to severe weakness.

All Heroes take D3 Horror Hits as a result of the horror they witness.

You feed the kids as much as you can and free them.

#### Choose:

Leave the kids to their fate and leave the area

All Heroes take D8 Horror Hits without Willpower defense... This Hazard is over.

Take the kids with you to next Town.

The Hero that rolled this Travel Hazard rolls two additional Hazards. This represents the extra time the Posse will need to reach next Town with the kids.

When you reach Town, all Heroes win 20XP and recover one Grit. Also, every Hero can ignore the first Unwanted Attention Marker they win during that Town Stay.

## 481 - Snapped!

Writer: Darrell Jones

The travels and recent expeditions have certainly taken their toll on the Heroes. They have all seen and done things - unspeakable things, that are weighing on their minds and very souls.

The Hero with the most corruption points\* just snaps and attacks a random Hero. Choose the last equipped ranged or melee weapons and resolve their/its attack. Handle as normal. Do not use Dynamite for this attack. After the attack, the Heroes tackle and restrain the attacking Hero. He's got Dark Stone Fever and needs to be treated by the local Doctor at the nearest Town. There, pay \$250 to have the fever cured.

\*If there is a tie for most corruption, count dark stone items. If that is still a tie, each tied Hero rolls a D6, the lowest roll snaps. Roll until you have a loser.

### 482 - Outlaws on the Road

Writer: Nuno de Sá

A group of dangerous individuals cross your path. You do your best to try to avoid them but they manage to get closer.

Roll a D6:

#### D6 Result:

- 1-2: The Outlaws start shooting. All Heroes take D6
  Wounds as a result. You shoot back. Every Hero with
  ranged attacks performs an Agility 6+ test. For each 6,
  you have killed an Outlaw and gain 20 XP for each
  you kill.
- 3: The Outlaws ignore you. They are too busy. Further down the road you find a couple more. This area is infested with Outlaws. Next Town stay will be in a Outlaw Town (according to Frontier Town rules).
- 4: The Outlaws catch the Posse. They are harmless and are just looking to buy some Whisky or Fine Cigars. You can sell each for \$100. If you don't have any to sell, they will be upset and try to rob the Posse. "Hand over your money or die". You can either give them all your money or fight back. Draw any random Tile and use it as scenario. Roll a . This is the number of bandits you are facing. They have two extra elites.
- The Outlaws catch the Posse. They recognize one of the Heroes and share some stories of Monsters and Darkness. Each Hero gains 20XP due to the knowledge shared
- 6: The Outlaws recognize the Posse and immediately offer an Item so that the Heroes "forget" that they saw them. The Player that rolled this Hazard draw a Gear card.

### 483 - Tides of Time

Writer: Nuno de Sá

There's an electric sensation in the air. Humidity and strong winds punish the area and those that are unlucky to pass by. You sense that the void is strong in this region.

During your next adventure, every time you draw a map Tile roll a D8.

If the result is 1, the Darkness Marker moves one position up.

If the result is 8, the Darkness Marker moves one position down.

Only the Lantern carrier can roll this dice.

## 484 - Jackalopes!

Writer: Darrell Jones

As the Heroes approach the crest of a hill, they hear what sounds like a stampede far off in the distance. They quickly realize that it is not a stampede of cattle, but a stampede of Jackalopes!

Jackalopes aren't dangerous, as they won't attack, but their antlers could do some damage during a stampede. Jackalopes are also good eats, and their pelts are worth some money.

Each Hero rolls a D6. On a roll of a 1, that Hero suffers D3 Hits as the antlers shred their legs as the Jackalopes run by

On a roll of a 2-6, the Hero is able to kill that many Jackalopes as they run by. The Heroes collect the pelts of the Jackalopes they kill and sell them in town for \$25 each. Each dead Jackalope is worth 5XP.

## 485 - Travelling Doctor

Writer: Perry Grosshans

The Hero Posse meets up with a wagon. The driver introduces himself as Dr. Ishmael MacLeod, a doctor travelling the frontier.

He has D3 Bandage Tokens for sale at \$25 each, and D3 Tonic Tokens for sale at \$100 each.

Also, he can attempt to Heal Injuries as per the Doc's Office location in the Frontier Town for half the listed price.

Unfortunately, Dr. MacLeod cannot heal Mutations.

## 486 - A Light of Hope

Writer: Nuno de Sá

After some bad weather days, the weather is finally starting to calm down. The sun is bright in the sky and you can hear some birds singing. This area seems to be less affected by the recent events that started to trouble Brimstone.

Next Town cannot be any of the following:
"Plague, Ruins, Mutant, Haunted".
This overrules any other Travel Hazard that results in finding a specific Town Type (ignore those Hazards)

Also, the Town cannot have the Mutant Quarter location but must have a Church location.

During next Adventure, any time you draw a Darkness card, roll a D6. On the result of 6, discard it.

### 487 - The Ghost in the Woods

Writer: Nuno de Sá

Local rumours about a ghost that haunts the woods ahead. It seems he likes to play tricks on Travelers.

## All Heroes perform a Spirit 6+ and Lore 6+ Tests

If you fail both tests, you have never heard of such a tale and your faith is week so you believe the stories and you are deadly scared. Take D8 Horror Hits. The Ghost hunts those that fear him by causing loss of memory. Also remove 30XP.

If you fail the Spirit test and succeed the Lore test, win 10XP. You have heard of such story before and believe it is true. You know how scary this ghost can be. Roll a D6:

### D6 Result:

- 1-2 You lose a random Gear, if you have (Artifacts, Personal Items and Starting Gear not affected)
- 3-4 You lose a random Side Bag Token. If you don't have, you lose a Grit instead. If you also don't have Grit, you lose 30XP
- 5-6 The ghost scare you enough to take D6 Horror Hits.

If you succeed the Spirit tests and fail the Lore test, you have never heard of this ghost before but your faith is so strong that you do not fear any Legends or Tales. Gain 10XP.

Also, somehow a random side bag token is lost. You don't understand how.

If you succeed both tests, you know all about this ghost and your faith is too Strong. You do not fear him. Furthermore, the ghost feels your inner strength and fears you. Gain 1 Grit and 30 XP.

## 488 - Tree Falling

Writer: Nuno de Sá

While you are packing up to leave the campsite, someone yells: "WATCH OUT!"

A tree is falling down

### All Heroes perform an Agility 5+ and Cunning 5+ Tests

If you failed both tests, you don't move and the Tree falls on your head. Take D8 Hits without defense. Roll a D6. If you roll 1, roll once on the Injury Chart.

If you passed the Agility test but failed the Cunning test, win 10XP. Also, you are too fast but move... in the wrong direction. Right into the place the tree falls to. Take D8 Hits. Roll a D6. If you roll 1, roll once on the Injury Chart.

If you failed the Agility test but passed the Cunning test, win 10XP. You are slow, but it suits you. You know the tree is not going to fall on your head. It's like you see the tree falling in slow motion. Nothing else happens.

If you passed both tests, you are fast, too fast and you know exactly the place the tree is going to fall. You perform a trick worthy of a Cat just to show your fellow Posse members how great you are. Gain 40XP

### 511 - Gold Panning

Writer: Graeme Henson (Hexcrawt)

As you search along the banks of this river, you come across an old Prospector, panning for gold.

Just as you pass by he jumps up in exclamation. He's struck it rich! He dances about wildly, but then slows when he notices your Posse draw near.

The Prospector has suddenly grown suspicious of the Posse.

## Choose one Hero to perform a Cunning 5+ Test

If you pass this test, the Prospector gives the Posse D6x\$50 to buy your silence about the location of the gold deposit. All Heroes win 20XP.

If failed, the Prospector whips out his pickaxe and chases you varmints away for trespassin' on his property!

Each Hero takes D3 Hits and runs away back where you came from. The Hero that rolled this Travel Hazard must roll for another Travel Hazard.

### 512 - Ruins of the Old World

Writer: Graeme Henson (Hexcrawt)

The bridge crossing this part of the river is an elaborate stone affair, with some complex artistic reliefs carved into the arched sides and supports.

### All Heroes perform a Lore 5+ Test

For each 5+ that a Hero rolls, they gain 20 XP. If the Posse collectively rolls more successes than there are Heroes in the Posse, they discover a puzzle worked into the artistic reliefs on the bridge.

How to solve the puzzle:

## All Heroes perform a Cunning 4+ and an Agility 4+ Test

Hero will perform this test by initiative order (Each Hero at a time). The first Hero to complete both tests draws a Loot card.

## 513 - Lost in the Fog

Writer: Nuno de Sá

A thick fog obscures your vision. You can barely see.

A thin voice calls far away: "Mother... mother... help me...."

The Posse may decide to go into the voice's direction or ignore it

If you decide to go into the voice's direction:

### All Heroes perform a Luck 6+ and Cunning 5+ Tests

If every Hero fails the test, you could say that you have tried hard but the Posse was not able to identify where the voice came from. This Hazard is over.

If at least one Hero succeeds the test: Win 20XP. You find a girl lost in the fog. She is very scared and all you can do is try to calm her! Roll a D6:

### D6 Result::

- 1: The mother of the girl suddenly appears as you try to calm her. With her, a group of 10 man quickly pull their guns at you and start shooting. You retreat! Each Hero takes D8 Hits.
- 2,34: You are not able to calm the girl. A group of 10 men appear and immediately take the girl from you. They grunt before they leave:
- 5,6: You are able to calm the girl. She smiles in comfort when she understands you mean no harm. Eventually you find a big group of peregrins. A tall women rushes to the little girl and hold her thight. The women thank you and give 50\$ to each Hero.

### 514 - Nightmare Ram

Writer: Graeme Henson (Hexcrawt)

Before you, stands a weird half-goat, half-man beast, a Nightmare Ram! The beast carries a lantern and stares intently at you with cruel eyes as it guards what looks to be a riverside garden of some sort.

The weird beast charges at the party, out of fear or malice you cannot say. Each Hero in the party takes Hits and the thing wades out into the river and escapes.

If nobody in the party takes any Wounds from the assault, the Nightmare Ram also drops his intricate Lantern, carved of bone! This Lantern can be used to make separate Hold Back the Darkness rolls (make two sets of rolls, only move the Darkness marker if both rolls fail). This Lantern will last until the end of your next Adventure, at which point it crumbles apart.

## 515 - Deputies & Desperados

Writer: Graeme Henson (Hexcrawt)

A group of lawmen and some outlaws have gotten themselves into a shootout, the outlaws seem to have the upper-hand as the lawmen are pinned down and can't retreat with the river at their backs.

You may choose to help either the Outlaws or the Lawmen. If you assist the Lawmen, the Outlaws are killed and each Hero in the Posse gains 30 XP. If you assist the Outlaws, the Lawmen are killed and each Hero in the Posse gains D3x\$100. If there are any 'Law' Heroes in the Posse, you must help the Lawmen.

## 516 - The Ferryman

Writer: Graeme Henson (Hexcrawt)

You see a figure clad in a dark cloak atop a ferry with its face obscured from view. The figure stretches out a bony hand, as if waiting for payment. In a gravelly voice the figure makes the Heroes an offer to forestall their own demise.

Any Heroes may pay the Ferryman with Dark Stones to gain I personal Revive Token. This Revive Token may only be used by the Hero that paid the toll and may not be transferred to any other Heroes. Each Hero may only buy one Revive Token.

## 517 - The Mist

Writer: Darrett Jones

The Heroes are suddenly surrounded by a dense mist. They can barely see each other even though they are mere feet from each other. After a few minutes, they start feeling as if something is picking at the back of their mind. There is something causing them to see their worst fears.

Each Hero rolls on the Madness Chart. Rolls of 11 and 12 are ignored on this chart. Cannot be healed. The effect goes off after the end of the next Adventure. Heroes can perform a Cunning 6+ or Spirit 6+ test to see if they are strong enough to resist their fears. Any Hero that passes gains 30XP.

### 518 - Void Beast

Writer: Nuno de Sá

You find two men hiding behind some rocks. You ask what they are doing. "Shhht, keep quiet", one of them say. "We have sent a scout ahead to search the area... We have heard rumours about some nasty beasts or god knows what else lurking around. Our scout have a Cavalry horn. We plan to wait until he plays it. If he plays one time, the path is free, if he plays it two times, it means he found something and we need to go to him. If he plays..."

A horn... at the distance sounds the alarm. Everyone goes silent waiting for the number of times he will play.

Roll a D3. This is equivalent to the number of times you will hear the horn

### D3 Result::

- 1: Nothing happens. You can proceed
- 2: You follow the two men into a small valley ahead. A large creature, different from everything you have ever seen eats the remains of a dead body. The creature is feeding and ignores the Posse, but the smell is too intense and impregnates the entire area. Each Hero takes D3 Corruption. The two men ran away the moment they lay eyes on the creature. You can decide to run or fight it. If you run, you can proceed to the next Hazard. If you fight, go to "how to fight the beast" section of this Hazard. \*
- 3 A third man appears out of the woods, running in your direction. He does not stop, he passes by and contiues running. "That was our scout!" A large roar echoes the area. Something is purchasing the scout. A large beast appears. There is no time to run, you have to fight. The two man obviously manage to escape and leave the Posse face to face with the beast.

#### \*How to fight the beast:

The beast haves a very though skin, as if, made of stone. You find that all your hits barely scratch the creature. You need to find another solution:

You can either kill the creature with Dynamite (a Hero can discard the token) or trick it to fall down a near ravine with a Cunning 5+ test (each hero can only try once). You cannot try to trick the creature down the ravine before using the dynamite.

If the Posse kills the creature, all Heroes gain 50XP

If none of the Heroes have a Dynamite token and all Heroes fail the Cunning Test, the Heroes are in trouble and run. All Heroes take D3 Corruption Hits and D6 Wounds without Defense. Also, when you reach next Town, you find that the Beast had been there and caused the destruction of D3 Locations.

### 521 - Men of Stone and Sorrow

Writer: Graeme Henson (Hexcrawt)

You stop by the river to get yourself a drink, as you bend down and cup your hands for some water, you see something strange. At first it appears to be a statue beneath the water, but it begins to swim towards you at a rapid pace. It reaches you and tries to pull you under!

### A random Hero performs an Agility 4+ Test

If the Hero successfully dodges the attack, he gains 25 XP. If failed, this Hero is dragged into the water and becomes infected with 'Greyscale', an illness that slowly turns a Hero to living stone!

Each time this Hero starts an adventure, after becoming infected, he gets -1 to Initiative, and roll once on the Madness Chart. He also get's 6+ natural armor on the beggining of his second adventure and 5+ natural armor on the beggining of the 3rd (this is not comulative with any mutations that provide armor or with any equipement with the keyword "chest")

After 4 full adventures, the Hero will die and it's body permanently changes into a statue.

The only cure for Greyscale is to be bitten by a Void or Undead Enemy. After receiving 1 Wound from a Void or Undead Enemy, the effects of the disease are removed at the end of the Mission.

### 522 - Flash Flood!

Writer: Graeme Henson (Hexcrawt)

Dangerous flash flooding upriver has surprised your group. The rush for high ground is on and it's everyone for themselves!

### All Heroes perform an Agility +4 Test

Any Heroes that fail lose a Random Gear card from their inventory. Each Hero may make a Combat roll (deals no damage) to swap one of their die results with another Hero's (each Hero may swap once).

The order of which Heroes decide with whom to swap first is by initiative + D6

### 523 - Deep Hatreds

Writer: Graeme Henson (Hexcrawt)

A tribe of Serpent men have taken up residence on this part of the river. Though their features appear misshapen and horrible to behold, they're not immediately attacking you. They seem to have the same level of disgust and trepidation towards you as you do of them.

Each Hero takes D3 Horror Hits. If anybody takes any Sanity damage, a fight breaks out and each Hero takes D6 Hits.

If nobody in the Posse takes any Sanity damage, they see past the serpent mens' frightening exterior and begin a dialogue with them. Heroes may buy Purchase Items from these Serpent men Draw 3 Jungle of Jargonno Artifacts. you can buy them for the base value + D3\*\$100 (roll for each Artifact)

## 524 - Army Convoy

\*Frontier Town Adventure Book\* - Hazard 54

Located on page 21

## 525 - Starving Dog

Writer: Nuno de Sá

A dog approaches the Posse carefully. It looks like he is starving. He does not seem upset and is somehow curious.

The Hero that rolled this Hazzard interacts with the dog

#### Choose:

Ignore the poor dog. Take 1 Corruption Hit without Willpower

Kick him to go away: Take 1 Corruption Hit without Willpower

Try to feed the dog. **Perform a Spirit 4+ Test**If you succeed, you feed the dog. Heal D3 corruption and win 25XP. If you fail, the dog is not happy about how you approached him and bites you. Take D6 Hits.

Try to pet the dog. **Perform a Cunning 5+ Test** If you succeed, the dog is happy but is still angry for food. He leaves. Take D3 Corruption Hits and win 25XP. If you fail, the dog is not happy, he bites you before he leaves. Take D6 Hits.

Try to pet and feed the Dog You are a true Dog Whisperer.

## Perform a Spirit 5+, a Cunning 5+ and a Lore +5 Tests

If you succeed, congratulations, you have won a dog as a companion (use the allies and companions book) and win 50XP. If you fail, the dog gets enraged, he mistakes you for food and then attacks. Take D8 Hits plus D3 Corruption without Willpower.

### 526 - Void Hound Attack

\*Frontier Town Adventure Book\* - Hazard 56

Located on page 21

## 527 - The Cursed Valley

Writer: Nuno de Sá

Regardless of the direction the Heroes takes, North, South, East or West, they always end in the same Valley. Are they lost? Feels as if crossing a cursed land. A land that will not allow the Heroes to leave.

## Choose one Hero to perform a Cunning 5+ Test

The chosen Hero will perform a Scout mission, leaving the Posse

If the Hero fails the Cunning test, he will come back to the same place where he started, at the Posse location. Also he takes D6 Horror Hits. Eventually, the Posse finds the exit but not without suffering. All Heroes lose 1 Grit and 50 XP.

If the Hero succeeds the test, win 20XP. He found a possible exit, leading the Posse out of this Cursed Vale. All Heroes then recover 1 Grit.

## 528 - Molotov Cocktail Schematics

Writer: Nuno de Sá

A lone grizzly old man sits on top of his old Wagon that barely seems to stand without falling apart. A white long beard hides a smile that his eyes won't deny as he commands his old horses to stop. "Hello Strangers", he happily shouts. "Are you interested to learn some schematics? I can easily teach you how to create a Molotov Cocktail. You will need them in this woods hahahahaha. In return, all I am asking is that you give me one Whisky, one Bandage and a bit of Lantern Oil (one)". The old man removes a pipe from a side bag and starts smoking while waiting for an answer.

If the Posse owns the ingredients listed by the Old Man, he will teach every Hero how to build a Molotov Cocktail.

Each Hero performs a Lore 5+ Test to see if they have learned how to build it. If fail, the Hero learns nothing. If succeed, the Hero learns the schematics and win 20 XP.

How to Build a Molotov Cocktail: Simply mix one bottle of Whisky or Tonic with one Lantern Oil and apply a Bandage at the neck of the bottle. Cannot be created during a fight. How to use a Molotov Cocktail: The same rules of Dynamite apply, except that it only bounces One Time, if the Ranged Hit misses. Molotov Cocktail does D6-1 Damage and ignores enemies Defense.

### 531 - The Storm

Writer: Nuno de Sá

Heavy rains have raised the waters higher than normal and the entire area has become flooded.

Two random Heroes add another Travel Hazard to this journey.

## 532 - Floating Body

Writer: Graeme Henson (Hexcrawt)

A corpse, bloated and rotting floats along the river. The body appears to be quite old and from where you are, there's no way to tell the cause of death.

If the Posse decides to pull the body ashore, roll a D6:

### D6 Result::

- 1–2: Hungry Dead As you pull the body up, it comes alive and begins to attack the Posse. A Random Hero takes D6 Wounds before you're able to kill the foul thing.
- 3–5: A few coins You rifle through the corpse's pockets and a random Hero finds D3x\$50. Take D3 Corruption Hits for looting the dead.
- 6: Something Whether the fellah died for it or not, you can't tell, but a Random Hero finds something. Draw a Loot card. They also take D3 Corruption Hits for looting a corpse.

## 533 - Message in Blood

Writer: Darrell Jones

The Heroes come across writing floating on the path in front of them. "Curse all who continue on this path!" is written in blood. The words just float in the air at eye level, dripping in blood.

The Heroes can ignore this strange warning and continue on this path.

If they continue on this Path:

### All Heroes must perform a Lore 5+ Test

Heroes that fail this test are at -1 Initiative until they have this curse removed from the Church for \$50 each.

Heroes that pass this test, win 20XP.

If the Heroes choose to heed the warning and go back, all Heroes roll for an additional Travel Hazard.

## 534 - Ragged Story Teller

Writer: Graeme Henson (Hexcrawt)

Sitting beside the river, an elderly woman dressed in patched gypsy clothing is singing a song in a language you can only guess as European. Nearby you see an immaculately painted vardo and a horse grazing. The woman beckons you over and without introducing herself begins a story (in English).

The woman weaves a tale of death & destruction, of tragic Heroes & loves lost, of monsters slain and wrongs righted. When she has finished her story, she turns to a Random Hero and says that the tale she has just told, was their own future. That Hero gains a personal Revive Token. That Token may only be used by that Hero and cannot be transfered.

### 535 - Frozen River

Writer: Nuno de Sá

The surface of the river here is frozen. You definately need to pass to the other side and the river is the only option available.

Every Hero rolls a D6 (one by one). You are going to try pass the frozen river.

### D6 Result::

- 1: The ice breaks and the Hero suffers D6 Hits from falling into the river.
- 2,3: Roll again. You are trying to pass but still havent done it completely. You are still on the frozen river
- 4,5,6: You made it, win 10XP

## 536 - Local Information

Writer: Nuno de Sá.

A local farmer reveals some interesting details about the area.

You may cancel the next Travel Hazard. If you do, roll another.

## 537 - Crimson Skies

Writer: Darrett Jones

The desert is suddenly bathed in a crimson light. The Heroes look up and see the skies turning blood red. They cannot see the sun or the moon.

Each Hero take D6 Horror Hits.

As they blink their eyes in confusion, the desert and the skies are normal again.

## 538 - Sun-Bleached Skeleton

Writer: Darrell Jones

The Posse finds the remains of some poor fool. His bones have been bleached by the sun, his clothes have rotted away.

Clearly he has been here for some time.

### All Heroes perform a Lore 5+ Test

Any Hero that fails take D3 Horror Hits as the skeleton looks up at them and whispers their name!

Any Hero that passes win 20XP and may perform a Scavenge Roll. If more than one 6 is rolled, the Heroes find Gear buried in the sand around the skeleton - draw a Gear Card. If only one 6 is rolled, draw a Scavenge Card as normal:

Then roll a D3 for each Gear Card collected (even those collected by Scavenge Cards). On a roll of I-3, the gear has weathered too long in the desert and is useless. On a roll of 4-6, you gain that Gear Card.

### 541 - Medical Attention

Writer: Graeme Henson (Hexcrawt)

A Doctor on his way to cover his rounds for folks out in the wilderness, slowly rides towards the Posse.

He notices the state of the group and asks if there's anything he can do to help.

You may pay for Medical Attention actions from this Doctor as if you were at a Doc's Office (do not roll for Location Events).

### 542 - The Tar Pits

Writer: Darrell Jones

Without noticing, the Heroes walk across a small tar pit. Through sheer will, they are able to pull themselves out, but have fully exhausted themselves.

### All Heroes must perform a Strength 5+ Test

Heroes that fail, have -1 to their movement rolls until the end of the next Adventure. (A roll of 1 still recovers Grit, but the Hero cannot move.)

Heroes that pass, win 20XP.

### 543 - Settlers

Writer: Nuno de Sá

The Posse comes across a wagon train looking to make a settlement. Having heard rumors about free land near a specific Town they have packed up all their belongings

The Settlers ask you for an escort. (only if more than 2 hazards are left until you reach next Town)

If you accept, at the begining of every remaining Travel Hazard, roll a D6:

### D6 Result::

- One or more settlers die as a result of the Hazard or any other afflictions. The settlers blame the Posse and leave. Every Hero takes D3 Corruption Hits without Willpower save.
- The Settlers decide to travel alone as traveling with the Posse is too dangerous. They leave you and curse you. Every Hero takes 1 Corruption without Willpower save.
- 34,5 Nothing Happens.The Settlers decide the reward the Posse for their trou-

ble. Each Hero collects D6\*\$50.

If the settlers make it to Town the Posse is heavily rewarded. Every Hero receives D6\*\$100

## 544 - Circle the Wagons

Writer: Graeme Henson (Hexcrawt)

The Posse barely manages to take up defensive positions within a circle of homesteading wagons after coming across a pack of Stranglers. The homesteaders here have been massacred, but you don't seem to be alone. A group of Indian Braves have also ended up here and are helping to hold back the fiends.

## All Heroes perform a Strength 5+ or Agility 5+ Tests

Each Hero that passes this test win 20XP.

Each Hero that fails this test take D8 Hits.

For each 6 rolled, an Indian Brave is spared. Each Hero gains 10 XP for each Indian Brave they spare.

If at least 3+ Indian Braves are spared, then the Posse and the Indians have managed to hold back the Stranglers until help arrives and drive the Stranglers off.

Then the Indians recount your bravery in the face of overwhelming numbers and each Hero gets recognition from the indians and draw a Loot card

## 545 - Big Race (Advanced)

Writer: Nuno de Sá

A massive group of people gather together in a large campsite filled with tents and caravans. Some Cowboys patrol the outskirts of the camp. As you approach you are amazed with the positive energy around. Children playing while their parents laugh and tell stories by the fires.

You notice some folks, wearing white dirty cloths, running around like crazy. You wonder what are they doing when suddenly a Cowboy approaches the Posse. "Howdy strangers, have you come to participate in the Big Race?"

