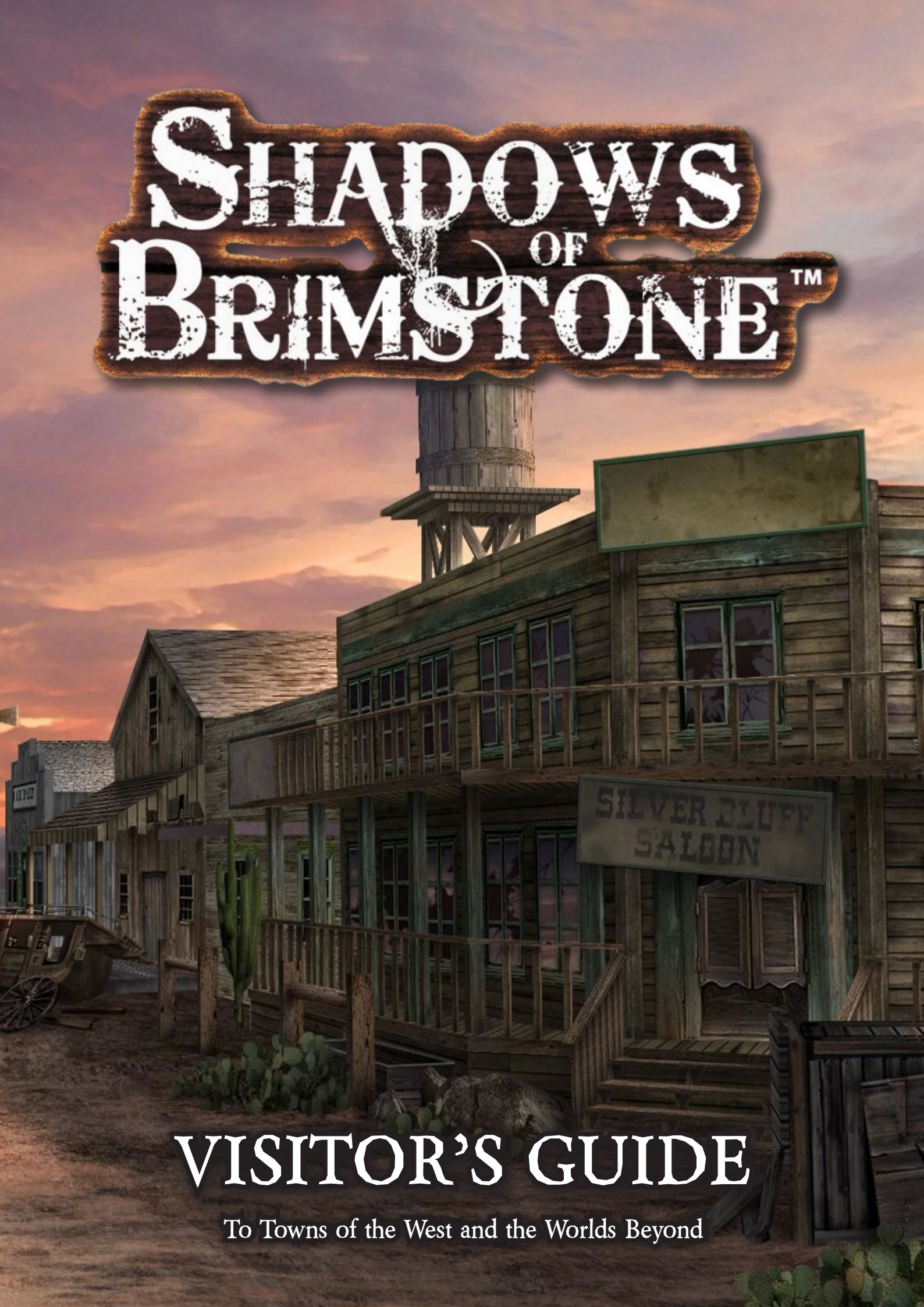
Shadows of Brimstone™



VISITOR'S GUIDE

To Towns of the West and the Worlds Beyond

Town Visit Reference Guide

CONTENTS

Frontier Towns

Overview 2
Special Towns 3
Blacksmith 7
Camp Site 8
Church 9
Doc's Office 10
Frontier Outpost 11
Gambling Hall 12
General Store 13
Indian Trading Post 14
Mutant Quarter 15
Saloon 16
Sheriff's Office 17
Smuggler's Den 18
Street Market 19

Blasted Wastes: Bartertown

Overview 20
Desert Marketplace 21
Gladiator Arena 22
Mining Operation 23
Scavenge Doc 24
Temple 25
Idols 26
Wasteland Workshop 28

Caverns of Cynder: Demonic Enclave

Overview (inc. Hellake Shore) 29
Demonic Market 30
Hellfire Portal 31
Hellsmith 32
Purgatory 33
Succubi Cave 34
Unholy Church 35

Forbidden Fortress: Feudal Village

Overview 36
Guard House 37
House of Healing 38
Shrine 39
Swordsmith 40
Tavern 41
Village Market 42

Swamps of Jargono: Jungle Village

Overview (inc. Dry Place) 43
Dark Stone Fortification 44
Jungle Trading Post 45
Shaman's Tipi 46
Storage Hut 47
Tribal Campfire 48
Village Craftsman 49

Targa Plateau: Frozen Outpost

Overview 50
Artefact Vault 51
Dark Stone Sphere 52
Forgotten City Halls 53
Glacier Observation 54
Technical Room 55
Trade Cave 56

Trederra: Ruined Town

Overview (inc. Air-Raid Shelter) 57
Dark Stone Upgrader 58
Field Doc 59
No Man's Land 60
Scrap Dealer 61
War Equipment 62
Weapon Smuggler 63

EQUIPMENT CATALOGUE

Ammunition 64
Armour & Clothing 65
Auras, Blessings & Pacts 66
Boots and Trousers 67
Containers 67
Grenades & Explosives 68
Hats, Helmets & Masks 69
Melee Weapons 70
Miscellaneous Accoutrements, Gloves & Tattoos 72
Miscellaneous Items 73
Ranged Weapons 76
Transport 78
Tokens 79
Upgrades 81

FRONTIER TOWNS

TOWN VISIT DAILY FLOW

1. Draw Daily Event card.

2. Where to stay (per hero)
- Camp: roll ⚅⚅ on event chart

OR
- Hotel $10 per night.

3. Shopping!
- One location per day per hero.
- Roll ⚅⚅ on location event chart.
- If a 7 is rolled, see Unwanted Attention.
- Engage with services or buy items.

4. Event Marker
- Place on day 1, then move up each day.
- Roll ⚅. If equal or less then marker, roll ⚅⚅ on Town Events chart (can be re-rolled with **Grit**).

UNWANTED ATTENTION

- One marker per mutation over 3 (i.e. from 4+) + 1 marker if won any money gambling so far.
- Roll a ⚅. If equal to or less than number of markers, hero gains unwanted attention.
- LUCK 5+ test.
- If failed, ⚅xlevel Wounds. If KO'd, hero dies.

TRAIN TICKET

- $25 per hero and per transport item that is travelling.
- Travel to any other rail town in 1 day
- No wilderness encounters.
- Must be purchased before visiting locations and used immediately.

STEAM BOAT PASSAGE

- $35 per hero and per transport item that is travelling.
- Travel to any point on a river that is adjacent to a town in 1 Day
- No wilderness encounters.
- Must be purchased before visiting locations and used immediately.

CAMP SITE HAZARD CHART

0-1	**Hired Cutthroat.** LUCK 6+ test. PASS +100 XP. FAIL ⚅xlevel Wounds. If KO'd, hero dies.
2	**Demon Attack**. AGI 5+ or CNG 5+ test. PASS +50 XP, but town stay is over. FAIL ⚅⚅⚅ Wounds (no save). If KO'd hero is killed. If survives +⚅⚅x10 XP
3	**Robbed**. Lose ⚅ Dark Stone. If not enough, also lose ⚅x$50.
4	**The Fever**. SPIRIT 5+. PASS +10 XP. FAIL take ⚅ Wounds.
5	**Stories of Terror.** LORE 5+ test. PASS +10 XP. FAIL ⚅ Sanity Damage (no save)
6-11	**Nothing**.
12	**Learn Some Tricks**. +1 Health permanently.

TOWN EVENT CHART

0-2	**Void Twister** Town is destroyed. Each hero AGI 5+ or STR 5+ test. PASS No effect. FAIL hero is killed.
3	**Town Overrun** Town is destroyed. Each hero roll ⚅ per Dark Stone or item. Each 1 rolled = ⚅ Wounds (no save). If KO'd, hero is killed.
4	**Fire!** Each hero SPT 5+ test. PASS +10 XP. FAIL ⚅+3 Wounds (no save).
5	**The Fever** SPIRIT 5+. PASS +10 XP. FAIL take ⚅ Wounds.
6-8	**Spreading Fear** One random location closes for remainder of stay. Camp Site unavailable until next stay. Hotel doubles current rate.
9	**Intense Dread** Each hero CNG 6+ test. PASS +10 XP. FAIL ⚅+3 Sanity Damage (no save) & +1 Growing Dread card next adventure.
10-11	**The End is Nigh** All prices in town +$50.
12	**Rotten from Within** One random hero must hand over Dark Stone or 1 item, or take ⚅⚅⚅ Wounds (no save) and town stay is over.

HAUNTED TOWN - SPECIAL RULES

ANGRY GHOSTS At the end of each day in town, every hero: SPT 5+ test. For every 1 rolled, take 1 Corruption Hit. PASS +10 XP. FAIL ⚅ Horror Hits.

BREAKING THE CURSE Next adventure, heroes may play Search Party basic mission to try to remove curse. At end, roll to see if it is too late as normal. If it is, mission is failed. Otherwise each hero: +50 XP and draw 1 gear card.

BUY CURSED ARTEFACTS 1/stay. Draw ⚀-1 Mine Artefacts. May buy for 1/2 price (rounded up to nearest $5), then roll ⚅ for curse. Cursed items may not be sold in town. Remove Curse services can also remove item curse.

1	**Deadly Curse** Artefact is destroyed.
2-3	**Leeching Curse** Whilst carrying Artefact, take ⚀ Wounds (no Def) each time Hold Back the Darkness is failed.
4-5	**Bad Luck Curse** -1 LUCK (min 1).
6	**Just Their Imagination** Item not cursed.

DAILY EVENTS

1	**Possession** One random hero loses their day in town today. Add ⚀ Growing Dread cards for the next adventure.
2	**Moving Sale!** One random hero may draw ⚀ Gear Cards and buy them for listed price or $50 if no price.
3	**Vicious Spectres** When rolling for Angry Ghosts at end of day today, each hero: SPT 6+ test. PASS No effect. FAIL Take ⚅⚅ Horror Hits.
4	**Sickly Mist** Any hero staying at the Camp Site tonight only rolls ⚅ for the event instead of ⚅⚅.
5	**Warning from Beyond** During next adventure, Posse may cancel 1 Darkness card for free.
6	**Weeping Statue** All heroes: LORE 5+ test. PASS Recover 1 Grit. FAIL Take ⚅⚅ Horror Hits.

MINING TOWN - SPECIAL RULES

WELL SUPPLIED Always has a General Store and all prices at General Store are -$25 (min $25).

RICH LOCAL DEPOSITS Next adventure, each gold find is +$10 and each Dark Stone find is +1 shard.

VOID ACTIVITY Roll two dice instead of one when rolling for a Town Event at the end of each day.

PURCHASE DARK STONE May purchase shards for $150 each.

MINING TOOLS Available from General Store.

Dark Stone Pick	$800	⚀ ■ ➘ +1 Combat. 1/turn, +1 Damage to one of your Hits.
Sifting Pan	$300	Max 1. 1/turn, redraw 1 Scavenge card just drawn. After use, discard on ⚅ roll of 1.

DAILY EVENTS

1	**Dark Stone Explosion** ⚀ random locations are destroyed. All heroes take ⚅⚅ Hits.
2	**Dark Stone Overflowing** Dark Stone may not be sold in town for this stay. Heroes may purchase Dark Stone for $100 per shard.
3	**Blast Mining Accident** The Well Supplied -$25 discount at the General Store is not in effect for rest of this stay.
4	**We Found Somethin' Strange** Roll ⚅. **1-2:** one random location is destroyed. **3+:** draw a World Card and an Artefact from that World. May purchase for list price +$100. Highest **Initiative** hero has first option to buy.
5	**Dust** Cannot use **Grit** in town today.
6	**It Came from Down Deep!** Roll once on Town Event chart.

