

EVISERATED

You have seconds left to say any famous words before you fall to the floor and die.

Your Hero is Dead.

FOREIGN OBJECT

There's something in your body that wasn't there when you woke up this morning.

Choose a body part that does not already have a Foreign Object in it. You may not wear Clothing items on that body part as long as that Foreign Object is in your body.

SPINAL CORD INJURY

That was a solid hit to your spine and you're going to be feeling that for years to come.

-1 AGILITY

-1 STRENGTH

(minimum of 1).

BRAIN INJURY

You head no feel good.
You head hit,
go night night.

-1 CUNNING

-1 LORE

(minimum of 1).

BUTCHERED GENITALS

Reproductive activities are clearly not an option anymore...

-1 SPIRIT

-1 LUCK

(minimum of 1).

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FRACTURED HIP

Every step you take sends a sharp, stabbing pain running through your body.

Your Hero takes 1 Hit after every Move action.

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MANGLED HAND

Your disfigured hand will never hold a gun the same way again. You can still aim it in the general direction, but don't expect to win any prizes for accuracy.

Your Hero has one less available for carrying items.

Weapons may still be used, but you are unable to get Critical Hits with any weapon being used by your injured hand.

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COUGED EYE

Your vision gets hazy and streaks of blood run down your face. At least you won't see these horrors as clearly anymore...

You are unable to get Critical Hits with Ranged Weapons.

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FRACTURED RIBS

With a sickening crunch, you feel parts of your ribs break and splinter.

Your Hero has one less .

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Your Hero has one less .

BROKEN LEG

Your leg twists and bends in a direction not normally associated with the human leg.

You are at -1 to your Move rolls

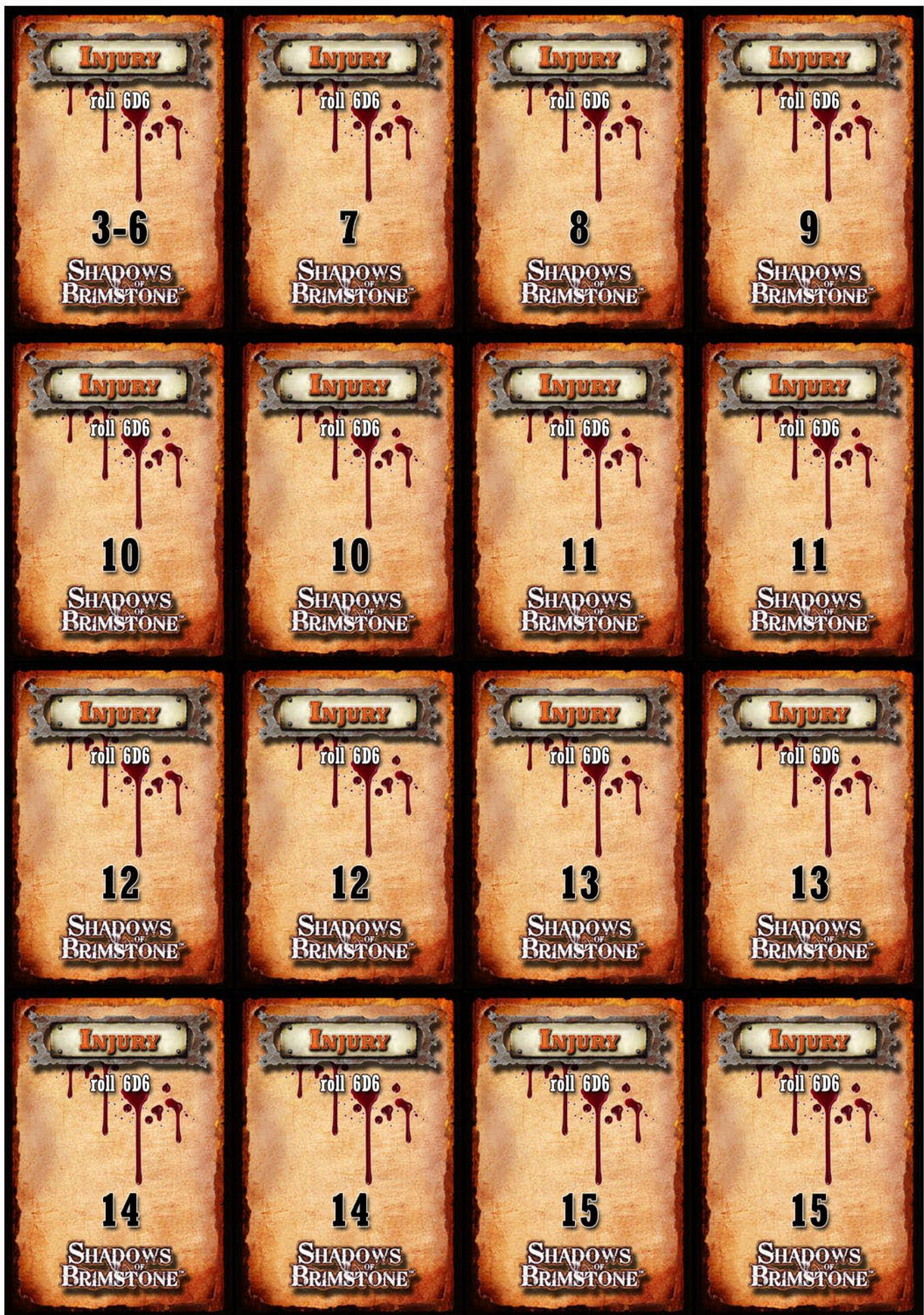
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ABDOMINAL TRAUMA

You feel your innards all screwed up inside your body as you hunch over.
It's like a horse just kicked you in your gut.

You are at -1 to your Defense rolls
(minimum of 1).

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CONCUSSION

The room swirls about you and there's a constant ringing sound that isn't going away anytime soon.

You are at -1 Initiative
(minimum of 1)
and roll one less die on Skill Tests.

Discard at the end of the Adventure.

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INTERNAL BLEEDING

You've had worse scrapes shaving yourself in the morning. You'll be fine you tell everyone...

From now on, roll on this Injury Chart using 3D6.

This Injury is -1 to recover from using a Surgery roll in Town.

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BROKEN ARM

Your arm dangles uselessly by your side. You'll be damned if you can hit anything quite the same again.

You are unable to get Critical Hits with Melee Weapons.

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CRACKED KNEE

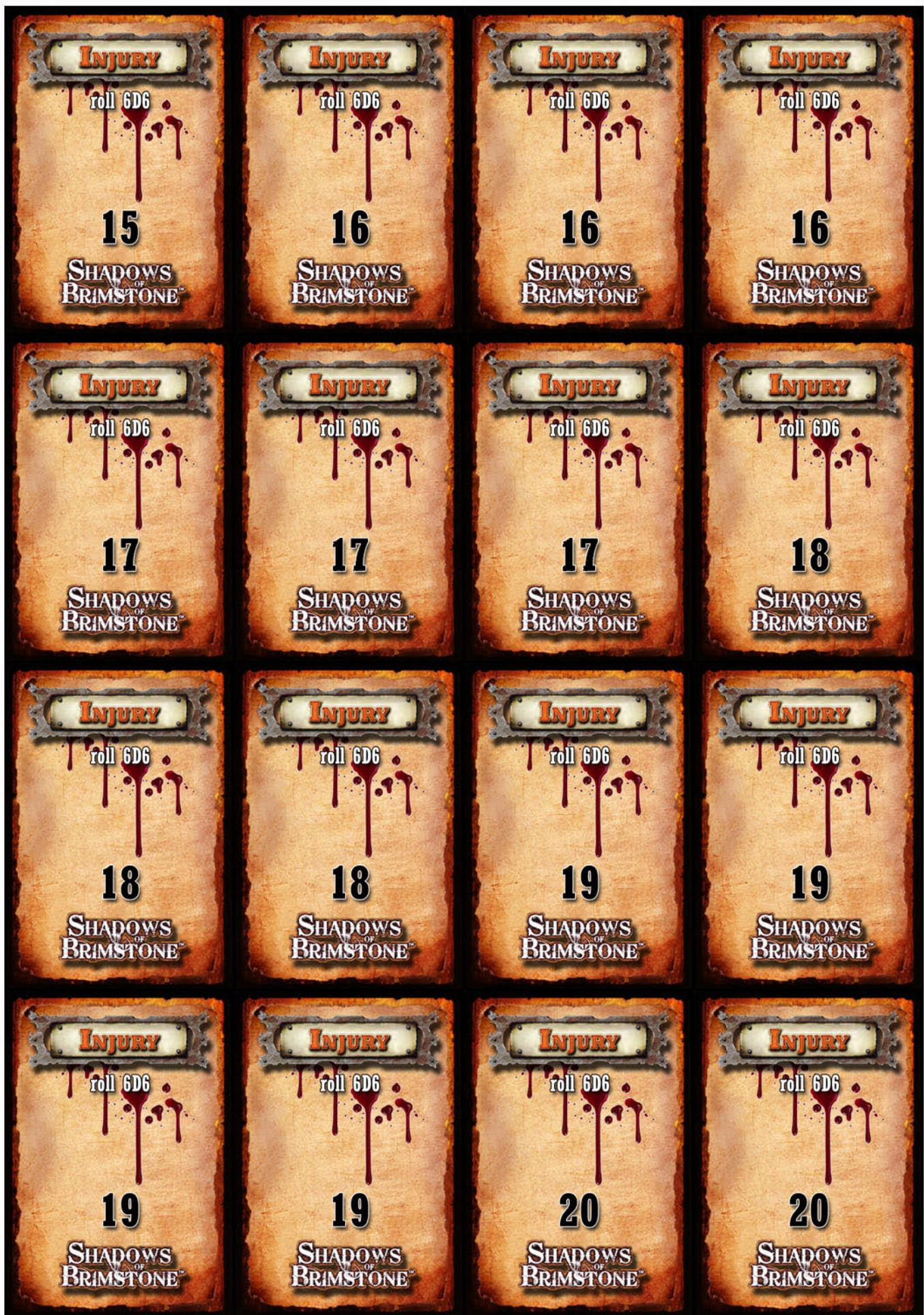
You used to be a great fighter in your time, til that thing happened with your knee...