#### **All Heroes choose:**

Don't participate on the Big Race: The Cowboy repplies: "Well ok, then. I will inform the others to start the race. If you want, you can go bet on who you think might win the damn thing". Any of your friends are still welcome to participate.

Each Hero not participating in the Big Race can bet on a runner.

Spend to a maximum of 300\$. Anyone that bet on the first place, wins double the money they invested. Anyone that bets on the second place, gets the same money they have invested. Otherwise, the money invested is gone.

Participate on the Big Race:

All Heroes that are particiating spend \$100 toll to participate.

Each perform an Agility test and sum the dices.

There are 4 NPC's also participating. They all have 4 to their Agility. Perform the same check and sum the dices.

The two racers with the lowest results are removed from the race.

All other remaining racers perform another Agility test and sum all dices. Again, remove the two racers with the lowest results.

Continue until one or two racers are left. If 1, he immediately wins the Race. If two are remaining, they each perform a last Agility check and sum the dices. The player with the highest result wins.

If a Hero wins the race he wins \$400 and a Gear card. Also wins 30XP.

Second place wins \$200 and 20 XP

Third Place wins \$100 and 10XP

### 546 - Indian Curse

\*Frontier Town Adventure Book\* - Hazard 61

Located on page 22

## 547 - Jim the Bullet

Writer: Nuno de Sá

A group of Deputy Cowboys stop by to greet the Posse:

"Howdy, it's a fine day today. I hope you don't mind us. We are carrying the infamous Jim the Bullet. That's right, that man right there it's Jimmy"

It would be impossible to miss him. A man beaten so badly he can hardly speak is tied up on top of a mustang. His body is hurt but his face haves no expression, as if he feels no pain. He looks at the Posse members for some moments, until he decides to ignore it.

"We still have some days ahead before we reach the Town. We could use your company. Are you interested to join our ranks? Old Jimmy's Crew could attack us any moment and we could use an extra pair of guns. We pay good money, of course"

#### Choose:

Ignore the request and move on. Nothing else happens.

Help the cowboys carry Jim the Bullet:

Obviously, you are attacked down the road. The bloodthirsty famous Jim's Crew fight furiously to get their Boss back:

## All Heroes choose to perform an Agility or Strenght Tests

Sum all dices. This is the strength of the Posse

Then roll 3D6 for each Hero in the Posse and sum all dices. This is the strength of Jim's Crew.

Check both side's results. The higher result wins.

If you win, you are able to carry Jim's tied up body until the next Town and Ignore the next Travel Hazards.

The deputies thank you and give the Posse \$100 to each Hero. Also, each Hero wins 40XP

If you fail, Old Jimmy was helped by his Crew. Each Hero takes D8 Hits.

### 548 - The Obelisk

Writer: Darrell Jones

On the horizon, the Heroes see a strange building towering over the desert. As they approach, they realize quickly that this is not a building, but a structure - one that no way is humanly made. Getting closer, the Posse realizes that this obelisk is hovering a few feet off the ground and emanating a weird electric current that you can feel but not see.

Each Hero rolls a D6.

#### Result: **D6**

- 1-2: The humming electric sound from the obelisk increases in volume to a point that it seems to be starting from inside your head, Take D3 Horror Hits ignoring willpower.
- You feel compelled to touch the obelisk. The Hero is 3-4: shocked and takes D6 Hits ignoring Defense.
- 5: You are repulsed by the sheer presence of the obelisk. You need to get away from it as fast as possible. Lose all your Side Bag Tokens as you run away in fear.
- 6: You vanish instantly without a trace. You suffer D3 Horror Hits and find yourself strapped to a chair in the Church in Town. You cannot do anything but wait. When all Travel Hazards are complete, the Posse finds you in Town. Proceed normally.

### 551 - Well Worn Wheel

Writer: Graeme Henson (Hexcrawt)

A passing stage coach has thrown a wheel and one of the passengers has suffered a severe wound to the head, if the Posse can lend aid they will be most appreciative.

Any Hero may give up a Bandage or any other Wound-Healing Side Bag Tokens, then chooses from the following rewards: \$50, a Whiskey Side Bag Token, or recover 1 Grit. Each Hero may only donate a single Side Bag Token for a reward. If nobody donates anything, each Hero in the Posse takes D3 Corruption Hits.

## 552 - Mail Carrier

Writer: Nuno de Sá

A mail carrier lies in the floor, half eaten by a pack of wolfs. He asks the Posse to help him before he dies. "Can you please carry this letter to its destiny? I think this is important".

When arriving to next Town, roll a D6. On the roll of 4,5 and 6, you have found the subject to whom the letter was sent. Each Hero in the Posse gains 30 XP and \$100.

## 553 - Stage Coach Mystery

Writer: Graeme Henson (Hexcrawt)

Bloodied bodies hang from the windows and drape the stage coach reigns. The horses are exhausted with fright and come to a halt in front of the Posse. Something doesn't seem right about the situation.

### All Heroes perform a Cunning 5+ Test

Each Hero that passes this test wins 20XP and uncovers the mystery. Then, immediately take D8 Horror Hits at the sudden realization of what happened on that stage coach.

Any Hero that rolls a 1, also rolls once on the Madness Chart. The details of the stage coach mystery are so horrific, its beyond human understanding, let alone the written word.

## 554 - Bleeding Justice

Writer: Graeme Henson (Hexcrawt)

A US Marshal, tired and dusty, is approaching from the opposite direction. He has a gunshot wound and is demanding help from you in the name of the US Government.

If there are any 'Law' Heroes in the group, the Posse must collectively give up 3 Bandages or other Wound-Healing Side Bag Tokens to Heal the US Marshal.

Otherwise, it is optional.

If the Posse does not help the US Marshal, Heroes with the keyword 'Law' take D6 Corruption Hits, ignoring Willpower, as they watch him die.

All other Heroes without the keyword 'Law' or 'Outlaw' instead take D3 Corruption Points with no Willpower save.

'Outlaw' Heroes are unaffected (but must still give up Side Bag Tokens if 'Law' Heroes are present).

If the US Marshal is Healed, then each Hero that participated gains 20 XP and recovers 1 Grit for helping to nurse him back to health.

## 555 - Massacred Wagon Train

\*Frontier Town Adventure Book\* - Hazard 55

Located on page 21

## 556 - Interdimensional Smuggler

Writer: Oscar Andrés Schwerdt

It is a quiet night in the barrens. The stars are infinite, the moon shines like a river full of gold nuggets and the wind blows sweet, like the tender breath of a lover laying in the bed next to you.

Suddenly you sense the smell of wet soil. The rain starts falling heavily, so loud that you cannot think in anything else.

You wake up due to the bad weather, just to see a flash. After that, the night is again silent, like before you fell asleep. Was it a nightmare?

The next morning you wake up hearing the complaints of the remaining Heroes of the Posse. You've been robbed.

All member of the Posse discards one random Artifact. If you don't have an Artifact, discard a Gear instead (Personal Items and Starting Gear are not affected).

If none of the Heroes have any, this Hazard is over.

Roll a D6

### D6 Result::

- I-4: You gather your belongings and go back to travel. You are pissed and want to reach Town as soon as possible.

  This Hazard is over.
- 5-6: You believe that you saw something between some rocks.

You found an item, an odd dreamcatcher.

### All Heroes perfom a Lore 5+ Test

If you don't succeed, you can sell the object when you reach the next Town. It's apparently a very rare find! All Posse members gain \$100 after dividing the money. This Hazard is over.

If any of the Heroes succeed, win 20XP. Also, you recognize the damn thing! It is the mark of the interdimensional smuggler, a Jargono Native that opens portals to other dimensions to trade and steal what doesn't belong to him.

Next time you travel to Jargono, you will be looking for the thief. You will find him at the same time you find the third clue (Exploration Token) of an Adventure while within Jargono. Time to get your stuff back.

Place a Bandit (Frontier Town Expansion) on the Map Tile representing the Thief. He haves two extra Elite abilities.

After resolving all Encounters and Exploration Token, if there are no other Enemies on the Map Tile, draw a Jargono Threat card according to your level, representing the Thief's protection. If you defeat all threats, including the Thief, you have a chance to recover your belongings.

Roll a D6 against each belonging lost.

On the Roll of 1-3, too late. The thief had already sold the item. On the Roll of 4-6, you recover the item.

### 557 - Highwaymen

Writer: Graeme Henson (Hexcrawt)

A stage coach flanked by well-armed men all around it proceeds cautiously down the road. The men seem to be expecting trouble and one wrong move could provoke an altercation, especially with how heavily armed your group is.

All the players gather in a circle looking at each other. In unison, all players count from 1 to 30. The first player to blink during this time has caused some sort of misunderstanding. Their Hero gets shot and immediately takes. Hits without Defense, all other Heroes take. Hits in the resulting shootout.

All Heroes gain 10 XP. If the players all manage to make it without blinking, then the stage coach passes by without incident and all Heroes instead gain 20 XP.

## 558 - A Voice in the Wind

Writer: Darrell Jones

The wind picks up across the desert.

## The Hero with the lowest Lore performs a Lore 5+ Test

If more than one Hero has the lowest Lore, then they tests Lore 5+ too.

If any Hero passes, he wins 20XP. Also, he realizes it is just the wind blowing through the shrubbery.

On a failed role, that Hero hears voices on the wind (or are they in the Hero's head?) The voices are promising knowledge and power. The Hero doesn't want to listen but are compelled beyond their control.

#### The Hero performs a Spirit 5+ Test

If pass this test, win 20XP.

If fails, the Hero takes D3 Horror Hits as he believex the voices are real.

## 561 - Rambling Whispers

Writer: Graeme Henson (Hexcrawt)

A man dressed in a bloody coat meanders past you on the road, mumbling under his breath. You watch as he stumbles past and seems to disappear into the air. What did you just see?

Nothing eventful happens.

### 562 - The Preacher

Writer: Nuno de Sá

A lone Preacher asks if he can join the Posse until next Town.

The Preacher cannot heal any Hero but can hear their sins.

Any Hero that wants to confess his sins must be judged by the Preacher in the name of God.

### Âny Hero can perform a Spirit 5+ Test

Heroes can refuse to confess their sins.

If successful, win 40XP. Also, the Preacher believes there is regret, the sinner heals any amount of D6 Health / Sanity.

If fail, the Hero takes D3 Corruption as the Preacher curses the sinner.

At the begining of the next Adventure, move the Darkness Marker one time for each Hero cursed by the Preacher.

## 563 - Black Blessings

Writer: Graeme Henson (Hexcrawt)

At this crossroads, a statue of eerie and unsettling aspect has been erected. It resembles a robed death, a bent crone, and some kind of snaky tentacle creature, all rolled into one hunched form.

Someone has left for this strange waygod an offering of a raw haunch of deer, dry and odorous and pecked by birds but new enough to be untouched by wolves or other creatures.

Any Heroes may give up Side Bag Tokens as an offering to the statue, then roll 2D6 once on the table.

For each additional Token offered beyond the first, add +1 to the roll. Otherwise, nothing happens if no offering is made.

#### 2D6 Result::

- 1-4: The hunched form was apparently angered by your meager gift as leeches begin to rain from the sky all around you. Each Hero takes D6 Hits without Defense
- 5-10: The curious figure takes no notice of your meager offering. Consider his apathy to be a blessing.
- 11-12: The strange waygod appears to have been most pleased by your offering. Each Hero that contributed some thing may choose to have any one Mutation, Madness or Injury permanently Healed.

## 564 - Where the Deer and the Antelope Play

Writer: Graeme Henson (Hexcrawt)

A cadre of cowboys are gathered around a makeshift camp, resting, talking, playing songs, and they invite you to sit with them and pass the time. The sight of so many friendly faces almost makes you forget about the trials and tribulations you've seen out on the road.

## Each Hero may choose one activity to perform and perform a Skill Test

- · Sing a song: Spirit
- Tell a Story: Lore
- Play a Game of Cards: Luck
- Drink some Whiskey: Strength
- Tell some off-color Jokes: Cunning
- Play the Knife game: Agility

For each 6 rolled, gain 20 XP. For each 1 rolled, take 1 Hit (D3 Damage) as either your chosen activity takes a turn for the worst or somebody takes offense and gives you a punch in the face.

## 565 - Godforsaken Efficiency

Writer: Graeme Henson (Hexcrawt)

The road here is lined with rows of burned out houses, with corpses stacked high. Their spines have been broken and they've been stacked neatly.

Each Hero takes Horror Hits as you recoil at the terrible efficiency of the scene around you. Something went through alot of trouble to horribly mutilate these corpses, yet neatly stack them along the roadside.

## 566 - Dust on the Horizon

Writer: Graeme Henson (Hexcrawt)

Something off in the distance is approaching the Posse at a tremendous speed, so much so that it's kicking up a storm of dust all around it.

#### **All Heroes perform an Agility 6+ Test**

Any Hero that fails gains 10 XP and is thrown from his horse. He also suffers 2 Hits with no defense and rolls a D6.

1 or 2, their Transport / Mount is Killed or Destroyed by the speeding thing. When you get to Town you will need a new mount, You can buy a standard mount for 50\$ or a special one available. This Hero also rolls once more on the Travel Hazard chart

Heroes that succeed at their Agility test gain 20 XP, but otherwise suffer no ill effects apart from a newfound healthy paranoia of high-speed objects.

### 567 - Reflection

Writer: Darrell Jones

The Heroes stop by a small pond to refill their canteens and take a break from their long journey.

### All Heroes perform a Spirit 5+ Test

Any Hero that passes win 20XP, feels refreshed and gains 1 Gritup to their maximum.

Any Hero that fails, leans down to take a drink and realizes that there is no reflection. Stumbling back in terror, the Hero takes D3 Hits as they trip and fall.

### 568 - Bottomless Pit

Writer: Darrell Jones

The Heroes walk over a sandy dune.

#### All Heroes roll D6

If any Hero rolls a 1, a sinkhole opens up and starts to swallow everything around all Heroes. Then:

### All Heroes perform an Agility 5+ Test

If a Hero fails the Agility test, the Hero falls into the bottomless pit for what feels like an eternity, until eventually, landing on the ground next to the pit and take D3 Hits ignoring Defense.

Any Hero passing the Agility test above win 20XP and is able to leap to safety before consumed by the sinkhol

## 571 - Rotten Breeze

Writer: Perry Grosshans

A strange wind stirs up the Hero Posse's belongings one night, causing the camp fire itself to suddenly turn a strange purple. When the fires turned normal, no one thought much more about it. The next morning, the Heroes discover that the wind has aged and rotted their supplies!

For every Side Bag Token roll a D6. On a 1 and 2 the item is ruined and discarded.

## 572 - Unlucky Doctor

Writer: Perry Grosshans

The Posse come across the remains of a busted up wagon. A sunbleached sign barely reads "Doc Parker, healin' all that ails ya!".

If the Heroes want to search the wagon, roll a D6:

#### D6 Result:

- 1-3 Nothing but dust and lost memories.
- 4-5 A small nest of scorpions! Each Hero rolls D6: on a 1 get stung for D3 Poison Wounds.
- You find a hidden compartment! Gain D3 Bandages.

## 573 - Light In the Storm

Writer: Darrell Jones

A storm hits the Heroes as a cold front moves through. Suddenly they are being pelted with hail! They must seek cover immediately.

They find an abandoned shack out in a field. They run inside and close the door behind them. It's dark and they stumble around to find a light source.

One of the Heroes lights a candle they find on a shelf. Instantly, the Heroes are cast in candlelight. But suddenly the light from the candle changes color from yellow to orange to red to purple and back to yellow.

Are their minds playing tricks on them?

As the light settles, one of the Heroes notices some bottles with odd looking liquids inside, sitting on the shelf.

The Hero(es) with the lowest Spirit value is(are) compelled and reaches for the bottles, opens one and swallows its contents.

### Each Hero that took a drink rolls a D6

### D6 Result:

- 1: The Hero clutches their stomach, drops to the floor writhing in pain. Roll once on the Mutation Chart.
- 2: The Hero convulses violently while foaming at the mouth. The Hero is knocked out and must roll on the Injury Chart or lose one Grit to take D3 Hits without Defense.
- 3: The Hero grabs their head and starts banging their head on the wall while screaming. The Hero takes D3 Horror Hits ignoring Willpower.
- 4: The Hero appears to come out of a haze and belches.

  The drink has no effect.
- 5: The Hero looks around, confused as to what just happened. The Hero can remove D3 corruption.
- 6: Something about the Hero is different. The Hero adds 1 permanently to Sanity and Health.

## 574 - Opium Dreams

Writer: Graeme Henson (Hexcrawt)

A group of caravan traders has stopped by the side of the road. They nod politely as you approach, sitting in a circle and smoking a hookah.

Those Heroes that want to, may stop and smoke with the caravaners. Ouch, that is some heavy stuff!!

Each Hero that smokes up rolls a D6, If the number rolled is less than the total number of Madnesses that a Hero has, they may remove one of those Madnesses. Otherwise if it is equal to or greater than the number of Madnesses they currently have, roll on the Madness Chart instead.

### 575 - Boon from the Gods (Advanced)

Writer: Walter Gagajewski

The Heroes are granted a visit from a priest that calls him self "The Hand of God". He offers rewards to the Posse for fighting evil.

Each Hero rolls a D6.

### D6 Result:

- 1: It rains money. The Hero receives D6 x \$25
- 2: The Hero is blessed and receives two Grit tokens to use at any time and cannot be regained. These do not count against his/her max Grit total.
- 3: Enlightenment. The Hero Spirit is Increased by 1 permanently.
- 4: Divine Shield. The Hero receives a One-use shield that can be used to reduce the damage of any 1 Attack to 0.
- 5: Divine Nourishment. The Hero rolls a D3 and adds the number permanently to their Sanity.
- 6: Roll twice on this chart. (Can only be used once by a Hero. If you get this result when rolling a second time, this result is the same as #1).

# 576 - The Western Crystat Pyton (Advanced)

Writer: Nuno de Sá

You have found a Crystal Pylon on top of a carved stone structure. Two Giant Hell Bats are carefully sculpted in front of the structure.

A bronze plaque reads: "Ritual of Agility"

A passage filled with obstacles is near. Flying blades randomly cross the passage as random holes open in the ground.

You will need to crawl, get dirty, run, cross on top of ropes and other crazy stunts to cross to the other side.

### All Heroes perform an Agility 6+ test

If passed: Win 40 XP. Also, you are able to pass the difficult obstacles circuit. You gain +1 Agility Permanently.

Any Hero that previously found and successfully completed the tests of all Pylons (Agility, Cunning, Lore and Strength), gain +1 Health and +1 Sanity Permanently.

### 577 - Local Update

Writer: Graeme Henson (Hexcrawt)

A cavalry officer and some troops are returning from a fight with a pack of Void things. They saw something else and tell you what you can expect to find ahead.

You may Re-roll the next Travel Hazard.

## 578 - Ghost Lights

Writer: Graeme Henson (Hexcrawt)

You are currently on a Swamp. Off in the distance you spy a group of floating lights. Many men lost their lives to the deceptive guidance of these dancing lights.

You avoid the lights and go for another path. This will increase the journey to Town. Two random Heroes must roll one more time on the Travel Hazard chart.

## 581 - Black Wings

Writer: Graeme Henson (Hexcrawt)

A swarm of BogBats native to Jargono suddenly catches sight of the Posse and swoops down on your position!

Each Hero must roll a D6 for every Dark Stone they are carrying (including Items with a Dark Stone Icon and Items with Dark Stone Upgrades on them). On a roll of 1, that Item is snatched by a BogBat (discarded).

### 582 - Restore the Crosses

Writer: Graeme Henson (Hexcrawt)

The Posse contemplates what manner of beast dug up in a near cemetery's graves and removed the crosses.

The Posse may decide to work to restore those graves that were desecrated or leave. If Posse decides to restore, it will require 3 days of work at this cemetery to fully restore all the desecrated graves, however, for each 1 Grit that is spent by a Hero, that time can be reduced by 1 day (at least 1 day must be spent).

### All Heroes perform a Spirit 6+ test

This test is to be performed for each day the Heroes spend at the Cemetery. At least one Hero is needed to pass the Test each day, otherwise not all graves will be restored. Single Successes award 10 XP to each Hero.

If the Posse fails to restore all graves, all Heroes are -1 Spirit (min 1) for their next Adventure per failed day.

If the Posse fully restores the cemetery, all Heroes gain 30XP and +1 Spirit until the end of the Next Adventure.

## 583 - Baptism By Fire

Writer: Graeme Henson (Hexcrawt)

Behind a little hill runs an oily stream of water. A gathering of hunger and soul worn individuals have collected around a Preacher. Holding his Bible high he thunders the sin of mans, and with a flick of his wrist ignites an inferno. There's no time to save any of the townsfolk, you'll have a hard enough time saving yourself!

### **All Heroes perform an Agility Test**

Each Hero sum their dices, then subtracts from this result, the number of current weight icons the Hero is currently carrying. The Hero with the lowest resulting number takes D8 Hits from the Fire (if tied, all affected tied Heroes take these Hits).

## 584 - The Feast

Writer: Graeme Henson (Hexcrawt)

A banquet that would make a king blush is laid out in the center of Town. The food's aroma causes the Posse to swallow hard, and smack lips. Something is seriously wrong here, for the flies are thicker than a bucket of spit, but they won't come within ten feet of the feast.

Any members of the Posse that want to, may feed on the food that has been laid out. Those that do, Heal all Health and Sanity Damage.

In addition, one Random Hero that fed on the food rolls a D6:

#### D6 Result:

- Roll once on the Injury AND Madness Charts, you have gained one from each!
- 2-4 Take D6 Corruption Hits.
- 5-6 Heal a random Injury or Madness.

## 585 - Hell's Cowboys

Writer: Graeme Henson (Hexcrawt)

You have found a lost saloon n the middle of nowhere.

The saloon glows and strobed lights stream from the building. Within the blinding light, six silhouetted figures move out of the saloon. Six low brimmed cowboys stand absolutely motionless facing the Posse. Together as one, they lift their heads and the guns in their hands.

Distribute 6 Hits amongst the Posse (minimum 1 Hit per Hero). Each Hit a Hero fails to defend against does an amount of damage to a Hero equal to the amount of Corruption Points that Hero has (minimum 1).

### 586 - Traveler on the Road

\*Frontier Town Adventure Book\* - Hazard 66

Located on page 22

### 587 - One Last Drink

Writer: Graeme Henson (Hexcrawt)

A bruised and bleeding man is reaching for a bottle of some greenish, glowing liquid, but he can't quite reach it and doesn't have the strength to get to it. He whispers some desperate, unintelligible words to you, asking for a drink.

## The Hero who rolled this Hazard Chooses

Assist the dying man to take a drink of the greenish liquid before he dies:

The man drinks and then mutates into some bizarre gooey substance and slinks away, leaving \$100, but each Hero (except the Hero that rolled this Hazard) takes D6 Horror Hits at the sight of all this.

Do not assist the dying man to drink the liquid:

The man collapses and dies with his last dying wish unfulfilled. That Hero takes D3 Corruption Hits for denying a man his last wish.

## 588 - Charming Figure

Writer: Graeme Henson (Hexcrawt)

A masked figure is riding hell-bent for leather towards you. As they come to a stop in front of you, they take off their bandana to reveal an attractive face. One of the Heroes catches their eye and they ride up next to them. Their lusty intentions made blatantly obvious with their flirtations.

The Hero with the highest Initiative is approached by this ravishing Rider (choose one random if tied for highest).

For each Corruption Point on the Hero, they must make a Willpower save. If more than half of their saves are successful, or they have no Corruption, they resist the Rider's charms and the Rider simply leaves with a kiss.

Otherwise, if not, the Rider leaves with a kiss... and D6x\$100 that they picked from your pocket while you were distracted!

## 611 - The Coldbat Gang

Writer: Nuno de Sá

You hear some voices nearby:

A man stands on top of a horse with a rope tied to his neck while a second rope tie his hands to his body. Eight man surround him. Looks like they are about to hang him.

The man is immediately Hanged and his neck broken. Nothing you could do. Just another episode in the Brimstone region. All Heroes take D3 Sanity. The Gang members turn their attention to the Posse and draw their guns:

### All Heroes choose to perform an Agility 6+ or Strength 6+ Test

If you fail:

The Hero is not able to avoid all bullets: Take D6 Hits + 2 Hits for each 1 rolled.

#### If you succeed:

For each 6 rolled, one of the Coldbat Gang members dies and the Hero that rolled that dice wins 10XP.

If no Coldbat Member dies, they continue to shoot and the Posse must repeat the Agility or Strength checks above as well as the fail or succeed consequences. Repeat until at least one Coldbat Member dies.

## 612 - Mysterious Stranger

Writer: Nuno de Sá

A figure lurks around the corner. He stands still, waiting for the Posse to come near. He wears a fancy Hat and Suit. This man knows how to dress.

He takes a letter from his side pocket and hands It over to the closest Hero. He does not speak. He waves goodbye and vanishes in the blink of an eve.

The letter is properly sealed. You open it. To your surprise it contains just one symbol and two words. "Thank You!"

Next time the Hero that rolled this Hazard is KOed due to a fight, the Mysterious Stranger appears from thin air and performs a ranged attack to all enemies. He can hit all enemies regardless of Range, once. The shots automatically hit and each does D8 Damage (enemies defense still apply). No Hero gets XP for this attack and any resulting kills/damage.

After performing the attacks, the Mysterious Stranger vanishes again.

### 613 - The Trailblazer

Writer: Darrell Jones

The Heroes come across a man travelling alone. He is a pioneer and a trailblazer.

He offers to provide the Posse with maps with shortcuts for \$200.

If they agree, the Posse gives the man \$200. The Posse can choose to ignore up to 2 Travel Hazards when travelling back to Town.

If they choose not to, they continue on as normal.