MUTANT TOWN - SPECIAL RULES

Always has a Mutant Quarter. Never has a Frontier Outpost.

DISTRUST Mutations do not add Unwanted Attention. Heroes with no mutations gain 2 Unwanted Attention Markers.

SOMETHING IN THE WATER At start of each day, all heroes take 1 Corruption Hit and recover 1 **Grit** for use in town.

GO TO WORK ON THE CUT Give up 1 day (not 2 in a row) for: STR 4+ test, +1 STR per Mutation. Take ⚀ Wounds (no Def) for each 1 rolled PASS +$30 per success.

RAILWORKER SUPPLIES Available from Mutant Quarter.

Dark Stone Blasting Caps	$100	⚀ Max 1/stay. Discard for all Dynamite to be +2 Damage until end of adventure.
Rail Spike	$200	Max 1. Discard to prevent Darkness from moving forward 1 space on Depth Track.

DAILY EVENTS

1	**The Scafford Gang** All heroes: CNG 4+ test. PASS No effect. FAIL Must flee town or be killed.
2	**You're Our Hero!** Random hero with 1 or more Mutations gains +50 XP and +$200.
3	**What's Gotten Into You Boy?** Roll ⚅ for each Transport Posse has. On a 1 or 2, discard it.
4	**Tainted Well** For rest of stay, heroes take 2 Corruption Hits at day start instead of one.
5	**Mutant Plague** Every hero takes ⚀ Wounds (no Def) for each Mutation they have.
6	**Rejuvenating Spirits** Each hero may remove ⚀ Corruption.

OUTLAW TOWN - SPECIAL RULES

WRETCHED HIVE Always has a Smugglers' Den.

LAWLESS Never has a Sheriff's Office. All *Law* heroes are considered *Wanted!* whilst in town. All other heroes may ignore being *Wanted!*.

SCUM AND VILLAINY At start of each day, all heroes roll ⚅. On a 1 or 2, they gain 1 Unwanted Attention Marker.

RESCUE A KIDNAPPING VICTIM All heroes taking part give up one day and between them must make one CNG 5+, STR 5+ and AGI 5+ test. For each FAIL, they each take ⚅ Wounds (no Def). If at least one is a PASS, each hero gains 100 XP and $300.

HIGHLY ILLEGAL AMMO Available from Smugglers' Den.

iii **Diablo Bullets**	$300	⊛⊛ All gun hits do 1 extra Wound that bypasses ALL forms of defence.

DAILY EVENTS

1. **The Wild West** Town stay is over for Posse at end of day (still roll for event). Choose: flee town and start next adventure with no Grit OR play Shoot Out in the Streets adventure immediately.
2. **Tales of Mischief** Each hero may make a LORE 6+ test. PASS +50 XP per 6+. FAIL No effect.
3. **That Does it!** One random hero's day is over. They must either flee town or immediately play solo adventure High Noon Duel.
4. **Taking Notice** One random hero gains ⚄ Unwanted Attention.
5. **Hold Up** Each hero loses ⚅x$50.
6. **Spread the Wealth** Each hero gains ⚅x$100.

PLAGUE TOWN - SPECIAL RULES

HELPING THE FORSAKEN Always has a Doc's Office and a Church.

KEEP YOUR DISTANCE No Unwanted Attention.

THE PLAGUE When a hero rolls 7 for a Location Event, roll ⚅. **1:** Roll on Injury Chart, **2:** Discard 1 item or ⚄ Side Bag Tokens, **3-4:** Take ⚅ Wounds (no Def), **5-6:** Take ⚅⚅ Horror Hits.

TEND THE SICK Give up a day in town for a CNG 4+ test. For each **1:** Take ⚅ Wounds (no Def), **2-3:** Nothing, **4-6:** +25 XP. If at least one 6 is rolled, draw a Gear Card.

EXPERIMENTAL MEDICAL SUPPLIES From Doc's Office.

Dark Stone Salve	$500	⊛ Max 1/stay. Discard to remove 1 Injury or Mutation on ⚅ roll of 3+.
Plague Leeches	$200	Max 1. Discard to remove ⚅ Corruption. If 1 or 2 was rolled, also take ⚅ Wounds (no Def).

DAILY EVENTS

1. **Bring Out Yer Dead!** Immediately roll a Town Event. Do not reset the Darkness Marker to day 1.
2. **Building Decay** One random location is destroyed.
3. **The Sisters of Sorrow** Every hero may make a SPT 6+ test for one chosen Injury or Mutation. PASS Condition is removed. FAIL No effect.
4. **It's the End of Days!** Each hero may make an AGI 4+ test to protect 1 location. PASS Location is saved. FAIL Location is destroyed. All unprotected locations are destroyed.
5. **Dire Strain** -1 for The Plague rolls until end of stay.
6. **Seen the Worst of It** Heroes no longer need to roll for The Plague when rolling a 7 for a Location Event.

RAIL TOWN - SPECIAL RULES

FRESH SUPPLIES At start of each day, each hero may draw 1 Gear Card. Purchase for list price +$100 or discard it.

HUSTLE AND BUSTLE Draw 2 Daily Event cards at start of each day.

RAIL TRAVEL All heroes start next adventure at full Health and Sanity. If rolling randomly for next Mission, roll twice and choose.

SEND A TELEGRAPH $50 Max 1/hero/stay Make a LUCK 4+ test. PASS +1 Sanity permanently. FAIL No effect.

ROB THE TRAIN Max 1/stay. AGI 6+ test, with +2 AGI if hero has a Transport item. PASS Gain ⚅x$100 and ⚅ Dark Stone per success. Also take ⚅⚅ Hits for each 1 rolled. FAIL Arrested. CNG 4+ test. PASS +20 XP, town stay over and become *Wanted!* FAIL Hero is killed unless Posse play Hanging High Town Adventure to rescue them.

DAILY EVENTS

1. **The Hell Train** Every hero loses 1 Grit and takes ⚅ Horror Hits.
2. **News Travels Fast** Move Darkness Marker 1 day forward on Town Event tracker.
3. **US Army Train** No Town Event roll at end of today.
4. **Oh, They'll Pay!** Gear Cards from Fresh Supplies are now +$200 instead of +$100.
5. **Train Robbery** Heroes may not Send a Telegraph for rest of stay.
6. **Big City Reporter** One random hero makes a LORE 5+ test. PASS +⚅x10 XP. FAIL No effect.

RIVER TOWN - SPECIAL RULES

THRIVING MARKET Always has a Street Market.

RIVER BOAT Always includes a Gambling Hall as an extra location in addition to rolled locations.

WEALTHY TOWN All prices are +$10. When a hero gains Gold from selling or Gambling, they gain +$10 each time.

RIVER TRAVEL All heroes start next adventure with 1 extra Grit. If rolling randomly for next Mission, roll twice and choose.

FIND WORK AT THE DOCKS Give up 1 day (not 2 in a row) for: STR 3+ test. Take ⚀ Wounds (no Def) for each 1 rolled PASS +$30 per success. FAIL No effect.

BLACK MARKET ALLEY At start of stay roll ⚅⚅⚅. **1-3:** Draw a Gear Card, **4-6:** Draw a World Card and an Artefact from the World. These items are available to buy at the Street Market for list price ($0 if none listed) +⚅x$25 (including Wealthy Town $10). Re-roll extra cost each day. First come, first served (highest LUCK if tied).

DAILY EVENTS

1. **Overboard** One random hero must make a STR 5+ test. PASS No effect. FAIL Discard item with most ✖. Choose if tied.
2. **News From Down River** All heroes are +25 XP.
3. **Famous Gambler in Town** Heroes who play any form of Poker today need 1 extra PASS on their roll. If they win, they gain an extra ⚅x$100.
4. **There's Something in the Water!** River Boat Gambling Hall is destroyed on ⚅ roll of 1 or 2. Any hero who Works and the Docks, or visits the Street Market or Gambling Hall today is +⚅x$25 but takes ⚅ Hits.
5. **Flooding** Move the Darkness Marker 1 day forward on the Town Event track..
6. **I've Got Just What You Need** Today only, Black Market Alley items are sold for listed price only (no extra).

TOWN RUINS - SPECIAL RULES

RUBBLE AND RUIN At start of stay roll ⚅ for each Location Slot. On 1-3 that Slot is destroyed.

HELP TO REBUILD Give up 1 day (not 2 in a row) for: STR 4+ test. Take ⚀ Wounds (no Def) for each 1 rolled. PASS +25 XP per success. If at least one 6 was rolled, recover 1 Grit.

SEARCH THE RUBBLE Each destroyed Location Slot may be Scavenged up to 3 times this stay. Roll ⚅⚅⚅ and draw 2 Scavenge cards per 6 rolled. If item is drawn, either draw a card as usual OR acquire 1 item normally available at that Location up to value of ⚅x$100 (x$250 if Artefact). If Darkness or Growing Dread are drawn, move Darkness Marker 1 day forward on Town Event track.

DAILY EVENTS

1. **Cult Uprising** All heroes take ⚅ Hits per Mutation causing 2 Damage each.
2. **Location Rebuilt** Destroyed Slot with fewest Scavenge Markers is rebuilt (roll off if tied).
3. **Construction Accident** May not Help to Rebuild or Search the Rubble today.
4. **Movement in the Rubble** Roll ⚅. **1-2:** Random Location is destroyed. **3+:** All heroes gain 50 XP.
5. **Dust Storm** Every hero loses 1 Grit or takes ⚅ Hits if no Grit.
6. **What Lies Beneath** Today all heroes who Search the Rubble roll ⚅⚅⚅⚅⚅⚅⚅⚅⚅⚅ instead of ⚅⚅⚅⚅⚅.

Blacksmith

Blacksmith Event Chart

2	**Dark Stone Poisoning** STR 5+ or AGI 5+ test. PASS No effect. FAIL lose ⚅ Health permanently. Blacksmith is closed until after next job/adv.
3	**Wild Horse** STR 5+ test. PASS +$100. FAIL One random location is destroyed until after next adventure. If hero present at destroyed location AGI 4+ success or roll on Injury Chart.
4-5	**Cost Increase** All prices +$100. Cancels Forging Sale.
6-8	**Black Smoke and Horse Manure** Nothing.
9-10	**Forging Sale** All prices -$50 (min $10). Cancels out Cost Increase.
11	**Rare Find** Draw 1 Mine Artefact card. May purchase for ⚅+1 Dark Stone.
12	**Unique Forging** Choose item with empty Upgrade slot. Item now has: FREE ATTACK 1/adventure do ⚅ damage to all adjacent enemies (no save).