Whenever you are Wounded, you are also Pushed 1 space if able to be moved (player chooses direction).

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CRUSHED FOOT

Not only can you not feel your foot anymore, but you got your favorite pair of boots ruined now too!

You are at -1 to your Escape rolls (minimum of 1).

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SCALPED

You feel the top of your head and wince in pain as you feel exposed flesh where hair once grew.

You are unable to wear any Clothing item or Gear on your Head.

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SLASHED FACE

A cut down the length of your face has marred your previously good looks with a sinister looking scar.

You are at -1 to any rolls in Encounters with the keyword "Stranger" (minimum of 1).

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BROKEN TEETH

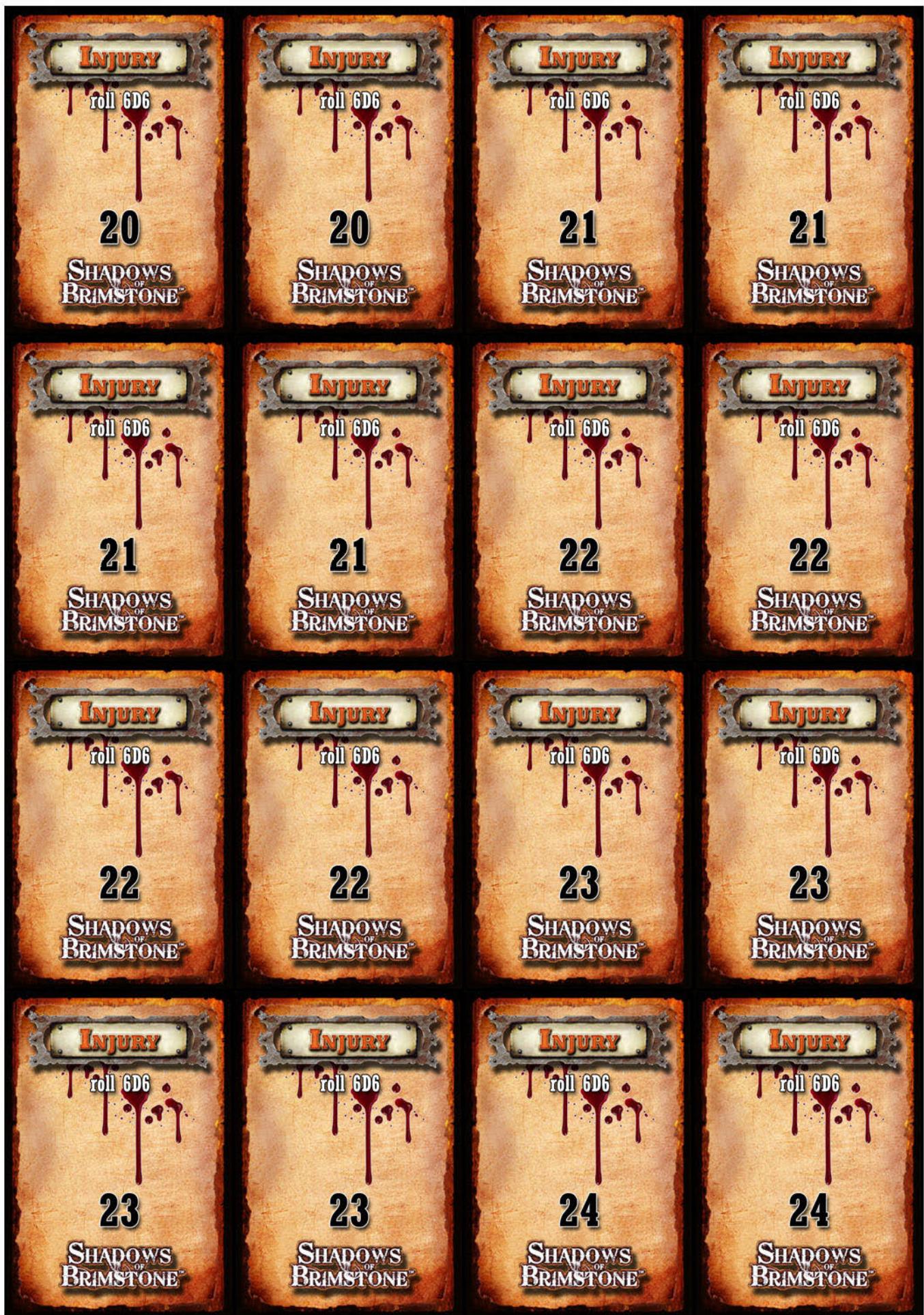
Your teeth are mighty sensitive now and it's going to be painful to eat or drink anything from now on.

Your Hero takes 1 Hit after using a Side Bag Token (no effect from Dynamite).

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BROKEN COLLAR BONE

The pain is intense and it hurts to do most anything, but it doesn't look like you are in any mortal danger.

-1 MAX GRIT

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CHEST WOUND

Your shirt is soaked with blood from the massive gash running down your chest. It hurts to even turn your body.

-1 INITIATIVE

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SEVERED FINGER

A portion of one of your fingers has been lopped off, which makes shooting a gun an interesting proposition.

Ranged Weapons that you use are
-1 Shot
(minimum of 1).

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-1 Shot
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SEVERED EAR

You realize that a part of your ear lies on the ground next to you. Oddly enough, you can't seem to pinpoint where sounds are coming from anymore. Coincidence?

In every Fight, you are considered Ambushed by a single Enemy (choose one). That Enemy appears next to your Hero at +2 Initiative.

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In every Fight, you are considered Ambushed by a single Enemy (choose one). That Enemy appears next to your Hero at +2 Initiative.

SWOLLEN EYE

You have a massive headache and you can't blink out of one side of your face.

Your Line of Sight is restricted to the direction your model is facing. It costs 1 Move to change your model's facing during your Activation.

Discard at the end of the Adventure.

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You have a massive headache and you can't blink out of one side of your face.

Your Line of Sight is restricted to the direction your model is facing. It costs 1 Move to change your model's facing during your Activation.

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PULLED MUSCLE

Hot damn, that'll do it. You'll be fine in a few hours, but dangit if that ain't a charley horse.

You are at half-movement (rounded down) on every turn after you take a Wound.

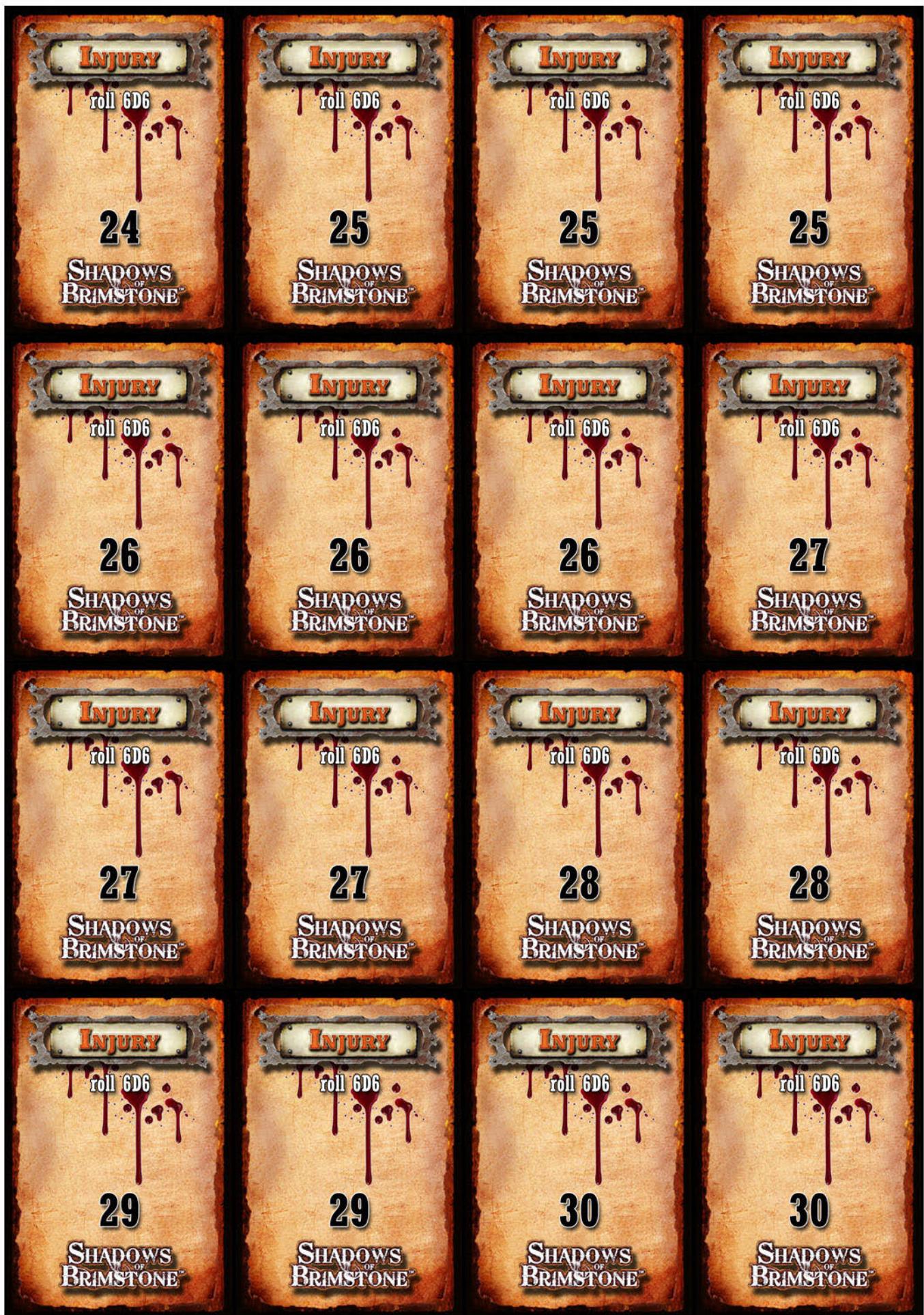
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TWISTED ANKLE