## 614 - Biting Flies

Writer: Graeme Henson (Hexcrawt)

Raised welts cover every inch of your exposed skin. The bites from these dang flies burn and make your skin feel aflame. You can barely concentrate from the itching.

Every Hero take D3 Corruption and D3 Hits

Every Hero rolls a D6. On the roll of I, the Hero is infected with Bora Bora. He will take D3 Corruption for D3 more Travel Hazards until the Posse reaches next Town.

## 615 - Deluge of the Necrotoads

Writer: Graeme Henson (Hexcrawt)

A mysterious rain of flesh-eating amphibians pours from the skies as they try to devour any living thing they come in contact with.

Any Heroes that do NOT have any Hat or Coat Gear take D6 Hits, ignoring Defense, as the rain of slimy Necrotoads falls.

### 616 - Mutant Enclave

Writer: Graeme Henson (Hexcrawt)

You come across a small community of Mutants living in this swampland. They've tetreated from the communities of "normal" men out of fear of persecution and look at you with guarded eyes.

## All Heroes choose to perform a Spirit 6+ or Cunning 6+ Test

If any Heroes are successful the group may stop and rest for a day with the Mutant enclave (otherwise, no effect).

Each Hero may roll a D6 to see if a single Injury is healed by a Mutant Healer with miraculous powers.

On a 1, the Injury becomes permanent instead (cannot be healed by any means). On a 2, the Injury is not healed and the Hero gains a random Mutation. On a 6, the Injury is Healed.

# 617 - Once Upon a Time in Brimstone (Advanced)

Writer: Nuno de Sá

As the Posse ride through the green fields of a large prairie, nothing could anticipate what would follow. First, you hear the gunshots... More gunshots than you can count, all coming from a faraway carry to the east, where you haste to investigate. While you ride, the gunshots stop. Whatever happened down there is over and you wonder who or what remains alive.

A massacre! Dozens of quarry workers butchered. This is not the work of beasts. This is the work of man, the most despicable type of man. Every Hero takes D3 Horror Hits.

Each Hero performs a scavenge test. If any Hero rolls at least one 6, you find a trail of those you think that could have performed this mass execution. Also, draw a loot card for each 6. If you haven't found the trail, this Hazard over.

If you did find the trail, you can choose to not follow it and end this hazard. If you follow the trail, Roll a D6:

#### D6 Result:

- 1: You find nothing other than a pile of decomposing bodies. Every Hero takes D3 Corruption Hits
- 2: The trail leads you down the quarry, where you will fall into a trap. Each Hero performs an Agility 5+ test to avoid it. Heroes that fail, take D6 Wounds. Heroes that succeed, win 20XP.
- 3: The trail leads nowhere. You find nothing.
- 4: The trail ends on a room filled with some garbage. A chest in the middle of the room steals your attention.

  The chest is closed. Any Hero can try to Open the chest with a 5+ Cunning test.

If successful, draw two Gear Cards, All Heroes gain 20XP.

If failed, a poison trap is activated. The Hero that tried to open the lock is poisoned for D6 Poison Tokens.

5, 6: You successfully find what you were looking for. A group of Cowboys roam the quarry as if they are looking for something. You keep your distance to try to understand what they are up to.

If you rolled 1,2,3 or 4 this Hazard is over.

### All Heroes perform an Agility 5+ Test

The Posse tries to Sneak:

<u>If any Hero fails</u>, you have been caught, by the Cowboys. Before any shootout happens, a sudden sound bursts this section of the Quarry. Go to the <u>Next Chapter</u> section.

If all Heroes are successful, each Hero gains 10XP as you continue to follow the Cowboys.

"It must be somewhere around here", one of the Cowboys say. "At least that's what they said. Can you believe it? A bag filled with Darkstones. So many Darkstones that you won't know what to do with them. I mean, I know what I will do. 'Gona' give myself nice money for it, that's for sure. What about you fellas? What will...?"

Suddenly, a sound bursts in this section of the Quarry. The cowboys realize of your presence as they reach for their guns...

### Next Chapter:

... you and the Cowboys are not alone. Three Dark Stone Hydras emerge from the ground and provoke a small Quarry earthquake, causing falling rubble!

### All Heroes perform a Luck 5+ Test

If you fail, take D3 Hits as some rubble fall on your heads. Pass and win 10XP.

The Dark Stone Hydras immediately attack the cowboys. You take the opportunity to run. The path that leads to exit is no more. You go in a different direction.

As you run, you hear screams of the Cowboys attacked by the Hydras. Agonizing screams of those who cease to exist. You know the Dark Stone Hydras are coming for you next. There is no escape, you start to panic.

### All Heroes perform a Spirit 5+ Test

Fail and take D3 Horror Hits. Pass and win 10XP.

As the Dark Stone Hydras approach, you find a way out of this Nightmare. A gate! You decide to enter... Strangely, the Dark Stone hydras do not follow you and the gate disappears as the last Hero enters. You are now on: Roll a D3:

#### D3 Result:

- 1: Exacty where you were at the beggining of this Travel Hazard, except that the massacre does not happen. The Hero that rolled this Hazard, rolls another one.
- 2: On a location close-by. Nothing happens. The Posse continues to travel.
- 3: The Posse arrives to next Town. Cancel any remaining Travel Hazards.

### 618 - Poison Arrows

Writer: Graeme Henson (Hexcrawt)

In the middle of your search through these humid, disgusting swamps, arrows are unleashed by invisible assailants! The tiny arrows seem to be tipped with some foul dark brown substance: poison!

### All Heroes perform an Agility 5+ Test

If successful, gain 20 XP and you are unharmed. If failed, you have become Poisoned! Gain D3 Poison Markers.

### 621 - The Witch's Hovel

Writer: Graeme Henson (Hexcrawt)

An old hag of a woman, white haired, wrinkled face, and a mean look in her eye, stands hunched over in the middle of the swamp. She stares at the Posse as they travel through the swamp. Her look seeming to curse the very ground you walk upon.

### All Heroes perform a Cunning 5+ Test

If successful, gain 5 XP for each 5+ rolled as you're able to engage the old hag in a battle of wits and confound her with riddles.

Any Hero that fails the test takes D6 Horror Hits, then performs a Spirit 5+ test.

If pass, win 20XP.

If failed, the Witch has cursed you. Roll once on the Madness Chart.

## 622 - The Smiths

Writer: Nuno de Sá

You have found a Smith community. Several houses built around a massive Anvil.

You may buy Purchase Items from here as if you were at a Blacksmith (do not roll for Location Events).

### 623 - Black Spears

Writer: Graeme Henson (Hexcrawt)

Off on the horizon is a dark, almost purple, storm cloud. Lightning strikes the ground a few miles away, but otherwise, it's just another day in the swamp.

Nothing eventfull happens

## 624 - Hunting Jaguar

Writer: Graeme Henson (Hexcrawt)

Every now and then you catch sight of a pair of glowing jade eyes on the prowl. They remain off in the shadows and disappear anytime you try to investigate, but always they appear again... waiting... following... hunting.

### **All Heroes perform a Cunning 4+ Test**

Each Hero that is successful gains 15 XP, you have outsmarted the Jaguar.

Each Hero that is unsuccessful takes either D8 Hits with no Defense, or rolls once on the Injury Chart (must choose before rolling for Damage).

### 625 - A Knot of Toads

Writer: Graeme Henson (Hexcrawt)

A knot of giant toads sits before you, just as ugly when they're big as they would be small and normal. The heads on these toads though, appear to be misshapen, almost human-like in their appearance. Before you can react, they begin to swarm around you!

### All Heroes choose to perform an Agility 5+ or Luck 5+ Test

If successful, gain 15 XP and you are unharmed. If failed, you have become Poisoned! Gain D8 Poison markers.

## 626 - A Supposed Voodoo Meeting

Writer: Graeme Henson (Hexcrawt)

As you make your way slowly through the muck and the mire, you see ahead of you a fountain of flame rising from a small island in the swamp. About it dances a group of what appear to be children at first, but upon closer inspection seem to be small, dwarven humanoids.

#### All Heroes perform a Spirit 5+ Test

Each Hero that is successful gains 25 XP. For each Hero that fails this test, they instead add a Growing Dread card to the stack. This stack will apply to the next Adventure the Posse begins and cannot be removed by any means.

### 627 - Hattucinogenic Spores

Writer: Graeme Henson (Hexcrawt)

Puffs of little clouds are released from the tops of iridescent mushrooms. Their pungence clogs the lungs, and clots the mind with hallucinations.

The next Fight the Posse is envolved, is automatically considered an Ambush.

## 628 - Pack of Coyotes

Writer: Darrett Jones

The Posse is surrounded by a small pack of coyotes!

If the Posse has a dog as an ally, the dog stands its ground and scares off the pack of coyotes. Nothing special happens.

Otherwise, the Heroes need to scare off the coyotes. Guns aren't loud enough, but dynamite is! If someone has Dynamite in their Side Bag, one of them must use it to scare off the coyotes (discard the token), and gain 50 XP.

If no one has Dynamite, then each Hero takes D6 Hits before they are able to finally scare the coyotes off.

## 631 - Sssnake

Writer: Rob Keetlaer

The grass is high and thick. The Heroes can't see the ground.

Suddenly a snake attacks the Hero that rolled this result. He Rolls a D6.

#### D6 Result:

- The snake is not poisonous and not too big. There's no effect.
- The snake is not poisonous, but it is big (and strong).

  The Hero now has problems moving their left leg. Un til the end of the next Mission the Hero is at -1 Move (minimum 1).
- The snake bites, the poison only has a small effect on humans. The Hero is -1 Agility, -1 Cunning and -1 Lore (all three: minimum 1) until the end of the Town visit.
- The snake is poisonous: The Hero is at -1 Strength.
  They can have the antidote administrated in the Doctor's Office (not at the Camp Site) if the Hero pays \$250. If they do not pay, the effect of the poison wears off only at the end of the next Mission.
- The snake is poisonous. The Hero gets D2 Poison Markers
- The snake is poisonous, and the poison has an effect on the Hero. There's no known antidote; the Hero is -1 Initiative (minimum 1) until the end of the next Mission. After that, the effect wears off.

## 632 - Snake Oil Salesman

\*Frontier Town Adventure Book\* - Hazard 63

Located on page 22

## 633 - Blasphemy!

Writer: Graeme Henson (Hexcrawt)

You seem to have caught a group of cultists in the middle of a blasphemous ritual. The carcases of small animals littered about and cult members in various states of undress. However, the sight upon the crude altar they have erected in the center of their gathering is downright sickening.

Each Hero takes D6 Horror Hits before leaving this evil Location.

## 634 - Lord of the Toads

Writer: Graeme Henson (Hexcrawt)

An enormous toad the size of an ox leaps in front of the Posse. It blinks an eye. It blinks another eye. The Great Toad lulls the mind to sleep, as its great gullet opens wide.

The two Heroes with the weakest Maximum Sanity take D6 Horror Hits (if more are tied, they all do).

Those Heroes take 3 Horror Hits as a result of becoming thralls of the Great Toad and suffer an additional D3 Corruption Points with no Willpower save before they're eventually able to recover their senses and get away.

## 635 - Serpent Swarm

Writer: Graeme Henson (Hexcrawt)

A great writhing mass of entangled serpents erupts beneath the Heroes as they walk through the swamp.

#### Each Hero perform an Agility 5+ Test

If pass, win 20XP. If failed, you have been biten. Those are not standard snakes. Roll once on the Mutation Chart.

## 636 - Gambling Stagecoach

Writer: Nuno de Sá

A broken Stagecoach is located on the top of a rocky area. A well dressed figure walks at you: "We tried to cross this area but that was a mistake. Our Stagecoach is not going anywhere. After a few days trying to move it without success, we decided to stay and build our gambling playground right here. You are welcome to stay and play with us".

#### All Heroes decide if they want to play

If you play: Roll a Luck 6+ test and pay 50\$. If you win, recover 100\$.

Each Hero can play up to three times.

## 637 - The Fugitive

Writer: Nuno de Sá

A wounded woman rides to the Posse and quickly offers a wrapped object to a random Hero.

She rushes and quickly rides out. It, was too fast. You had no time to accept or deny. You take a look at the object she gave you. A bloodied Axe! Some minutes later, a Sheriff and two deputies ride to the Posse's location... asking for a woman whereabouts.

#### Choose:

Say you did see the Lady, explain the story and give the object to the Sheriff. All Heroes gain 10XP.

Say you did see the Lady, explain the story, except that you will "forget" to mention the object she gave you

# Choose one Hero to perform a Cunning 6+ Test

If Successful, the Sheriff trusts your Word. The Hero gains 50XP and a random Hero gains 1 Throwing Axe Side Bag Token. If Failed, All Heroes become "Wanted" at the next Town Stay. If any Hero is already Wanted, he becomes Most Wanted.

Say you Haven't seen the Lady. Roll a D6:

#### D6 Result:

- 1: The Sheriff finds the Lady a few miles ahead. She tells him the truth and that you have the bloodied Axe. All Heroes become "Wanted" when they arrive to next Town. You have won I Throwing Axe Side Bag Token.
- 2: The Sheriff finds the Lady a few miles ahead. She tells him that the Posse tried to help her but does not mention the bloodied Axe. All Heroes receive I Unwanted Attention as soon as they arrive to the next Town. You have won I Throwing Axe Token
- 3: The Sheriff does not find the Lady but you never see her again. You have won 1 Throwing Axe Token.
- 4: The Sheriff does not find the Lady. Later, she returns to the Posse and asks for the weapon back. She leaves.
  All Heroes win 30XP.
- 5: The Sheriff does not find the Lady. Later, she returns to the Posse. She is deeply thankful for your help and asks for the Axe back, the Lady gives something in
- return. One random Hero draws a random Gear card.

  6: The Sheriff does not find the Lady. Later, she returns to the Posse. She is deeply thankful for your help. She tells the story of a cruel husband that kept bullying her until the day she could not take any more and killed him. She allows the Posse to keep the Axe and also, she gives something for your trouble. Each Hero draws a random Gear Card.

## 638 - Dreamer of Fates

Writer: Graeme Henson (Hexcrawt)

On a particularly large island in the middle of this swampland, you spy a strawthatched hut. About the hut lie many skulls and cracked bones, the sound of strange, rhythmic music permeates the air. A lone figure in front of the dwelling sits cross-legged, seemingly in a trance. His face is painted bone-white, as if to resemble a smiling skull.

The Dreamer of Fates asks if you would know your future, Each Hero rolls a D8 on the following table:

#### D8 Result:

- 1: Death The next Wound or Sanity damage you suffer will cause you to be KO'd, no matter how much Health or Sanity you have.
- 2: The Devil The next point of Corruption you take will cause you to gain a Mutation, no matter how much Corruption you actually have.
- 3: The Tower Until the end of your next Adventure, you cannot get Critical Hits, no matter what you roll.
- 4: The Fool Until the end of your next Adventure, gain -5 XP anytime you would gain XP.
- 5: The World After today, the next day of overland movement occurs without incident, You may ignore your next Travel Hazard.
- 6: Justice Until the end of the next Adventure, for every hit that you take, the source of that hit takes a Hit (roll a D3 for Damage).
- 7: The Sun Until the end of your next Adventure, gain +5 XP anytime you would gain XP.
- 8: Strength Until the end of your next Adventure, do +1 Damage for all attacks.

## 641 - Voices of the Damned

Writer: Nuno de Sá

A lonely traveler joins the Posse. Although none of the Heroes of the Posse met him before, it is clear that he is a very reserved individual. A voice, slowly grows in one of the Hero's mind. "Kill him. Kill him. He deserves to die... Kill him and you will be rewarded."

## A random Hero perform a Spirit 5+ Test

If success, you have resisted the attempt of an evil Spirit to control your mind. Gain 30XP, This Hazard is over.

If failed, an evil Spirit is able to control your mind and will. You kill the lonely traveler. All other Heroes take D3 Horror Hits in Shock. Also:

Next time this Hero rolls on the Madness Chart, instead, he will get the following Madness: Nervous Trigger Maniac:
Gain 1 extra attack roll per round. If using melee, get one more Combat, if using ranged, one of ranged weapons gain one more shot (only one). For every attack, roll a D6. If the result is 1-3, the extra attack is made against a random Hero. (if using melee, will only attack if close to another Hero).

## 642 - Mine Cart

Writer: Darrell Jones

Hours after leaving the last mission, the Hero Posse discovers a mine cart in the middle of the desert. It doesn't look like it's been out here for very long - there's no signs of weathering, but there are also no tracks or markings as to how it got here. Curious, the Posse investigates.

# A random Hero performs an Agility 5+ and Cunning 5+ Tests

If the Hero passes both, he gains 30XP. Also, he disarms the booby-trap and gains 1 Dynamite Token. He is also able to move the mine cart. All Heroes discover D3 Darkstone, D3 x \$25 and 1 random Gear Card as a result.

If the Hero fails both tests, then that Hero is knocked out and must roll on the Injury Chart.

If the Hero passes the Agility 5+ and fails the Cunning 5+, he sets the dynamite off, but is able to get out of the immediate blast range. He suffers D3 Hits and wins 15XP. The mine cart is destroyed along with some of the buried treasure. All Heroes gain \$25.

If the Hero fails the Agility 5+ and passes the Cunning 5+, he is able to disarm the booby trap before he sees the secondary triggering device on the Dynamite. The Dynamite explodes. He wins 15XP. All other Heroes suffer D3 Hits ignoring Defense. The mine cart is partially destroyed along with some of the treasure. All Heroes gain D3 Darkstone.

## 643 - Boring Afternoon

Writer: Nuno de Sá

Nothing really special happens. Not even the sounds of animals disturb the Posse. It's just a boring afternoon.

Nothing Eventfull Happens

## 644 - Cat Burglar

Writer: Nuno de Sá

Someone lurks, hidden in the forest, waiting for passing travellers to steal their possessions.

The Hero that rolled this Hazard rolls a D6:

#### D6 Result:

- 1: A Hidden thief Steals 1 random Gear from all Heroes
- 2: A Hidden Thief Steals 1 random Artifact from the Hero that rolled this Trayel Hazard
- 3: A Hidden Thief Steals 1 random Side Bag Token from all Heroes
- 4-5: A Hidden Thief Steals 1 Side Bag Token from the Hero that rolled this Travel Hazard
- 6: A Hidden Thief tries but Steals Nothing

## 645 - To the Death

Writer: Nuno de Sá

The moon is high in the sky and it's full. There is something magical surrounding the campsite. You feel safe and go to sleep. Usually, you would take turns to sleep and have someone "on watch" but not this night. All Heroes fall asleep...

...later you wake up inside the Mines. Peace transforms into a nightmare as you feel the Void and Darkness around you.

A sudden desire to kill invades your mind. It's too strong. You have to kill all other Posse members. No words, no reasoning, only killing.

#### Choose how to resolve the fight

The Bloody Way:

Draw two random mine map tiles. Player by player, following the Heroes initiative (from higher to lower), place the Heroes in the tiles, anywhere they see fit. After all Heroes are placed, they will fight until only one survives. Use the standard fight rules. Revive tokens cannot be used but everything else is possible, even collaboration to defeat stronger opponents and using any Side Bag Tokens you have.

#### The Quick and Dirty:

Each Hero chooses Strength (melee) or Agility (ranged). All Heroes perform the associated test and sum all dices. That is their attack value. The Hero with the Highest attack value wins.

When the last Hero stands, all Heroes suddenly wake up from a shared Nightmare. What was that? Something was clearly messing with the minds of the Heroes. Something that cannot be explained.

Even dreaming, it was so real that the Heroes learned something from that fight. The Hero that won gain 500XP. All other Heroes gain 20XP.

# 646 - In Search of Adventure

Writer: Nuno de Sá

A well guarded Campsite hides in a valley. Lots of folk can be found within looking for new adventures.

The Posse can hire any Advanced Ally (from any expansion) that would be found in Town for the half Price listed.

## 647 - Bear Trap

Writer: Nuno de Sá

A well placed hidden bear trap triggers as you prepare a camp to spend the night.

If the Posse owns any Ally type such as Blacksmith, Henchman, Dog or Pack Mule. One of them triggered the trap. Choose one random and roll a D6

If the result is 1-4: The Ally is damaged by the trap and his adventure days are over. You will have to let him go in the nearest Town. A Dog or Pack Mule will have to be shot down on the spot and all Heroes take D3 Horror Hits without Willpower save in the process.

If the result is 5-6: The Ally just barely avoided the trap. Nothing else happens.

If the Posse does not own a Ally, one of the Heroes triggered the trap. A random Hero takes D6 Health Damage and is at -1 Speed and -1 Agility until the end of the next Adventure.

## 648 - Time of Troubles

Writer: Nuno de Sá

The Void is getting stronger. The days are getting shorter and nights are getting darker.

During your next Mission, any Void enemies are at +1 Defense (max 5) and +1 Initiative. The first enemy you will draw must be a Void enemy with Threat Level at Posse's level. Heroes win extra 5XP per Hit against Large/Extra Large Void Enemies.

Additionally, draw a Darkness card and add one Growing Dread card to the stack at the start of the next Adventure.

## 651 - Search Party

\*Frontier Town Adventure Book\* - Hazard 64

Located on page 22

## 652 - Local Story

Writer: Graeme Henson (Hexcrawt)

A disheveled and dirty looking fellow walks through the swamp towards you, unmindful of the mud he's walking through. He wipes his hand on the one corner of clean fabric he still has on and shakes your hand. He takes a swig of some liquid and tells you a crazy long story about something he saw just a while back.

Each Hero receives 1 Loot Card. The fellow is so happy to have someone listening to his stories that he shares some of his Gear.

## 653 - Shepherd of Fire

Writer: Graeme Henson (Hexcrawt)

His eyes spit the flames of damnation. The Preacher's long robes are sewn from the burnt flesh of sinners who have fallen beneath his black book. Behind him flock his congregation of black flames that beseech the Posse to join them.

Each Hero takes 1 Horror Hit for each point of Corruption they have, while those without any Corruption gain Spirit Armour 5+ until the end of the next Adventure.

## 654 - The Good Samaritan

Writer: Graeme Henson (Hexcrawt)

As you make your way near a house ruin, you hear a faint sound coming from somewhere nearby... It sounds like a survivor!

Each Hero makes a Scavenge roll. If collectively the Heroes roll as many 6s as there are Heroes in the Posse, a Survivor is found! If the Survivor is found, each Hero recovers 1 Grit.

Also, draw Scavenge Cards as normal if you roll 6's.

## 655 - The Good Samaritan

Writer: Graeme Henson (Hexcrawt)

A ghoul before you doesn't seem to know that he is dead. He also doesn't seem to know he doesn't have a head. Regardless, he seems to be trying to hand you a whisky.

Each Hero takes D6 Horror Hits. Any Heroes that don't take any Sanity damage from this gain a Whiskey Side Bag Token.

## 656 - Gulch Ambush

\*Frontier Town Adventure Book\* - Hazard 65

Located on page 22

## 657 - Rock Falling

Writer: Darrell Jones

A rock slide starts as the heroes travel through a ravine.

#### **All Heroes test Agility 5+**

Any Hero that fails takes D6 hits. Any Hero that passes is able to dodge the falling rocks and wins 20XP

## 658 - Hellhounds

Writer: Darrett Jones

The Posse is suddenly overwhelmed by the powerfull smell of sulfur.

#### All Heroes perform a Lore 6+ Test

Pass the test and win 20XP. Also, those that pass immediately identify the source of the smell. A pack of Hellhounds are in the area. Hellhounds are known to guard portals.

Regardless, even if all Heroes fail the test, the next time the Heroes reveal an encounter token during a mission, treat it as a token with a gate. If it already haves a gate, all other passages in that room are considered to be closed and Heroes are forced to enter.

## 661 - Time Stop

Writer: Nuno de Sá

You have entered a small valley. As soon as you enter, the weather aggressively changes from very hot to frozen cold. Snow starts falling from the skies. A shiver runs through the Hero's bones as they watch the weird spectacle.

As soon as you finish crossing the walley, cold is again replaced by a hot dry weather. You decide to move forward. This place in unnatural.

From now on, at the end of every Travel Hazard and until Heroes reach the next Town, roll a D6.

#### If you roll 6:

The Heroes are teleported to this location. Each Hero will then roll additional Travel Hazards, as many as they had the first time they left this location. They will no longer need to roll for this effect again.

If by Great Luck, the Heroes roll this Hazard a second time during the same travel, they cancel this Hazard effect and each receive 500XP.

## 662 - Fast Forward

Writer: Nuno de Sá

A Stagecoach passes by and stops. Someone asks if you want a ride to a location closer to next Town. It will cost some money though.

If you accept, each Hero pays \$100. Also, each Hero roll 1 less Travel Hazard before they arrive to next Town.

## 663 - Lucky Roll

Writer: Nuno de Sá

Someone left his belongings hidden near a rock. You were lucky to spot it. Now to find what it is:

#### Chose a random Hero to Roll D6

#### D6 Result:

- 1 Add a Spice Token to your inventory
- 2 Add a Lantern Oil Token to your inventory
- 3 Add a Fine Cigar Token to your inventory
- 4 Add a Potion Token to your inventory
- 5 Add a Bandage Token to your inventory
- 6 Add D3 Dark Stones to your inventory

## 664 - Gipsy Campsite

Writer: Nuno de Sá

You have found a Gipsy campsite. They welcome you to spend the night and share their drinks and food. A group of musicians play guitar and sing all night long. They are restless. You have the time of your live but you will not rest.

Each Hero heals D3 Sanity. They had a lot of fun since they spent the night singing and dancing with the Gypsies.

Also, each Hero take D3 Hits since their body is broken.

## 665 - The Darkstone Boulder

Writer: Darrell Jones

The Heroes have heard a rumor from a traveler about a large Darkstone Boulder inside a cave. The Posse investigates to find a boulder about 7 feet tall. This thing could make them rich!