Purchases

Clockwork Boots	$2,300	⧗⧗ *ADVANCED* +2 Move, +1 Escape. Must move 1 min each turn except for failed escape roll.
Covered Wagon	$2,300	1 per Posse. 6 hero capacity. +10 XP per job/adventure for each hero. +⧗⧗⧗ for each hero, but cannot take into mine and must leave excess ⧗ behind with wagon.
Dark Stone Barrel	$225 + 6⊙	⊙ UPGRADE (gun). +4 range.
Dark Stone Buckle	$350 +3⊙	⊙ May roll twice on Mutation Chart and choose result.
Dark Stone Bullets	$200 +1⊙	⊙ All gun hits are +1 damage. Lasts 1 adventure.
Dark Stone Grip	$1,200 +8⊙	⊙ UPGRADE (gun, bow or hand weapon). Item is now +1 shot / +1 combat.
Dark Stone Horse Shoes	$800 +4⊙	⊙ UPGRADE (animal transport). May roll twice on Travel Hazard chart and choose which result.
Dark Stone Inlay	$700 +3⊙	⊙ UPGRADE (gun, bow or hand weapon). Once per attack, re-roll 1 to hit roll.
Fine Saddle	$1,600	UPGRADE (non-cart animal transport). Once per encounter, +1 to one skill test die whilst travelling.
Flash Powder	$100	+1 Flash Powder Token. Discard to give enemies -2 **Initiative** until end of turn.
Horse: Basic	$200	Move 6+⚅ [10]. Health 8 (Def 5+).
Horse: Cavalry	$600	Move 6+⚅ [10]. Health 10 (Def 4+). +10 XP per job or adventure finished. +2 **STR** when travelling. FREE ATTACK (1/turn) Combat 1, Melee 5+, Damage ⚅.
Horse: Fast	$600	Move 8+⚅ [12]. Health 6 (Def 5+). +10 XP per job or adventure finished. +2 **AGI** when travelling. +2 **Initiative** when mounted.
Horse: Indian	$600	Move 8+⚅ [12]. Health 6 (Def 5+), Sanity 4 (Will 5+). +10 XP per job or adventure finished. +2 **SPT** when travelling. Only spooked when Sanity = 0.
Horse: Mustang	$1,200	Move 6+⚅ [10]. Health 8 (Def 5+). +10 XP per job/adventure finished. +1 **Grit** whilst travelling or in town.
Horse: Spitfire	$600	*Performer*, *Showman* only. Move 5+⚅ [10] Health 6 (Def 5+). +10 XP per job or adventure completed. 1 extra ⚅ for all skill checks whilst travelling.
Mining Binoculars	$1,800	*ADVANCED* Max 1. May look through door without being on connecting space. Not effective for Gates.
Personal Locomotive	$2,500	*ADVANCED* 1 per Posse. 6 hero (+ mounts) capacity. Travel on rail hexes only. All travel is 1 Day with no encounter rolls. Each travel, roll ⚅. On a 1 there is a collision – train is destroyed and all occupants take ⑧ Wounds.
Riding Boots	$500	+1 Health & +1 Sanity when travelling. Gain *Traveller*.
Rune of Fortitude	4⊙	⊙ UPGRADE (any item). Once per adventure may auto-pass 1 Will roll, even if already failed.
Rune of Protection	6⊙	⊙ UPGRADE (any item). Once per adventure may auto-pass 1 Def roll, even if already failed.
Rune of Regeneration	$1,800 +12⊙	⊙ UPGRADE (any item). Heal 1 Wound each turn unless KO'd. Discard to heal 1 Injury or Mutation.
Spurs	$800	UPGRADE (boots). Limit 1 in effect per Posse. Once per day, make one hex easy terrain. No effect if any heroes on foot.
Stage Coach	$3,200	1 per Posse. 6 hero capacity. +15XP per job/adventure for each hero. Once per adventure may cancel any overland encounter or hazard roll.
Steam-Powered Shovel	$1,100	⧗ *ADVANCED* Use 1 **Grit** to move ⑧ spaces ignoring all models and escape tests. Double roll = explosion. Discard shovel and take ⚅ Wounds (no save).
Tomb Chest	$600	⧗ Holds 8 ⊙ and prevents Corruption Hits from it.
Void Assembly	$2,200 +15⊙	⊙ UPGRADE (gun). Once per fight add ⓟ to the damage for one hit from this gun.
Void Plate	$3,800 +12⊙	⊙ ⧗⧗ AGI -1, Armour 4+.
Void Hammer	$4,800 +24⊙	⊙⊙ ⚅⚅ All combat hits +3 damage. Each hit causes 1 Wound (no save) to all enemies adjacent to target.

Camp Site

Camp Site Event Chart

2	**Just My Luck.** Mutant robbers. Lose 1 item or ⚃⚃ Dark Stone.
3	**My Friend Doesn't Like You Much**. Camp Site visit over. Play solo Town Adventure High Noon Duel immediately.
4-5	**Step Right Up**. Pay ⚃x$20 to recover 1 Grit.
6-8	**A Sad Collection of the Poor and Scruffy**. Nothing.
9-10	**Dirty Poker**. LUCK 4+ test. PASS Every success is +$25. Every 1 rolled is -$50. FAIL No effect.
11	**Sober Morning** All heroes at Camp Site today add + 1 to Doc and Church rolls.
12	**What Have We Here?** Draw 1 Gear card.

Doc's Tent $250

Remove 1 Injury, Mutation or Parasite. Parasite is -1 to roll.

0	**Dead!** Hero dies.
1	**Butchered**. Not healed. Lose ⚃ Health permanently.
2-3	**Failed**. Not healed.
4-6+	**Success!** Condition removed.

Church Tent $250

Remove 1 Madness or Curse. Curse is -1 to roll.

0	**Dead!** Hero dies.
1	**Butchered**. Not healed. Lose ⚃ Sanity permanently.
2-3	**Failed**. Not healed.
4-6+	**Success!** Condition removed.

Purchases

Bandages	$50	+1 Bandage Token. Heals ⚃ Wounds.
Dutch Oven	$120	1/Bivouac, re-roll 1 Hold Back the Darkness test.
Holdout Device	$1,500	*Huckster* only. Max 1. 1/fight gain 1 Raise.
Ketchum Grenade	$200	Discard for ranged attack. Range STR+3, Damage (P) to target and all adjacent. If miss, grenade does not detonate.
Knuckleduster Revolver	$1,500	*Performer, Showman* only. FREE ATTACK (1/fight) Range 3, Shots 2, Crits on 5+. 1/turn use 1 Grit for +1 Combat
Lariat	$150	+1 on Camp Site Hazard rolls. After each use, breaks on ⚃ roll of 1 or 2.
Occult Scroll	$200	+1 Scroll Token. Discard 1 to seal a mine, 2 if Overrun. Discard to re-roll Sermon except natural doubles (without Hexcrawl).
Throwing Cards	$1,200	*Huckster, Gambler* only. FREE ATTACK (1/fight) Range 2, Shots 1, Damage (P). May not re-roll with Grit.
Whiskey	$50	+1 Whiskey Token. Restores ⚃ Sanity.

Church

Church Event Chart

2	**Cult Worshippers.** Crimson Hand. STR 6+ test. PASS Draw 1 Mine Artefact card. FAIL Lose 1 Artefact. Church closed until after next job/adventure.
3	**Possession**. Take 3 Horror Hits. Any Sanity lost is permanent.
4-5	**Dark Stone Altar**. Ritual costs increase by 1 Dark Stone.
6-8	**Faith to the Forsaken**. Nothing.
9-10	**A Gift of Blessing**. Gain 1 Blessed Aura for free.
11	**Protective Shield**. During next adventure, cancel 1 Darkness or Growing Dread card for free.
12	**Divine Fortitude**. Gain ⚁ Sanity.

Exorcism of Madness ⚅x$50

Remove 1 Madness (max 1 per Madness).

0	**Dead!** Hero dies.
1	**Too Far Gone**. Too severe. Can never be healed at a Church.
2-3	**Failed**. Not healed. Refund half cost.
4-5	**Success!** Condition removed.
6+	**Mental Resolve!** Condition removed. +2 Sanity.

Banish Corruption $100

Remove ⚅-2 Corruption. If rest is 0 or less, take ⚅ Sanity damage for next adventure.

Resurrection $500xlevel

Bring any hero back from the dead. That hero is -1 max Grit (min 1).

Blessed Auras 1 max.

Aura of Endurance	$200	SPT 4+ test. PASS Next adventure Armour 5+. FAIL No Aura.
Aura of Fortitude	$150	SPT 4+ test. PASS Next adventure Spirit Armour 5+ FAIL No Aura.
Aura of Wrath	$100	SPT 4+ test. PASS Next adventure add ⚅ damage to one hit. FAIL No Aura.
Aura of Protection	$250	SPT 4+ test. PASS Next adventure Armour 6+ & Spirit Armour 6+. FAIL No Aura.

Purchases *Holy* heroes only, except Rosary Beads, Brimstone Ash and Conversion.

Book of Armageddon	$5,600	⚅⚅ ⚔⚔ +2 Combat. +1 to Casting roll for Judgement Sermon (natural doubles have normal effect).
Censer of Illumination	$3,200	⚔ 1 max. Once per adventure, automatically pass a Casting roll for a Sermon, even if dice already rolled.
Chalice of Holy Light	$2,000	⚔ Each adventure place ⚁+1 Faith Tokens on card. Can be used as normal and are discarded at end of adventure.
Conversion	$500	Not for *Holy* heroes. +1 SPT & gain *Holy*. Each visit to Saloon, on ⚅ roll of 1 or 2, lose benefits.
Cross of Vengeance	$2,350	⚅ ⚔ +1 melee damage when not full health. +2 when below half health.
Faith in Scripture	$500	*ADVANCED* Requires Holy Book. Make 3x LORE 5+ checks. PASS Draw 1 exploration token without looking. May opt to place this token instead of drawing from pile. If it has a Clue icon, counts as 2 clues (if possible). If no clue, -1 Faith until end of adventure. FAIL Holy Book is destroyed.
Holy Book	$800	⚅ ⚔ +1 Faith, +1 Combat.
Holy Robes	$600	⚔ +3 Health.
Icon of Resistance	$800	1 max. Once per turn, re-roll 1 failed defence roll.
Rosary Beads	$200	*ADVANCED* +1 Rosary Token. Discard for -1 Corruption. Use 1 Grit to make it ⚁ Corruption.
Scroll of Protection	$250	Discard to cancel a Darkness card on roll of 3+.
Temple Garment	$3,400	⚔ *ADVANCED Holy* only. +1 Will vs Corruption Hits.
Vial of Brimstone Ash	$100	Discard for FREE ATTACK (any time) Deal 1 Wound to every adjacent enemy (no def).

Doc's Office

Doc's Office Event Chart

2 **The 'Good' Doctor** Doc's Office closed until after next adventure.

3 **Plague Tent** LUCK 5+ test. PASS Nothing FAIL take ⚁ Corruption (no save) and -1 max **Grit** for next job/adventure.

4-5 **Dirty Tools** Surgery rolls are at -1 today.

6-8 **The Smell of Death** Nothing.

9-10 **Expert Surgeon**. Surgery rolls are at +1 today.

11 **Special Mission** Fill specimen jar on Other World for Doc.

12 **Medical Miracle** May roll ⚅ for any Injury, Mutation or Parasite. On roll of 1, take 1 Corruption (no Will). On 3+ condition is removed.

Surgery ⚅x$50

Remove 1 Injury or Mutation (max 1 per condition).

0 **Dead!** Hero dies.

1 **Botched**. Too severe. Can never be healed at Doc's Office.

2-3 **Failed**. Not healed. Refund half cost.

4-5 **Success!** Condition removed.

6+ **Mental Resolve!** Condition removed. +2 Health.

Treat Corruption

Remove any number of Corruption points for $100 each. Roll 1 ⚅. On 1-3 also take ⚅ Wounds (no Def) for next adventure.

Injections 1 max.

Anti-Venom Injection	$10	Immune to Poison and Venom for 1 adventure.
Dark Stone Injection	$100	Next adventure, once per turn may re-roll failed 1 Will save vs Corruption.
Pheromones	$500	*ADVANCED* Requires full specimen jar. **CNG 5+** test to extract from destroyed *Beast, Demon* or *Void* enemy. Choose a keyword from that enemy. Next adventure enemies with that keyword and less than ⚅⚅ Health will not target hero. Gain ⚁ Corruption.
Sycorath Injection	$250	Gain 1 Corruption. Next adventure +1 Initiative & +1 Move. Next adventure without Sycorath, -1 Initiative.
Void Vapour Injection	$500	Gain 1 Corruption. Next adventure +1 max **Grit** & start adventure with max **Grit**.

Purchases

Bandages	$50	+1 Bandage Token. Heals ⚅ Wounds.
Bone Saw	$1,100	✋ ✖ When wound enemy in melee, use 1 **Grit** to reduce Defence to 0. Not effective on *Tough* enemies.
Field Surgeon's Apron	$925	✖ Heal 1 Sanity after killing an enemy.
Healing Herbs	$125	+1 Herbs Token. Heals ⚅⚅ Wounds.
Looking Glass	$225	+1 **CUNNING**. Recover 1 **Grit** any time you pass a **CUNNING** test (max 1/turn).
On the Origin of Species	$1,500	*ADVANCED* Add or subtract 1 from any roll on the Mutation Chart.
Specimen Jar	$150	Max 1. **CNG 5+** test on Other World to fill. Sell to Doc for ⚅x$100.
The Prometheus Procedure	$300xlevel	*ADVANCED* Resurrect dead hero. Hero gains *Undead*, and is -1 Initiative & -1 Move.
Tonic	$150	+1 Tonic Token. Recover 1 **Grit**.
Tools of Science	$4,800	✋ ✖ Max 1. Base Combat equals **CUNNING**.
Toothpaste	$75	Max 1. +1 on all Location Event rolls. After each use, discard on ⚅ roll of 1 or 2.

Frontier Outpost

Frontier Outpost Event Chart

2	**Mad with Power** No more training with soldiers this stay. At the start of each day, each hero: AGI 5+ or CNG 5+. PASS Continues as normal. FAIL Leave town or pay ⚅x$50.
3	**Dark Stone Explosion** STR 5+ test. Frontier Outpost unavailable until next visit. PASS +20 XP. FAIL Lose ⚅ Dark Stone.
4	**Ambushed Caravan** Rolls on Town Event or Camp Site Hazard charts are -1 for rest of stay.
5	**Dark Stone Glut** Today Dark Stone is worth ⚅x$10. Cancels 9.
6	**Hanging** Lose 1 Grit.
7	**Trading Post** Draw a World card and an Artefact from that world. May be purchased for ⚅x$150.
8	**The Banners Yet Wave** +1 Grit and full Health and Sanity.
9	**Dark Stone Shortage** Today Dark Stone is worth ⚅x$50. Cancels 5.
10	**The Sound of Bugles** No roll for town event today.
11	**War Stories** Once next adventure may re-roll 1 Damage roll.
12	**Deputised** Gain *Law*. If already *Outlaw*, choose 1 only.