It's not the worst pain you've ever felt, but you'll have to watch how you walk on that foot for a bit.

You may not move your Hero diagonally.

Discard at the end of the Adventure.

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SPRAINED WRIST

You feel like a pansy for even complainin' about it, but it's sure hard as hell to hold a gun straight now.

You are -1 to all Ranged "To Hit" rolls (minimum of 1).

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DISLOCATED SHOULDER

Until you get a free second to get your arm placed back in its socket you definitely ain't gonna be hittin' as hard.

You are -1 to all Melee "To Hit" rolls (minimum of 1).

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RATTLED

The room is wobbling some all around you like you was drunk, but you'll manage... somehow.

You are -1 to all Skill Test rolls (minimum of 1).

Discard at the end of the Adventure.

WIND KNOCKED OUT

You stop a second to catch your breath and look yourself over. Not a scratch on you, time to kick some ass.

No lasting long-term effects.

SCARRING

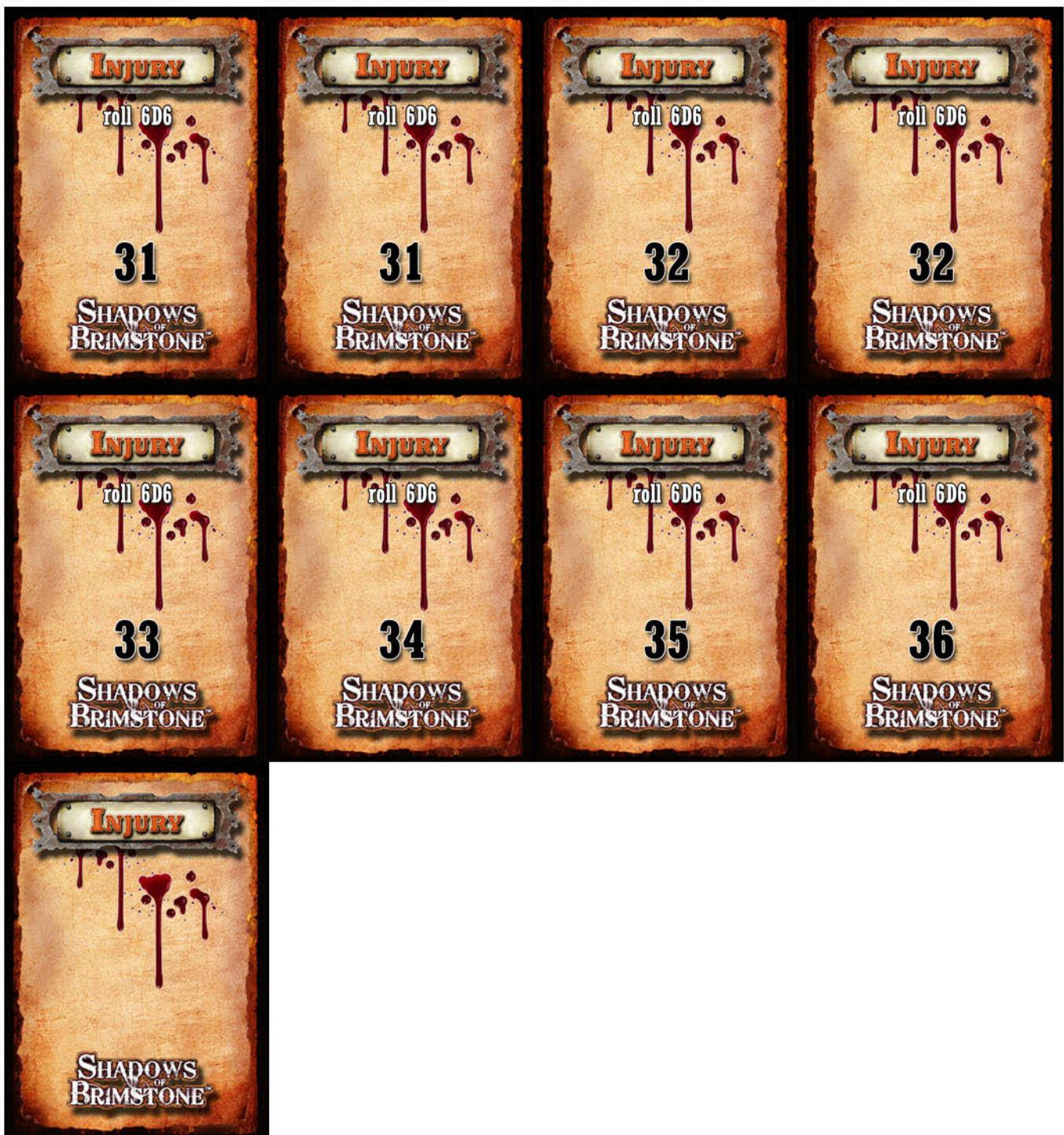
It might look bad, but you don't feel a thing. If anything, it's made you more pissed than you were before.