The Posse realizes quickly that it is far too heavy to move, even with a carriage full of horses and decide to see if they can break any off.

#### Roll a D6

On a roll of 1-4, the Heroes are unable to make a dent in the Darkstone. Each Hero immediately takes two Corruption Hits as this deposit of Darkstone is really strong.

On a roll of 5-6, each Hero use their primary Weapon once against the Boulder. For each hit, that Hero receives D3 Darkstone as they are able to break some off. Then, each immediately take two Corruption Hits.

## 666 - The Devil's Number

Writer: Nuno de Sá

Your hearth starts pounding hard. Your chest is in pain, your arm stops moving. You know what is coming, you rolled the Devil's number.

The Devil comes for the Hero that rolled this Hazard. The Hero is knock out. Roll once on the Injury Chart and another on the Madness Chart. This Hero will ignore further Travel Hazards. He haves to be carried by the remaining Posse members until they arrive to Town.

In Town, the Hero who rolled this Hazard will not perform any actions during day 1. He/She will recover at the Doctor in the Campsite. No need to roll for any Campsite Events.

## 667 - The Devil's Tower

Writer: Darrell Jones

Everyone around Brimstone have heard the stories of the Devil's Tower. It's a butte in the middle of the desert that stands out against its surroundings. 1200 feet in the air, the butte is an intimidating presence, completely at odds with the environment.

Over the years, the stories have varied so often - Indian boys or girls were chased by a bear and climbed the rock to get away, praying to their god to save them. The rock grew up into the skies.

Recently, those stories have turned into a Darkstone depository, haunted caves, Indian burial grounds...it seems like anything is possible.

Your travel lead you close to the Devil's Tower

The Heroes are close enough to check it out for themselves. If they choose not to, they continue on as normal.

If they do choose to investigate, then they hike around the base of the butte for several hours. A random Hero rolls a D8.

On a result of 1-6 the heroes find no signs of Darkstone, Indians, caves, nothing but rocks, dirt, and weeds.

On a roll of 7 or 8, the Heroes find the remains of a prospector. He's been here for some time. You can see where the vultures have had their fill. His skull is crushed and several other bones are broken. It looks as if he has fallen, but you see no way to climb to the top. There is no campsite nearby, and the only thing around the prospector is his bag.

Roll D6 to search his bag

## D6 Result:

- 1,3 You find nothing of any value.
- 4 You find D3 x Dark Stones.
- 5 You find \$100.
- 6 You find I Gear Card.

## 668 - Mutation Death

Writer: Mike Davis

The Posse comes upon a grotesque mutated body of what once was a man. He has multiple tentacles emerging out of his body and his face is barely recognizable as human. You wonder if this will be your fate if you deal too much in dark stone.

Do you bury the poor sod? If you do, each Hero take D3 Corruption and D3 Horror Hits without Willpower Save. Also, each Hero finds D6 x\$25 and a Gear Card.

## 671 - The Approaching Storm

Writer: Brian Bosch

The sound of thunder echoes in the distance. Soon after, a second startling thunder rumbles overhead and shakes the ground under your feet. A furious wind picks up and sweeps through the canyon, warning of the approaching storm. The Posse quickly seeks shelter under a nearby outcropping of rocks as the skies open up in a heavy downpour that floods the trail through the canyon. Lightning dances across the sky and lights the shadowy canyon walls. Best to wait it out. It's a welcome rest from the travel back to town and better than running into more void fiends waiting below the earth.

All Heroes recover 1 Grit as they watch the spectacle provided by Nature.

## 672 - The Brawt

Writer: Nuno de Sá

That's it, you had enough! What started as a innocent discussion turned into a serious debate. Soon, all Heroes start brawling with each other. No one can stop it now. It's on!

#### All Heroes perform a Strength 5+ Test

Those that fail the test are knocked out and take D6 Hits.

Those that pass the check are still on their feet. They take D3 Hits but win 20XP.

## 673 - Shooting Star Contest

Writer: Nuno de Sá

You look into the dark sky just before going to sleep. Today the stars are bright. It's a good night to watch shooting stars.

Nothing else to do, the Posse bets who will watch more Shooting Stars.

#### All Heroes perform a Luck 5+ Test

Each Hero repeats the test 5 times.

Each successful test means the Hero just watched a shooting star and wins 5XP.

The Hero with more successes gain I Revive Token to be used during the next Adventure.

In case of a draw, those Heroes perform Luck 5+ tests until one wins.

## 674 - The Insult

Writer: Nuno de Sá

Can a Hero take an insult? No, he cannot! One insult pulls the other and when they realize all Heroes are having a strong debate. They scream, yell and insult each other's the best they can.

#### All Heroes perform a Cunning 5+ Test

Fail the check and take D6 Horror Hits as you feel depressed by not being able to handle this conflict. You just could not find a proper way to speak out your mind.

Pass the check and win 20XP. You cannot stop smilling as you love conflict with words and you think you are good at it.

## 675 - Under a Bloody Sky

Writer: Nuno de Sá

The sun burns on a redish aura. Bigger than you have ever seen before it fills most of the sky. You stop for a moment and smoke a cigar while contemplating this amazing bloody sky.

Nothing eventfull happens.

## 676 - Robbed!

Writer: Nuno de Sá

Was it during the night? You don't know. You just know that you have been robbed. Damn those thiefs.

Each Hero looses D6x\$50 money and then roll a D3 to loose that many Dark Stones, if they have.

## 677 - Cult Trouble

Writer: Nuno de Sá

A sheriff and his deputies block the passage ahead. You notice a pile of burned corpses. Something happened here. You also notice five individuals tied up against five trees.

"We will get to the bottom of this, I swear" the sheriff speaks, "Someone was having fun, kidnapping people from the nearby village to burn them alive. Some god damn Cult of a Belal or Belial, or what ever they call it. These cults are becoming a real threat."

A Deputy answers: "Now, now... we caught us five suspects in the area but we don't know which ones are the guilty bastards... if not all..."

The Sheriff interrupts as the Posse approaches.

"My god, I do believe I recognize you folks. Aren't you the Posse that has been helping the community by doing all sorts of good deeds such as going into mines and destroying evil? We could use your help around here you know. For starters, with your experience, you could help us identify who the guilty man is..."

#### All Heroes perform a Lore 5+ and Cunning 6+ Tests

If at least one Hero succeeds, the Posse is able to follow all leads and information provided by the Sheriff and his Deputies. They discover who are the guilty man behind the murders. All Heroes get 30XP and a Loot Card.

## 678 - Evil Spirit

Writer: Nuno de Sá

You feel it deep in your bone. Some evil spirit started to follow you around since that last Adventure. You don't see this evil but you feel it's presence.

# The Hero that rolled this Hazard performs a Spirit 6+ Test

If Failed he becomes haunted by an Evil Spirit and will start having trouble sleeping as dark visions will constantly haunt his dreams. This Hero gains +1 damage against enemies with Keyword "Undead" but removes 1 Sanity permanently.

This cannot be healed.

## 681 - Broken Knee

Writer: Nuno de Sá

That last fall got it's toll on you. It seems you have a broken knee and out here in the wild, its going to be difficult to heal it.

The Hero that rolled this hazard brooke his knee and now moves at -1 Speed and haves -1 Agility.

The Broken Knee can be healed at the Doctor as any other Permanent Injury.

Otherwise, It will heal after the completion of two Missions, if the affected Hero performs a successful Strength 5+ Test. If he fails the test, the knee will take more time to Heal and additional two Missions will be required before the Knee Recovers.

## 682 - Psycho

Writer: Nuno de Sá

"Kill..kill..all of them.. Kill them all. Kill... kill" \(\text{\conv}\) A voice echoes in your mind and convinces you to kill everyone.

# The Hero that rolled this Hazard performs a Spirit 5+ Test

If Pass, the Hero is able to resist the evil forces and wins 30XP.

<u>If Failed</u>, the Hero is under control of evil forces. He chooses a random Hero and attack him using a full Combat Attack (melee). He will use any Combat weapons he may have.

After the Attack is concluded, all other Heroes in the Posse attack the Psycho Hero, one by one, in turn by initiative order, with full Combat Attacks (melee) but without weapons. After resolving all Attacks, the Hero regains conscience and the Fight stops. Any KO Hero as a result of this Event, rolls in the Injury Chart, as normal.

## 683 - Dark Stone Bullets

Writer: Nuno de Sá

A creeping dwarf lies ahead, smoking from a pipe made of wood. A merchant sign is visible.

#### All Heroes roll a D6:

#### D6 Result:

- 1-3 The Dwarf refuses to do business with this Hero...
- 4-5 Draw a Gear card. This Hero can buy it from the Dwarf for the price listed on the card + \$100
- Draw an Artifact card. This Hero can buy it from the Dwarf for the price listed + \$200. Also, the Dwarf offers Dark Stone Bullets to be used in any Adventure (same as the ones available at the Blacksmith in town). "You seem like a nice person. I have just what you need. Here, I don't need it. but seems that you might"

## 684 - Voices from the past

Writer: Nuno de Sá

Snow starts falling down the road. Some minutes ago, the sun was shining and was also very hot. You feel an unnatural presence. A voice echoes through the Heroes minds:

"This is the ghost of the past, the one who haunts your sins, the one who make you regret the darkest actions from your soul. Fight me deep in your mind, if you wish to be free. I am the ghost of the past and now, you belong to me"

#### All Heroes perform a Spirit 4+ Test

Each Hero that fails take D6 Horror Hits and must go to Hazard #682.

Heroes that pass this check win 20XP.

## 685 - Diarrhea

Writer: Nuno de Sá

On no! This is one of the worst things that could happen to a Hero on a travel. It's a bad case of diarrhea!

The Hero that rolled this Hazard takes D6 Hits without Defense. All other Heroes take D3 Horror Hits as the putrid scent invade their noses.

## 686 - Rich Man Hanged

Writer Nuno de Sá

Any other person would have been shocked but not you. You have seen too many horrors. A man lies hanged on a lonely tree. A sentence is written on his skin: "Once rich. Now dead".

When you get to next Town, you find that the Hotel is closed.

Then you will understand that the hanged man was the owner.

You can only sleep in the Camp during this Town Stay.

## 687 - The Crossroad

Writer: Nuno de Sá

You come from south and stand near a crossroad.

To the north rocks and debris block the road. It's impossible to pass.

To the east, a dark passage to a small tunnel does not look like a comfortable path but you know it will take you where you need to go.

To the west, a path to an old bridge made of wood. This bridge does not look safe. If you fall, it could lead to your death but it also seems to take you where you need to go.

#### All Heroes choose:

(Each Hero must decide individually what to do and must decide one by one by initiative order)

#### Go Back.

To go back, you know that you need to go around a mountain. Add 1 Travel Hazard to each Hero that goes in this direction. All Heroes that go in this direction share the extra Travel Hazards and will meet the other Heroes once they are finished.

#### Go East.

Your gut feeling was correct. This tunnel smells like rotten flesh. Something stalks and hunts down here. Something evil.

Heroes are attacked by a group of Void Spiders. Each Hero takes D6 Hits. Also, each Hero rolls a D6:

#### D6 Result:

1-3 You could not cross the tunnel and go back to the same place as before. Restart this Hazard.

4-6: You made it through to the end and gain 50XP.

#### Go West.

#### Perform a Luck 5+ Test

If Success, you made it through the bridge and gain 50XP.

<u>If fail</u>, the bridge false floor collapses under a Hero's feet and he falls down the bridge, taking D6 Hits.

Perform an Agility test 6+ to try grab what's left of the bridge while you are falling.

Succeed on the Agility test and you could at least climb up and restart this Travel Hazard.

No more players can cross this bridge. It is damaged. The "Go West" option is no longer available for all Heroes.

If the Hero that caused the Bridge to collapse fell and was not able to grab the rope of the Bridge, he must roll 1 additional Travel Hazard before rejoining with the other members of the Posse. This extra Travel Hazard will only impact this Hero as he will travel alone.

## 688 - The Doppetgängers

Writer: Darrell Jones

The Posse notices a group of people heading toward them. As they get closer, they notice that this group looks really familiar. They are carrying a lot of gear and weapons.

When the group gets closer, the Posse quickly realizes that they are staring at themselves! Each member of the Posse is staring at their doppelgänger.

## The Hero that rolled this Hazard rolls a D6:

#### D6 Result:

- 1 Each Hero takes D6 Horror Hits, ignoring Willpower. The Heroes run away completely terrified and never speak of this again.
- The doppelgängers attack! They are trying to replace you in this world. Each Hero suffers D6 hits to fend off the attackers. After resolving the roll, a cosmic rift opens and the doppelgängers are pulled into it. Each Hero suffers D3 Horror Hits.
- The Heroes are distraught and discombobulated and start a fist fight with their doppelgänger. Each Hero suffers D6 Hits.

  After the fight, the doppelgängers vanish. Each Hero then suffers D3 Horror Hits.
- The Heroes and the doppelgängers go running in opposite directions. Each Hero suffers 2 Horror Hits and has to roll for another Travel Hazard.
- The doppelgängers are here to warn the Posse about the Dark Stone they are carrying. But their words are quickly garbled and incomprehensible. The Heroes clearly heard them say "Dark Stone," but everything else was either gibberish or an alien language. Each Hero then conducts a Dark Stone Corruption (just like at the end of a mission) test, but double their count as there are now two of each Hero. (If a Hero counts 5 Dark Stones, he doubles to 10 because his doppelgänger has 5 also.) After a blinding flash, the doppelgängers are gone.
  - The Heroes realize that their existence is true and the doppelgängers do not belong. They converse with the doppelgängers and learn about their "world". However, each Hero is no longer certain that after the meeting any of their Posse members are the original members. Each Hero then has a choice to affirm their Posse members are "real" and continue on as if nothing has happened. Roll D8:
    - On a roll of 1-7, the Hero suffers D3 Horror Hits.
    - On a roll of 8, the Hero gains their choice of +1 Lore or +1 Spirit, then gain 50XP. They are now the doppelgänger version of themselves.

## 711 - Cursed Doll

Writer: Nuno de Sá

There was something wrong in those woods. An unnatural presence was felt by the Posse but nothing happened. The Posse traveled through without triggering any event, or at least, that's what they thought...

#### Choose a random Hero:

This Hero finds a doll inside his Side Bag. He does not know how she got there in the first place. After a few attempts to get rid of the doll, such as, throwing the doll away, rip it to pieces and even burning, he learns that the doll will always reappear inside his Side Bag, unarmed.

The doll is cursed. If the Hero's Side Bag is full, destroy a random Side Bag Token that is replaced by the Doll. As long as she exists, this Hero haves I less Side Bag Token capacity.

Also, roll a D6 to find the curse that comes with the Doll:

#### Cursed Table Result:

- 1: Your Luck is over. Your Luck is at -1 Permanently.
- 2: Your max Health and max Sanity are at -1 Permanently.
- 3: Your initiative and movement are at -1 Permanently.
- 4: This Hero or any Hero that is inside the same tile as this Hero during an adventure, while rolling for Hold the Darkness; have the rolls reduced by -1. You can destroy a Dark Stone to add the missing 1 to the Hold back the Darkness result.
- Roll only a D6 for any Madness or Injury Chart Rolls. 5:
- 6: Your body shines. Whenever you enter a Town, immediately gain 2 Unwanted Attention Markers. All Town Location Rolls are at -1. Your body acts as a Lantern. Under the Mines, any Hero that is in the same Tile as you haves enough light and is immune to the lack of light caused by Lantern being out of range

This curse can be removed in the Church if the Priest is willing to bless the Cursed Hero. A donation of \$200 is required to convince the Priest to perform the dangerous ritual. This can be performed once per day.

To perform the ritual, roll a D6:

#### D6 Result:

- 1: Failed. Roll once more on the Cursed Table. You got a second Curse (cannot be the same) as the Demon who possesses the Doll is angrier than ever. You cannot attempt to remove the Doll again during this Town Stay.
- 2,3: The ritual failed.
- 4,5: The Doll has been destroyed. The curse is no more.
- The Doll has been destroyed. The curse is no more. You feel invigorated: Gain 1 Health and 1 Sanity Permanently.

After you remove the curse caused by the Cursed Doll, she vanishes. Your Side Bag Token Capacity is again at Max.

## 712 - The Pantomime Rider

Writer: David James-Dimitrov

At the distance a figure on horseback stands in the middle of your path, arm upraised in greeting. What does this stranger want? As you approach something seems...wrong. The Posse is almost upon the rider when you realize just how wrong it is. This stranger and his horse are one seamless mass of flesh with mottled spots replicating clothing from a distance. Before the Posse can move to get away from this horrible thing, across it's surface countless small orifices dilate open and fire out a barrage of spines.

## All Heroes perform a Defense roll at +1 difficulty (cannot use grit)

Heroes that fail the Defense roll are hit by the spines and become paralyzed by the Creature's toxins.

#### If less than half Heroes fail the test:

The creature's horse form blossoms open and vomits out a mass of barbed feeding tentacles across the fallen Heroes. All Heroes that are paralyzed immediately take D3 Hits (ignoring Defense and Armor).

Still, Heroes that passed the test may make a full attack (Ranged or Combat) against the creature, by order of initiative. Creature is Defense 4, Health 4.

At the end of the attacks, if the creature is still alive, the paralyzed Heroes take another D3 Hits (ignoring Defense and Armor). Repeat until the Creature is dead:

- Heroes that are standing attack the Creature
- The Creature attacks Paralyzed Heroes.

Once the creature is dead each Hero that attacked the creature win 50XP.

#### If half or more Heroes succeed the test:

The creature, searching for easy prey, flees in a blinding explosion of noxious gas.

#### If all Heroes fail:

The Heroes awake, trapped in a constricting membraneous sack filling with milky digestive juices. Each take D3 Hits ignoring Defense and Armor.

#### All Heroes perform a Strength 5+ Test by order of initiative

Heroes must collectively make successes equal to the highest Hero level to rip apart the creature from the inside out.

If Heroes need to repeat the initiative order before reaching the successes needed, all Heroes take another D3 Hits ignoring Defense and Armor.

Once the Heroes tear themselves free, all Heroes gain 50 XP. The Posse leaves the area before the Creature returns.

## 713 - Bounty!

Writer: Nuno de Sá

A Deputy travels alone carrying a pile of Posters. After introductions, he explains that the Sheriff from the nearby Town asked him to distribute the Bounties. Seems there has been some recent attacks in the area from a specific group of nasty creatures.

#### Roll a D3 to see what the Bounty is

#### D3 Result:

- 1: Creatures with keyword "Undead" \$20 for each killed.
- 2: Creatures with keyword "Void" \$20 for each killed.
- 3: Creatures with Keyword "Demon" \$30 for each killed.

This is valid until the Posse finds the first group of the Target Creatures. Money is instantly collected by each Hero, each time he kills a creature of the type rolled.

## 714 - Black Raven

Writer: Nuno de Sá

A Black Raven follows the Posse everywhere they go. This is surely a bad Omen.

## All Heroes perform a Spirit 5+ Test

If failed, take D6 Horror Hits.

If pass, gain 20XP.

#### **Choose a random Hero**

The random Hero rolls a D6:

#### D6 Result:

- 1: His next Dice Roll result is an automatic 1. If he have to roll multiple dices at the same time, they are all 1's.
- 2: His next Dice Roll result is an automatic 2. If he have to roll multiple dices at the same time, they are all 2's.
- 3: His next Dice Roll result is an automatic 3. If he have to roll multiple dices at the same time, they are all 3's.
- 4: His next Dice Roll result is an automatic 4. If he have to roll multiple dices at the same time, they are all 4's.
- 5: His next Dice Roll result is an automatic 5. If he have to roll multiple dices at the same time, they are all 5's.
- 6: His next Dice Roll result is an automatic 6. If he have to roll multiple dices at the same time, they are all 6's.

## 715 - Coma

Writer: Nuno de Sá

First you feel a Headache. Then your head starts spinning. You can hardly hold it together. I feel as if you are about to faint.

#### Choose a random Hero to perform a Strength 5+ Test

#### If success:

You had High Blood Pressure and barely made it without fainting. Take D3 Wounds. It will take a while to recover. Gain 10XP and remove a Grit.

#### If failed:

You faint and go into Coma. The other members of the Posse will have to carry you to next Town. This Hero ignores all following Travel Hazards. He spends the first D3 days in Town in a Doctor (Town or Camp) recovering.

Then the Hero recovers:

#### The Hero perform a Strength 4+ Test

If Passed, the Hero feel much better and is able to leave without any issues. Also win 30XP.

If Failed, the Hero is able to leave the Doctor but permanently loses 1 Sanity due to brain damage.

The doctor later explains that this Hero suffered from a rare head trauma related disorder that can lead to coma in extreme circumstances.

## 716 - Bad Neighbors

Writer: Nuno de Sá

Great, you wake up to find that most of your food was eaten by nearby animals.

All Heroes take D3 Hits due to the hunger caused by lack of food.

## 717 - Lost

Writer: Nuno de Sá

There is no other way to say it. You are completely lost. You have no idea where you are and the direction to the nearest Town.

The Hero that rolled this Hazard rolls additional D3 Travel Hazards that represent the effort to be again on the right track to the nearest Town.

## 718 - Poison Ivy

Writer: Nuno de Sá

It's itchy, it's painful and it definitely ruined your Travel. It was as easy as accidentally brush one of these plants with your leg.

The Hero that rolled this Hazard takes D3 Poison Markers

## 721 - Uktena

Writer: Darrell Jones

Rumors across the plain have spoken of the Uktena, a horned serpent as big as a tree, with a jewel encrusted on its head.

Most people figured this for lore, including the Heroes. That is, until right now. Standing before them about 10-feet tall, is the Uktena. It's antlers reaching into the sky.

You have disturbed the Uktena and it is ready to strike. The Heroes have two options, fight or flee.

If deciding to flee:

#### All Heroes perform an Agility 5+ Test

Pass and win 20XP. Fail and take D6 hits.

If all Heroes Pass: Heroes are able to flee. Ignore rest of Hazard. Otherwise the Uktena Attacks: the Uktena Attacks. It strikes first bringing its antlers down to charge. Each Hero takes D6 wounds ignoring Defense. The Uktena then leaves.

If deciding to fight:

#### **All Heroes perform a Cunning 6+ Test**

If any Hero fails, the Uktena Attacks. It strikes first bringing its antlers down to charge. Each Hero takes D6 wounds ignoring Defense.

The Heroes then retaliate, striking fiercely, so that they can find cover. They realize quickly they are not capable of destroying the Uktena. At the first opportunity, they turn and flee. Lose 1 Grit.

If all Heroes pass, they strike quickly and devastatingly, unleashing a fury that quickly kills the Uktena. The Heroes each receive 50XP and D6 Dark Stones after removing the jewel from the Uktena's head.

## 722 - A Hanging Proposition

Writer: Perry Grosshans

The Posse come across a disturbing sight just off to the side of the road. A group of four cowpokes are in the process of hanging a man at the base of a large tree. This fancy fella is dressed in his Sunday best, but from the way his shirt is untucked, his face all dirty and bruised, and with several tears in his jacket, it is quite clear he has been roughed up. The cowpokes have tied his hands behind his back, and dropped a noose around his neck. One of them is in the process of tossing the end of the rope over a branch. A top hat lies on the dusty ground, and one of the cowpokes picks it up and places it on his own head with a laugh. When the fine-dressed fella spots the Posse, he calls out to them.

"Help!" he yells, fighting at his bonds. "These men are going to murder me!"

One of the cowpokes looks at you and scowls. "This here feller is a no good swindler," he says, spitting on the ground near the gentleman's fancy shoes. "He forced good folks outta the town by foreclosing on their houses. He cheated 'em, and fer that he's gonna hang."

"He's lying!" the man yells. "They only want my money! If you free me I'll give each of you \$100! Please help me!"

The Posse has a choice: They can either walk away and let the rich fella dangle from the end of a rope. Or they can try and save him.

If the Posse intervenes, they must fight a successful combat versus four bandits plus 1 per Hero, to a maximum of 6. Draw two random Map Tiles as scenario. Treat it as a normal Attack. Don't use a Mine Tile.

If the Heroes win, they receive extra 50XP and one Loot Draw each. The fella, whose name is Merle Dewitt, is very grateful and rides into Town with the Posse and gives them each \$100 as a reward for saving his life. Unfortunately, Mr. Dewitt works for one of the big city banks and is not well liked here at all, as he has indeed foreclosed on several homes. Before a Hero can interact with any Town area, they must first pass a 4+ Cunning or Luck test (player's choice).

Failure means someone saw them entering the Town with Mr. Dewitt, and they are not allowed into the establishment; that Town area is now unavailable for all the posse for the rest of their stay (this can include the Hotel!).

## 723 - Wendigo

Writer: Darrell Jones

The Heroes are being hunted. They have sensed someone, or something is following them for the last few hours. They have double-backed to catch the hunter to no avail.

It gets dark and the Heroes set up camp.

The Heroes settle in for the night.

### Choose a random Hero to perform a Cunning 6+ Test to take the first watch

If the Hero passes, he hears something nearby, grab his weapons and awaken the other Heroes. Whatever it was, they have scared it away, at least for tonight.

If there is another Travel Hazard after this one, replay this Travel Hazard first. Keep replaying at the start of any remaining Travel Hazards until there is another outcome (fail the Cunning test) or until the Posse reach next Town. Every time, choose a different random Hero.

If a Hero fails the test, he moves toward the noise he heard, hand on his weapon. A Wendigo quickly jumps out and takes bite out of the Hero. That Hero takes D6 Hits ignoring Defense, then dazes in and out of consciousness.

As the Hero starts to regain conscience, daylight is breaking and the realization sets in that the Wendigo has pulled the Hero away from camp and has been feasting at its leisure. The Hero takes D3 Horror Hits.

The Wendigo is trying to drag the Hero off now that the sun is coming up.