Prisoner Transport

Law only. *ADVANCED* Random town. Upon arrival +$25/hex covered. 8/day: on 1, prisoner escapes.

Sell Dark Stone

Roll for each shard: ⚅x$25.

Bounty

Roll ⚅ for current.

1	No bounty.	4	Stranglers / $50
2	Tentacles / $10	5	Night Terrors / $150 per hero
3	Hellbats / $25	6	Slashers / $200 per hero

Training

1/stay.

$500: gain ⚅x25 XP / *ADVANCED* $300: +1 to hit OR damage vs chosen keyword during next adventure.

Hold Up Bank

Outlaw only, 1/stay.

AGI 5+ test. PASS +⚅x$50 for each 5+ rolled but take ⚅ Wounds for each 1 rolled. FAIL Arrested: CNG 3+ test. PASS +20 XP and town stay ends. FAIL Killed.

Purchases

Black Leather Riding Boots	$750	*Traveller* only. +2 Health and Sanity whilst travelling.
Bugle	$300	✋ *ADVANCED* Once per fight, become target of all enemies on same map tile.
Cavalry Sabre	$1,800	✋ Make melee attack *and* ranged attack during activation, but cannot cause criticals.
Cavalry Saddle	$2,100	*Traveller* only. UPGRADE (non-cart Animal Transport) Take -1 Wound from each source whilst travelling.
Compass	$1,750	*Traveller* only. Once per day per Posse, may re-roll 1 overland encounter once.
Dark Stone Spurs	$650 +4	*Traveller* only. UPGRADE (Boots) Spend 1 Grit to add overland move for Posse each day until next town or mine.
Desert Boots	$2,100	FREE ATTACK (1/fight): Combat 1, damage.
Dowsing Rod	$1,600	*Traveller* only. Once per day spend 1 Grit. ⚅ roll of 6 = +1 Dark Stone. 1 = Wounds and next hex costs +1 move.
Dynamite	$200	+1 Dynamite Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Endurance Saddle	$1,750	*Traveller* only. UPGRADE (non-cart Animal Transport) Heal 1 Wound or Sanity per day when travelling.
Explosives	$600	+1 Explosives Token (takes 5 side bag slots). Requires blasting detonator. Destroys mine or current + map tiles.
Gatling Gun Ammo	$500	Last for 1 adventure. Housing and Tripod required for Gatling Gun.
Gatling Gun Housing	$4,500	✋✋ Range 10, Shots 10, Damage 8. Requires Tripod and Ammo and takes 1 turn to assemble.
Gatling Gun Tripod	$500	Ammo and Housing required for Gatling Gun.
Fine Horse Shoes	$500	*Traveller* only. UPGRADE (animal transport) +1 Easy Terrain hex per day. No effect if any travelling on foot.
Horse Whip	$800	*Traveller* only. Once per day +1 move overland. On ⚅ roll of 1, horse dies from exhaustion. No effect if any on foot.
Hunting Knife	$250	✋ 1/turn re-roll 1 melee to hit roll. If using two, +1 Combat..
Indian Hatchet	$750	✋ *Tribal, Traveller, Frontier* only. +1 melee damage.
Jar of Hellbat Ichor	$200	Discard for +1 Initiative and automatic Escape success this turn.
Local Map	$100	*Traveller* only. Discard to auto-move to declared location on overland map.
Military Gloves	$1,650	Critical hits are +1 damage.
Miner's Canary	$1,800	✋ *ADVANCED* Once per activation may roll ⚅. 4+: look at next Darkness card. 1: discard Miner's Canary.
Pack Saddle	$2,000	*Traveller* only. UPGRADE (non-card transport animal) + in town and travelling. Must leave items behind for mines.
Pick Axe	$900	✋ +1 Combat. 1/turn, when find Dark Stone, +1 extra.
Splitter	$5,650	✋✋ +2 Combat. Use 8 for damage.
St. Christopher Pendant	$1,900	*Traveller* only. Once per encounter may re-roll 1 skill test during an overland encounter.
Tomb Saddle	$1,600	*Traveller* only. UPGRADE (non-card transport animal) Hold 6 and prevents Corruption hits.
Tribal Knife	$1,200	✋ *Tribal, Traveller, Frontier* only. +1 Combat. Regain 1 Sanity for each enemy killed.

Gambling Hall

Gambling Hall Event Chart

2 **Assassination Attempt** CNG 5+ or LORE 6+ test. PASS No effect FAIL Roll on Injury Chart with only 1 ⚅.

3 **I Say Yer Cheatin' Me!** Choose: avoid LUCK 5+ PASS end location visit & +1 unwanted attention, OR Fight: roll less than initiative (6 always fails). PASS + ⚅x$50. FAIL for either test, roll on the Injury Chart.

4-5 **Sorry Mister** Lose $200, 2 Dark Stone, or 1 Gear or Artefact.

6-8 **Laughter, Cheers and Sadness** Nothing.

9-10 **Everyone's a Winner**. Every hero at location gains ⚅x$25.

11 **Drinks and Cigars All Round** Every hero at location +1 Whiskey Token & +1 Fine Cigar Token.

12 **High-Stakes Bet** If Five Card Draw Poker is played this visit, draw a World card and an Artefact from that world as extra reward.

Sell Dark Stone

May sell Dark Stone for $50 per shard.

The Devil's Wheel — $25 3/visit

- Place box lid on table with Devil's Head token and a Mine Artefact card partially under each of the three dice.
- Round 1: roll ⚅⚅⚅ against the lid wall and into the lid.

If dice lands partially on Artefact card, + points equal to pips. If dice lands fully on card or Devil's Head token, +points equal to 2x pips. All other dice are worth 0.

- Round 2: any of the dice may be re-rolled as in round 1.
- Round 3: any of the dice may be re-rolled as in round 1.
- Total number of points.
- Round 4 (optional): for each die at least partially on Devil's Head, roll ⚅. **1-3** hero takes that many Corruption (no save). **4-6**, hero wins Artefact under that number and all heroes at location gain ⚅x$25.
- Points from round 3: **0-9** No reward, **10-12** $50, **13-17** $100, **18-24** $250, **25-30** $500, **31-35** $1000, **36** $5000.

Five Card Poker — $50 3/visit.

- Roll ⚅⚅⚅⚅⚅ to represent hand.
- Add Extra Bet of $50-$250 or fold.
- Re-roll any number of dice.
- CNG test based on dice results:

  Royal Flush (6 sequential numbers): **3+**. If successful, triple Extra Bet.
  Four of a kind (4 of same number): **3+**
  Full House (2 of a number & 3 of a number): **4+**
  Straight (4 sequential number): **5+**
  Three of a Kind (3 of same number): **6+**
  Anything else 6+ with 2 successes

- PASS gain double Extra Bet and ⚅x$25. FAIL Lose money so far bet.
- If any dice are re-rolled, +1 unwanted attention.

Brimstone Craps — $100 1/visit.

LUCK 5+ test. PASS +$100 for each successful die. FAIL Nothing.

Cheat — *ADVANCED* 1/visit.

Take ⚀ Corruption Hits to add or subtract ⚅ from a gambling roll, or substitute new roll for existing roll. On any manipulated roll of 1, roll on Injury Chart, +2 unwanted attention and Gambling Hall is closed until after next adventure.

Side Bets — *ADVANCED* 1/visit.

When any hero takes a skill test at the Gambling Hall, other heroes present may bet on it. Choose success or failure. If correct, +$25 for each succeeded/failed dice. If incorrect, -$25 for each failed/succeeded dice.

Rob the Gambling Hall — *Outlaw* only.

CNG 6+ test. PASS +⚅x$50 & +1 unwanted attention for each 5+ rolled, but take ⚅ Wounds for each 1 rolled. FAIL Arrested: LORE 4+ test. PASS +20 XP, town stay ends and become *Wanted!*. FAIL Killed or heroes play Hanging High town adventure to rescue hero.

Purchases

Cheater's Hold-Out Pistol	$1,250	*Performer, Showman* only. FREE ATTACK (1/fight, 3+ Initiative only) Range 4 Shots 1 Crit on 5 or 6.
Dark Stone Poker Chip	$800 +1	Max 1. +1 LUCK. Any time gold is won, gain extra $50.
Gambler's Gun	$1,400	*Performer, showman* only. Range 7, Shots 2. Once per turn may add ⚅-3 damage to single Hit (can be minus).

General Store

General Store Event Chart

2	**Closed** Unavailable until after next adventure.
3	**Robbery**. Each hero at location either lose ⚅x$10 OR AGI 5+ test. PASS +$100 reward. FAIL Roll on Injury Chart.
4-5	**Cost Increase** All purchase prices +$50. Cancels Fire Sale.
6-8	**Flies are a' Buzzing, the Streets are Filth** Nothing.
9-10	**Fire Sale!** All prices -$50 (min $25). Cancels Cost Increase.
11	**New Items**. Draw 3 Gear cards. Can be purchased for listed price or $25 if no listed price.
12	**Artefact Found**. Draw a World card, then draw an Artefact from that world. May be purchased for listed price or $100 if no listed price.

Hold Up Store

ADVANCED Outlaw only. 1/visit.

Make 3 skill tests, using each option once, from any combination of AGI, STR, LUCK, 3+, 4+ and 5+. PASS Gain ⚀x$50 for each success. If all three succeed, also gain Purchase items up to ⚅x$100 value. FAIL Arrested: CNG 3+ test OR other hero pays ⚅⚅x$100 bribe. PASS +25 XP, free and end town stay. FAIL Hero out of game for 20 years.

Shipment

ADVANCED 1/Posse/stay.

Random town. Draw 1 Gear card ace down. Deliver it to target town in 7 days. PASS Choose gold value of Gear card reward OR 1 location sells all purchases for half price rounded up for current visit. FAIL or if anyone looks at the Gear card, +⚅ Corruption (no save). All town prices are double until after next successful adventure. Keep Gear card on ⚅ roll of 5+.