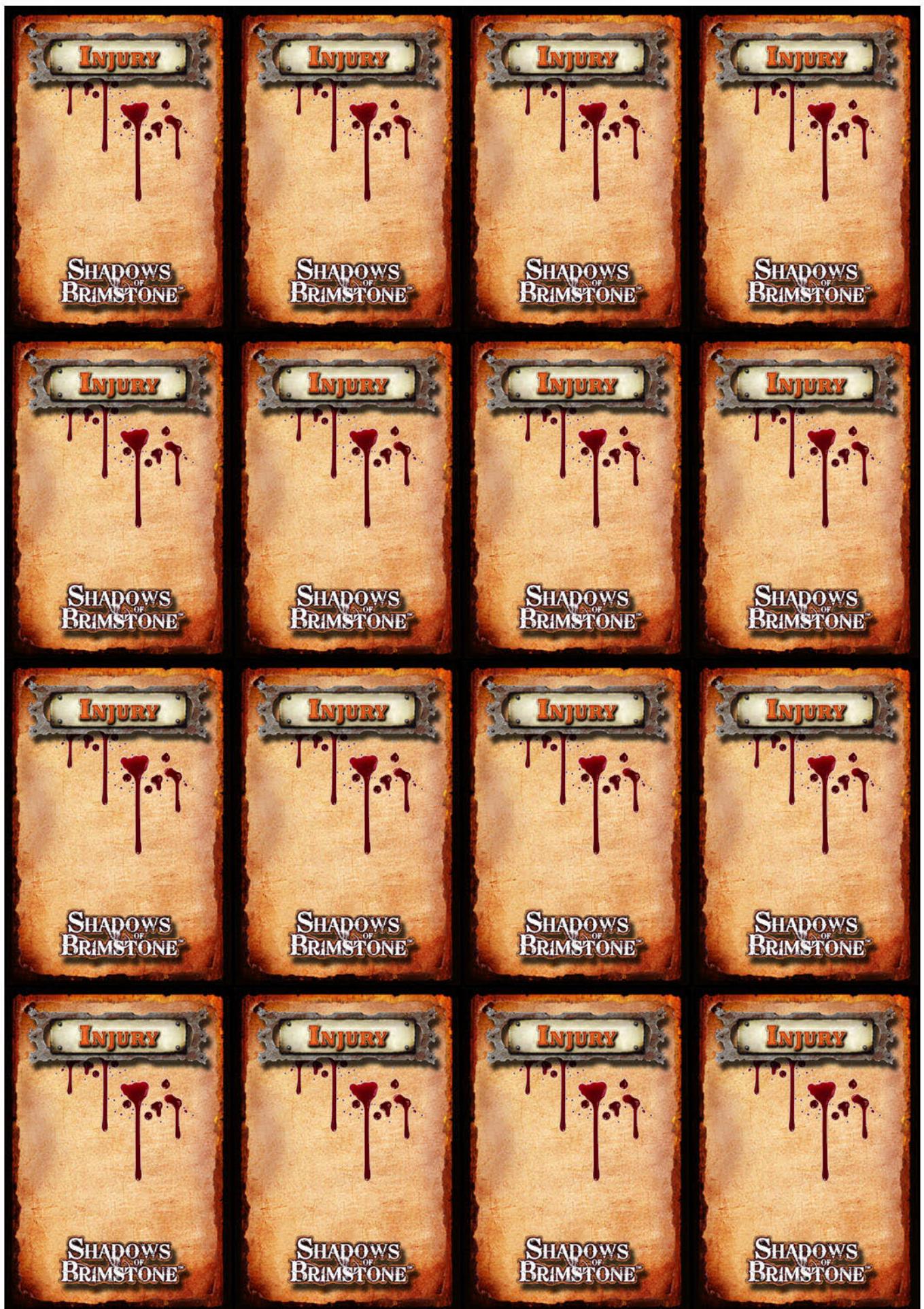
+1 MAX GRIT

INJURY CHART

When you Recover from being KO'd with 0 Health, Heal 2D6 Wounds/Sanity (any mix) and roll once on the *Injury Chart* to see the long lasting effects.

If you get an Injury that you already have, use the number above it on the chart (lower number).





BRAIN DEAD

Your mind has simply shut down from the extreme trauma it has suffered. You are nothing but an empty shell now.

Your Hero is Dead.

EGOMANIA

Ha! These people are ridiculous, they don't even realize that they're traveling with a Living Legend!

You are unable to give or trade Gear or Side Bag Tokens with other Heroes.

CHRONIC ITCHING

They seem to come from everywhere, there's thousands of bugs and spiders crawling about, it's downright sickening.

At the start of your turn, you take 1 Hit.

UTTER DESPAIR

There's no sense in continuing on, it's just going to get worse. Those things are just too strong.

Whenever a **Hold Back the Darkness** roll is failed (including doubles that would fail), take D3 Sanity Damage (no Willpower saves).

PARANOIA

Just act natural, don't let them know you're on to them. They're watching your every move, don't make eye contact.

Whenever you attempt to Scavenge or Explore a Doorway, roll a D6. On a 1, 2, or 3, you fail the action.

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SOCIOPATH

No one sees the smile on your face as you descend further and further into Darkness.

You do not get Willpower saves from Corruption Hits.

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THE SHAKES

Sometimes, it all just gets to be too much to handle. You'd kill for a smoke to calm your nerves.

Whenever you Scavenge, ignore the first 6 that you roll.

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SCHIZOPHRENIA

The talking Cactus is starting to get lippy with you.

Whenever you end your Move adjacent to another Hero, roll a D6. On a roll of 1 or 2, that Hero takes 3 Hits.

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HALLUCINATIONS

What kind of dirty trick is this? This isn't a bag of gold, this is just a bag of horse shit!

Whenever you draw a Loot Card, roll a D6. On a 1, take 1 Sanity Damage instead (ignoring Willpower).

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OBSESSION

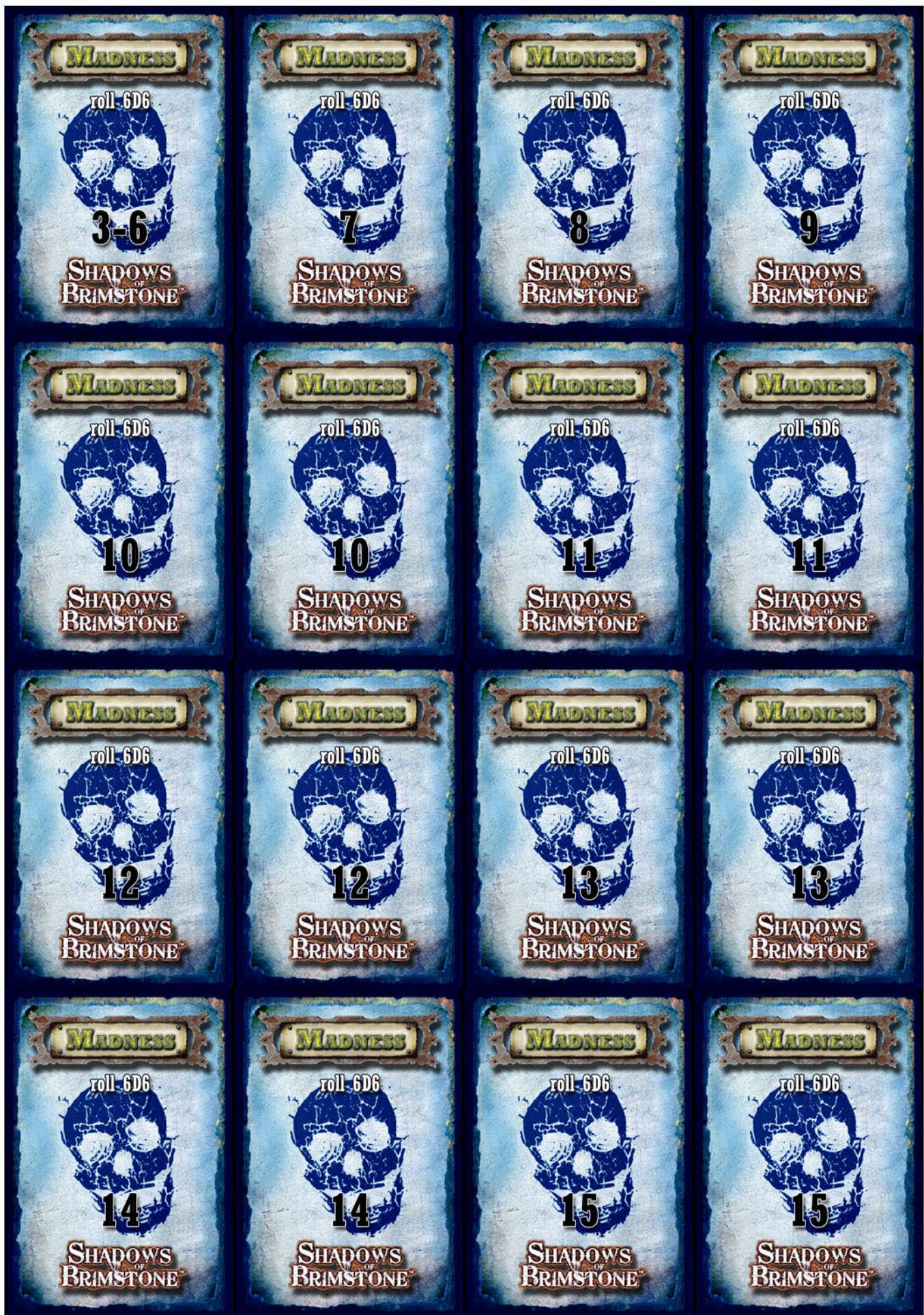
What are they thinking about? Why aren't they talking to you? Don't they know how much they mean to you?

Choose a Random Hero. From now on you are at -1 to any rolls you make if you are not adjacent to this Hero or at the same Location as this Hero (minimum of 1).

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CLAUSTROPHOBIA

These walls are starting to cave in, you're going to suffocate down here. Nevermind the monsters, the Mines themselves are going to kill us all!

Each turn you take 1 Horror Hit if you ever begin your Activation with less than 6 open, unoccupied spaces adjacent to you.

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TRAUMATIC MEMORY

I don't want to talk about it.

You gain half XP (rounded down) from all sources.

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DELUSIONAL

The Yellow Sign is everywhere and everything is infused with the Sign. He Who Shall Not Be Named approaches...

From now on, roll on this Madness Chart using 3D6.

This Madness is -1 to recover from using an Exorcism roll in Town.

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GENDER IDENTITY CRISIS

You were just a butterfly waiting to come out of your cocoon, now is your time to show the world who you really are!

Your Hero now identifies as the opposite gender and changes their appearance to match. Flip your Character sheet over and use an opposite gender character model.