# The Hero performs a Strength 5+ or Agility 5+ Test

- If the Hero passes, he fights back and make enough noise to awaken the other Heroes that arrive in time to kill the Wendigo. Each Hero receives 50XP.
- If the Hero fails both tests, the Heroes realize the Hero is missing and start searching. They find the Wendigo and kill it, each gaining 50XP, but not before the Wendigo has done significant harm to the Hero. He rolls once on the Injury Chart.

The Hero now has a fever and a slight infection. That Hero is -1 to all Trait tests until he sees a Doctor in Town (or Camp) and pays \$50 to be treated.

## 724 - Night of the Living Dead

Writer: Nuno de Sá

You find a Stagecoach traveling in the same direction of the Posse. An old man and a little girl make their way into next Town.

They seem nice and you decide to travel together. Along the way, the Posse get to know the new friends and find out that the little girl's parents died due to sickness conditions and the old man, the grandfather, is her only family left. There is something interesting about this girl. She does not seem to fear the dangers of this world. She seems happy together with her grandfather and even happier with the new friends she made.

Down the road you decide to make camp. You play games, tell stories and laugh...

#### **All Heroes Recover 1 Grit**

While trading laughs, a spear crosses the sky. Laughs turn into silent as the Heroes vision is blurred with Horror. The Spear struck the girl's chest. She gargles a mountain of blood. In seconds, joy and laugh transform into a nightmare. The Grandfather quickly grabs her in his arms while blood splashes his face. His screams echo the Night.

#### All Heroes perform a Spirit 6+ Test

Pass and win 30XP. Fail and take D6 Horror Hits.

All Heroes immediately grab their weapons. Shortly after, a dozen of undead attack. Some of them have spears, others are equipped with rustic weapons. You don't care. They will pay the price. They will all be slaughtered!

All Heroes take D6 Hits as a result of the Fight with the dead and win 30XP.

After a while the dead are no more. The Posse take a moment to catch their breath... (perform catch your breath as per rules)

When the Heroes turn back, they no longer see the girl or her grandfather. Confused, they search the area. until someone remembers to search inside the Stagecoach.

Terror, horror, agony, no word can describe what they see. The girl is up and her eyes shine red. She is holding a knife in one hand and her grandfather's head on the other. An evil smile crosses her cheeks. The spear is still stuck to her chest.

#### All Heroes perform a Spirit 5+ Test

If Pass, win 10XP. If failed, take D6 Horror Hits.

Nothing more to do than to burn the girl. The Posse also decides to do the same with all remaining dead ones, just in case.

## 725 - Medical Stagecoach

Writer: Nuno de Sá

A Stagecoach with the medical cross stops nearby. An old man with a long white beard greets the Heroes and asks if they are in need of help.

Heroes can fully heal their Health for the price of \$50. Also:

#### All Heroes perform a Strength 6+ Test

If successful, gain 20XP and 1 Health Permanently. Turns out, the old man is a great Massagist.

## 726 - The Sphere

Writer: Darrell Jones

As the sun sets behind, the Posse notices a blue glow ahead. They follow the source of the light to find a translucent blue sphere floating in a field. The sphere is humming with energy and sparks emit from its surface as the hair on the back of the Heroes' necks stands up.

The Hero that rolled this Travel Hazard can decide to interact with the sphere or ignore it. If he chooses to ignore it, this Travel Hazard ends.

If he chooses to interact with it, roll a D6:

#### D6 Result:

- 1: The Hero stares intently at the sphere and decides to try to grab it. The Hero instantly realizes this was a terrible idea as the sphere shoots out a bolt of electricity. The Hero takes D6 Hits ignoring Defense.
- 2: The Hero states unblinking at the sphere. "Yes, I understand." he says. He grabs his weapon and try to attack a random Hero. Roll a D6. If a result of 1-3 the Hero is successful in their attempt and attacks a random Hero. Resolve 1 normal Combat hit and Defense roll. On a result of 4-6, the other Heroes see what is about to happen and intervene just before the Hero attacks. The attacking Hero suffers D3 Horror Hits as he snaps out of his daze.
- 3: The Hero caresses the edges of the sphere trying to deduce what to do with it. With a sudden burst of light and the sound of an explosion many miles away, all Heroes are instantly transported to the next Town ignoring any remaining Travel Hazards.
- 4: The Hero walks around the sphere trying to find some way to interact with it. Suddenly, the Hero's eyes roll back in their head and he chant out a melodic series of words that no one can understand. The sphere opens and the Hero is cast in blue light. That Hero is now enlightened to the universe and their place in it. Gain 50XP.
- 5: The Hero whispers to himself and reaches into the center of the sphere. He pulls out some large nuggets of gold! Roll a D3 x \$100 for the amount.
- 6: The Hero reaches into the core of the sphere and pulls out D6 Dark Stones!

## 727 - No Man's Land

Writer: Nuno de Sá

Some days have passed since the last time anything worthy of mention happened. This area feels like a dead zone.

You have spent too much time traveling while bored and became sluggish as a result.

#### All Heroes perform a Spirit 5+ Test

Pass and win 20XP. Fail and you are at -1 Initiative until the end of your next Adventure.

Then, if at least one Hero failed:

#### All Heroes perform a Luck 5+ Test

Pass and win 10XP. If at least one Hero passes this check, the Posse finds a river and is able to reinvigorate all energies. All Posse members gain +1 Initiative until the end of the next Adventure.

Note: Results add up. Example: If a Hero passed the Spirit test and the Posse passed the Luck test, he will become +1 Initiative until the end of the next Adventure. Same way that a Hero will be at the same Initiative level if he failed the Spirit test and the Posse passed the Luck test.

## 728 - Toxic Haze

Writer: Philbarfly

A greenish miasma crawls across the passage before diluting.

Every Hero takes (1) Hits. Also:

#### All Heroes perform a Luck 5+ Test

Heroes that failed this test are at -1 Speed until the end of their next Adventure. Gain 20XP if you succeed.

## 731 - Christian Temple

Writer: Nuno de Sá

The Posse comes across a Christian temple dedicated to the religion.

This is a great place to rest. Heroes can fully heal their Sanity inside. They can also choose and heal one Madness if they are able to roll 6 on a D6. This check can only be tried once and Heroes cannot use a Grit on this roll. Then:

#### **All Heroes perform a Spirit 6+ Test**

If successful, gain 20XP. If you roll at least two 6's, gain 1 Sanity Permanently.

## 732 - Ghostly Visage

Writer: Nuno de Sá

A strange old man stands near. He looks pale, as pale as a ghost.

He speaks:

"I am no one. I have never been anyone and I was buried without ever being known to anyone, I never knew who I was nor was there anyone to teach me. There was nowhere I belonged in this world. No one needed me and no one knew me. I came to scavenge garbage by night. And by day, I hid silently in a pit. After a very long time had passed, my home became a grave for the people who lived above. Soon after my home became my grave."

#### All Heroes perform a Spirit 6+ Test

If pass win 30XP. If fail, take D6 Horror Hits without Willpower Defense.

The old man then disappears. It is clear this area is haunted. One thing is for sure, the Heroes will not be able to sleep tonight.

## 733 - Train Station

Writer: Nuno de Sá

You found a small location with only a Saloon and a Train Station.

Heroes can spend the day in the Saloon as if in Town and enjoy its Wares and Services, excluding any Saloon Girl / Piano Player specific activites / Wares (Don't roll on the location chart).

Also, at the end of the day, the Heroes can take the train to any location but must first pay the ticket. \$200 Per Hero.

If you decide to take the Train, this becomes the last Travel Hazard and you don't need to roll for a City Type when arrive at Town. Instead, choose one (available at the Frontier Town expansion).

## 734 - Deadmeat

Writer: Oscar Andrés Schwerdt

The water your horses drank from that dark creek was no good and now they are sick

Any Hero that haves a Tonic Token may spend it to save his Mount. If you don't have a Tonic Token or decide to not use it, your Mount dies and you take D8 Hits for traveling through the hot desert on foot.

If you lost your Mount, you need to buy a new one when you arrive in Town. If you don't buy one of the special mounts available (as per Frontier Town expansion), you can buy a standard one for \$50.

## 735 - The Pirate Ship

Writer: Oscar Andrés Schwerdt

A few miles deep in the desert and the Heroes start to struggle with the hot sun burning their very souls. "I must be delirious", the Hero that rolled this Travel Hazard says, "I see an otherworld gate in the middle of the desert". Another Hero (if available) replies "If you are delirious, I am too as I can also see it. Let's check, maybe it will take us to somewhere cooler than here".

The Heroes rush and approach the Gate. They take a peek, obviously. Though luck, in the other side you find another desert. Sure looks much like the one you are in except that the sand is darker; but the sun also burns. "Mother of god, I cannot believe my eyes". Somsone speaks. The Posse can hardly believe it but an old pirate ship stands in middle of the desert beyond the gate.

#### Choose:

Ignore.

It's too hot and you don't care, you will continue traveling in your own world to the nearest Town. Nothing else happens.

Investigate the Pirate Ship.

All Heroes perform a Scavenge check.

If any of the Heroes roll a 1, you are attacked by Alien Hungry Dead.

They are huge and they are deadly, not like the ones you find back on earth. All Heroes run and take D8 Hits.

If none of the Heroes rolled a 1, draw a Scavenge card for each

Resolve the scavenge cards normally but If you find Gear, draw an Otherworld Card. You just found an Artifact from that world. Draw it from the respective deck.

## 736 - Critter Swarm

Writer: Philbarfly

A multitude of fear crazed critters swarms over the party and across the passage.

Every Hero takes Hits.

#### All Heroes perform an Agility 5+ Test

Heroes that fail this test must take D6 Hits as they are overun by the crazed critters.

Gain 20XP if you succeed this test.

## 737 - Luz Mata

Writer: Darrell Jones

The Posse settles down for a night on camp when they notice a strange light as the moon rises on the horizon. There is a distinct purple hue to the light. Folklore tells of great treasures buried at these locations!

The Heroes can visibly see where that light is emanating from in the valley and make note to check it out in the morning.

The next morning, the Heroes come to the site they believe the light was shining from. Each Hero rolls a D6:

#### D6 Result:

- 1-2: Ambush by Void Spiders! Pull a random Mine Tile and place the Heroes in the center of the Tile.

  Roll 2 for the number of Void Spiders attacking. Conduct the fight as normal.
- 3-4: You find nothing of value.
- 5: You find 2D3 Darkstones.
- 6: You find 2D6X\$25 Gold

## 738 - Poisonous Scorpion

Writer: Nuno de Sá

This is not your lucky day. You have just been stung by a Scorpion.

The Hero that rolled this Travel Hazard take D6 Poison tokens.

## 741 - Dust Bowl

Writer: Nuno de Sá

It's a windy day. While crossing a small desert area, a considerable amount of sand particles are blown closer to the surface. A Dust Bowl is about to start.

#### Each Hero performs a Lore 4+ Test

Depending on each Hero's knowledge on Dust Bowls, they will do their best to take cover and wait for it to pass. Pass and win 20XP. If failed, Dust Bowls are known to cause lung related diseases, roll a D6:

### D6 Result:

- Perform a Strength test 5+. If you fail, you got Dust Pneumonia. Symptoms include, Chest pains, high fever and difficulty in breathing. For every remaining Travel Hazard until Town, this Hero takes D6 Hits.

  During the next Town Stay, this Hero needs to stay at least 2 days in the Doctors Tent / Location to recover.
- 2: Perform a Strength test 5+. If you fail, you now have Asthma. This disease cannot be threated. Every time you are under the mines and for every Tile after the 7th, this Hero takes 1 Hit that gives 2 Damage.
- 4-6: You are lucky to not have caught any lung related issue.

## 742 - Holy Water

Writer: Nuno de Sá

You find a pilgrim traveling alone. He presents himself to the Posse and claims to be a Holy Man that dedicated most of his life giving hope and salvation to those who need. He also seeks to sell bottles of Holy Water to the fine Christians whiling to pay a small amount of money.

#### **All Heroes perform a Cunning 5+ Test**

If succeed, win 20XP. Also, you refuse to buy something from this charlatan.

If failed, you have been convinced to buy a bottle of Holy Water. Pay \$50. If you don't have the money, you trade the Holy Water for any Side Bag Token. If you also don't have a Side Bag Token, the Preacher curse you. Take D3 Corruption Hits.

If you buy a bottle of Holy Water, roll a D6. If the result is Six, it seems this bottle was ineed Holy. You can use it the following ways:

- Consume it to heal D3 Corruption.
- Throw it to an enemy with the keyword "Undead" to cause D6 Hits, ignoring defense.

## 743 - Labyrinth

Writer: Nuno de Sá

This section of the woods it a nightmare. Thick vegetation almost makes it impossible to travel. You still proceed as you believe this is the best path to next Town.

Some hours crossing this damn place and it's clear that it is not getting any better. Are you lost?

Roll D6:

#### D6 Result:

- 1-3: All Heroes take D3 Wounds. You were unable to leave the area. Restart this Hazard.
- 4-6: You made it through

## 744 - Flash Flood

Writer: Darrell Jones

With all the heavy rain, the Heroes should not have taken the trail through the valley. The Heroes are already knee deep in water when they hear are horrendous sound from high above as if the heavens above have crashed down upon the earth.

It's a flash flood! Instantly the Heroes are being swept away by the flood.

#### All Heroes perform a Strength 5+ Test

Pass and win 20XP. Fail and take D8 Hits as you are bounced against boulders and trees that permeate this valley.

## 745 - Hurricane

Writer: Nuno de Sá

The wind is blowing with furious anger. Some trees fall down. It's a Hurricane!

Although the Posse was able to avoid the Hurricane's rage, the same cannot be said from the nearby Town.

Destroy D3 Locations when the Posse arrives to next Town.

## 746 - Lottery Ticket

Writer: Nuno de Sá

You found a valid Lottery ticket left at the side of the trail.

The Hero who rolled this Hazard rolls a D8 when he reaches next Town,

D8 Result:

1-6: Nothing

7-8: Perform a Luck 6+ test. If successful, win D6 x 200 gold and 30XP

## 747 - Mutant Hideout

Writer: Nuno de Sá

You have found a Mutant Hideout. It cannot be compared to a Town but it provides many services to those adventurous and whiling to enter.

Each Hero can decide to enter or not. If you decide to enter, immediately take D3 Corruption Hits without Willpower Save.

The air in the hideout is so corrupted it taints those who enter. You can perform any activity as if in the "Mutant Quarter" location (as per Frontier Town expansion) and buy any of its items. Don't roll on the Location chart.

At the end of the stay, roll a D6:

#### D6 Result:

- 1: The Mutant Hideout air was too tainted. Each Hero that entered rolls once on the Mutation Chart.
- 2: Heroes that entered the Mutant Hideout are still trying to recover. Each take D3 Corruption Hits.
- 34: Nothing Happens
- 5: The Posse have made a new friend during this stay. He requests that you deliver a letter to a friendly contact.

  Each Hero that entered the Hideout wins D6x\$25 when arriving to next Town
- 6: A Mutant Healer is in the Hideout, providing free Mutation Healing services to everyone. Each Hero that entered the Hideout chooses and heal one Mutation.

## 748 - The Scam

Writer: Nuno de Sá

A dubious man and his Gang introduce themselves to the Posse. "Howdy, my name is James Pattee, but everyone just calls me Pattee. This are my men and we are looking for fine people such as yourselves whiling to make some coin. What do you say? I am about to run a Lottery on Brimstone. See, selling Lottery tickets to give hope for those who need. The money is for charity of course. If you are heading into the nearest Town, I could use you guys to meet us there to sell some Lottery tickets. Now what do you say?"

### Choose:

Refuse the Offer: Nothing happens. Ignore this Hazard.

Accept the Offer:

When you arrive to next Town, during day 2, each Hero will try to sell 1000 Lottery tickets for \$1 each. You cannot perform any other activities during this day.

At that time, all Heroes roll a D6:

#### D6 Result:

- 1: You sold 100 Lottery Tickets
- 2: You sold 300 Lottery Tickets
- 3: You sold 500 Lottery Tickets
- 4: You sold 700 Lottery Tickets
- 5: You sold 800 Lottery Tickets
- 6: You sold 1000 Lottery Tickets

#### Then Choose:

You can give the money back to Pattee.

He will give 10% of the income to each Hero. Later you find that this was a scam and Pattee is known to make a lot of money from Lotteries all over the Old West. Each Hero takes D3 Horror Hits. Also. Each Hero receives 1 Unwanted Attention Marker as a result of being associated with a scam. This Hazard is over.

The Posse may try to leave Town with the money they gathered.

#### All Heroes perform a Cunning 5+ Test

- If all Heroes are successful, you're staying in Town is over. You keep all the earnings. All Heroes become Wanted (or Most Wanted in case they are already Wanted) and this effect follows the Posse until next Town stay. Also, at next Town Stay, all Heroes get 5 Unwanted Attention Markers when they arrive.

- If any Hero fails, Pattee finds out of your betrayal and have the Posse surrounded by dozens of men plus the Sheriff. You lose all the money and receive a warning from the Sheriff. Until the end of the Town Stay, each Hero removes 1 from any Town Location Chart Rolls.

## 751 - Side Trail Trouble

Writer: Nuno de Sá

A man lies down at the side of the trail. His clothes are ripped, and blood flows from a flesh cut above his eye. He tries to push himself up, but his arms are shacking. He winces painfully.

The Posse helps the man to rise up, and ask what happened. "I was just on my way to the nearest Town when I was attacked by a group of lawless men. I guess I can't complaint since I am still breathing. But they stole all my money."

The Posse helps the man recover and provide him some supplies for the remaining travel.

All Heroes gain 30XP for helping the man. When they arrive to next Town, they add 1 to all Town Location Chart rolls.

## 752 - Sacred Tree

Writer: Nuno de Sá

A Giant Tree with dozens of hanged dead bodies stands in your way. The Posse have seen dead bodies before but not like this. Each body that lies hanged shows signs of torture and mutilations. This is a place of Horrific pain. Multiple strange symbols, amulets, totems and blood paintings surround the Tree and suggest the usage of dark rituals by evil beliefs.

## All Heroes perform a Spirit 5+ Test

Pass this test and win 20XP.

If all Heroes succeed, you leave this area and wish never to return. This Hazard is over.

Fail and take D6 Horror Hits. Also, if at least one Hero failed, you hear voices of the dead hanged in the tree. They beg to be removed from the tree and buried underground.

#### Choose:

Accept and bury the dead:

Dig some holes, remove the bodies from the Tree and bury them: All Heroes win 20XP. Also, all Heroes perform a Luck 5+ test. If any Hero fails, a Group of Native Indians surround the Posse. No one understands their language, not even an Indian Scout. They seek vengeance for the trespassing of their Sacred Tree and attack. The Posse runs. Each Hero takes D6 Hits.

Reject and leave the area:

The dead curse the Posse. All Heroes perform a Spirit 5+ test. Those that fail are now at -1 Attack Damage against enemies with the Keyword "Undead".

This effect passes after the Posse defeats any Enemy Threat with the keyword "Undead".

## 753 - The Flesh Door

Writer: Darrell Jones

The Heroes come across what appears to be an abandoned church.

They notice that the church has no crosses anywhere. Inside, they feel a dark presence.

All Heroes must agree to continue investigating the church or ignore the rest of this Travel Hazard.

If they decide to leave, this Travel Hazard ends.

If they decide to investigate, they find a back room with a closet. The closet has a door made of human flesh! The flesh door is alive and seems to be breathing.

Each Hero takes D3 Horror Hits as the sight of this thing eats at their sanity.

Again, all Heroes can choose to continue or leave. If they leave, this Travel Hazard ends.

If they continue, they realize that this flesh door is here protecting something.

#### All Heroes perform a Strength 6+ Test

If all Heroes fail, they leave this flesh door alone and swear never to speak of it again. The Heroes feel sick and suffer D3 Horror Hits.

Anyone that passes win 20XP.

Also, at least one success roll means that the Heroes take knifes and start cutting into the door. A shriek erupts from the wall piercing their very souls. This flesh door feels everything they are doing. The Heroes are close to opening the flesh door.

Leave now or take D6 Horror Hits ignoring Willpower to continue.

Inside, the Heroes see an ancient Artifact. Draw a random World Card. If you draw Mine, draw another. Then draw an Artifact from that world. As the Heroes pick up the Artifact, the flesh wall wails in terror then explodes causing D3 Hits to all Heroes.

## 754 - Veterans!

Writer: Nuno de Sá

You have found a Soldiers Camp. You decide to take shelter for the night and learn that most soldiers have deserted. Some ask if the Posse is interested to welcome new members.

If you don't own a Allies expansion, ignore this Travel Hazard.

The Hero that rolled this Travel Hazard roll a D6:

#### D6 Result:

- 1-2: You inspect all ex-soldiers that are willing to join your Posse but none of them seem good enough.
- 3-4: After inspection, you decide that at least one haves enough skills to join your Posse. Choose any Ally (Basic Level) to join the Posse.
- 5-6: After inspection, you decide that at least one haves enough skills to join your Posse. Choose any Ally (Advanced Level) to join the Posse,

## 755 - Pack Mule

Writer: Nuno de Sá

You find a Pack Mule feeding from some herbs.

If you don't own a copy of the "Old West Allies" expansion, ignore this Travel Hazard. If any Ĥero from the Posse owns a Pack mule, this Hazard haves no effect.

You have found a Pack Mule (Advanced)

# The Hero that rolled this Hazard performs a Luck 6+ Test

Failed - The owner shows up. You greet him.

Success - win 30XP. Also, the Pack Mule is now yours. You also find D3 Dark Stones inside one of the bags.

## 756 - Dust to Dust

Writer: Nuno de Sá

A group of farmers stand close to a grave in the middle of nowhere. A preacher shout words from the old bible, desperately trying his best to provide comfort. "...by the sweat of your brow you will eat your food until you return to the ground, since from it you were taken; for dust you are and to dust you will return."

As the Posse approaches, the preacher finishes his sermon with a single word: "Amen". You sense danger: The farmers and the preacher are not happy with your presence.

"What do you want?" Say the Preacher: "Have you come to rejoice your deeds? Have you come to make fun with those who suffer? Are you the ones who killed poor Eliot?". The Preacher draws his Shotgun and aims at the Posse. "Who is laughing now?" Shouts the Priest. The farmers also draw their guns from their holsters and aim at the Posse. It is clear this is a mistake. A man is dead and it seems you are blamed for it.

## **All Heroes perform a Cunning 5+ Test**

If at least half of the Heroes passed this test, you are able to explain that you are just passing by and have nothing to do with Eliot's death. Each Hero that passed wins 30XP and this Hazard is over. If more than half of the Heroes failed this test, you are in trouble.

#### Choose:

Kill the farmers and the Priest:

All Heroes take 5 Corruption Hits and win 50XP. Each Hero also takes 3 Hits.

#### Just leave:

The Preacher and the farmers start to shoot at the Posse. You don't want to harm innocents. Each Hero take D6 Hits but Heal D6 Corruption.

## 757 - Exchange Bodies

Writer: Nuno de Sá

A strange wind blows through the Posse. It only takes a few seconds but it's strong enough to alarm the Mounts.

Chose a random Hero. His head starts spinning before he goes unconscious as the wind stops blowing. Chose a second random Hero. He also feels strange. He does not faint but he feels something changing inside of him. Inside his mind.

The unconscious Hero wakes up and the Posse proceeds travel.

When the Posse starts their next Mission, right after they enter the Mine (or any other world entrance), both Heroes faint for a few seconds. Each take D3 Horror Hits and then, when wake up, they exchange bodies. The player that controls the Hero that fainted will control the second Hero and vice versa. This effect lasts only until the end of that Mission. Heroes keep the old Sanity and Willpower values as only the body is transfered.

## 758 - Law Enforcing

Writer: Nuno de Sá

You found a Stagecoach that was just assaulted. Luckily for the owners, the thieves were just after the money and left them alive. They ask the Posse to pursue the thieves and bring them to Justice.

#### Choose:

Apologize and leave. You are in a hurry and don't want to waste more time. This Hazard is over.

Hunt the thieves:

### All Heroes perform a Lore 5+ and Cunning 5+ Tests

If all Heroes fail,

You could not find the Thieves. All Heroes lose 40XP. This Hazard is over.

If at least one Hero is successful,

Each Hero that passes win 20XP. You have caught the thieves. Each Hero then choses to perform an Agility 5+ or Strength 5+ tests to fight them.

- If all Heroes fail, each Hero take D6 Hits and run away. Also, all Heroes lose 40XP. This Hazard is over.
- Each Hero that passes win 20XP. If at least one Hero succeeds, you won the fight and are able to recover the Bandits stolen material.

#### Choose:

<u>Deliver the Merchandize to the Stagecoach owners:</u> Each Hero receives D6 x 50g as reward and win 50XP.

Keep the Merchandize: Each Hero draws a Gear card and 50XP.

## 761 - Mark of the Damned

Writer: Nuno de Sá

You have a horrible dream. Deformed monsters slaughtering animals and humans alike. In this dream, you are trapped and are unable to run while an evil creature feasts of human bodies while staring at you.

#### Choose a random Hero to perform a Spirit 5+ Test

Pass and win 20XP. If fail, take D3 Horror Hits.

Regardless if fail or success, you wake up, sweating and trembling. What a horrible nightmare you had. A strange burning feeling on the neck captures your attention. After analyzing, you find a small mark tattooed on the back of your neck that you have never noticed before.

This is the mark of the damned and it is a curse. As long as you are cursed, the dead will stalk you. Every time the Posse draws a threat card, roll a D6.

#### D6 Result:

1: Ambush Attack - D3 Hungry Dead (no extra loot)

2 to 6: Nothing Happens

You can remove this curse by visiting the Church and ask the Priest for his blessing for \$100.

## 762 - Clash of Titans

Writer: Muno de Sá

A loud roar echoes trough the mountain above. A few seconds later, one Harbinger is seen flapping his Wings furiously as he strikes the ground. Close to him, a Dark Stone Hydra threatens the Harbinger lunching attacks with her multiple heads. A battle of Titans take place.