Purchases

Ammo: Demon Shot	$50	+1 Damage vs *Demon* enemies. Lasts 1 adventure.
Ammo: Void Shot	$50	+1 Damage vs *Void* enemies. Lasts 1 adventure.
Ammo: Silver Shot	$50	+1 Damage vs *Beast* enemies. Lasts 1 adventure.
Ammo: Holy Shot	$50	+1 Damage vs *Undead* enemies. Lasts 1 adventure.
Antonio's Spurs	$900	UPGRADE (boots). When rolling ⚅ for travelling to town, may now use 1 Grit to re-roll.
Axe	$600	✋ ⧗ 1/turn may add +2 Damage to 1 melee hit.
Bandages	$50	+1 Bandages Token. Heals ⚅ Wounds.
Bandoleer Strap	$1,125	⧗ *Frontier, Traveller, Outlaw* only. 1/turn may re-roll 1 ranged to hit roll.
Black Hat	$7,000	⧗ Take 1 Corruption Hit to heal 3 Wounds.
Blasting Detonator	$150	⧗ Spend 1 MP to drop 1 Dynamite on your space. Use this item to detonate at any time.
Cowboy Hat	$1,800	⧗ +1 max Grit.
Double-Barrelled Shotgun	$2,200	✋✋ ⧗⧗ Range 4, Shots 2, 8 for hit and damage, Crit on 6+.
Duster	$1,800	⧗ Armour 6+.
Dynamite	$200	+1 Dynamite Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Frontier Hat	$1,650	⧗ +1 Grit when entering town. All town skill checks roll +1 die.
Gunfighter's Pistol	$2,450	✋ ⧗ Range 7, Shots 3.
Hair Grease	$50	Max 1. May start in town with +1 Grit. Discard on ⚅ roll of 1 or 2 per use.
Harmonica	$500	*Frontier, Traveller* only, max 1. Use 1 Grit to heal 1 Sanity/hero.
Hold-Out Pistol	$800	⧗ *Performer* only. FREE ATTACK (1/fight) Range 3, Shots 1, Crit on 5+.
Jacket	$400	⧗ +1 Health. +1 Sanity.
Knuckle Dusters	$675	✋ 1/turn use 1 Grit for +2 Combat.
Legendary Hat	$14,500	⧗⧗ At the start of each adventure gain 1 Revive Token only usable by this hero.
Light Pistol	$250	✋ ⧗ Range 6, Shots 2, cannot Critical.
Long Coat	$1,500	⧗ +4 Health.
Mare's Leg	$1,500	✋ ⧗ Range 5, Shots 2, Damage 8.
Old Chaps	$500	⧗ Gain *Frontier*. +1 on first Location Event Roll on each town stay.
Pendulum	$850	⧗ Max 1. +1 SPIRIT. 1/adventure cancel and re-draw just drawn mine map card.
Pistol	$500	✋ ⧗ Range 6, Shots 2.
Poncho	$950	*Outlaw, Traveller* only. +2 Health and may ignore weather effects.
Quickdraw Pistol	$600	✋ ⧗ Range 6, Shots 2, +1 initiative in first turn of fight.
Repeating Rifle	$1,650	✋✋ ⧗ Range 10, Shots 2, Damage +1.
Rider's Hat	$350	⧗ Gain *Traveller*. +1 Health.
Rope	$375	1/turn roll ⚅⚅ extra on a skill test. Each use, breaks on ⚅ roll of 1 or 2.
Scout's Hat	$600	⧗ Gain *Scout*. +1 Move.
Sharp Shooter's Hunting Rifle	$2,400	✋✋ ⧗ Range 14, Shots 1, Damage +2. Re-roll 1s once (not counted as re-rolls)
Shotgun	$1,200	✋✋ ⧗ Range 5, Shots 1, 8 for hit and damage, Crit on 6+.
Sombrero	$3,200	⧗ *Outlaw* only. Regain 1 Sanity at the start of each turn unless KO'd.
Straight Razor	$750	✋ ⧗ *Outlaw, Performer* only. 1/turn in melee, may take 1 Corruption Hit to ignore target's defence for 1 turn.
Suspenders	$150	Once per adventure +⚅ to move roll (cannot gain Grit.)
Sword Cane	$1,500	✋ ⧗ *Performer* only. +1 Combat.
Tarot Cards	$850	⧗ Max 1. +1 LORE. 1/adventure, may re-draw 1 Encounter card just drawn.
Tent	$1,200	Max 1. Gain +1 on all Camp Site Hazard rolls.
Tonic	$150	+1 Tonic Token. Recover 1 Grit.
War Veteran Hat	$525	⧗ +2 Sanity.
Whiskey	$50	+1 Whiskey Token. Restores ⚅ Sanity.
White Hat	$6,400	⧗ Use 1 Grit to heal hero's level of Wounds/Sanity (any mix).

Indian Trading Post

INDIAN TRADING POST EVENT CHART

2 **Spirits Running Amok** Move town event track on ⚀ places. All heroes in town take ⚅⚅ Hits.

3 **Possessed Shaman** Spirit Cleansing & Vision Quests not available today. Any hero with LORE 3 or more may make LORE 6+ test. Gain 25 XP and recover 1 Grit for each 6+ rolled. Take ⚅ Horror Hits per 1 rolled.

4-5 **Unfriendly Welcome** All costs +$50 today to all non-Tribal heroes, including free items.

6-8 **Drumming, Dancing and a Bonfire** Nothing.

9-10 **Trade Opportunities** Every hero at location gains ⚅x$25.

11 **Drinks and Cigars All Round** Today only, Dark Stone can be sold for $100 per shard and Gear and Artefact cards sell for +⚅x$25.

12 **One With the Spirits** Gain *Tribal*. If already *Tribal*, SPT 4+ test. +1 Sanity for each success.

SPIRIT CLEANSING ⚅ Dark Stone

1/visit. Remove 1 Madness, Curse or Mutation.

1 **Possessed**! Not healed. Gain ⚀ Mutations.

2-3 **Failed**. Not healed.

4-5 **Success!** Condition removed.

6+ **Spirit Guide** Condition removed. +1 Sanity.

KLUTZ BARTERING *ADVANCED* 1/visit.

May trade 1 item in against the cost of another item. CNG 4+ test. Trade item: +$100 value per PASS, -$50 per FAIL.

VISION QUEST 1/visit.

SPT 5+ test. PASS Gain a Spirit Guide (or activate yours if you already have one, and +25 XP. Spirit Guide may be used once on next adventure. No Grit re-roll. Cannot be changed. FAIL No effect.

1 **Beaver** Retain one used side bag token.

2 **Wolf** Roll 5 extra dice on 1 scavenge.

3 **Eagle** Discard & re-draw 1 Threat or Darkness card.

4 **Mouse** Take 2 extra Exploration Tokens and choose one.

5 **Crow** All heroes +1 Initiative for first turn on an Ambush.

6 **Snake** For 1 turn gain 1 extra Starting Upgrade for your hero.

PURCHASES

⚅⚅⚅	**Arrow: Blessed**	$25	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for +3 Damage to a Demon enemy.
⚅⚅⚅	**Arrow: Blood**	$100	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for this Hit to ignore cover and toughness.
⚅⚅⚅	**Arrow: Dark Stone**	$25	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for +⚀ Damage.
⚅⚅⚅	**Arrow: Eagle Feather**	$50	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for +2 Shots with this bow after scoring a Critical.
⚅⚅⚅	**Arrow: Hunting**	$25	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for +3 Damage to a *Beast* enemy.
⚅⚅⚅	**Arrow: Spirit**	$25	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for +3 Damage to a *Void* enemy.
	Black Fang Hatchet	$200	*ADVANCED* +1 Black Fang Hatchet Token. Discard for FREE ATTACK: Range STR+3, Shots 1, +3 Damage +3. Damages all adjacent enemies too. Uses melee To Hit.
	Cavalry Jacket	$2,750	⧗ Now also recover 1 Grit on move roll of 6.
⇧	**Death Glyph**	$1,000 + 6⊙	⊙ UPGRADE (any item). Once per adventure/town stay when KO'd or killed, roll ⚅ (no Grit re-roll. 4+ heal 5 Wounds/ Sanity and avoid ⊙ save or death. On 6, glyph also destroyed.
	Feathered Hatchet	$2,250	⚅ ⧗ *Tribal, Traveller, Frontier* only. +1 Combat. Melee hits are +1 damage.
⇧	**Glyph of the Buffalo**	$200 +2⊙	⊙ UPGRADE (any item). Once per adventure, move through small or medium models, swapping places. Auto-pass escapes.
	Indian Bow	$400	⚅⚅ ⧗ *Tribal, Scout* only. +1 Initiative, Crit on 5+. Range 8, Shots 1.
	Indian Hatchet	$750	⚅ ⧗ *Tribal, Traveller, Frontier* only. Combat hits are +1 damage.
	Long Bow	$2,400	⚅⚅ ⧗ *Tribal, Scout* only. +1 Initiative, Crit on 5+. Range 10, Shots 1, Crit 4+.
	Medicine Bag	$3,200	⧗ *Tribal, Scout* only. Once per adventure heal any mix of ⚅⚅⚅⚅ Health and Sanity amongst all heroes.
	Scout Bag	$2,000	*Tribal, Scout* only. May carry ⧗⧗ in Scout Bag. Items carried in bag may not be equipped until removed.
	Scout's Bow	$1,200	⚅⚅ ⧗ *Tribal, Scout* only. +1 Initiative, Crit on 5+. Range 5, Shots 2.
	Snake Skin Belt	$650	⧗ *Tribal, Scout* only. Once per adventure transfer single enemy Hit taken onto another adjacent model.
	Spirit Animal Tattoo	$2,100	*ADVANCED Tribal* only. Max 1 each. Bear +1 STR, Eagle +1 SPT, Horse +1 Move, Mouse +1 AGI, Rabbit +1 LUCK, Snake +1 Initiative.
	Spirit Bow	$5,400	⚅⚅ ⧗ *Tribal, Scout* only. +1 Initiative, Crit on 5+. Range 10, Shots = SPT skill.
	Throwing Hatchet	$100	+1 Hatchet Token. Discard for FREE ATTACK: Range STR+3, Shots 1, Damage +2. Uses melee To Hit.
	Tribal Tattoo	$1,000	*ADVANCED* Gain *Tribal*.
	War Bow	$3,800	⚅⚅ ⧗ *Tribal, Scout* only. +1 Initiative, Crit on 5+. Range 8, Shots 3.
⇧	**War Glyph**	$500 + 5⊙	⊙ UPGRADE (any item). Max 1. Once per adventure +2 Combat until end of turn.

Mutant Quarter

+1 when rolling to avoid unwanted attention at this location.

MUTANT QUARTER EVENT CHART

2	**Writhing Mass of Flesh** Mutant Quarter destroyed. All heroes in town make LORE 6+ test. PASS Choose 1 building to protect & +20 XP per success. At end of current day roll for each unprotected building. It is destroyed on 1 or 2.
3	**One of Us! One of Us!** If 3+ Mutations, nothing happens. If fewer, immediately gain ⚀ Mutations.
4	**Rail Workers' Strike** All heroes at location & 2 other random locations roll ⚅. If equal or lower than hero's Mutations, nothing. Otherwise take ⚅ Wounds (no save)
5	**Little Thief** AGI 5+ test. PASS +20 XP. FAIL lose ⚀ side bag tokens or ⚀ Dark Stone.
6	**Street Beggars** Lose ⚅x$10 but recover 1 Grit.
7	**Rickety Buildings and Deformities Galore** Nothing.
8	**Mutant Saloon** Gain 1 Tequila Token. Pay $25 for +15 XP and roll ⚅. On 3+ recover 1 Grit and take 1 Corruption Hit.
9	**Party in the Streets** LUCK 4+ test. PASS For each 4+ heal ⚅ mix of Health/Sanity. If 1 or more 6s rolled, +1 Sanity (1/visit).
10	**Street Vendor** +25 XP. Gain 1 Bandages, Whiskey or Dynamite for each Mutation.
11	**Preaching the Faith** Until end of next adventure, Spirit Armour 5+ and immune to Corruption & Corruption Hits.
12	**A Few New Tricks** +⚅x25 XP. Each 'Tail' or 'Tentacle' Mutation is also +✋ (No effect if already have prehensile tail).

MUTANT SURGEON $50 1/visit.

Remove 1 Mutation.

1-2	**Butchered** Not healed. Lose 1 Health permanently.
2-3	**Painful Success**. Condition removed, but -1 Sanity permanently.
4	**Success, Mostly** Condition removed. Take ⚀ Corruption (no save)
5+	**Well Done!** Condition removed.

AMPUTATION $40 1/visit.

ADVANCED Remove 1 Mutation. Roll once on Injury chart.

MEET MUTANT REVOLUTIONARIES 1/visit.

All heroes at location must have 3+ Mutations total to qualify. Once during town stay, re-roll 1 daily event. Next adventure, may cancel the first Darkness card drawn.

MUTANT PROPHET ⚅ x$10 1/visit

SPT 5+ test. PASS +10 XP for each successful roll and once next adventure and heal ⚅ Sanity/Health mix. FAIL Take ⚅ Horror Hits.

PURCHASES

Bandages	$40	+1 Bandages Token. Heals ⚅ Wounds.
Brace of Three Pistols	$2,100	✋✋ ✋ ✖ Range 6, Shots 5.
Dynamite	$175	+1 Dynamite Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Extractor	$600	⚀ Max 1. Once per adventure at turn start, take ⚅ Wounds (no save) and remove ⚀ Corruption.
Hooded Cloak	$450	✖ -2 unwanted attention. Once per fight, roll 2 dice for escape and choose one.
Lead Lining	$750	✖ *ADVANCED* UPGRADE (any item) Ignore 1 ⚀ on this item when rolling for Corruption.
Mutation Suppressant	$25	*ADVANCED* For next adventure, 1 Mutation is not in effect. If this means no mutations, lose *Mutant*.
Rail Hammer	$1,350	✋✋ ✖ Once per turn add ⚅ damage to one melee Hit.
Rail Spike Driver	$4,800	✋✋ ✋ ✖✖ +1 Combat per adjacent enemy. Use 8 for Hit and Damage.
Void Child Pistol	$1,800	Void Child Mutation only. Max 1. FREE ATTACK (1/turn) Range 3, Shots 1, Crit on 4+.
Whiskey	$40	+1 Whiskey Token. Restores ⚅ Sanity.