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FLAGELLANT

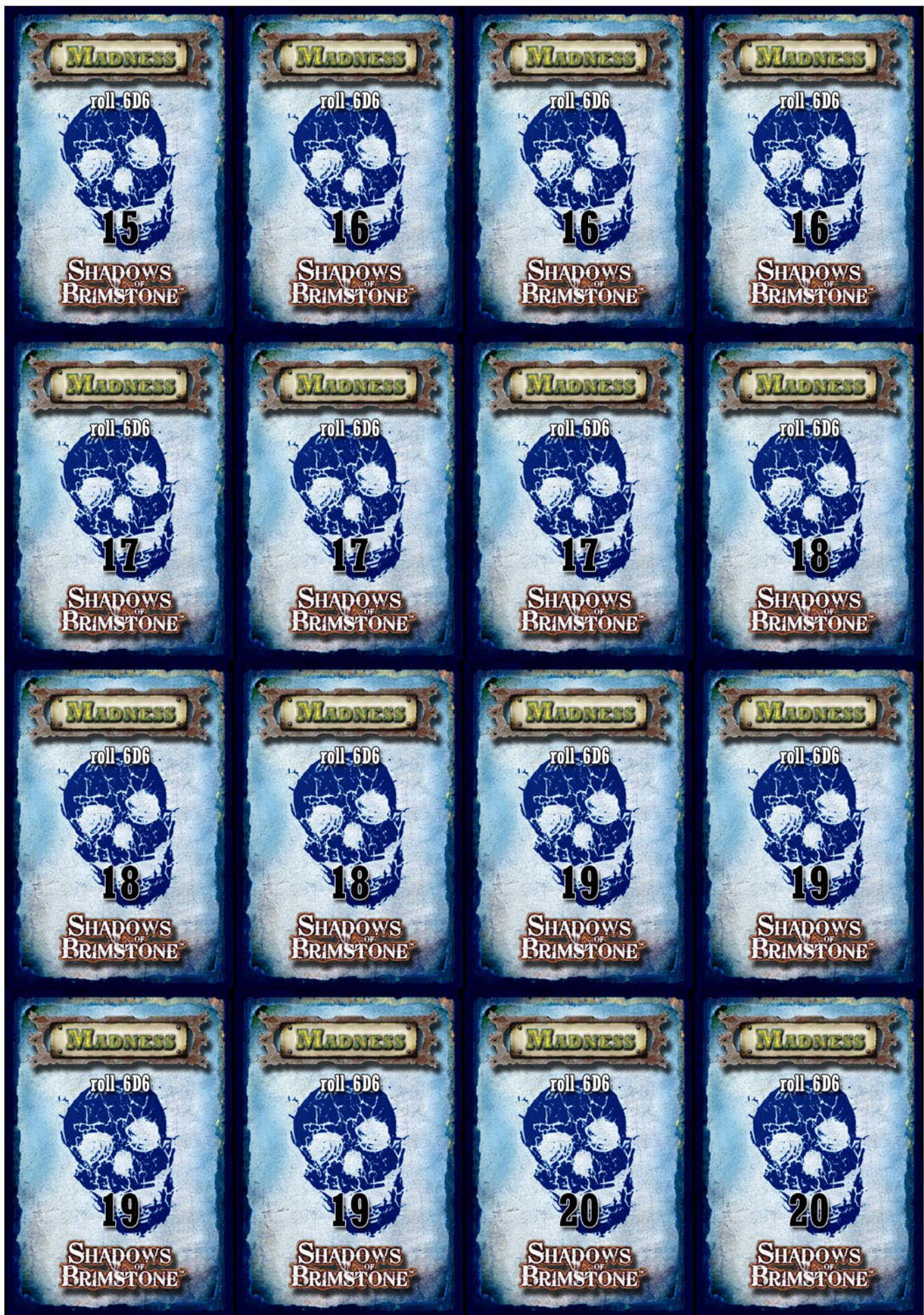
You deserve the pain, it is your burden to bear.

You begin each Adventure with an amount of Wounds equal to your Corruption points. If you were damaged before, add these on top of your previous Wounds.

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DARK TEMPTATION

The way it glows in the
dark... You've stared into
it for hours and still only
catch quick glimpses of
the power within.

When rolling for Dark
Stone Corruption,
you instead take
2 Corruption Hits
when you roll
a 1, 2, or 3.

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MONSTEROMANIA

I can't stand the sight of
them, they just give me the
heeby-jeebies. I just gotta
kill them sumsumbitches.

Choose a Monster
keyword [Void, Beast,
Demon, or Undead].
You must attack Enemies
with that keyword if they
are in Range and Line of
Sight of you during
Activation.

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MONSTEROPHOBIA

No! Not that! Anything
but that, oh dear God,
NOOOOO!!!!

Choose a Monster
keyword [Void, Beast,
Demon, or Undead].
You take **1 Horror Hit**
if you start your
Activation on the same
Map Tile as Enemies
with that keyword.

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GUILTY CONSCIENCE

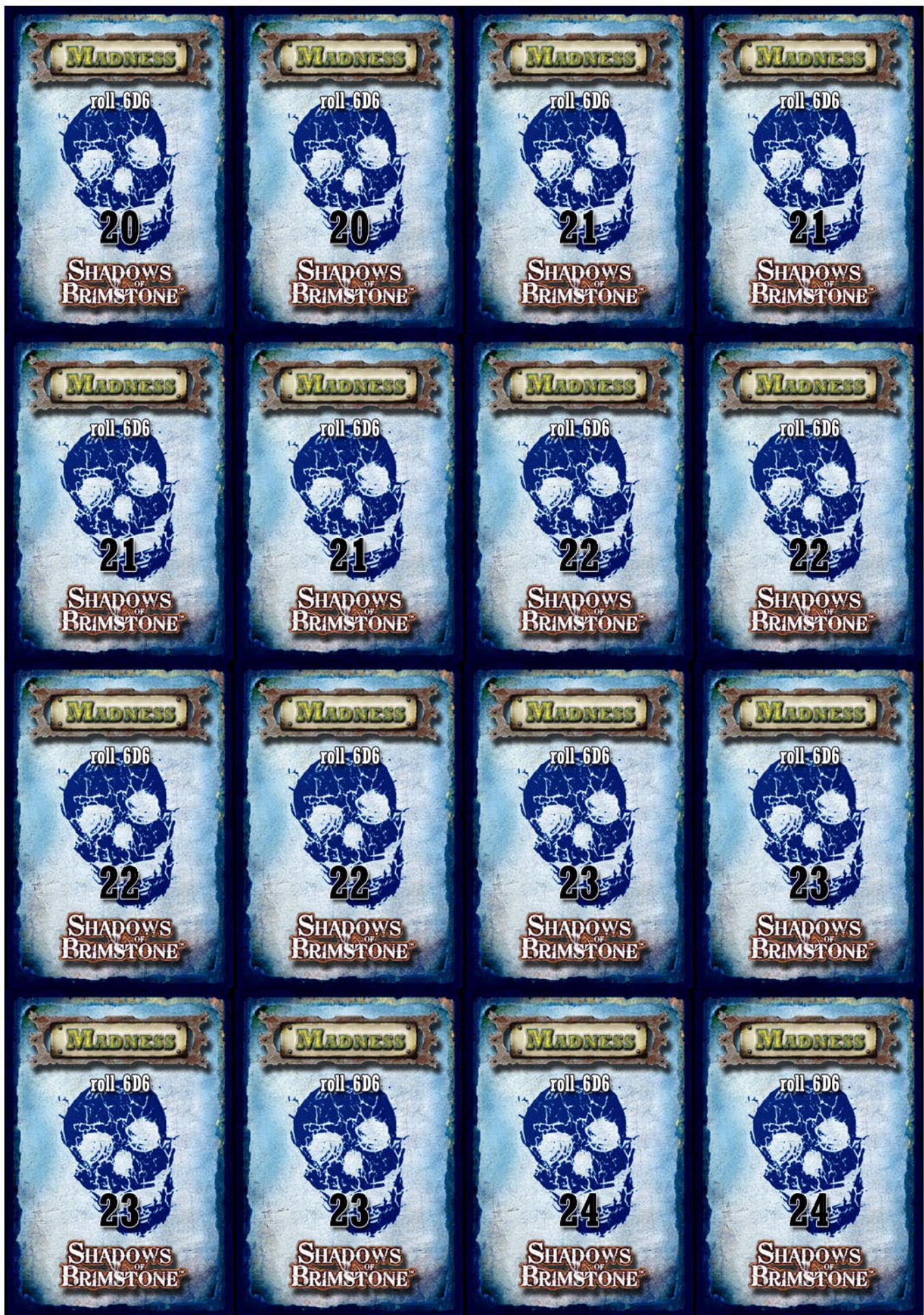
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KLEPTOMANIAC

They probably weren't going to need that anyways.

When the Posse receives Loot, roll a D6. On 1 or 2, you may take a Loot card from another player. You gain **1 Corruption Point** whenever this happens (no Willpower save).

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They probably weren't going to need that anyways.

When the Posse receives Loot, roll a D6. On 1 or 2, you may take a Loot card from another player. You gain **1 Corruption Point** whenever this happens (no Willpower save).

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UNQUIET MIND

I'm only gonna get one shot at this, don't blow it... just a little bit more until... Hey! Is that a Squirrel?!

You are **-1** to all Skill Test rolls (minimum of 1).

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NYCTOPHOBIA

What was that sound? Did you hear that?

You take **2D6 Horror Hits** from Voices in the Dark and your Light Source only protects you when you are on the same Map Tile as its holder.

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COWARDICE

Holy shit! What the hell was that? They're not gonna fight that thing are they?! Why didn't anyone else run this way, what are they doing back there?

You are unable to attack any Enemy who has more than twice your current remaining Health.

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That's weird, that thing must be a statue or something. What a mean face it's making, it's so life-like!

You are **-2 Initiative** during the first round of a Fight (minimum of 1).