The Harbinger summons a pack of Hellbats that ambush the Hydra but they prove ineffective as the Beast's multiple heads bite the Hellbats until they are dead. The Harbinger tries to fly away but one of the Hydra's heads manages to hold the Harbinger with a bite, while trying to grip the Demon, forcing it to stay down. The grip does not last long, The Harbinger's fleshless body proves difficult to hold tight. As it escapes, it looks down at the Hydra and screams with unspeakable terror.

All Heroes take 4 Horror Hits but this is a spectacle they cannot miss and continue to Watch. Roll a D6:

#### D6 Result:

1-2: The Dark Stone Hydra wins

2-4: The Harbinger wins

5-6: They both die as a result of the clash

If both the Harbinger and the Dark Stone Hydra die as a result of this fight, the Heroes can go to the area and search the place. Each Hero wins 1 Dark Stone and 1 Loot Card as a result.

## 763 - Mount Ridding Race

Writer: Nuno de Sá

A cocky Young Adult shows up near the Posse riding a magnificent Horse. "Greetings" He throws to the air while adjusting his Hat's position. "It's a lovely day. Any of you 'old bones' care for a Race? Been some days since my last race and Mr. Lucifer here needs the exercise."

Any Hero can choose to race the Young Man. This is not about money, it's about pride.

#### How to race:

The Young Man's initiative is 8 and his Agility Is 4
Each racer, by order of initiative, performs an Agility 5+ test. For each 5 or 6 Die rolled, you get a speed token. The first racer to get 5 speed tokens, wins the race.

Every Hero that participates in the race but does not win, gains 20XP

If a Hero is the winner of the race, he wins 50XP.

If the winner is the Young Adult, all Heroes that participated in the race take D3 Horror Hits without Willpower save. Their pride has been hurt badly.

## 764 - A Game of Dices

Writer: Nuno de Sá

The Posse arrive to a small community living up in the hills. Nothing really happens here, except that they have invented a dice game called "Ones" that they use to spend their time.

The community does not play for money but they do play for Gear.

Any Hero willing to play chose an Item they possess. (Gear or Artifact only. Tokens, personal Items and Starting Gear are not allowed). They will bet that Item and discard it if lose the game. Draw two Gear Cards. Choose one. This is the Item the Hero wins if he wins the "Ones" game.

Heroes can only play the "Ones" game until they win one game.

#### How to play the "Ones" game:

A Hero plays against one opponent in turns.

One turn:

Roll five dices. For every 1 rolled, you win 100 points. Put all 1's aside and re-reroll the remaining dices. Again, score 100 points for each 1. Do this until all dices are 1's, or until the dices you just rolled do not have a single 1. (Any roll without at least a 1 is considered botched and you must immediately pass the play to the opponent).

You pass the play to the opponent when you have botched or when all your dices are 1's.

The opponent uses the exact same rules. When he ends his play, a full turn has passed.

The player that sums more points at the end of three Full Turns wins the game.

## 765 - The Vagrant

Writer: Darrell Jones

The Posse comes across an old vagrant. He's drunk and delirious, rambling on about "somethin' in them hills" and "biggest varmint he's ever seen".

The Posse just assumes that he is drunk and passes on.

A few hours later they see another vagrant. He's wearing similar clothes. He's drunk and rambling something crazy like, "bigger than a bear" and "came outta nowhere". An odd coincidence, for sure. This has to be a different guy, right? So, the Posse carries on.

About an hour later, they see a third vagrant, this one is drunk too, but stumbling right toward the group yelling about the "giant is coming" and "get outta here!"

Then the Posse realizes that this is the same vagrant they have seen along their trek.

#### All Heroes perform a Spirit 5+ Test

If Pass, win 20XP. You are still confused but choose to ignore it.

If Failed, take D6 Horror Hits as you cannot comprehend what has happened.

## 766 - Wildfire!

Writer: Darrell Jones

The Heroes are hiking through a dry field during a lightning storm. Quickly, lightning strikes and the field catches ablaze. Before they know it, the Heroes are surrounded by flames and the increasing heat and smoke are making it hard to breathe.

# All Heroes perform a Strength 5+ and Agility 5+ Tests

Any Hero that passes both tests

Sees a shallow area of the fire and jump through unscathed. Receive 30XP.

#### If the Hero passes only one of the two tests

He attempts to find a safe path through the flames and jump. He come up short and land in the patch of fire, suffering D3 Hits ignoring Defense from the fire and D3 Horror Hits as the heat and smokes chokes to the point of complete exhaustion. Win 15XP.

#### If the Hero fails both tests

He takes too long to decide while the fire engulfs him. Take D6 Hits ignoring Defense from the burns and D6 Horror Hits as the fires have disfigured your face.

## 767 - Outdated Map

Writer: Nuno de Sá

A traveler informs the Posse that the map they got during the last Town Stay is outdated. They are traveling into a Town that is not the size they expect.

Roll a D3:

### D3 Result:

- 1: The Posse is traveling to a Small Town
- 2: The Posse is traveling to a Medium Town
- 3: The Posse is traveling to a Large Town

If you get the same result as the Town you were heading to, re-roll until you get a different result. This change does not affect the number of Travel Hazards the Posse is rolling to reach next Town.

## 768 - Refugees

Writer: Nuno de Sá

A large group of travelers is following the trail to the nearest Town.

They seem different from any other you have seen so far. They wear large white impeccable cloths. The women's hairs and bodies are completely covered. They seem harmless and you decide to investigate.

You discover that they come from a far place called Al-Hasā, located in Arabia. They are running from war caused by the greedy Ottoman Turks and their destiny lead them here. They are looking for a new place to stay.

### All Heroes perform a Lore 5+ and Cunning 5+ Tests

Brimstone is a dangerouse place. The Heroes try to convince the foreigners to travel elsewhere, which is not an easy task, since they don't speak English.

Every Hero that Is successful in both tests, win 40XP.

If at least half or more of the Heroes are successful with both tests, every Player draw a Gear Card. The foreigners are happy for their warnings and decide to share their riches before leaving.

Otherwise, the foreigners are not happy as they feel unwelcome. All Heroes remove 1 Grit.

## 771 - Gambling Camp

Writer: Nuno de Sá

You have found an illegal Gambling Camp..

The Camp is full. It's not going to be easy to get access to all pleasures due to the high demand.

# All Heroes perform a Luck 5+ and Cunning 5+ Tests

If successful in both tests, win 40XP and they get to choose the activity they want to perform in the Gambling Camp. (Choose one activity from the D8 result bellow).

If not successful, roll a D8.

#### D8 Result:

- Nothing. You are stuck and all you can do is watch other having fun. This makes you really sad. Take D3 Horror Hits.
- 2 Play Five Card Draw Poker (as per Gambling Hall).
- Play Brimstone Craps (as per Gambling Hall and Saloon).
- 4 Play the Devil's Wheel (as per Gambling Hall).
- 5 Play Casual Poker (as per Saloon).
- 6 Play Street Gambling (As per Street Market).
- 7 Play Blackjack (Described Below).
- 8 . A famous Singer is performing for the locals. He/She dedicates a song to you. Choose to Heal a random Madness or to recover 1 Grit.

#### Blackjack (\$50 to Play)

Roll D8's, one dice at a time and sum the results as you go. The goal is to get closer to 21 as much as possible but never more than 21. If the total result of the sum of the dices is more than 21, the game is lost.

Example: roll 8, then roll another 8, then roll 3. This equals 19 The player may decide to stop, since rolling another D8 will easily result in a final result of more than 21 or, if he feels lucky, he can throw another dice. If he rolls a 3, he gets 21 and wins a Jackpot.

Heroes will win money according to the following results:

- 21 \$500
- 20 \$200
- 19 \$75
- 18 \$50

The Gambling Camp does not stay in the same place twice and they are always moving around. As such, you cannot stay here more than one day.

## 772 - Quicksand

Writer: Darrell Jones

Just off the trail, the Posse sees something peculiar. Sitting in the middle of a sand bed is a chest. The Heroes decide to investigate.

#### **Choose a random Hero**

This Hero walks out to take a closer look. As soon as he gets to the chest, he realizes is in slow-moving quicksand but he is already shin-deep. The Hero starts struggling to get back to safe ground, but the more he moves the faster he sinks.

#### The Hero perform a Spirit 5+ Test

If the Hero passes, he slows the quicksand and win 20XP. The remaining Heroes add 1 to all rolls when trying to save him.

#### All other Heroes must perform an Agility 5+ Test

Pass and win 20XP. Also, you use some rope to lasso around the sinking Hero and must then perform a Strength 4+ test. Any Hero that passes pulls the sinking Hero to safety and wins 10XP. If all Heroes fail the Agility 5+ test, the victim is now neck deep in quicksand. Each Hero then performs a Luck 6+ test for one last lasso toss. Anyone that passes win 20XP and will then perform another test Strength 5+ to pull the Hero to safety and win 20XP is successful.

If the Heroes fail either the Luck 6+ test or the Strength 5+ test, a second random Hero goes after the first Hero. That Hero is able to grab the first Hero and keep his Head above the quicksand. All tests start again to save the second Hero.

This continues until all Heroes are saved or there is one Hero remaining on safe ground. That Hero has the choice of trying to save all Heroes by passing the same tests, or abandoning the Posse and saving his own skin.

If the last Hero decides to leave, he suffers D6 Horror Hits ignoring Willpower as the guilt of his decision will weigh on him for eternity. (Then read \*)

If the last Hero tries to save the Heroes and fails all tests. All Heroes take their last breath as they sink under the quicksand.

The next morning, they all awake at the banks of the quicksand. The chest is still mysteriously sitting in the middle of the sand bed. They are all alive, but quite shaken by the events. They should be dead! Who saved them? How is this possible. Each Hero has lost a random Gear card or D3 Darkstone or \$200 (their choice). Each Hero also takes D3 Horror Hits as the near-death experience bears on their minds.

\* The Heroes in the quicksand survive, waking up on the banks the next morning just as above - losing Items/Money/Darkstone and taking Horror Hits. They quickly gain their composure and head out to catch up to the yellow-bellied, lily-livered "Hero". Players can decide how the Hero that left them for dead can repay them.

## 773 - The Lucky Grain of Rice

Writer: Alexandre Legros

A beggar is kneeling on the road. He lost his lucky grain of rice and desperately tries to find it on the ground.

The Posse doesn't have time for such a useless search, but the Hero who rolled the event notices the grain of rice at first glance!

#### The Hero chooses:

Secretlly pickup the grain and keep it Roll a D6, no reroll allowed:

1: the grain is cursed and the Hero gets -1 Luck permanently (but it can't drop below 1)

2-3-4-5: The grain is just a regular grain, nothing happens

6: The grain is a lucky charm, gain +1 luck permanently

Pickup the grain and give it back to the beggar

Roll a D6, not reroll allowed:

1: The beggar accuses you of breaking the lucky spell and bites your hand real hard. The Hero can't use one of his hands until healed when arriving at any Town for 200g

2-3-4-5: The beggar throws the grain away and start looking for it again... nothing special happens

6: The beggar thanks you and offers you some gold nuggets (gain D6x50g) "Don't worry for me, I find plenty of these with my lucky grain of rice"

## 774 - Early Prohibition

Writer: Nuno de Sá

Rumors about a State law that passed on Kansas. No one have permission to brew or sell intoxicating liquor.

Although the State Law does not apply to Brimstone, it's effects are felt. From this moment and until you roll this Hazard again, all Whisky cost \$20 more each bottle. The Posse can sell Whisky for \$50 in Towns.

# 775 - The Shadow of Bel'ial

Writer: Nuno de Sá

It's night at the campsite. Suddenly, the lights go dim and the air is filled with smoke. A hideous laugh echoes through your surroundings. "KUM-XAM-RA ZUM-ZAM-RI. As long as it may take, this world will be mine" A large shadow forms in front of the Posse... "Have you come to die?" The shadow haves no face, only a body of dark thick smoke.

## All Heroes perform a Spirit 6+ Test

Those that fail, take Horror Hits due to this horrific experience. Those that pass this test win 20XP.

Next time you draw a Bel'ial or a Shadow of Bel'ial as a threat, it comes with one extra Elite Ability.

## 776 - Possession

\*Frontier Town Adventure Book\* - Hazard 11

Located on page 19

## 777 - Underground Town

Writer: Nuno de Sá

You have found a Town located deep under the ground. Rumors about this city existence spread far but you never thought you would have the pleasure to find it one day.

Cancel all remaining Travel Hazards. You have found a Town. The size of the Town is the same as you have chosen before you decided to Travel. All location placing rules apply (same as number of locations that could or not be destroyed due to failed Missions or other Events)

#### **Special Rules:**

Many who live underground are dedicated to Dark Stone prospecting activities. Most are heavily armed and random Void encounters are not rare.

#### Camp

The camp of this Town is located above, not underground. Heroes can stay the night here as if in any Town Camp but all daily Camp Location rolls have -1 due to lack of protection.

#### Hotel

There is one Hotel in the Underground Town but is full. However, Heroes are able to rent rooms in some bunkers. The price however is \$50 per night but the condition of the available Bunkers change every night.

Any Hero that decides to sleep in the Hotel also roll a D3 at the end of each day in Town. (Roll before the Dark Stone Corruption Check required at each day before going to sleep as per Dark Stones special rule).

## D3 Result:

- 1: This Bunker is in very poor condition: Take one extra Corruption Hit at the end of the day. Reimbursements are not accepted.
- 2: <u>Acceptable Bunker:</u> This Bunker offers ok commodities.
- 3: This Bunker is in great shape: It contains a clean Corruption device installed. Heal D3 Corruption.

#### Dark Stones

The Underground Town is a place dedicated to the mining of Dark Stones. It is common to find folks with Dark Stones. Due to the high presence of this mineral, it is easy to get corrupted. Every day when go to sleep, all Heroes take two Corruption Hit and another if they carry Dark Stones or Items with Dark Stones symbol. Does not apply if Heroes choose to sleep in the Camp.

#### **Daily Events: D6**

#### D6 Result:

- 1: <u>Minor Earthquake:</u> Digging deep in the mines caused a chain reaction of falling rubbles all over Town. D3

  Locations Collapse.
- 2: <u>Invasion:</u> Town is under attack by Void Creatures. All Heroes participate in the fight to send them back to the Darkness. All Heroes take D6 Hits and D6 Horror Hits in the process. They also win 30XP each.
- 3: The Price of Corruption: Dark Stone corruption is more intense than ever. All Heroes take D3 Corruption Hits without Willpower Save.
- 4: Dark Stone Market: Today is Dark Stone Market day, an event that takes place to allow Prospectors sell their findings to traders that visit Town on this special day. Any Hero can buy up to 10 Dark Stones at the Price of \$30 each or sell any number of Dark Stones for \$20 each, although you know that you can get more money for them in other Town Types.
- 5: <u>Inspection:</u> The Sheriff in this Town is more cautious than others you have seen. Today all visitors are going through close inspection. This will take the entire day. There is no time for other activities today.
- 6; For a few Dark Stones: A lucky find! While exploring town, you find a bag without owner, filled with Dark Stones. Each Hero receives D3 Dark Stones.

## **Extra Options**

#### Prospecting:

Each Hero may give up their day in Town to go down deeper, to the prospecting area and try their luck prospecting some Dark Stones.

#### All Heroes perform a Strength 5+ and Luck 6+ Tests

If success, win 20XP. Also, you have found D3 Dark Stones.

#### Out of this World:

Every 4 days in Town (starting on day 1), a seller appears with Artifacts from Out of this World. He is a Treasure Hunter, that dedicated his past year traveling through gates to other Worlds, looking for Artifacts to sell.

You can decide to visit this seller without spending the entire day. See what he haves for sale. Draw 3 World Cards (Mine World Card does not count). Then Draw one random Artifact for each of the Worlds drawn earlier (if the Artifact does not have a cost value, draw another). You can buy each Artifact for the Price listed on the card + \$300.

## 778 - Unnexcpected Shortcut

Writer: Nuno de Sá

You followed a narrow path between the mountains and decided it's the best way moving forward.

#### Choose one Hero to perform a Cunning 5+ Test

If successful, the Hero wins 20XP. At first, the Posse would not believe that it was possible to cross it but somehow the Hero found a way. This will save time to travel to next Town. Ignore the next Travel Hazard. If failed, you need to go all the way around the mountains and waste a lot of time. The Hero that rolled this Hazard must perform two extra Travel Hazard rolls.

## 781 - Mine Vortex

Writer: Nuno de Sá

This particular area seems to be filled with mining sites. Prospectors, Miners and other adventurous types lurk the area, trying their luck for some Darkstones. There are some rumors about a Mine nearby that no one dares to enter. Some say this is the biggest Mine ever seen and no one was ever been able to witness what lies deep bellow.

During your next adventure down in the Mines, every time you draw a Map Tile, roll a D8.

If the result is 1, the Hero Posse Marker moves one position down. If the result is 8, the Hero Posse Marker moves one position up. Only the Lantern carrier can roll this dice. Also, when you draw a Darkness card, roll a D6, on the roll of 1, draw another. On the roll of 6, discard it.

## 782 - Sun Rising

Writer: Nuno de Sá

It's a beautiful Sun Rising and the skies are clean. It seems this is going to be a great day.

All Heroes recover a Grit.

## 783 - Ambush!

Writer: Nuno de Sá

The Posse hears some noises behind a large vegetation at the side of the trail. There is no time to react. The Posse is ambushed!

Draw a random Map tile. If you can, use a Swamp of Jargono Tile. Place the Heroes at the center of the tile in any positions you prefer. Draw a Threat Card equivalent to the number of Heroes in the Posse plus Two (if four Heroes, treat as six; if five or six Heroes in the Posse, draw Epic). This is an Ambush. As usual, draw a Loot Card for each Threat Card. If you are defeated, a random building on next Town is destroyed. At the end of the fight, each Hero fully heals Health and Sanity.

## 784 - Dark Stone Rush

Writer: Nuno de Sá

A big number of prospectors have been seen travelling around Brimstone roads this past few days. Everyone is rushing to Brimstone for some Dark Stones.

Next Town you find is a "Mining Town". Also, when you arrive, you will notice the effects of the Dark Stone Rush. During the first 3 days in Town, a Dark Stone market can be found. Any Hero will be able to visit and buy Darkstones for \$150 each or sell them for \$100. This can be done at any time during the day and the Heroes are still able to visit any Location.

With high demand comes high risks. At the end of each day in town, each Hero rolls a D6 for each Dark Stone they have. On the roll of 6 that Darkstone is stolen.

## 785 - Gambler's Luck

Writer: Nuno de Sá

The Posse finds a Horse Shoe attached to a nearby tree.

## All Heroes perform a Luck 5+ Test

If any Hero is successful, wins 20XP. Also, if the Posse still have to roll for any remaining Travel Hazard, the next time you roll, use the following rules instead:

The Posse rolls three Travel Hazards and chooses which one they prefer to Travel.

If the Posse was able to roll as many 6's as the number of Heroes in the Posse, you may travel any of the three Hazards or ignore all.

## 786 - Depression

Writer: Nuno de Sá

Something about the landscape that make you feel sad. You start to remember the times you were young and happy. Times spent with your family. The sadness is deep.

# The Hero that rolled this Hazard performs a Spirit 5+ Test

If succeed, the Hero wins 20XP and is able to control his sadness. He says something about how some dust entered inside his eyes and clean them. Still take D3 Horror Hits.

If failed, the Hero starts crying as water pours from his eyes. The other Heroes do their best to provide comfort but it's no use. Take D6 Horror Hits. During next Town Stay, this Hero is going to need some rest and will not perform any activity on the first 2 Days.

## 787 - Harvesters

Writer: Nuno de Sá

You are not dreaming. The Posse is surprised by a Group of Huge Alien like creatures wearing Heavy Suits. They came during your sleep and you have been caught off guard.

They don't immediately attack. Instead, they say a few 'words' that you cannot understand. One of the Aliens hold a Dark Stone in his hands while trying to communicate with the Posse. You understand that this is what they are looking for.

If the Posse does not carry any Dark Stone, ignore this Hazard. (Items with Dark Stone items are not included in this requirement).

#### Choose:

Ignore the Harvesters and try to leave:

That is a mistake. The Harvesters are only interested in the Dark Stones of this world and they have the advantage over the Posse. The Heroes try to run as the Harvesters start to attack. Each Hero take 2D6 Hits as a result.

Try to mislead the Harvesters and only give them part of your Dark Stones.

# All Heroes with at least 1 Dark Stone perform a Cunning Test 5+

- If succeed, win 20 XP. You were able to mislead the Harvesters. Give them at least 1 Dark Stone and they will be happy.
- If Failed, the Harvesters hurt you. Take D6 Damage. They also force you to give all remaining Dark Stones you possess.

#### Give all your Dark Stones to the Harvesters:

- If the total of Dark Stones is at least 5, before they leave, they give the Posse a present. Draw a random Artifact from a random world and give it to the Hero that gave more Dark Stones to the Harvesters (or a random Hero in case of a tie).
- If the total of Dark Stones is at least 10, before they leave, they give the Posse two presents. Draw a random Artifact from a random world and give it to the Hero that gave more Dark Stones to the Harvesters (or a random Hero in case of a tie). Also, a random Hero receives a small alien gun device.

#### Small Alien Gun Device Description:

It acts exactly as a Pocket Gun. It haves a freezing free attack that can be used once per fight. It does not give any damage but It cancels any movement activity to a single enemy during his next activation. However, the enemy can still attack, if possible.

- It's so light that it does not have any weight.
- It's too complex to allow any upgrades.
- Haves a Range of 8.
- Extra Large creatures are immune to it.

## 788 - Nightmare

Writer: Nuno de Sá

You enter in your old House and call for your mother. A creepy voice answers from upstairs: "Yes my child?" You climb the stairs and search for the voice. You call for your mother once more. Again, she answers: "Right here, child". The voice comes from the room that belongs to your parents. You enter. Inside, a sinister transparent figure floats in the air. It looks at you and flies quickly in your direction. There is no time to run. You scream as loud as you can!

The Hero that roled this Hazard wakes up from a Nightmare and take D6 Horror Hits.

Also, roll a D3:

### D3 Result:

- 1: The Hero is finding hard to recover from the Nightmare. Roll once on the Madness Chart. Add 3 to the result. If the result is 13, 14 or 15, this event forces the Hero to remember long forgotten memories. Instead of breaking your will, this Nightmare helps you to keep moving. Choose and heal a Madness instead.
- 2,3: Nothing else happens.

## 811 - Something Hidden

Writer: Nuno de Sá

There is something peculiar under that pile of Herbs. It could be your lucky day.

#### **Choose a random Hero**

The Hero rolls a D6:

#### D6 Result:

- 1: Found \$25
- 2: Found \$50
- 3: Found 1 Dark Stone
- 4: Found D3 Dark Stones
- 5: Draw 1 Gear Card
- 6: Draw two Gear Cards. Discard one (ruined). Keep the other

## 812 - Pragmatic

Writer: Nuno de Sá

Today you wake up feeling very Pragmatic. You feel that all that you have done in your live lead you right here to this place and all you have done was useful for something, even your mistakes. After all, life is filled with experiences. Up to us to make the best of it.

#### **Choose a random Hero**

All the lessons in your live start to make sense. Gain D8x10 XP.

## 813 - The Howling

Writer: Nuno de Sá

Time to sleep but it's not going to be an easy task. A full moon paints the sky, provoking nearby wolfs into howling frenzy, that echo through the woods.

## All Heroes perform a Strength 5+ Test

If successful, win 20XP. Nothing can keep you away from sleeping.

If failed, you won't sleep this night and the Howling almost drives you insane. Take D6 Horror Hits and loose 1 Grit. Also, loose 1 Strength until you spend one night at the Hotel, in Town.

## 814 - Achtuophobia

Writer: Darrell Jones

As the Posse settles in to camp for the night, a mysterious calm comes over. No animals can be heard. The wind is still, and the campfire doesn't cast any light past the makeshift fire pit.

Feeling uneasy, the Posse lies down to a restless sleep, and recurring nightmares.

The Hero that rolled this Travel Hazard has the worst of it. That Hero awakens visibly distraught, but does not know what is wrong. During the next mission, any time a Darkness card is drawn, the Hero that rolled this Travel Hazard suffers D3 Horror Hits as the Darkness has been eating away at him for some time. After the mission is over, the Hero can be treated by a doctor in Town for \$50.

## 815 - Fear

Writer: Nuno de Sá

That last fight got a toll on you. You can't stop thinking about it.

Identify all enemy types included in the last fight. Randomly pick one. Then check the Keywords associated.

The Hero who rolled this Travel Hazard gains fear against all enemies with ALL Keyword identified. He get's -1 to all attack rolls against them. This effect can be removed as any other Madness but all Rölls to remove it are at -1.

## 816 - Locust Swarm

Writer: Walter Gagajewski

A locust swarm engulfs the Heroes as they progress onwards.

Roll D6. If the number rolled is 6 or is greater than the members in the Posse, then the locusts are so thick that the locusts get into everything. All Bandages and Herbs are ruined. Travel is slowed and all sense of direction is lost. Each Hero must roll another Travel Hazard.

## 817 - Toxic Swamp

Writer: Walter Gagajewski

The toxic fumes from the Swamp become too dense and the Posse is right in the middle of it.

#### All Heroes perform a Strength 5+ Test

If you fail, loose I Grit and immediately take D6 Hits. Also, you will have to pay \$100 at the next Town in order to be cured from the nausea.

If you pass, win 20XP.

## 818 - Full Moon

Writer: Walter Gagajewski

The night is bright and contains a full moon in the sky.