SALOON

SALOON EVENT CHART

2	**Assassination Attempt** SPT 5+ or LUCK 6+ test. PASS No effect FAIL Roll on Injury Chart with only 1 ⚅.
3	**You a'Cheatin' Us!?** CNG 6+ or AGI 4+ test. PASS No effect. FAIL Roll on Injury Chart.
4	**Spilled Drink** Choose to leave town at end of day or lose ⚅x$25.
5	**Bar Fight** STR 5+ test. PASS No effect. FAIL Take ⚅ Wounds (no save, for next adventure).
6	**Dark Tidings** -1 Grit at start of next adventure.
7	**A Good Time** Lose $10 and recover 1 Grit for use in town.
8	**A Tall Tale** LORE 5+ test. +10 XP for each PASS.
9	**Aces and Eights** +2 LUCK and +2 CNG for rest of location visit.
10	**Song and Dance** LUCK 5+ test. PASS Gain ⚀ Health permanently. FAIL Lose ⚅x$25.
11	**A Catchy Tune** Start next adventure with max Grit.
12	**Hero of the People** +2 Whiskey Tokens. All gambling wins are doubled during this location visit.

BETTING POOL — *ADVANCED* 1/visit.

Bet $X on the position of the Darkness Chart after end of next adventure. If correct gain $25xX.

BRIMSTONE CRAPS — $100 1/visit.

LUCK 5+ test. PASS +$100 for each successful die. FAIL Nothing.

CASUAL POKER — $50 1/visit.

CNG 5+ test. PASS +$50 per success. FAIL Nothing.

ENTERTAIN — $50 1/visit. *Performer* only.

Choose AGI or LORE. Roll ⚅ equal to skill. For each 4 or 5, +$25. For each 6 +$50.

RUMOURS — $500+1 Whiskey 1/visit

ADVANCED. +10 XP. On ⚅ roll of 4+, gain 1 Grit for use in town. Make 3 skill tests using all of, in any combination, CNG, LORE, LUCK, 3+, 4+ and 5+. If all succeed, draw 1 Exploration Token. If it has a Clue icon you may keep it and place it next adventure instead of drawing a new token.

PICKPOCKET — 1/visit. *Performer* only.

Take ⚀ Corruption Hits. AGI 4+ test. PASS Each 4-6 +$10. If at least one 6 rolled, draw a Gear card. FAIL No effect.

SALOON GIRL PERFORMANCE — $50

1/visit. +10 XP. On ⚅ roll of 4+, gain 1 Grit for use in town.

PURCHASES

Boned Corset	$1,200	*Performer* only. Armour 6+
Cask	$300	Holds up to 3 Whiskey Tokens.
Cigar	$525	Once per adventure, prevent all damage to you from a single source.
Dark Stone Corset	$3,200 +8	*Performer* only. Armour 5+, +1 max Grit.
Dark Stone Shiv	1	*Performer* only. +1 Dark Stone Shiv Token. Discard for ⚅ Wounds to 1 adjacent enemy ignoring Defence.
Gambler's Deck of Cards	$850	Max 1. +1 CUNNING. Once per adventure, cancel and re-draw 1 Darkness card.
Lucky Dice	$1,000	Max 1. +1 LUCK. Once per adventure, +1 to any 1 die roll.
Matches	$30	Discard to ignore Voices in the Dark.
Perfume	$200	*Performer* only. Max 1. +5XP per turn in which you healed 1 or more Wounds/Sanity for other heroes.
Pipe	$225	+1 LORE. Recover 1 Grit each time you pass a LORE test (max 1/turn).
St. Cajetan's Blessing	$2,300	*ADVANCED* UPGRADE (any item) Max 1. Once per adventure you may rotate 1 die by 90 degrees after it is rolled.
Tiny Hat	$2,450	*Performer* only. Once per adventure remove 1 Corruption.
Whiskey	$50	+1 Whiskey Token. Restores ⚅ Sanity.

Sheriff's Office

Sheriff's Office Event Chart

2 **Jail Break** Town stay over at end of day. Play town adventure Jail Break unless all heroes flee (and start next adventure with 0 Grit).

3 **Corrupt Sheriff** All *Law* heroes must choose: end town stay immediately or SPT 5+ test. PASS +50 XP and + ⚅x$50. FAIL Roll on Injury Chart and all *Law* heroes in Posse are *Wanted!* until end of stay.

4 **Insane Ramblings** Take ⚅⚅ Horror Hits. If double is rolled, move Town Event track forward 2.

5-8 **Cold, Hard Justice** Nothing.

9-10 **Telegraph** +1 Grit and heal ⚅ mix of Wounds/Sanity.

11 **We Need Six Men!** Any non-*Law* or *Holy* hero at Sheriff's office today gains Become Deputised bonus. If they join a Man Hunt today, they gain double XP and gold.

12 **Legendary Outlaw** If you escort a prisoner today, LORE 6+ test. PASS 8 x$100 reward instead. FAIL No effect.

Become Deputized — 50 XP

Gain *Law* and +1 CUNNING. At end of each adventure on a ⚅ roll of 1-3, lose this bonus.

Pay Off Warrants

Pay $500xlevel to remove *Wanted!* or $750xlevel for *Most Wanted!*.

Wanted Poster — $100

Discard when kill enemy type for gold. *Outlaw* = ⚅x$50. *Infamous Outlaw* = ⚅x$100. *Legendary Outlaw* = ⚅x$250.

Hangman — *ADVANCED* 1/visit. *Law* only.

Gain 50 XP. LUCK 4+ test. PASS gain ⚀x$25. FAIL If any 1s are rolled, take ⚅ Corruption Hits.

Interrogate Prisoner — $50 1/visit.

Roll dice equal to STR or CNG. For each 6, next adventure cancel and re-draw 1 Exploration Token or Encounter card. For each 1, start adventure with Depth Track 1 space further on.

Join a Manhunt — 1/visit. *Law* only.

Ends location visit. CNG 5+ test. PASS For each successful dice, +20 XP. If at least one 6 is rolled, take ⚅⚅-Initiative Hits. Each Hit does 4 Wounds (or 8 if level 5+). If not KO'd, +25 XP and + ⚅x$100.

Sheriff's Bounty — 1/visit.

Draw a Low Threat card. Next adventure, all enemy types listed are worth gold when killed. Fixed XP = $ same value. Variable XP = $10x base XP.

Take Bribe — *ADVANCED* 1/visit. *Law* only.

Gain *Corrupt* and P x$100 and take ⚅ Corruption Hits. LUCK 3+ test. PASS +$50. FAIL If a 1 is rolled, hero becomes *Outlaw* at same level as previous class.

Escort Prisoner Transfer — 1/visit.

Law only Ends location visit. LORE 5+ test. PASS gain 8 x$25. FAIL Return to town and lose all Grit. For each 1 rolled roll once of the Travel Hazard Chart. Only effects this hero. If transport is destroyed, counts as FAIL.

Purchases

Badge: Marshal/Sheriff	FREE	1 badge max. *US Marshall, Law Man* only. Once per adventure all heroes gain +2 Shots OR +2 Combat next activation.
Badge: Bounty Hunter's	$850	1 badge max. *Law* only. Gain *Traveller*. Once per adventure, all heroes regain 1 Grit.
Badge: Deputy	$1,200	1 badge max. *Law* only. Once per adventure heal ⚅ mix of Health/Sanity to each hero. +50 XP at end of each adventure.
Badge: Executioner's	$2,400	1 badge max. *Law* only. Once per adventure +3 damage to each hit for 1 turn.
Black Duster	$1,650	*Traveller* only. +2 Health, Armour 6+.
Caped Overcoat	$800	Heal ⚅ mix of Health/Sanity each time a Clue Icon is discovered.
Duellist's Gunbelt	$5,800	When dual-wielding, each gun is Shots +1.
Executioner Shotgun	$2,400	Range 3, Shots 3. Use 8 to hit, 6+ Crit. ⚅ damage, +1 if target is adjacent.
Hangman's Noose	$2,250	*Law, Frontier* only. FREE ATTACK (1/adventure). Deal P damage (no defence) to 1 adjacent model. Take ⚀ Corruption Hits.
Peacekeeper Pistol	$1,000	*Law* only. Range 6, Shots 3.
Shackles	$1,600	*ADVANCED* Once per fight, pass AGI 4+ and STR 4+ to attach to 1 human enemy. Enemy is reduced to Move 1.
The Punisher	$3,000	*Law* only. Range 6, Shots 2. Use 8 for Hit and Damage. Once per turn may re-roll 1 damage roll with this gun.

Smugglers' Den

Smugglers' Den Event Chart *Law* heroes may not visit.

2 **He Arrived in Town Just Before You Did** If hero is *Outlaw*, town visit is over. Immediately play High Noon Duel or use 1 Grit to flee and become *Wanted!*. If not *Outlaw*, pay ⚅x$100 or flee town and become *Wanted!*.

3 **It's a Raid!** Smugglers' Den closed for rest of town stay. Any *Wanted!* hero at location: LUCK 6+ test. PASS End location visit. FAIL Arrested: CNG 3+ test. PASS Escape, +20 XP. FAIL Other heroes play Hanging High to rescue or hero dies.

4-5 **What'cha Lookin' at?** -1 Grit. If no Grit, location visit is over.

6-8 **Drunken Debauchery and Veiled Threats** Nothing.

9-10 **A Big Haul** Roll for and draw 2 extra Black Market Goods items.

11 **Honour Among Thieves** Gain ⚅x$26 and +10 XP. If *Outlaw*, +1 Grit. If *Wanted!*, set to max Grit.

12 **One Last Job** If accepted, town stay is over. CNG 5+ test. For each PASS, +2 AGI when robbing train. AGI 6+ test. For every PASS +$500 and 1 Corruption Hit. LUCK 5+ test. PASS No effect. FAIL Lose half $ and become *Wanted!*.

Back Alley Doc $25 1/visit.

Remove 1 Injury or Mutation.

1 **Dead!** Hero dies.

2-3 **Failed**. Condition not removed, -1 Health permanently.

4 **Success, Sort of** Condition removed. -1 Health permanently

5+ **Well Done!** Condition removed.

Blackmarket Goods 1/visit.

Roll ⚅⚅⚅. **1-3** draw a Gear card, **4-6** draw a World card then an Artefact for that world. Items available for sale for listed price + ⚅x$25 (roll for each). Available to all visitors for duration of town visit. Re-roll modifier each day.

Buy a Round of Shots ⚅x$5 1/visit.

Recover 1 Grit but take ⚀ Wounds (no save).

Rustle Cattle 1/visit. *Outlaw* only.

Take 1 Corruption Hit. Ends town stay. AGI 5+ test with +2 AGI if you have a transport item. PASS Gain $50 for each 5+ and $200 for each 6+ rolled. FAIL Take ⚅ Wounds (no save).

Join a Bank Heist 1/visit. *Outlaw* only.

Ends town stay. CNG 5+ test. discard Explosives (1 max) for +3 CNG. Regardless of result, take ⚅ Hits for each 1 rolled. PASS Gain LUCKx$50 per successful roll. FAIL Arrested: AGI 4+ test. PASS +25 XP and town stay over. FAIL Killed or heroes play Hanging High town adventure.

Shady Contacts 1/visit. *Outlaw* only.

+10 XP. Look at top ⚅-2 (min 0) cards of Daily Event deck. Place cards back in any order.

Smuggle Goods *ADVANCED* 1/visit. *Outlaw* only.

Random town. Upon entering town roll random hero. If roll is hero with smuggled goods, LUCK 6+ test. PASS +Ⓟx$100. FAIL Arrested: CNG 3+ test. PASS +20 XP and town stay over. FAIL Killed or heroes play Hanging High town adventure to rescue hero.

Down a Dark Road $500

Not for *Outlaw* heroes. +1 LUCK and Gain *Outlaw*. Each visit to Church or Church Tent, roll ⚅. On a 1 or 2, lose bonuses.

Purchases

Ammo: Inferno	$100	Lasts 1 adventure. Shotgun only. Crits do +1 damage (including splash damage).
Ammo: Blood	$200	Lasts 1 adventure. When enemy is killed by Critical hit, +1 Shot with this gun (max 2 per turn).
Ammo: Hell	$250	Lasts 1 adventure. All gun Hits count as Criticals, but each 1 causes 1 Corruption Hit to hero.
Bandanna	$100	*Outlaw* only. Once per turn re-roll 1 Escape test.
Black Gunbelt	$600	*Outlaw* only. Once per adventure +2 Shots with a gun.
Concealing Case	$950	*ADVANCED* Holds 1 item. If is a item, does not cause Corruption Hits. Can be used as normal.
Disguise Kit	$1,200	*ADVANCED* When visiting towns, may hide 1 keyword.
Gunman's Poncho	$750	*Outlaw* only. +1 Initiative for first turn of fight. May ignore weather effects.
Outlaw Pistol	$300	*Outlaw* only. Range 5, Shots 3. May only Crit against adjacent targets.
Sawed-Off Shotgun	$850	*Outlaw* only. Range 3, Shots 1. Use ⚀ for Hit and Damage, Crit on 6+. Crits cause 1 Wound to all adjacent enemies (no defence).
Shaped Charge	$325	Max 1. Discard to cause ⚅ Wounds (no save) to 1 adjacent model and any adjacent models behind for 3 spaces.
Smuggler's Hold-Out Pistol	$3,000	*Performer, Outlaw, Showman* only. FREE ATTACK (1/fight) Range 3, Shots 3, Crit on 5+.
Tequila	$125	+1 Tequila Token. Restores ⚅⚅⚅ Sanity.