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ADDICTION

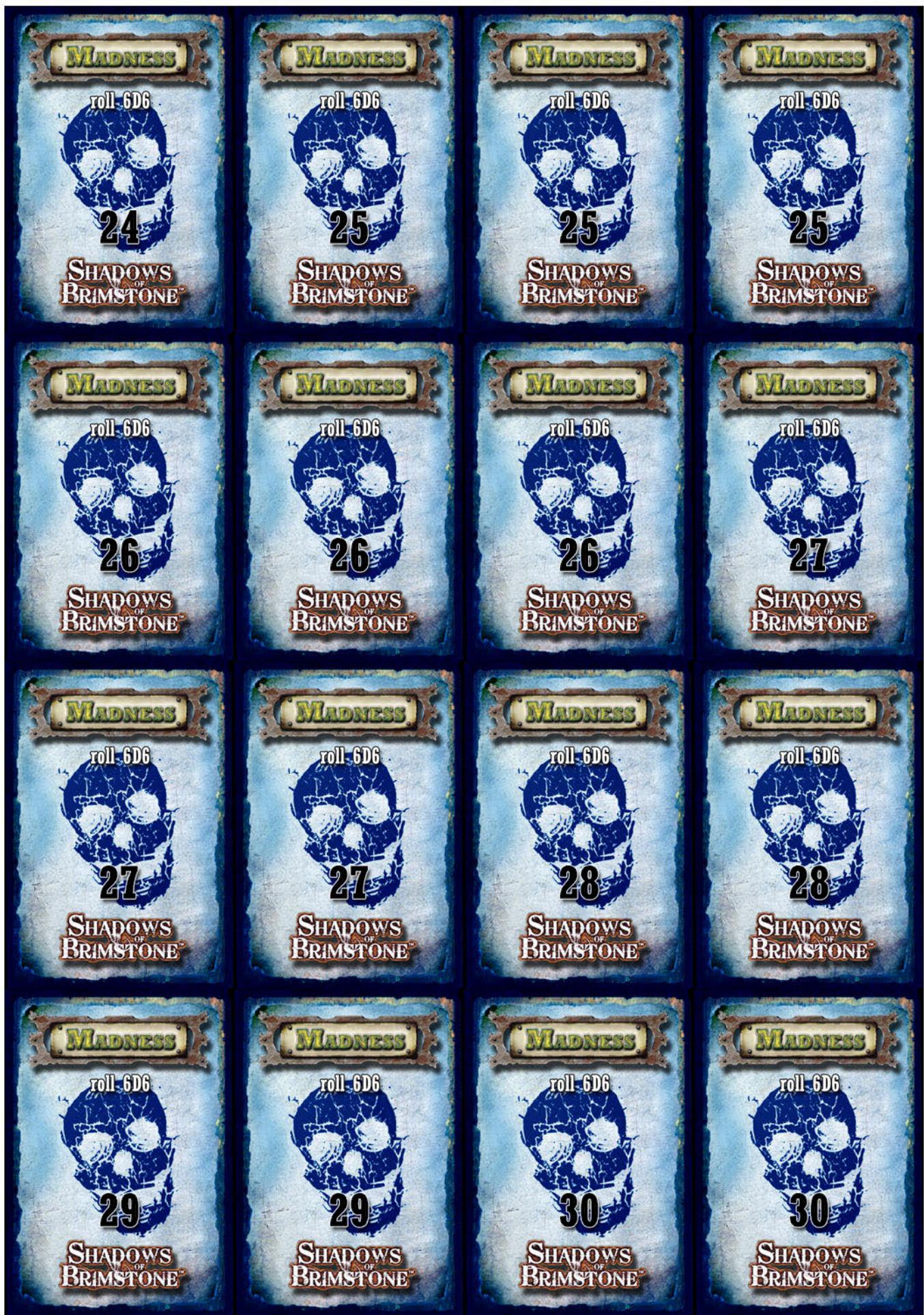
This is the last time... I'll be better tomorrow and then I'll kick the habit. I swear it this time.

At the start of each Adventure, you must consume 1 Whiskey, Herb, Tonic, or Fungal Bloom **Side Bag Token** or you are at **-1** to ALL rolls during the Adventure (minimum of 1).

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ALCOHOLISM

The only thing that numbs the horror of what you've seen is to take another drink, but how many drinks are enough?

You must use
2 Whiskey Tokens
to get any
Healing effect.

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ANTISOCIAL

You can't stand the sight of all those laughing, happy faces. Don't they know what's out there?

They don't even understand how fucked we are, those privileged sissies.

While in Town,
you are unable to visit
the Saloon.

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FAITHLESS

What kind of loving god would stand by and let these horrors come to this world?

While in Town,
you are unable to visit
the Church.

ZEALOT

Only the LORD can help the Righteous overcome the Evils of this land.

While in Town,
you are unable to visit
the Doc's Office.

PANIC ATTACK

Deep breaths, just take some deep breaths.

Serenity now.

Serenity now.

Serenity now...

No lasting long-term effects

APATHY

You no longer care about the Darkness that you face, it can't touch you anymore.

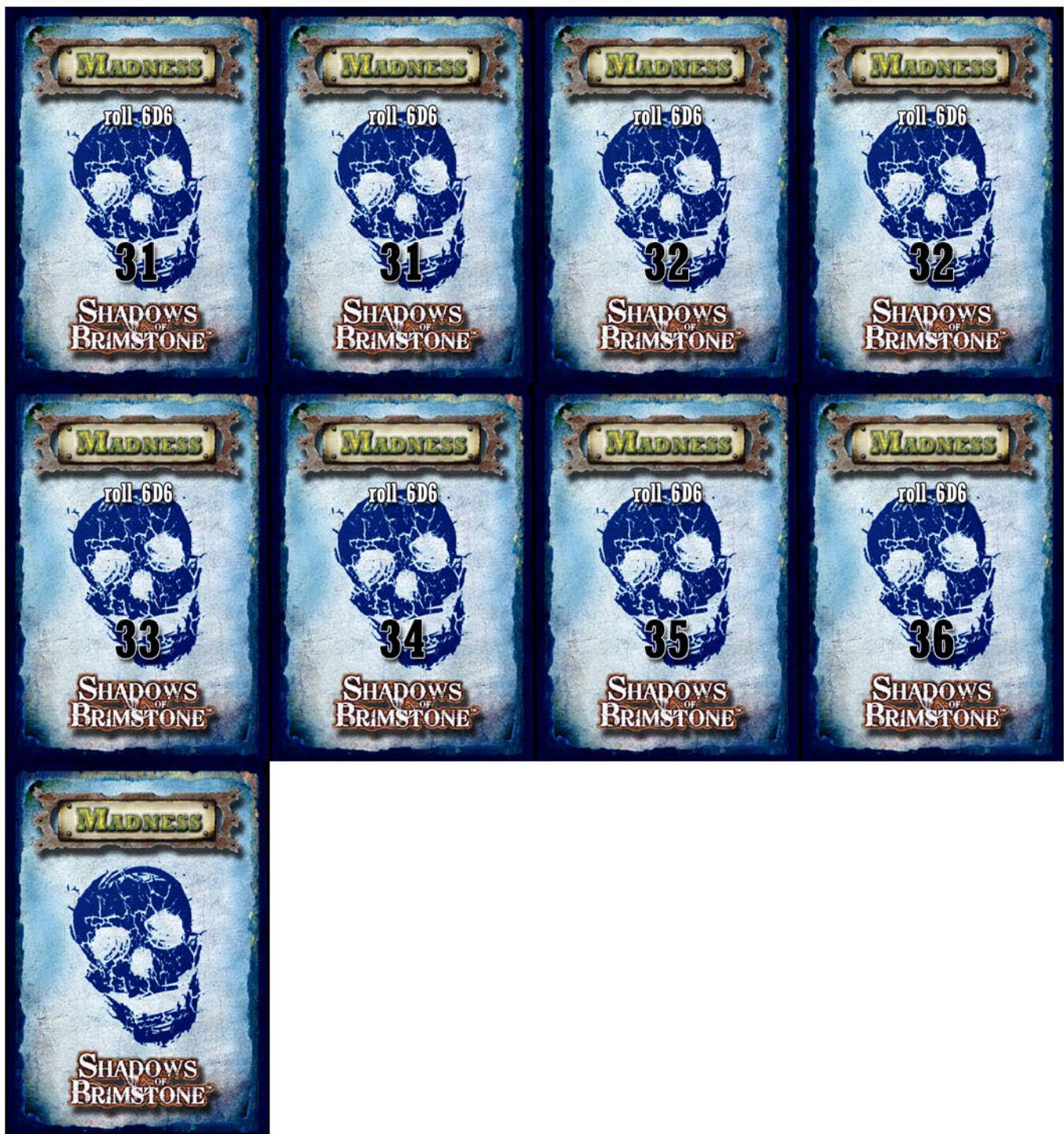
So what if you die?