Roll a D6:

4-6

### D6 Result:

1-3 Nothing happens

A random Hero begins to show signs of aggression. During the next Adventure, at the beginning of every turn during any Fight, roll a D6. A 6 means that the magic of the full moon has angered him enough to attack his opponents with vigour and malice, he gets an extra Free Combat Attack that can be used once per turn during that fight (+1 To Hit, and +2 to Damage). If the Hero activates this Free Attack, he stops performing this check during that fight since he already got the 6. However he will resume this rolls at the beggining of his turns in future fights. Exceptionally to the rules, this Free Attack can be used with conjuction with other Free Attack the Hero may have.

## 821 - Paralysing Nightmares

Writer: Walter Gagajewski

A Hero's dreams cause him distress during the night. He awakes to find himself covered in perspiration, and with a great headache.

#### Choose a random Hero

For the remaining of his career, his nights are plagued by dreams of void creatures, as they feed on him. Unless he visits a Doctor and pays \$300 to be cured, all his attacks vs creatures with the Keyword "Void" will be at -1 attack (If you attack with melee you have one less Combat; If you are Firing multiple ranged weapons, you only loose one shot, choose which weapon loses the shot).

## 822 - Gold Pieces

Writer: Walter Gagajewski

Lucky find!

The Hero that rolled this Hazard finds a pouch of D6\*\$50.

## 823 - Accident

Writer: Nuno de Sá

It has been a long way up this trail and you couldn't resist to take a nap on top of your mount. Slowly, the Hero starts falling down.

#### A Random Hero performs an Agility 5+ Test

If Passed, win 20XP. You barely made it without falling from your mount.

If fail, you fall down. Take D6 Hits in the process and become the target of jokes by fellow Posse members.

## 824 - Inner Quest

Writer: Nuno de Sá

A small house sits on top of a big rock. A welcome sign greets the travelers and invites them to enter with a promise of a hot meal. To enter the house, the Posse need to climb a ladder where only one can fit at a time.

As soon as the first Hero enters the house, the door shuts behind. The light of day disappears and is replaced by complete darkness. A voice whispers illegible words. Then, slowly, darkness fades to thin light and you are able to see again.

The Hero must pass a test of 5+ for every stat (Agility, Strength, etc...) while inside the house. A series of Tests have been carefully prepared for any visitor.

For each success, the Hero gains 20 XP. For each fail, the Hero loses 20 XP. For each 6, the Hero wins 5 XP. For each 1, the Hero loses 5 XP.

#### Additionally:

- If a Hero is able to pass all tests, he wins an extra 50XP
- If he is able to roll at least one 6 in all tests, he gains extra 50XP.

All Heroes are compelled to perform this tests by a strange unnatural force. They all do but only one at a time.

At the end, an old man shows to the Posse. He speaks some more illegible words and casts a magik spell. The House disappears and so does the old man just after he smilles to the Posse.

## 825 - Playing with Dynamite

Writer: Nuno de Sá

A small Dynamite is thrown from behind some bushes, straight into the Posse.

Start here if this is the first time you rolled this Hazard:

#### All Heroes perform an Agility 4+ Test

If you succeed, win 20XP. You were able to avoid the Dynamite

If you fail, take D3 Hits without Defense as a result of the blast.

The Heroes see no signs of Human life nearby. The Posse moves on.

Start here if this is the second time you rolled this Hazard:

You find a lonely kid preparing to light a small dynamite. He immediately recognizes the Posse. He also asks for forgiveness for any past mistakes and beg you to let him go.

#### Choose:

Let him go.

Nothing happens. The kid is so happy that he offers a normal Dynamite token to the Posse. Also, every Hero gets a Loot Card. This will not prevent the Kid to continue to harass the Posse next time they meet him. Next time you roll this Hazard, start from the beginning as if the first time you roll it.

Tie him up and bring him to the nearest Town authorities.

Next time when in Town, each Hero gets \$50 paid by the Kid's father that was looking for him. Eventually the kid will run to the wilderness and restart the Dynamite activities and harass any travelers that pass by, including the Posse. Next time you roll this Hazard, start from the beginning.

# 826 - Mighty Bright Lantern!

Writer: Perry Grosshans

One night when the Hero Posse is camping, one of their Dark Stone shards chips and the small bit falls into the fire. The rest of the Shard is okay though. The next morning, the fire is out, but the small bit of the Dark Stone chip is still burning and glowing brightly! Carefully, one of the Heroes picks up the chip and puts it into their lantern where it burns and illuminates like a shard of daylight.

Until the end of the next Adventure, each Hold Back the Darkness roll is at +1.

## 827 - The French Merchant

Writer: Nuno de Sá

A colorful Stagecoach approaches. Someone seems to be playing a piano inside. The Stagecoach stops right by the Posse as a fancy man steps out greeting the Heroes eloquently. "Bonjour, bonjour messieurs..., my name is Jean Pierre. You guessed it, I am from the Beautiful Jolly France. Oh, la belle France. How I miss my home. I come here to sell the most exquisite cloths to fine gentleman such as yourselves. My equipment is unique, directly from Venezia, a wonderful region in Italy, but I attach unique Old West flavor to them. You will not find it anywhere else. This can be your lucky day messieurs!".

The Merchant is selling three unique cloth pieces. To identify the cloths, roll the following charts for each:

## Roll a D8 to identify the Type

D8	Result:
1:	Hat - Keywords - "Personal-Clothing-Hat"
2:	Boots - Keywords - "Personal-Clothing-Boots"
3:	Poncho - Keywords - "Personal-Clothing-Shoulders
4:	Gloves - Keywords - "Personal-Clothing-Gloves"
5:	Belt - Keywords - "Personal-Clothing-Belt"
6:	Duster - Keywords - "Personal-Clothing-Coat";
	1 ; 2 upgrade slots
7:	Bandana - Keywords - "Personal-Clothing-Face"
8:	Shirt - Keywords - "Personal-Clothing-Torso"

## Roll a D6 to identify First "Power"

D6	Result:
·1:	Roll a D6 to gain Status
ne the	1-Agility
	2-Cunning
	3-Spirit
	4-Strength
	5-Lore
	6-Luck
2:	Roll a D8 to gain Keyword
	1-Law
	2-Outlaw
	3-Holy
	4-Traveler
	5-Tribal
	6-Frontier
	7-Performer
	8-Showman
3:	+ 3 Health
4:	+3 Sanity
5:	Increase Max Grit by 1
6:	Gain 1 to Initiative
1	

#### Roll a D6 to identify Second "Power"

D6	Result:
1:	During one adventure re-roll 1 defense dice
2:	During one adventure re-roll 1 attack dice
3:	During one adventure add I to any dice you roll
4:	During one adventure gain 1 grit automatically
5:	During one adventure re-roll a hold the darkness dice
6:	During one adventure heal D6 Health or D6 Sanity
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At this stage each Cloth is worth \$1000.

Roll 2D8:

At least one of the dices is a 8: Roll for an additional First Power. The Cloth is now worth \$2000

If both dices are 8's: Roll for an additional First Power and Second Power. The Cloth is now worth \$3000

Results cannot be the same. Example: If you are rolling a second time on "First Power" Chart, you cannot have the same result as the first "First Power". If you get the same result, re-roll until you have a different result.

If more than one Hero are interested in the same piece of Cloth, start an auction. The Hero who gives more money for it, starting from the base value, keeps it.

This are unique set of Gear. As soon as a Hero buys one, he must name it.

## 828 - Different Directions

Writer: Nuno de Sá

As you travel through a rocky area between the mountains, some rocks start falling. It's a huge Rockfall!

#### All Heroes perform a Luck 6+ Test

Pass and win 20XP.

Fail and you must perform an Agility test 5+ to avoid some rocks falling over. If Pass, win 20XP. If fail, take D6 Hits.

A huge rock fell right in the middle of the posse. There is no way to turn around that rock. You can only go forward or go back.

Each Hero rolls a D6.

D6	Result:
1-3	Hero go Forward
4-6	Hero go Back

The Heroes got separated. For now, on and until they arrive to Town, the Travel Hazards of the Heroes that went forward do not affect the Heroes that went back and vice versa.

## 831 - Pack of Wolves

Writer: Nuno de Sá

The way forward is blocked by a vicious pack of wolves. They seem determined to attack.

# All Heroes perform a Cunning 6+ and Lore 5+ Tests

The Posse is trying to avoid confrontation

If any Hero is successful, you are able to pass by them. All Heroes win 30XP

If all Heroes fail, the wolves attack. Each Hero take D6 Hits as a result of the fight.

## 832 - The Snake Pit

Writer: Darrell Jones

The Posse stumbles into a den of venomous rattlers

Roll D6

#### D6 Result:

- 1: Three Random Heroes are poisoned. Take D6 Poison tokens.
- Two Random Heroes are poisoned. Take D6 Poison tokens.
- 3: One Random Hero is poisoned. Take D6 Poison tokens.
- 4: The Hero that rolled this Travel Hazard is poisoned. Take D6 Poison tokens.
- 5: Each Hero is bitten, but not poisoned. Each Hero take D6 hits.
- 6: Somehow the Heroes manage to escape the rattler den with just minor scrapes. One random Hero is bitten but not poisoned. That Hero takes D6 Hits.

## 833 - Aura of Corruption

Writer: Nuno de Sá

You feel it in your bones. You have come to a place of Evil. These woods are haunted.

#### Each Hero performs a Spirit 5+ Test

If success, win 20XP. Also, the Hero is able to travel through the woods without any harm.

If failed, you can't avoid the taunt of the nearby spirits. They attack you for the evil you possess inside. Take 1 Hit for each Mutation you have, without Defense.

## 834 - Blessed Pond

Writer: Nuno de Sá

You have found a small Pond with crystalline water. As you taste the water, your head starts spinning and visions from the past greet your mind.

### All Heroes perform a Strength 5+ Test

If you fail, roll a D3:

#### D3 Result:

- 1: This water is incredibly pure and your body was not prepared. Take D3 Hits and D3 Corruption.
- This water is incredibly pure and your body was not prepared. D3 Corruption.
- 3: This water is incredibly pure and your body was not prepared. Take D3 Hits.

If you pass, win 20XP. Also, roll a D3:

#### D3 Result:

- 1: This water haves powerful healing effects: Heal D3 Corruption.
- 2: This water haves powerful healing effects; Heal 1 Random Injury.
- 3: This water haves powerful healing effects. Your body starts rejuvenating. Heal D3 Corruption, D3 Sanity, D3 Health, I Random Injury and I Random Sanity.

## 835 - Ambush on Desert Town

Writer: Nuno de Sá

You have found a Town that seems lost in time. It is completely empty. You investigate but there is nothing, no one, not even a soul. Suddenly the sunlight starts to go dim. Something is coming.

Unwrap the Town Adventure Board. You are about to be Ambushed. Use it as playground to play the mission "Shootout in the Streets" as per Frontier Town Adventure Book.

Instead of Bandits, you will place Undead Outlaws as per Undead Outlaws expansion. Search for the "Rooker Gang" card within the Infamous Undead Outlaws deck and use it as the gang they belong to:

Undead Outlaws in the roof also have the "Bandit Rifle" ability as described in the "Shootout in the Streets" mission.

If the Posse haves at least 5 or 6 Heroes or if the level of the Posse is at least 4, regardless of the number of Heroes, the Undead Gunslinger shows up, replacing the first Undead Outlaw that spawns on the map after the mission started.

If you succeed, each Hero wins 100XP and \$300 but If you fail, loose all your money. You can still proceed to next Town.

## 836 - Tribal Roots

Writer: Nuno de Sá

It's getting Dark and it's time to Camp. The location is not ideal but the Posse needs to rest. As the Heroes set Camp, they hear the sound of drums mixed with tribal yells far away, as if a Native Indian tribe is performing a ritual.

All Heroes recover a Grit and heal any Sanity damage they may have. The spiritual Healing Powers of the ritual are Strong enough to affect the Posse.

## 837 - Cows on the Loose

Writer: Nuno de Sá

An unusual big farm stands in your way. Several Cows are running randomly while an old man tries to chase them. He immediately asks the Posse for assistance.

"Hey Strangers, could you help me round up my cows? The fence has been destroyed during the last storm and now the cows are wandering around all over the place. I've already fixed the fence but I guess I'm getting old, I'm not fast enough to catch them anymore. They are not going far away from the farm, but there are too many wild animals around."

#### All Heroes perform a Cunning 5+ Test

If successful, win 50XP, you have helped the old man.

If failed, you are a disaster. Also:

#### **Perform an Agility 5+ Test**

If successful, win 10XP. You barely managed to dodge a crazed cow. If failed, you are overrun by Cows and take D6 Hits

## 838 - Dangerous Path

Writer: Nuno de Sá

After a long period crossing these Hills you finally left them behind.

The terrain ahead seems dangerous to be crossed with a Mount but the Posse have to or spend an entire day traveling back.

#### **All Heroes perform an Agility 5+ Test**

All Heroes that fail will fall off their mounts as the result of the crossing experience. They take D6 Hits.

All Heroes that pass, win 30XP.

If a Hero lost his Mount on a previous Hazard during this travel to Town, he is immune to this Travel Hazard.

## 841 - Strangter Wrangter

Writer: Perry Grosshans

You come across a gentleman in a covered wagon, which makes a lot of strange noise. When you ask him what the ruckus is all about, he gleefully flips open the flap to reveal six stranglers inside, all secured to the wagon with rope around their legs.

When you ask him why he's transporting such dangerous critters, he smiles a rotten-toothed smile, "Oh;" he says. "They make good eatin'."

Something doesn't seem right....

#### Choose:

Bid the fella good day and leave:

The Posse ignores the rest of this Hazard.

Follow and find out what's up:

Roll a D6:

#### D6 Result:

1 – 3: Well, what do you know? He was telling the truth! At the next Town he sells them to the local tavern. Yum! Strangler steaks, medium rare! Each Hero gains 20 XP.

4 – 5: You follow at a discreet distance. When the Fella meets up with a travelling family, he releases the Stranglers who swiftly attack and kill the family. The Fella then wrangles the critters up into the wagon and loots the family's belongings. Each Hero take D3 Sanity and are too distraught to do anything but wonder why they didn't do anything sooner. The crazy fella escapes. The next time this Travel Hazard is encountered, the Hero Posse can either ignore the Hazard, or attack immediately. If they attack, they fight six Stranglers on a random Valley tile (or random mine room), and if they win they capture the Fella to turn him into the Law at the next Town and receive \$100 each, regular combat XP and Loot cards.

6: The fella is sharp and catches on that you're following him. He teleases the Stranglers and attacks when the Hero Posse is in a narrow valley! Set up a random section of Valley from the Blasted Wastes expansion (or alternatively you can use a random room from the core set mines) and set up an encounter with six Stranglers. The fella unfortunately gives the Heroes the slip while they're fighting. Gain XP as normal from the combat, but no loot.

## 842 - Hotes

## Writer: Perry Grosshans

The Posse reaches a wide expanse of desert between two high bluffs. There are several old timers digging with shovels in seemingly random spots. When asked, the men exclaim there is treasure in these parts!

There are a lot of holes dug, and not a lot of treasure to be seen. But sometimes rewards take work.

#### **Each Hero chooses:**

Laugh at the old timers and move on

Ignore the rest of this Travel Hazard.

Grab some shovels and start digging!

Spending time digging extends the travel time, Add D3 Travel Hazards to the Hero that rolled this Travel Hazard after this one (regardless of how many Heroes dig holes).

Each Hero who digs roll a D6:

#### D6 Result:

- 1. Gold! The Hero finds D6 x\$100 worth of gold!
- 2. Jewels! The Hero finds d6 x\$10 worth of jewels!
- Nothin'. Nothin' but more dirt and a whole lot o' regret.
- 4. A few ants, a shiny nickel, and a sore back.
- 5. Hidden nest! The Hero has dug into a nest of warp spiders! The Hero takes D6 Hits and gains 20 XP as he fights the critters off.
- 6. Eureka! The Hero has found a secret stash! Draw a Loot card.

## 843 - Native Dark Stone Dealers

## Writer: Perry Grosshans

The Hero Posse stumble across a wandering tribe of natives who also dabble and trade in Dark Stone.

They are willing to trade, but it is costly. The Heroes can purchase Dark Stones for \$200 each, in either cash or items.

The Natives do not make change however (so giving them a \$250 item will yield one Dark Stone), even if another Hero gave them money previously. They do not haggle!

## 844 - Void Attack!

Writer: Nuno de Sá

A large number of settlers go in the opposite direction of the Posse. They explain that recently, a group of Void creatures attacked the nearest Town, nearly destroying it in the process. They are looking for opportunities elsewhere.

When you arrive to the next Town, you will find it in ruins. You don't need to roll to identify which town type you are. It will be a "Town Ruins" type (Frontier Town rules).

Also, any token you have that heals Sanity or Health can be sold in Town for \$150 due to the increased demand on those products. You cannot buy those type of Side Bag Tokens during this visit.

## 845 - Sanctuary

Writer: Nuno de Sá

A church located in the center of a very small community in a rocky region, offers protection and shelter to the travelers.

All Heroes heal D3 Corruption and D3 Sanity. Heroes can buy any service as if in a Town Church. Don't roll for Location Events.

## 846 - Drunken Pig

Writer: Nuno de Sá

As you cross a rocky region, you are lucky enough to see a hidden entrance guarded by a single man. He greets the posse and invites them to enter. "Welcome to the Drunken Pig. Where all dreams come true"

The Posse found what appears to be a Gambling Location. Each Hero can play each game listed under the "Gambling Hall" Town Location once during this stay. Don't roll for Location Events.

## 847 - San Pascualito

Writer: Darrell Jones

The Heroes come upon a graveyard covered in a dense layer of fog. Deep within is a faint blue light causing eerie shadows across the ground. The Heroes look over and see movement within the shadows. The movements seem unnatural.

The Heroes choose to investigate. Inside the dense fog they meet San Pascualito - The King of the Graveyard.

San Pascualito picks a random Hero and informs he will die within the next days.

If that Hero gets knocked out during the next Adventure, he rolls for an additional injury or madness.

## 848 - Achiyalatopa

Writer: Darrell Jones

Deep into a canyon, the Heroes are hit with a fierce wind. They hear something behind them and quickly turn to see Achiyalatopa.

Achiyalatopa is a giant bird-like monster with wings made of flint knives.

Apparently, the Heroes have wandered too close to its nest and Achivalatopa has been angered. The creature attacks with flint knives launching them at the Heroes.

## All Heroes perform an Agility 6+ Test

If passed, they successfully dodge the attacks and gain 20XP. If failed, take D8 Hits.

If 1 or more Heroes successfully evade the initial attack, the Achiyalatopa flies off.

If none of the Heroes is able to evade the initial attack, she attacks again and another Agility roll must be performed. Again, the Heroes that do not dodge the attack will take D8 hits. Repeat until at least one Hero is able to pass the Agility test.

After the encounter, each Hero rolls D6 to collect that many number of flint knives from the ground. Each can be sold in Town for \$25.

## 851 - Ascalapha Odorata

Writer: Darrell Jones

A few hours after the Posse takes off on their journey back to Town; they are swarmed by tens of thousands of Ascalapha Odorata - Black Witch Moths.

The Moths themselves, do no harm, but folklore around Town has said they bring misfortune.

#### All Heroes perform a Luck 5+ Test

Pass and win 20 XP. Fail and loose one random Gear card.

## 852 - Ahayuta

Writer: Darrell Jones

While camping for the night, all Heroes dream of being visited by Ahayuta, one of the Zuni Gods of War.

In the following morning, the Heroes do not recall the dreams from that night, but somehow feel invigorated.

#### All Heroes perform a Lore 5+ Test

Pass and win 20XP and +1 Initiative during the next Adventure.

## 853 - Ghost Sickness

Writer: Darrell Jones

A mental condition caracterised by a preoccupation with death and the dead is not unusual within the habitants of Brimstone, speacially those that tend to visit the Mines.

If the Heroes fought any Threat with the keyword "Undead" during their last Adventure, they are stricken with Ghost Sickness. If not, this Travel Hazard is ignored.

All Heroes affected by Ghost Sickness are -1 Strength and -1 Agility. They can heal the sickness by visiting a Church in Town. Each Hero has to pay \$100 to the Priest to be cured. The Priest will recommend any Hero affected to stay in Town for 5 days to rest up before they embark in the next Adventure. Heroes can still perform any activities during this period in Town.

If the Heroes leave before the 5 days, they will still be at -1 Strength and -1 Agility. They will cure the sickness only when resting for 5 days in any future Town Stays but they do not need to visit the Church location again to find the cure.

## 854 - Buffalo Bill's Show

Writer: Nuno de Sá

Rumors that Buffalo Bill's Wild West show is touring in Brimstone travels fast. The show is performing in a Town nearby the Posse's location. The Posse rushes to Town.

The Posse ignores the next Travel Hazard as they travel at double speed.

During your next Town Stay, Buffalo Bill's Wild West Show is performing on the Posse's third day in Town.

During the second and third day in Town, apply the following modifiers:

- All Town Location Chart rolls are at +2
- All prices are at +\$50.
- Hotel is full. Posse will need to sleep at the Camp.
- All Camp related rolls are at -1 due to the large affluence of suspicious individuals at Town that day.

Any Hero may attend the Show during the Posse's third day, instead of performing any other Town related Activities.

To attend the Show, each Hero must pay \$100. If they do, they heal a random Madness since the show is even better than the Heroes wildest dreams.

Also, any Hero can attempt to participate in the Show instead (giving up any other Town activities for that day), as a figurant. The Hero must first pass a series of tests. Perform a Cunning test 6+. If you succeed, win 20XP Also, you are hired. Heal a random Madness and win \$100xD3 as a result of your performance. If you fail, you will not be able to attend the show since you realize all tickets have been sold.

## 855 - Portat to Jargono

Writer: Nuno de Sá

It's a new day and the Posse starts packing. The temporary campsite was enough to keep you warm for the night but now rain starts pouring from the clouded skies. Someone grunts: "Great, another colorful day it seems. Just what we needed."

Soon, just another rainy day transforms into a diluvium. "God damn, we need to take cover. Let's take shelter on that Hole we saw yesterday". The Posse follows into the Hole, frustrated.

Soon, the Posse realizes this is no normal cave. There is some depth, much similar to mines you have encountered in the past. The walls are filled with paintings that resemble ancient drawings, but instead of any human resemblance, the drawings represent shapes of lizard like creatures.

#### Choose:

Don't investigate any further and wait for the rain to pass.

Nothing happens. The Posse leaves the cave as soon as possible.

This Hazard is over.

#### Further Investigate the cave

It seems clear that the Cave is empty without signs of life. However, you find more drawings. You see trees, swamps, giant animals and more lizards.

After a few corridors, you find a Gate. You look inside and you see a vast swamp with no end. All Heroes gain 30XP.

#### Choose:

Leave the cave. You don't want to mess with another world right

As soon as you try to leave, the cave starts to fall down. You need to hurry. All Heroes perform an Agility test 5+. Fail and take D6 Hits from the rubble. Pass and gain 20 XP.

#### Investigate the Portal

You enter into an amazing swamp like area. Giant dense trees block most of your vision and limit your movement, however, you are still able to progress to further investigate. After a while, you realize that there are no improvements on the landscape. Swamp, trees and thick jungle canopy. All Heroes win 40 XP due to the investigation.

After some time, the Jungle becomes too deep. Some of the trees become alive and start to attack the Heroes, the Posse struggles to proceed. Time to run back! All Heroes take D6 Hits withtout Defense as a result:

## 856 - The Hideout (Advanced)

Writer: Nuno de Sá

You found a Shackle and as you enter inside, you find that there is much more to this place that meets the eyes. You find a Bank and Train Robbery plans as well as letters with instructions about abductions and other forms of making money illegally.

#### Choose:

#### Leave.

Nothing more happens. This Hazard is over.

#### Search the Shackle.

All Heroes perform a Scavenge check on the Shackle. Get a Scavenge card for each 6 as usual.

#### All Heroes perform a Cunning 5+ Test

#### If all Heroes failed:

Nothing else to do. This Hazard is over.

#### If any Hero is successful:

Heroes that passed the test win 10XP. Also, you have found a clever hidden door to a basement. The door is locked. Each Hero then performs either a Strength test 5+ to bash the door or a Cunning test 6+ to unlock the door.

If all Heroes failed, nothing else to do. This Hazard is over.

If any Hero is successful, all Heroes win 20XP and go downstairs.

#### You are on the Center Chamber

#### Choose:

#### Go Back:

You decide to leave. This is too dangerous. This Hazard Is over.

#### Investigate the Center Chamber:

All Heroes perform a Scavenge test. Get a Scavenge card for each 6 as usual.

If any Hero in the Posse rolled at least two 1's, someone triggers a trap that immediately initiate a "self-destruct" mechanism.

The Basement is going down, you leave. This Hazard is over.

Otherwise:

#### Choose:

#### **Investigate a large Passage to the left:**

Cannot choose this option if you already explored this area.

You find some tooth marks along the way. Something creepy happened here. At the end of the passage you find several torture equipment's. Some dead bodies are piled up on the far section of this room. You are on the Torture Room.

Investigate the Torture Room:

Roll a D6. If you rolled 1-3, someone triggers a trap that immediately initiate a "self-destruct" mechanism. The Basement is going down and you run. This Hazard is over.

Otherwise, all Heroes perform a Scavenge test. Get a Scavenge card for each 6 as usual. If any Hero rolled at least two 1's, you are ambushed by x Bandits with 1 extra Elite Ability. Draw two Map Tiles and use as scenario for this fight.

After you defeat all Bandits, another wave of x Bandits with 2 extra Elite Abilities ambush you. If you fail to defeat the bandits, this Hazard is over. (only if Posse haves more than 4 Heroes)

Heroes draw 2 Loot cards at the end of the fights. Also, Heroes can "Catch your Breath". If you defeat the Bandits you can either proceed to the Center Chamber or leave. If you leave, this Hazard is over.