Street Market

STREET MARKET EVENT CHART

2 **Blood Sacrifice** Choose: Leave and end current day in town OR SPT 6+ test. PASS +25 XP and x$50. FAIL Day in town ends and roll on Madness Chart.

3 **Swamp Slug Stampede** Street Market destroyed until after next adventure. All heroes at location LORE 5+ or STR 6+ test. PASS No effect. FAIL Roll on Injury Chart.

4 **Held Up** Choose: lose x$100 or Dark Stone or roll . If less than Initiative, +50XP. Otherwise take Wounds (no save).

5 **Market Prices Up** All prices are +$50 today.

6-8 **Hogs and Horse Thieves** Nothing

9 **Market prices Down** All prices are -$50 today (min $25).

10 **Fortune Teller** For Next adventure choose: re-roll 1 Defence roll per turn OR start at half Health, but with personal Revive Token. If token is unused after adventure, +x50 XP and x$100.

11 **Lucky Streak** Recover 1 Grit. When street gambling today, +/- 1 to 1 die after all re-rolls.

12 **Rare Deal** Draw a World card and an Artefact for that world. Available for purchase at half list price rounded down to nearest $5. If no list price, re-draw.

SELL DARK STONE x$20/shard. Roll for each.

BATH HOUSE $50

1/visit. Heal mix of Wounds/Sanity. Gain 10 XP. Spend 1 Grit to remove Parasites. per Parasite: removed on 10+.

STREET GAMBLING $25 2/visit.

Roll 4 dice. $25 to re-roll any 1 die. Then $50 to re-roll 3 further dice. If final result is a straight (4 consecutive numbers), +$300, or a set (4 of same number), +$100x number rolled. Otherwise, no effect.

PURCHASES

Amphibious Wagon	$4,300	*ADVANCED* Max 1 per Posse. 6 hero capacity. +15 XP per adventure finished. Rivers are easy terrain on overland map.
Badlands Hat	$1,200	+2 Health, +1 Sanity.
Butcher's Blade	$750	Each time you cause melee damage, +1 Damage to all melee hits for rest of turn (stacks).
Chew	$50	Max 1. Discard to heal 5 Sanity. Take 1 Corruption Hit.
Dark Stone Bracelet	$1,000	Once per adventure cancel 1 enemy model's attack (before dice are rolled).
Drifter's Hat	$3,000	When Posse crosses to new stage of Depth Track, recover max Grit.
Exotic Herbs	$200	+1 Exotic Herbs Token. Remove Corruption.
Explorer's Hat	$425	Once per adventure, look at top 2 Darkness cards. Discard 1 and return other to top of deck.
Far Eastern Potion	$75	+1 Potion Token. +2 to one skill until end of turn.
Horse: Mutant	$600	Move 6+ [10]. Health 6 (Def 5+). +10 XP per adventure finished. During town setup, use 1 Grit for +/-1 on town type of town traits. Roll for mutation: **1:** Melty Skin (+1 Wound per Wound taken), **2:** Tentacle Legs (-3 Move), **3:** Second Head (Move roll of 1, no move and horse turns to face opposite direction) **4:** Rock Skin (-2 Move, +3 Health). **5:** Talkative (no auto-spooked, has Sanity 3 and Will 6+), **6:** Horns (FREE ATTACK 1/turn Combat 1 Damage . Adjacent front space only). **7:** Barbed Tail (FREE ATTACK 1/turn Combat 1, Damage . Adjacent space behind only), **8:** Wings (+1 to escape rolls and may move through other models).
Horse: Trederran Stallion	$800	Move 6+ [10]. Health 12 (Def 4+). Use 1 Grit for this hero to ignore effects of 1 Travel Hazard or Overland Encounter. FREE ATTACK (1/turn, front/back only) Combat 1, Melee 5+ Damage .
Horse: Wild Horse	$750	Move 6+ [10]. Health 8 (Def 4+). +10 XP per adventure finished. Once per town stay may cancel and re-draw 1 town event card. Once per adventure on overland map, may cancel and re-draw 1 Threat card.
Mechanised Carriage	$5,500	*ADVANCED* Max 1 per Posse. 6 hero capacity. +20 XP per adventure completed. Any number of railroad hexes cost 2MP.
Merchant's Apron	$350	When selling Gear/Artefact cards, +10% selling price (round up to nearest $5) and regain 1 Grit.
Miner's Hat	$1,850	Once per adventure, take 1 Corruption Hit to re-draw 1 Loot card.
Ornate Case	$1,250	Contains 1 item and prevents saves vs Corruption for item.
Ornate Pistol	$1,600	Range 7, Shots 2. Once per fight +1 Damage to 1 hit with this pistol.
Rare Spices	$50	+1 Spice Token. Discard to add Wounds to one damaging hit. You also take 1 Wound (no save).
Rail Worker's Jacket	$860	Take 1 fewer Wounds from explosives and falling rock.
Red Dragon Injection	$100	1 injection max. Next adventure +1 Initiative & Spirit Armour 5+. Each time Hold Back Darkness fails, take 1 Corruption Hit.
Refined Lantern Oil	$200	+1 Lantern Oil Token. Discard to re-roll 1 Hold Back the Darkness die.
Scavenger's Hat	$150	Heal 1 Wound for each successful Scavenge.
Silk Sash	$450	*Showman, Performer* only. Once per adventure, heal 5 Wounds.
Swamp Slug	$1,800	*Tribal, Traveller* only. Move 2+ [6]. Health 12 (Def 5+). +15 XP for each adventure finished. May re-roll 1 dice for any Travel Hazard or Encounter. FREE ATTACK (1/turn, melee OR ranged). Bite: Combat 1, Melee 4+, Damage . Spit Acid: Range 10, Shots 1m Ranged 5+, Damage 3.

BARTERTOWN

TOWN VISIT DAILY FLOW

1. Draw Daily Event card.

2. Where to stay (per hero)
- Camp: roll ⚅⚅ on event chart

3. Shopping!
- One location per day per hero.
- Roll ⚅⚅ on location event chart.
- If a 7 is rolled, see Unwanted Attention.
- Engage with services or buy items.

4. Event Marker
- Place on day 1, then move up each day.
- Roll a ⚅. If equal or less then marker, roll ⚅⚅ on Town Events chart (can be re-rolled with Grit).

Alien Bounty Hunter Encounter

You wake up in time...
- Draw a Blasted Wastes Map card.
- Place hero on any space then scatter ⚁ times.
- Draw a Wasteland Warbands Faction card.
- Place one Wasteland Scavenger in Ambush, remembering Snap Fire rule).
- Scavenger has 2x normal health & ⚂ Elite abilities.
- Hero is -1 **Initiative** for first ⚁ turns.
- No Hold Back the Darkness rolls.
- XP, Loot and Catch Your Breath as normal.
- If KO'd, gain another Injury and start next mission at 0 Grit.

BARTERTOWN CAMP SITE HAZARD CHART

0-1 **Alien Bounty Hunter.** Roll your **Initiative** or less on ⚅⚅. If higher, roll on Injury and Madness Charts. If lower or equal, set up Alien Bounty Hunter mission above.

2 **Frightful Nightmares**. Take ⚅⚅ Sanity Damage (no save) & lose 1 **Grit**. If lose 8+ Sanity, also roll on Madness Chart & town stay over. If already 0 **Grit**, +1 on next Camp Site Hazard roll.

3 **Wasteland Terralisk Attack**. AGI 6+ test. PASS 25XP but 1 random town location destroyed. FAIL Swallowed whole. STR 6+ test. PASS No further effects. FAIL ⚅ Wounds (no save). Test again until successful. Town is unharmed.

4 **Something is Missing**. Lose 1 random item (except Personal or Starting Gear). Next mission, you are +1 Damage vs Blasted Wastes creatures.

5 **Acid Pools**. Take Ⓟ Wounds (no save) and ⚂ Poison markers at start of next adventure.

6 **Sand Fleas.** Take ⚅ Hits and ⚁ Horror Hits.

7-10 **Nothing to Worry About**. Nothing.

11 **Someone's Bag**. Gain ⚁ side bag tokens. Roll ⑧ for each: **1** Nectar, **2** Dynamite, **3** Flash Powder, **4** Junk Bomb, **5** Bandages, **6** Tonic, **7** Whiskey, **8** Spice.

12 **Hardened by the Night**. Gain ⚂ Sanity permanently.

BARTERTOWN TOWN EVENT CHART

0-1 **Crashing Spaceship.** Roll ⚅⚅⚅⚅⚅⚅. Every hero must make a move roll (including transport and **Grit** rolls). If less than ship speed, roll 3 times on Injury Chart. If equal or greater, +100 XP. Barter town is completely destroyed either way.

2-3 **Corrupting Dread**. Roll ⚅ for each Corruption or Mutation. For each 1, either gain 1 more Corruption or draw a Growing Dread at start on next adventure.

4-5 **Darkness Falls.** Each hero **SPT** 5+ test. PASS +15 XP. FAIL Darkness starts on second space for next adventure. If no hero succeeds, also draw a Darkness card at start of next adventure.

6 **Time Comes, Madness Comes**. Next Town Event roll is -1. If rolled again, -2. If rolled for third time, all heroes roll on Madness Chart.

7 **Burning Barren Sun**. All heroes lose 1 **Grit**. If already 0 **Grit**, suffer Ⓟ Wounds (no save) and may do nothing next day in town.

8 **Dark Stone Dust Corruption**. Each hero **LUCK** 6+ test. PASS Remove ⚁ Corruption. FAIL Random item now causes 1 Corruption (or ⚁ Corruption Hits if single use) when used.

9 **Dark Stone Dust Storm**. Each heroes takes ⚁ Corruption Hits and ⚅ Hits.

10-11 **War Band Wars**. 1 random town location is destroyed. Each hero **CNG** 5+ test. PASS Nothing. FAIL Take ⚅ Hits.

12 **Bad Feelings**. All heroes are -1 on all Location Event rolls for rest of stay (cumulative).

Desert Marketplace

DESERT MARKETPLACE EVENT CHART

2	**Alien Assassin** LUCK 6+ test. PASS Nothing. FAIL Roll on Injury Chart with only ⚅+1.
3	**Down a Dark Alley** Choose 1 item or side bag token to discard.
4	**Market Chase** AGI 6+ or CNG 5+ test. PASS +25 XP. FAIL Take ⚅⚅ Wounds (no save). Location visit ends.
5	**Street Brawl** Take ⚅ Hits for 2 Wounds each.
6-8	**Dusty Streets and Dirty Looks** Nothing.
9	**Lucky Find** Draw 1 World card and an Artefact for that World. May purchase for list price + $100.
10	**Starving Refugees** Discard 1 side bag token or $100 to regain 1 Grit and remove 1 Corruption.
11	**Tattoo Parlour** May gain 1 Wasteland Tattoo here. Cost is $250x no tattoos (1st free). Each gives 1/adventure recover 1 Grit.
12	**Slave Auction** Pay ⚅⚅x$100 to free an alien slave. If you do, +1 Corruption Resistance OR take them as an Alien Ally (Henchman with 2xhealth, no cost to hire & keyword *Alien*).

SELL DARK STONE

Ⓟx$20 per shard. Roll for each shard.

ALIEN DANCER PERFORMANCE $20 1/visit.

+10 XP & LORE 5+ test. PASS Recover 1 Grit. FAIL Take 1 Corruption Hit.

SLOT-POK $25 2/visit.

Choose a number between 1 and 6. Roll ⚅⚅⚅. If none are your number, 1 Corruption Hit and -$25. If no money, roll on Injury Chart. Otherwise +$100 per your number rolled and if all three match, also draw 1 Artefact card.

LAN'AARI DICE $25-$100 3/visit.