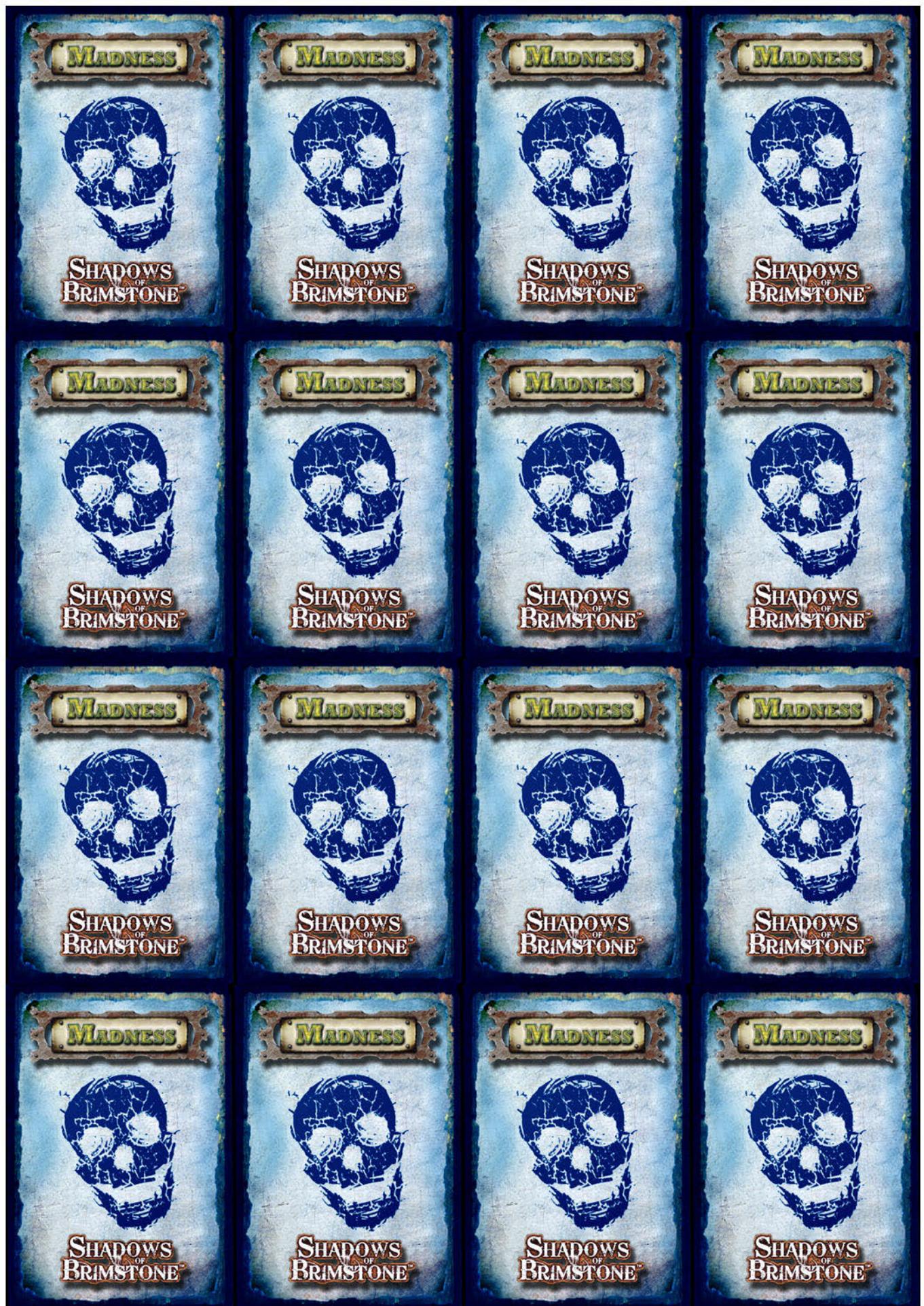
+1 MAX GRIT

MADNESS CHART

When you Recover from being KO'd with 0 Sanity, Heal 2D6 Wounds/Sanity (any mix) and roll once on the *Madness Chart* to see the long lasting effects.

If you get a **Madness** that you already have, use the number above it on the chart (lower number).





CHEST PORTAL

A hole has opened up in your chest leading to another dimension!

Anytime an 11 or 12 is rolled to Hold Back the Darkness, you must roll a D6:
1, 2, 3 = Low Threat Ambush Attack
4, 5 = Nothing
6 = Draw a Mine Artifact card

TENTACLE FINGERS

Gross!

No game effect.

TENTACLE ARM

You lose the use of one each turn, but you are

+1 COMBAT

Guns may still be used, but cannot get Critical Hits.

TENTACLE LEG

You are

-1 MOVE
each turn
(minimum of 1)

TENTACLE TONGUE

Gross!

No game effect.

TENTACLE MUSTACHE

Shopkeepers are intimidated by your writhing facial hair!

All Item prices in Town cost you \$10 less than normal (minimum \$10).

GLOWING SKIN

Your skin begins to give off an eerie green glow that lights up the corridors around you.

You are now Immune to Voices in the Dark, but Enemies also Hit you on "To Hit" rolls of 1.

ROCK SKIN

Your skin becomes hard and crusty, like it's made of rock.

You are
+3 HEALTH
but
-1 MOVE
each turn
(minimum of 1).

SLIPPERY SKIN

Your skin is now oily and greasy, allowing you to slide past Enemies and slip through tight spaces.

You may now roll an extra die for Escape tests and choose which roll to use.

MELTY SKIN

Your skin has become gooey and comes off easily now.

Anytime you take one or more Wounds from a source, you take 1 extra Wound.

VOID BOILS

You are
-2 HEALTH
but
+1 MAX GRIT

VOID INFECTION

Any time you pass through a Gate, you take 1 Corruption Point, ignoring Willpower.

BARBED TAIL

+1 COMBAT

You can now hold 1 fewer Corruption Point before you get a Mutation.

PREHENSILE TAIL

You now have 1 extra to use per turn. You can now hold 1 fewer Corruption Point before you get a Mutation.

TAIL WITH A FACE

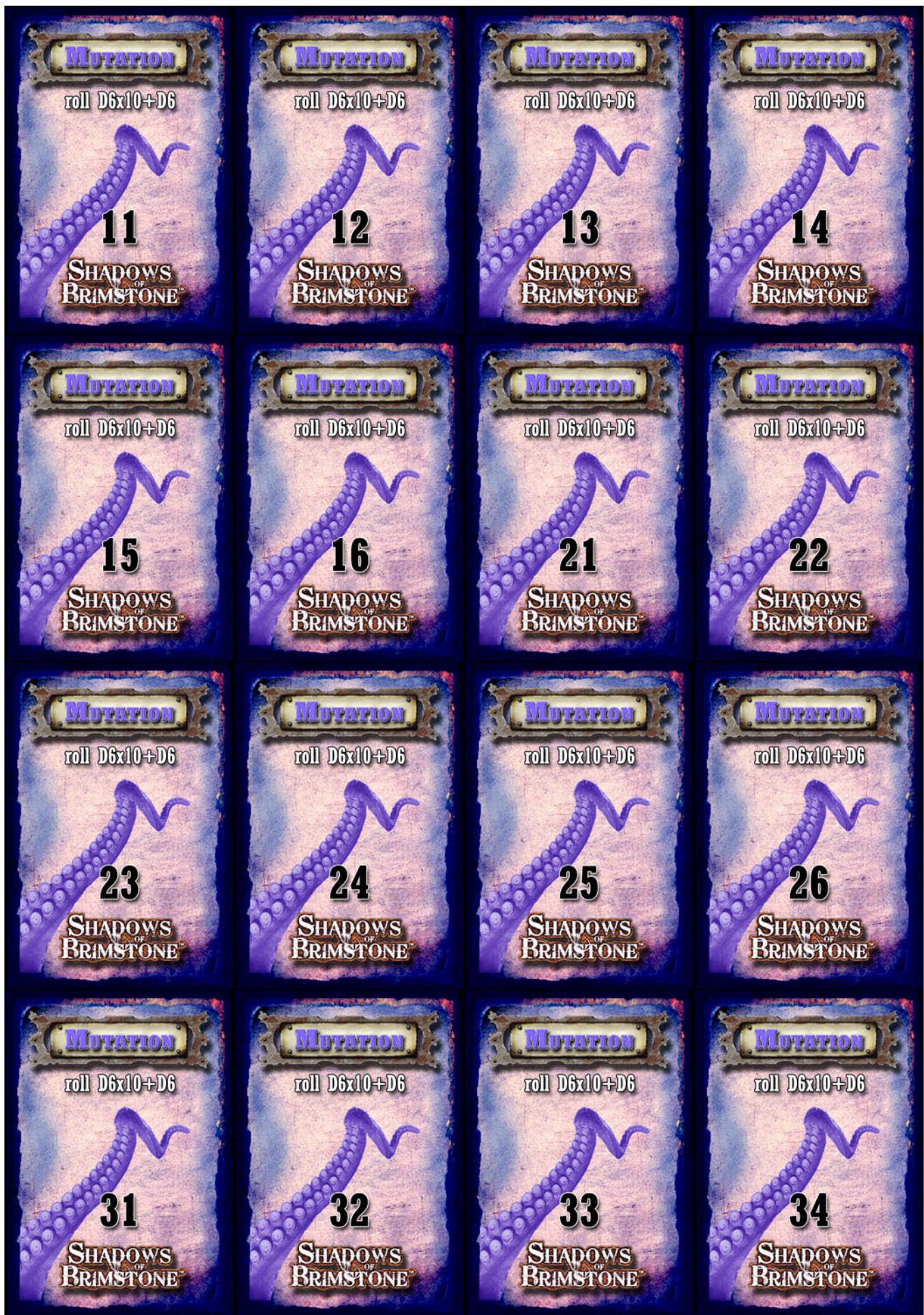
Your tail talks to you in hushed demonic whispers, curling around to speak into your ear.