## **Investigate a small Passage to the right:**

There are some rusty Gear equipment's left in this passage. Maybe you can find something useful in-between this junk. Roll a D6

D6 Result:

1-3: You found nothing.

4-6: A random Hero draws a Gear Card.

The Passage before you falls down. All Heroes perform an Agility 5+ test to try avoid the falling rubble. If passed, win 20XP, If failed, take D6 Hits.

Luckily, this passage continues to a section that leads outside. Unfortunately, there is no way you can go back to the Shackle. This Hazard is over.

## Go forward through a tunnel:

The tunnel leads the Posse further downstairs. You feel the presence of the Void. Draw a Darkness card and apply it's results.

Setup this section with the Mine entrance Tile and attach a random mine tile. Any doors are closed. Place the Heroes as usual at the entrance. Don't forget to roll the Hold Back the Darkness and choose someone to hold the lantern. Play as you normally would, by initiative order.

As soon as you reach the Mine Tile attached to the Entrance Tile, Draw an Epic treat card. This is the reason why the bandits left and locked the basement. Fight it. If you defeat the Epic threat, draw the loot card accordingly. Also, this room is the Bandits Treasure Room. Each Hero receives D6 x \$100.

If all Heroes are KO in a result of this encounter, the Epic threat leaves the Basement and causes terror in the Nearest Town. When you arrive, Two buildings will be destroyed. After the fight, the Heroes decide to leave this place.

## 857 - White Buffalo

Writer: Nuno de Sá

Many Buffalos are sighted near some canyons, Amongst them a great White Buffalo stands out. Rumors say that the white buffalo is a sign of peace and prayer and when the great numbers of buffalo return and the white buffalo are among them world peace will come.

Next Town stay Location chart rolls are at +1.

During next Adventure, Hold Back the Darkness rolls are at +1.

# 858 - Gringos

Writer: Nuno de Sá

You find three Mexicans, or maybe, three Mexicans find you. They have an intense look in their eyes and will not answer to any questions, no matter how hard you try. Their hands are on their holsters, ready to draw their Pistols.

One of the Mexicans speaks something but you are not sure you understand: "No hablamos Ingles. Nosotros tenemos mucha hambre. Nos puede ayudar gringos?".

#### All Heroes perform a Lore 5+ Test

If at least one Hero succeeds, you are able to understand what the Mexicans need and all Heroes win 10XP. You give them some food and they give you one bottle of Whisky (decide which Hero keeps the Side Bag Token).

If no Hero succeeds, there is a barrier of communication. You don't trust the Mexicans and the Mexicans don't trust you. A hail of bullets starts flying. Each Hero takes D8 Hits from this fight.

## 861 - Limnic Eruption

Writer: Nuno de Sá

A lake explodes at the distance. Although you are not close, you can still hear the erupting sound. You have no idea what just happened. All you can do is hope for the best and continue to move forward. A Limnic eruption occurs when a gas, usually CO2, suddenly erupts from deep lake water. This are very rare events but in Brimstone, everything can happen.

When you reach next Town, you will find that many residents died as a result of the suffocating gas. Town morale is low.

Next Town stay Location Chart rolls are at -1.

The owner of a random Town Location died in the process. That location is closed and cannot be visited during this stay.

# 862 - Masters High Noon Duet (Advanced) (Requires Posse Level 6)

Writer: Nuno de Sá

If the Posse is not at least at level 6, ignore this Hazard. Or try it out at your own risk.

You are being followed. A Posse is after your group. After some time trying to elude them, you give up. They have great scouts. There is no mistake. They are 6 Gunslingers and they look deadly. However, they are not really looking for a fight, at least, not for now. They explain that they are looking for duels with talented folks such as yourselves.

"Not here!" they say... "We only fight with an audience. You see, we are looking for fame and you guys will make us famous. Your feats are renown all over Brimstone. Hell, they are renown all over the West. But you are not the best and we are here to prove it. Meet us at the nearest Town and we will see who the best of the best is, once and for all"

When the Posse arrives to the nearest Town, they will be challenged for a duel on day 2.

You should play exactly like the High Noon Duel, except that it isn't really a solo mission.

All Heroes participate. It's all Heroes or none. Exceptionally, if a Hero cannot participate or is not willing to participate, the number of opponents will not decrease. Their numbers are still equivalent as how many Heroes are in Town.

If you fail to participate on the duel, the Posse will lose a large amount of reputation. From now forth, all Heroes receive an Unwanted Attention markers every time they set foot on a Town.

#### The Duel Day

You are about to face The Lincoln County Regulators and they come to Brimstone just for you.

The Regulators are "Brutal Bandits" from the Frontier Town Expansion Book.

Randomly pick between the following Cowboys as part of the group that will face you in combat:

Roll a D8 for each Hero in Town to identify the Challengers: (repeat if you roll the same result)

Apply each identified Challenger stats listed on top of the Brutal Bandid stats.

#### D8 Result:

## l: Billy the Kid

- + 5 Health per Hero
- + 1 Elite Ability

Ranged Attack – Range 10 – Shots 8 – Damage 4 Range to hit is +3

#### 2: Charlie Bowdre

Will always try to get to melee. Combat – 6 with 4 Damage

- +5 Health per Hero
- +1 Defense
- +3 Move

#### 3: Henry Newton Brown

+5 Health per Hero Hail of Bullets ability – increase to 5 Hits each Each Combat or Ranged Hit +2 Damage

#### 4: Jose Chavez y Chavez

Free Attack each round – Send a knife – Range 6 – 8 Damage

- +5 Health per Hero
- + 1 Elite Ability
- +1 Defense

#### 5: Doc Scurlock

+5 Health per Hero Hail of Bullets trigger on each successful hit

#### 6: Frank Coe

+5 Health per Hero

If his brother George Coe is in play, receive +1 Defense
All ranged attacks are at +2 Damage

#### 7: George Coe

+5 Health per Hero

If his brother Frank Coe is in play, receive +1 Defense
+ 1 Elite Ability

#### 8: John Middleton

+5 Health per Hero Ranged Attack - Range 6 - Shots 8 - Damage 6 +1 Defense

Note: Regulators XP is 30 + (10 per hit) and each have 3 Elite Abilities as a baseline.

If you lose the Duel, roll for KO as usual. You start the next Adventure without any Grits. Now you know that you are not the best in the Old West.

If you win the Duel, there is no other way to say it. You are the best Heroes on the West! No one else is more suited to save the World. Each Hero wins \$1000 and 500 XP.

## 863 - Lawful Decisions

Writer: Nuno de Sá

Along the way to the nearest Town, you find two Bandits camping, planning a Train robbery. They were so distracted by their plans and didn't noticed the Posse approaching.

The Posse may decide to either help to Rob the Train or Confront the Bandits.

Rob the Train:

#### All Heroes perform a Cunning 6+ Test

If at least half or more number of Heroes in the Posse succeed, the train is stopped. You will find little resistance. Every Hero wins 40XP and 6x\$50. Also, when you arrive to next Town, all Heroes become "Wanted" (or Most Wanted if already Wanted).

If less than half of the number of Heroes in the Posse fails, you are not able to stop the train. all Heroes remove a Grit.

Confront the Bandits:

### All Heroes perform an Agility (ranged) 5+ or Strength (melee) 5+ Test

If at least half or more number of Heroes in the Posse succeed you are able to hold the outlaws in custody and bring them to next Town. Each Hero wins 40XP. If less than half of the number of Heroes in the Posse fails, the Outlaws escape.

## 864 - Travelling Salesman

Writer: Perry Grosshans

The Hero Posse meets up with a wagon. The driver introduces himself of as Cornelius "Corny" Withers, travelling salesman. He is more than happy to sell or purchase any wares.

The Heroes may purchase Bandage and Tonic Tokens for \$100. Also, draw D6 Gear cards, ignoring and redrawing any cards that don't have a dollar value. The Heroes may purchase any Gear card at its cost + \$100. Corny will also purchase Gear at half its value.

## 865 - The Chosen

Writer: Nuno de Sá

Your mind starts blurring and you vision is impaired. After a few miles, you start to see things that you do not understand, things on a different plane/dimension. There are horrific creatures there that you would prefer to have never seen. They know you are watching and begin to chase, only to find that they cannot really harm you.

The Hero that rolled this Hazard has become afflicted with Visions from another dimension. Physical interaction is not possible but the horrors are too much to handle. The visions are not permanent. Sometimes they come when the Hero is sleeping and often when the Hero is awake.

There is no cure for this never-ending nightmare but the Hero can learn how to deal with it.

# The Hero that rolled this Hazard performs a Spirit 5+ Test

If successful, win 20XP. After the end of the Next Town visit, you will master the "sight" and become mentally empowered by it. Permanently gain 1 Sanity.

If failed, the horror is too much to handle, after the end of the next Town visit, permanently lose 1 Sanity.

Also, anytime the Posse draws a Darkness card, the Visions become more powerful and there is a chance that they become real as the dimensions interact. Roll a D6. At the roll of 1, you must draw and Fight a Low Threat Card as some of the creatures are able to cross and "Attack". Draw until you face a Threat with the keyword "Void".

If a Hero rolls this Hazard again during his lifetime, his Visions end. Also, he becomes the Chosen of some dark gruesome creatures from another World. Permanently win 5 Sanity and 5+ Willpower Armor.

## 866 - Departure of a Friend

Writer: Nuno de Sá

He was a good companion and you will never forget the days you spent together. A sudden illness stroked him and now there is nothing else that can be done. You need to put a bullet inside your Mount as a final act of dignity.

The Mount of the Hero that rolled this Hazard dies as a result of a sudden Illness.

This Hero rolls once more on the Travel Hazard Chart.

Don't forget to buy a new Mount as soon as you arrive to next Town (see rules section for more information).

## 867 - Outlaw Army

Writer: Nuno de Sá

A cloud of dust rises up on the horizon. You see that a large group of riders are coming your way, fast! You don't waste time and draw your weapons, in case things get ugly.

Quickly, you are surrounded by 30 or more heavily armed men.

A Tall rugged looking man riding a beautiful white mustang seems to be the Leader.

"Which one of you scum's the leader?" The tall man asks.

He gracefully jumps down from his horse and walks to a random

Hero. Looking him straight in the eyes, he draws his gun and presses it against his head.

"I'm only going to ask this once. "He spits on the ground." "We want all your weapons and all your money.".

#### Choose:

Give them all your weapons and money:

All Heroes rolls a D6 for each weapon they have (personal items and starting gear are not affected). If you roll 4,5 or 6, you were able to hide that weapon. Discard all others. All your money is lost. The tall man and his gang then leave the area with big smiles on their faces... nothing you can do, except to move on... tomorrow is always another day.

Fight your way out of this mess:

Kill the tall man and attempt to intimidate his gang. The Hero with the highest initiative perform a full ranged attack (all attacks he would make in one full round). The tall man haves 2 defense and 6 health.

If the tall man dies, the Hero who killed him wins 50XP and perform a Cunning 4+ test. If successful, you have intimidated his gang. You can leave. Those man will think twice before crossing you again. If failed, run for your lives, all Heroes take D6 Hits without Defense.

If the tall man survives, all Heroes run and take D6+2 Hits without Defense.

Try to convince the tall man to allow you to leave:

# Choose one Hero to perform a Cunning 6+ Test

If successful, that Hero wins 40XP and the tall man then asks you to be on your knees and beg. If you accept, he allows you to leave, all Heroes take D6 Horror Hits. if failed, go to "Give them all your weapons and money" section.

Just try to run:

All Heroes take 2D6 Hits without Defense

## 868 - Interesting Shortcut

Writer: Perry Grosshans

The Heroes find an old service mine tunnel at the base of a canyon. According to their information, this tunnel should take them straight through to the other side and closer to their destination. Problem is, the tunnel is old and might not be safe

If the Hero Posse don't take the tunnel, ignore the rest of this Travel Hazard. If the Hero Posse decide to take the tunnel, roll a D6:

#### D6 Result:

- 1 3: The tunnel is secure and takes them straight through with no problems. Reduce the number of remaining Travel Hazards by D3.
- 4 5: The tunnel is dangerous and begins to cave-in! Roll another D6:

### D6 Result:

- 1: The Hero Posse are buried under falling rocks. Each Hero takes D6 Hits (can be saved for normally) and the Posse must now backtrack after digging themselves out. Add D3 Travel Hazards.
- 2-4: The Hero Posse manage to escape the worst of the tunnel's collapse, but now must backtrack, saving them no time. Add 1 additional Travel Hazard.
- 5: The Hero Posse manage to make it through to the other side before the tunnel collapses! Reduce the number of remaining Travel Hazards by D3.
- 6: The tunnel is infested! Place the three straight Mine tiles down and draw a random Low Threat. Place the Hero Posse at one end, the Threat at the other end. If the Heroes defeat the encounter, they receive XP and Loot normally, and emerge from the tunnel; reduce the number of remaining Travel Hazards by

  D3. If the Heroes are defeated, they must retreat. Add
  - D3. If the Heroes are deteated, they must retreat. Add D3 Travel Hazards.

## 871 - Dark Visions

Writer: Nuno de Sá

Dark Visions hunt you in your sleep. Horrible things yet to happen to you, to your friends and to Brimstone.

The Hero that rolled this Hazard may cancel any Darkness card, after it was revealed. Can only cancel one but at any time during any future adventures.

He also takes D6 Horror Hits, shaken by the terrifying and confusing visions.

## 872 - Alien Vegetation

Writer: Darrell Jones

The path the Posse was following dead ends into a field with strange flora growing. There's an odd smell in the air that seems to emanate from the field.

The Hero that rolled this Travel Hazard must decide if they are going to trek through the strange vegetation or try to find a route around.

If they decide to find another route, every Hero must roll for a Travel Hazard after any remaining Travel Hazards left to encounter.

If they decide to trek through the vegetation, the Heroes set off toward the direction of Town. After an hour, the vegetation has gotten thicker and is now shoulder high.

Roll a D6:

D6

# The vegetation attacks! Strange tentacle-like vines appear from every side and strike half the random Heroes (rounding up). Those Heroes take D6 Hits. The vines start wrapping around the Heroes arms and legs trying to tear them apart. All Heroes perform a Strength 4+ Test. If passed, win l0XP. Also, they easily pull away from the vines. If failed, take D3 Hits. A random Hero steps on a pod and releases a cloud of purple dust. That Hero inhales that dust and starts to have seizures. Suffer D3 Hits and D3 Horror Hits. The Heroes have been walking for hours. After what

Start this test over as the Heroes cannot decide to ignore the field now.

The Heroes quickly find their way and move through the vegetation with no problem. Tired and exhausted,

seems like an eternity, they emerge from the field and quickly realize they are back where they started from.

they have completed this Travel Hazard.

6: A random Hero finds some fruit they identify to be quite safe. He distributes to the remaining Heroes. Any Hero that is not a full health can heal D3 Health.

Each Hero that heals gains 5XP for each Health healed.

## 873 - The Cactus

Writer: Darrell Jones

The travels to Town are taking its toll on the Heroes. Low on food, they come across a cactus bearing fruit.

As they approach, the Posse notices an odd purple glow about the cactus. You've just discovered a cactus mutated with Dark Stone!

A random Hero is selected to pick the fruit

As he reaches up, the cactus moves its arms and grabs the Hero. The Hero struggles and wrestles free.

## Perform a Strength 6+ Test

If Pass, win 30XP. If fail, take D6 Hits.

## 874 - Trip Wire

Writer: Nuno de Sá

You stumble upon a trip wire, activating a nearby trap laid by Native Indians.

You try to avoid the Trap:

## All Heroes perform an Agility 5+ Test

If Pass, win 20XP. If failed, you are too slow, take D3 Hits.

## 875 - A Good Night Steep

Writer: Nuno de Sá

For the first time since you left Town, you had a good night sleep. Critters did not bother the Posse and the weather was perfect.

Today your senses are sharp. If you still have Travel Hazards left to roll, you can ignore one after you roll it.

## 876 - Dead Courier

Writer: Nuno de Sá

The Posse finds a dead body of a courier at the side of the trail. It seems he died of sudden death.

You search his body. Roll a D6:

## D6 Result:

- 1: You don't find anything useful
- 2: You find a Fine Cigar. A random Hero keeps it
- 3: You find some money. Each Hero receives \$50
- 4: You find some money. Each Hero receives \$100
- You find a letter to the nearby Town's Hotel Owner.
   Next stay in Town, you don't pay to stay in the Hotel
- 6: You find Gear. Draw a Gear Card.

## 877 - Misfortune

Writer: Nuno de Sá

Today is one of those days that would be best not to travel. You feel that your luck is running out.

#### **Choose a random Hero**

Loose 1 to Luck until the end of next Town Stay (minimum value is 1).

Also roll a D3:

#### D3 Result:

- 1: Your Side Bag haves a Hole of the size of a whisky bottle. You didn't realize it before. Roll a D3, loose that many Side Bag Tokens. Also, your Side Bag Token capacity is reduced to 2 until you reach next Town, when you will pay \$100 to repair it.
- 2: Loose D6\*\$50
- 3: Perform a Luck +5 Test to attempt to counter your misfortune. If successful, Bad Luck cannot harm you. Win 50XP and add a point of Luck for each 6 rolled until the end of next Town Stay

  If failed, this is really your unlucky day. Apply both 1 and 2 results from the D3 Roll.

## 878 - The Writer

Writer: Nuno de Sá

You found a man that claims to be a famous writer from England. He is looking for Brimstone stories and will reward anyone who can tell him about what is going on in the mines and the truth about the gates.

The number of stories each Hero can tell is linked with their level. Each Hero gains \$25 x Hero Level for the information they give to the writer.

Also:

# All Heroes perform a Cunning 6+ and Lore 6+ Tests

If you Fail this test, the writter thank you but this Hazard is over for you. If you succeed, win 50XP. You are a true Story Teller. The Writter asks if you can keep sending him letters with more stories as you continue to dwell into the Mines. Each time you enter Town, you will send a letter to the writter with new stories. Every time you do, roll a D3:

#### D3 Result:

- 1: The Story was dull. Nothing Happens
- 2: The Writter enjoyed the tale and send \$50 in return.
- 3: The Writter was delighted. He sends \$200 for the story.

## 881 - Travelling Preacher

Writer: Perry Grosshans

The Hero Posse comes across a Preacher, pontificating to a group of travelers on the side of the road. As the Heroes watch, a young man steps forward and holds up his right arm which ends in a tentacle! The preacher tsk-tsks, and asks the man if he believes? The young man shouts "Yes!" and the preacher grabs the man's tentacle-arm and screams at the heavens "So Sayeth the LORD!" You blink and suddenly the young man's arm is normal again. The people all shout "Praise the Lord!" and start singing. The preacher spies the Hero Posse. "Do you believe?" he asks them.

Any Hero with a Mutation can approach the Preacher and roll D6 (adding +1 for every \$100 donated before the roll), and consult the Doc's Office chart from the Town Card. A failed roll means the Hero didn't believe and the preacher won't make another attempt. On a success, the Hero believes and the mutation is healed, also, the Hero may ask the preacher to remove another Mutation.

## 882 - Fields of Glory

Writer: Nuno de Sá

Hundreds of dead bodies fill the area. It seems that the Cavalry was attacked by some dangerous Native Indians tribe.

Each Hero may perform a Scavenge test as if in the mines to search the dead bodies. They roll one extra dice (four total).

Also, when you reach next Town, the Daily Event of the first day is "Wounded Soldiers".

## 883 - Possessed

Writer: Nuno de Sá

A lonely wanderer seems to be possessed by some Demonic Evil. He ignores the Posse as he is trying to finish performing a ritual:

#### All Heroes perform a Spirit 5+ Test

If failed, take D6 Horror Hits as the Demonic presence is too strong. If Succeed, gain 20XP.

You can then either kill the wanderer, gain 30XP and take D3 Corruption without Willpower save or continue your journey and ignore him.

## 884 - The Lonety Farmhouse

Writer: David James-Dimitrov

Riding through the countryside, the sun is setting and night time is settling in. Out in the middle of the open country you come to a lonely prairie farmhouse. A deep purple light radiates from it's windows casting an eerie glow over the surrounding fields. Curious, the Posse ties up the Mounts and calls out a greeting. No response. You knock on the door. No response. The Posse tentatively opens the door. You enter a simple living room, lit soley by the glow of darkstone. Before you lies a young boy laying in a bed with shards of darkstone packed around him. His parents stand over him, heads down turned staring at the boy and sick with worry. The Father speaks without looking up. "The Lord wouldn't listen to our prayers...maybe...the Darkstone will save him."

Some members of the Posse may decide to rob the farmers at gunpoint for their Darkstone's.

If you do, steal Darkstones, and divide among Heroes as you'd like. Heroes Roll a D6 for each Darkstone they take. On the roll of 1,2 or 3, Heroes take 1 Corruption Hit.

All Heroes that participate in the robbery subtract 1 from their Lawfull Trait.

Regardless of robbing the farmers or not:

#### Choose a random Hero to Perform a Luck 5+ Test

If pass: Win 20XP. Also, the Heroes apologize for barging in on the family and leave the family to their grief.

If failed: The sick boys begins to breathe rapidly. His skin begins to pulsate. Suddenly his eyes flash open and he bursts out his bed, covers and Darkstone flying in the air. The boy lunges at the random Hero and forces himself into his chest.

This Hero now has a Child of the Void Mutation with the following changes:

- Does not get +1 Lore in otherworlds.
- At the beginning of every mission the Hero takes 1 Hit with no Sefense as the boy is living parasitically off of the Hero.
- If hero ever does anything to remove mutation and succeeds the Hero will take D6 Horror Hits as the boy pleads for his life.
- If this Hero already has a child of the void mutation or receives a child of the void mutation they receive D6 Hits as the two children try to destroy one another. Roll a D6 to see which survives 1-3: The sick boy 4-6: The Child of the Void.

## 885 - Ornery Prairie Dogs

Writer: Perry Grosshans

A number of small holes dot the land on either side of the road. Your guess that this is a burrow for prairie dogs is a good one, as a number of their small furry heads pop up to glare at you as you pass by. But then instead of darting away from your Mounts, a whole mess of the darn critters swarm the Hero Posse!

#### All Heroes perform an Agility 5+ Test

If a Hero passes, you manage to dodge the squirming vermin and shake them off. Also win 20XP.

If a Hero fails, you get bitten by multiple little teeth and take D6 Hits.

The Hero Posse then ride away, leaving the angry vermin in their dust.

# 886 - Just Another Travel Day

Writer: Nuno de Sá

The day has passed without any Event worthy of mention. Was just another travel day!

Nothing eventful happens

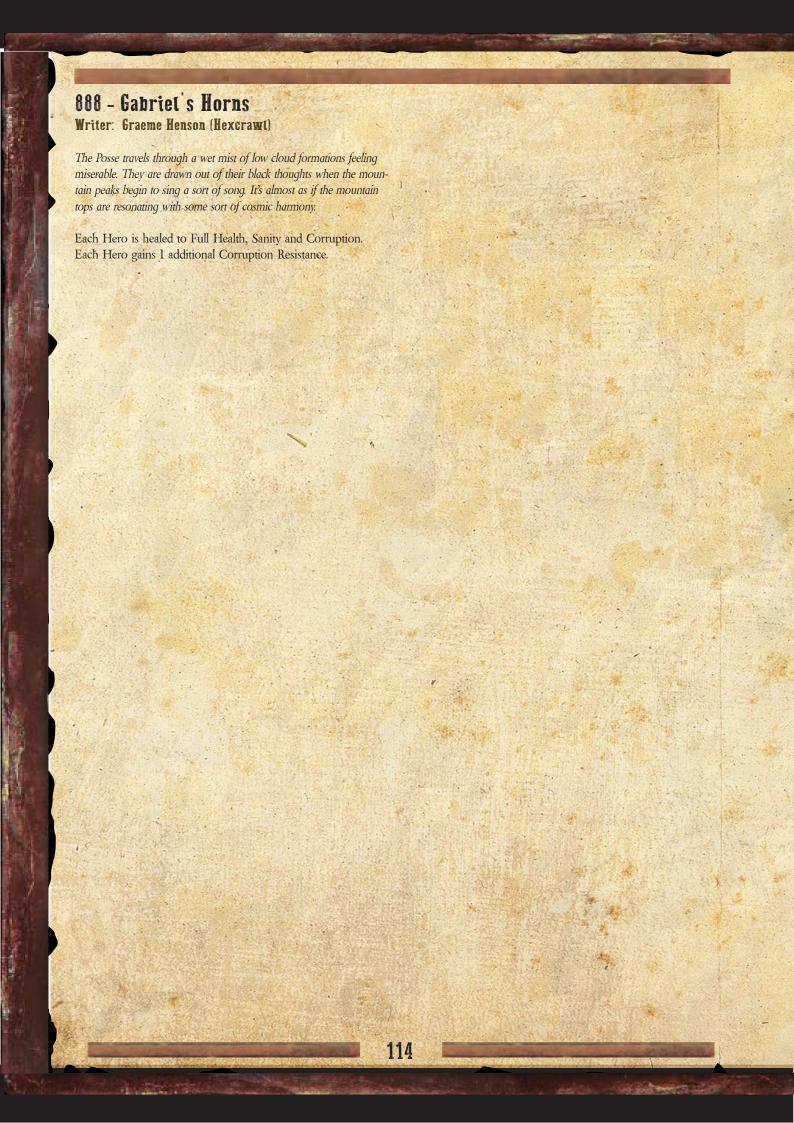
## 887 - Miraculous Apparition

Writer: Nuno de Sá

While struggling to travel throw a rocky area, a shining figure takes form and levitates towards the Posse. "You are all children of the light. You are the warriors of Faith who fight the creatures that do not belong in this word. This is my gift to you".

All Heroes heal a random Madness.
All Heroes heal a random Injury.
All Heroes may heal a random Mutation.

Heroes with the Keyword "Holy" recover one Grit. Heroes with Positive Religious Trait gain 4+ Spirit Armor until the end of the next Mission.



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