Any time you take one or more Sanity Damage from a source, you take 1 extra Sanity Damage.

TAIL WITH A MOUTH

Your tail nips and bites at you and any others that stay too close.

Any time you or another model adjacent to you rolls a 1 on a "To Hit" roll, that model takes 1 Wound, ignoring Defense. No XP is gained.



TENTACLE TAIL

+1 Move

You can now hold 1 fewer Corruption Point before you get a Mutation.

VOID PLAGUE

Any Hero adjacent to you at the end of a turn automatically takes D3 Wounds, ignoring Defense.

HORNS

You sprout horns from the top of your head.

You can no longer use Clothing - Hat Items.

EYE GROWN OVER

One of your eyes has grown over with gnarled flesh.

All of your Critical Hits do 1 less Damage than normal.

THIRD EYE

You have grown a third eye that can see into the Void.

Once per turn, you may spend 2 Grit to force a Threat card just drawn to be discarded and Redrawn.

MOUTH GROWN OVER

You can no longer speak (at least nothing beyond murmuring).

All Item prices in Town cost you +\$10.

FANGS

You have grown large, sharp fangs that protrude from your mouth.

You gain a Bite Free Attack once per turn.

1 COMBAT

uses the D8 for Damage. If this Bite attack wounds a Void Enemy, you also take 1 Corruption Hit.

SECOND HEAD

They say two heads are better than one... I'm not so sure.

You may now use 2 Clothing - Hat Items and you are

+1 INITIATIVE

However, any time you roll a 6 for movement, you lose your Activation, as your two heads are arguing over where to go next.

ARM GROWTH

Your arm has grown deformed and giant.

You can no longer use Clothing - Coat Items.

LEG GROWTH

Your leg has grown deformed and giant.

You can no longer use Clothing - Boots Items.

HAND GROWTH

Your hand has grown deformed and giant.

You can no longer use Clothing - Gloves Items.

FUSED WITH ITEM

Your skin and muscle have grown out and extended around one of your Items, making it part of you.

Choose one Item you are carrying that is or . From now on, that Item must be assigned every turn.

FUSED WITH ROCK

Your skin has fused with chunks of rock, making you lumbering and slow.

You are

-2 Move

each turn.

(minimum of 1) however, you also gain

ARMOR 4+

FUSED WITH DARK STONE

Any Dark Stone shards you currently carry have become fused to you.

These cannot be sold, used, or lost in any way until removed at the Doc's office, and will continue to roll for corruption at the end of each Adventure as long as they are attached to you. If you aren't carrying any, instead, one Item you have with a Dark Stone Icon has become fused to you.

DARK STONE ALLERGY

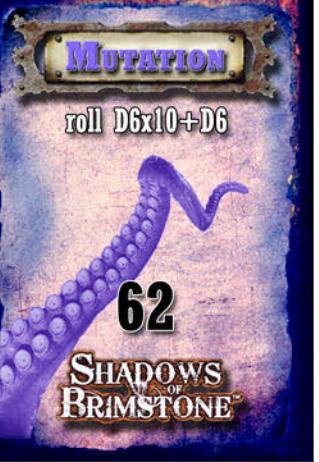
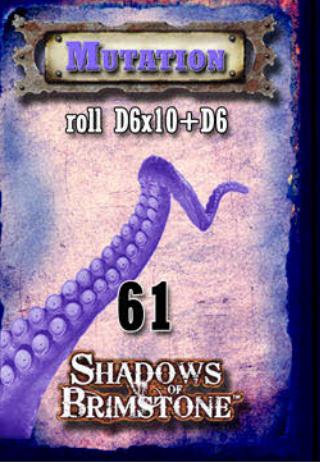
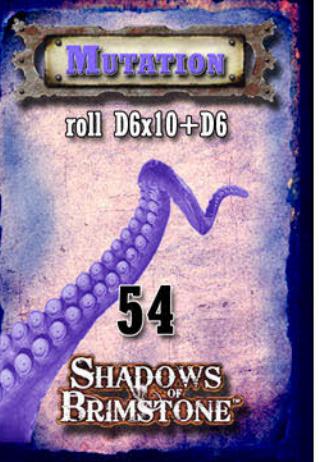
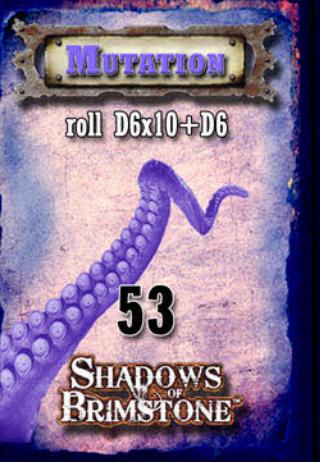
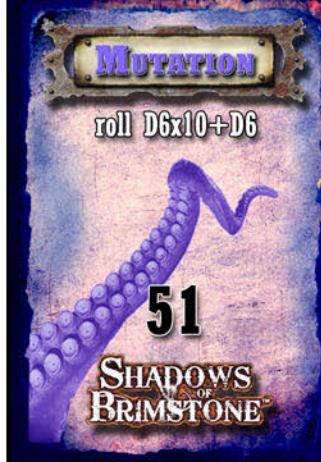
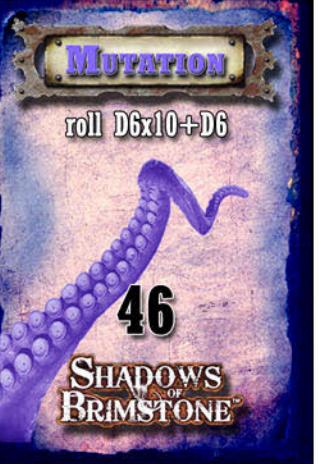
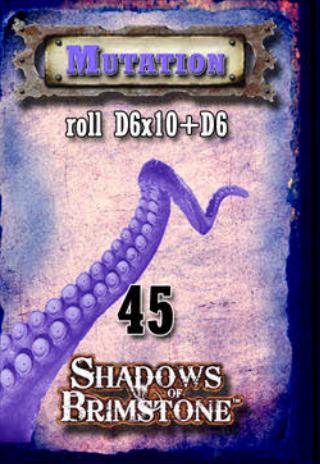
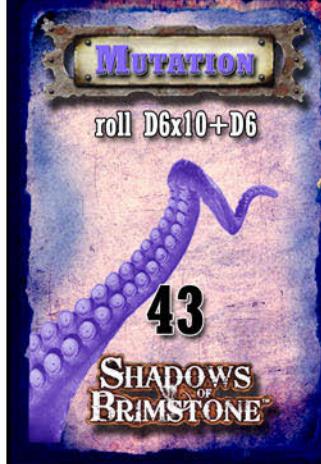
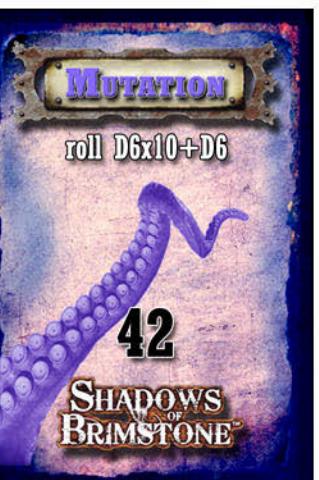
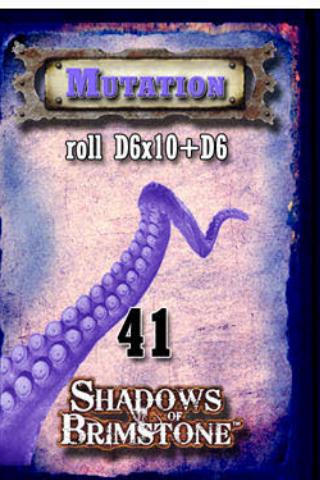
At the start of each of your Activations, take one Hit for every

Dark Stone shard and Item with a Dark Stone Icon you are carrying.

NOSE FALLEN OFF

You are in bad shape.

All of your Town Location Event Chart rolls are -1 to the roll (minimum of 2).



FUSED FINGERS

Your fingers have fused together making it impossible to do any fine manipulation.

You may not use Gun Items (unless it is an Artifact card).

EYE STALKS

All of your Critical Hits are

+1 DAMAGE

You can now hold 1 fewer Corruption Point before you get a Mutation.

VOID SPEECH

You can now understand what Void creatures are saying as they hiss and growl.

At the start of each of your Activations, if there are any Void Enemies on your Map Tile, you are

+1 INITIATIVE

but you also take 1 Sanity Damage, ignoring Willpower.

CHILD OF THE VOID

You have grown the upper torso of a small humanoid like creature out of your lower abdomen (you must name them). You are

+1 LORE

and, while in an Other World,

+1 INITIATIVE

You can now hold 1 fewer Corruption Point before you get a Mutation.

MUTATION CHART

A Hero may only have 4 Corruption Points at a time without ill effect.

As soon as a Hero reaches 5 points, the Corruption is discarded and the Hero rolls D36 (D6x10+D6) on the *Mutation Chart*. A Hero that ever rolls the same Mutation twice is dead (but may still be resurrected)...