Choose a bet between $25 and $100. Roll ⚅⚅. Before rolling 3rd die, choose if 3rd die will be **A** Lower than both dice, **B** Between both dice, **C** Higher than both dice, **D** Matches 1 dice or **E** Matches both dice.

If correct, win 2x bet, or 5x bet for matching both dice. May take gold or re-bet winnings and roll 3rd dice again vs same choice. If successful, win 2x original winnings. May do this up to 4 times. If any roll does not match, bet is lost.

GET A DRINK $10 1/visit.

Heal ⚅ Sanity and gain 5 XP.

PURCHASES

Alien Chew	$50	Max 1. Discard and take 1 Corruption Hit to heal 5 Sanity.
Desert Katn'uto	$650	+10 XP each time you travel. Recover 1 Grit. each Travel to Town.
Desert Spice	$100	+1 Spice Token. +⚀ Damage to 1 hit. You take 1 Wound (no save).
Rust Cycle	$1,850	*Showman, Traveller* only. Roll ⚀ fewer Travel Hazards than normal.
Scavenger Rot Gut	$75	+1 Whiskey Token. Heals ⚅ Sanity.
Scavenger's Goggles	$100	When you draw a Scavenge card in Blasted Wastes (except Nothing Here), +1 Scrap Token.
Scrap Wagon	$8,500	Capacity 6 heroes. Each hero in Wagon, +15 XP when travelling and roll 1 fewer Travel Hazards than normal. When setting up a town, may re-roll/draw 1 location.
The Kraken's Nectar	$250	+1 Nectar Token. Gain ⚀ Grit.
Used Bandages	$75	+1 Bandage Token. Heals ⚅ Wounds.
Wasteland Head Wrap	$400	⧗ Ignore Corruption Hits from Hold Back the Darkness in Blasted Wastes. +2 Sanity.
Water Finder	$875	⧗ 1/adventure heal ⚅ Wounds to all heroes on same map tile when not fighting.
Wild Karn'uto	$850	*Tribal* only. +15XP each time you travel. May use 1 Grit to re-roll Travel Hazard 1/Travel to Town.

Gladiator Arena

Gladiator Arena Event Chart

2 **Warden Raid** Location is closed for this visit. CNG 6+ test. PASS +15 XP. FAIL Take 8 Wounds (no Def).

3 **Pulled from the Crowd** Immediately resolve 1 fight in the arena.

4 **Wounded Trainer** All Veteran Training rolls today are at -1.

5 **Fight in the Stands** STR 5+ test. PASS No effect. FAIL Take ⚅ Wounds (no Def).

6 **Low Attendance** Bet on Match is 1 max for this visit.

7 **Blood and Sand** Nothing.

8 **Carnage** During Bet on Match, if 2+ 3s are rolled, all bets are lost but recover 1 Grit.

9 **Roaring Crowd** Recover 1 Grit.

10 **Singing and Chanting** May ignore first Injury roll during Fight in the Arena today.

11 **Black Smoke and Spinning Wheels** Roll extra ⚅⚅⚅ for Bet on Match today. +$50 per 6 (or 1) if win. For Fight in Arena, LUCK must be chosen as one of the skills used.

12 **Expert Trainer** +2 on Veteran Training rolls today.

Bet on a Match $10–$150 3/visit

Choose bet of $10–$150 and choose Large Fighter or Small Fighter. Roll ⚅⚅⚅⚅⚅⚅⚅⚅. **1:** Small Fighter deals 2 hits, **2:** Small Fighter deals 1 hit, **3:** Nothing, **4-5:** Large Fighter deals 1 hit, **6:** Large Fighter deals 2 hits. May use 1 Grit to re-roll 1 die. Greatest number of hits wins. If tied, 3s are added to Large Fighter. If bet on Large Fighter, win 2x bet; if Small Fighter, 3x bet.

Fight in Arena 1/stay

Choose three different Skills and pass: Skill A 6+ test, Skill B 5+ test (with one success) and Skill C 5+ test (with 2 or more successes). PASS +20 XP & +$300 per success. If all succeed, +40 extra XP then draw 1 World Card and an Artefact from that World. FAIL Roll on Injury table for each failure. If all fail, hero is killed.

Train with Arena Veteran $200 1/visit

Before dice are rolled, may use Grit for +1 per Grit spent. Roll ⚅⚅⚅.

0-3 **Poor Training** No effect.

4-5 **Getting Better** +25 XP & recover ⚀ Grit.

6-10 **Something to Work On** +10 XP and once during next adventure, you may ignore all Damage from 1 Hit.

11+ **New Trick** Choose one of following (max 1 each), DIVING ROLL: 1/adventure ignore all Damage from 1 Hit and move 1 space in any direction. DIRTY TRICK: Take 1 Corruption Hit to ignore target Defence for single melee Hit. GLADIATOR'S REFLEXES: +2 Initiative on first turn of fights.

Pit Doc Surgery $350 1/visit

Remove 1 Injury.

1-2 **Failed** Injury not removed.

3 **Not Quite Good as New** Injury healed, but lose 1 Health permanently.

4-6+ **Success!** Injury is healed.

Purchases

Bandages	$50	+1 Bandages Token. Heals ⚅ Wounds.
Tonic	$200	+1 Tonic Token. Discard to recover 1 Grit.

Mining Operation

Mining Operation Event Chart

2 **Refinery Explosion** Location is destroyed. Adjacent locations are destroyed on roll of 1 or 2. Heroes at location take Wounds (no Def).

3 **Mining Accident** Work the Mines not available today. All heroes at location take Corruption Hits.

4 **Fungus Revolt** Work the Fungus Farms not available today. All heroes at location take Hits.

5-6 **The Dark Beneath the Surface** Move the Darkness Marker 1 day forward on the Town Event chart.

7 **Toxic Fumes and a Cavern of Spores** Nothing.

8-9 **Worker Shortage** Heroes gain an extra $100 for any Work activity they do today.

10 **Good Harvest** Today, all Fungus purchases cost -$25.

11 **Buried Town** Draw 2 Gear cards and 2 Blasted Wastes Artefacts. These can be purchased for list price +$100 today. Hero with highest LORE chooses first. Roll off if tied.

12 **Astounding Discovery** Draw 1 Derelict Ship Artefact (or random World card then Artefact from that World if no Derelict Ship expansion.

Work the Refinery — 1 Grit

1 Work only/visit. Take Corruption Hits and gain x$100. Flash Powder costs -$25 today.

Work the Fungus Farms — 1 Grit

1 Work only/visit. Gain x$25. Fungus costs -$25 today.

Work the Mines — 1 Grit

1 Work only/visit. Take Hits, gain $50 and roll .

1 **Buried Hulk** 1 random location is destroyed.

2 **Cave In** Take Wounds (no save).

3 **Scrap Pocket** Gain +1 Scrap Tokens.

4 **Lost Tech** Gain Tech Tokens.

5 **Buried Escape Pod** Draw Wasteland Loot.

6 **What's This?** Draw a World card and an Artefact from that World.

Purchases

Blast Charges	$200	+1 Dynamite Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Buy From Scrap Heap	$200	Gain Scrap Tokens.
Flash Powder	$75	+1 Flash Powder Token. Discard to make enemies -2 Initiative until end of turn.
Fungus: Bauldo Stems	$150	5 Fungus max. Discard to remove all status effects.
Fungus: Fin Plates	$225	5 Fungus max. Discard to heal Wounds and recover 1 Grit.
Fungus: Sevorri Crumble	$250	5 Fungus max. Discard for until end of adventure: +5 Health, +1 STR, -1 Move.
Fungus: Ve'ta Shrooms	$250	5 Fungus max. Discard for until end of adventure: +5 Sanity, +1 SPT, -2 Initiative.
Laser Drill	$2,250	+1 Combat. +1 Damage in melee and use to hit. Each successful Scavenge, draw 1 extra card.
Pick Axe	$900	+1 Combat. Any time you find Dark Stone, gain 1 extra.
Scrap Sack	$500	Max 1. STR 3+ to use. Contains 25 Scrap Tokens which are Hidden and weigh nothing.
Scrap Thrower	$3,200	Range 10, Shots 2, Damage +2. 1 Scrap Token to fire. Every model adjacent to target takes 1 Hit for -1 damage.

Scavenger Doc

SCAVENGER DOC EVENT CHART

2 **Vile Experiments** Scavenger Doc is closed for rest of stay. STR 6+ test. PASS +25 XP. FAIL Roll on Injury Chart.

3 **No Understanding of Human Anatomy** No surgery available this stay.

4 **Alien Virus** All heroes in town LUCK 5+ test. PASS No effect. FAIL Next adventure -3 Health & -1 max Grit.

5 **Rusty Tools and Hungry Leeches** Today Surgery rolls are at -1 and Xanthar Leach Treatments Wound on 1 or 2.

6-8 **Screams of Pain and Suffering** Nothing.

9 **An Actual Doctor** Today Surgery rolls are at +1.

10 **Dying Patient** Draw 1 Mine Artefact card.

11 **Alien Technology** Immediately heal for free, 1 chosen Injury or Mutation.

12 **Research Library** Gain 1 Fungus Research Marker and 1 Alien Research Marker.

SURGERY $250

1/visit. Remove 1 Injury, Mutation or Parasite. -1 if Parasite.

0 **Dead!** Hero dies.

1 **Painful Butchering**. Not healed. Lose an mix of ⚅ Health and Sanity permanently.

2-3 **Failed**. Not healed.

4+ **Success!** Condition removed.

XANTHAR LEACH TREATMENT $50/leech

1/stay. Choose number of leeches (max 5). Roll ⚅ for each. For each 5 or 6, remove 1 Corruption. For each 1, take ⚅ Wounds (no save).

RESEARCH FUNGUS & FLORA 1/visit.

Medical or CNG 4+ heroes only. Ends town stay. CNG 5+ test. FAIL No effect. PASS +10 XP and gain 1 Fungus Research Marker. 1 Marker = When discarding a Plant or Fungus token, keep it on a roll of 6. 2+ Markers = Keep on roll of 5+.

RESEARCH ALIEN BIOLOGY 1/visit.

Medical or CNG 4+ heroes only. Ends town stay. CNG 6+ test. FAIL No effect. PASS +25 XP and gain 1 Alien Research Marker. 1 Marker = +1 LORE in Blasted Wastes. 3+ Markers = +1 damage against *Alien* enemies.

PURCHASES

Alien Bandages	$75	+1 Bandages Token. Heals ⚅ Wounds.
Filter Mask	$125	Prevent any Poison effect on roll of 4+ per effect.
Gut Scrubber	$350	Discard and lose all Grit to remove Parasite on roll of 3+.
Loodus Saw	$1,350	+1 melee Damage vs Large or bigger enemies. Deal 1 more Wound than usually allowed to enemies with Endurance.
Scavenger Rot Gut	$75	+1 Whiskey Token. Restores ⚅ Sanity.
Self-Sealing Stim Patch	$225	Max 2. Discard to ignore effects of 1 Injury (except death) until start of next adventure.
Specimen Basket	$200	Max 1. On any world except Blasted Wastes, may give up move to fill jar on LORE 5+ test success. Return to Scavenger Doc to sell for ⚅x$200.
Wasteland Tonic	$200	+1 Tonic Token. Recover 1 Grit.

Temple

On first visit roll to determine Idol with ⚅: **1** = Massive Warhead, **2** = The Great Kraken, **3** = Dark Stone Warp Drive, **4** = Deactivated Mk II Warden, **5** = Hall of Bones, **6** = Gateway to the Void.

TEMPLE EVENT CHART

2 **Blood and Sacrifice** LUCK 5+ test. PASS No effect. FAIL Roll twice on Injury Chart and town stay is over.

3 **Heretic!** CNG 6+ test. PASS No effect. FAIL Take ⚅ Hits and location visit is over.

4 **Fanatical Followers** See No.4 location event from Idol.

5 **Join Us...** May not interact with this location until Blessings of the Temple Idol is purchased.

6-8 **The Smell of Incense** Nothing.

9 **Blessings of the Temple** Gain Blessings of Temple Idol for free.

10 **The Idol's Glory** See No.10 location event from Idol.

11 **An Offering to the Gods** Recover max **Grit** by discarding 1 Scrap, Tech, Dark Stone or side bag token.

12 **Our Saviour!** +⚁ Scrap, +⚁ Tech and draw 1 Artefact card. Until you have 8 Corruption or 3 Mutations, when visiting a Temple with the same Idol, gain these again (max 1/stay).

BANISHMENT OF MADNESS $250 1/visit.

Remove 1 Madness or Curse. -1 if Curse.

0 **Dead!** Hero dies.

1 **Painful Butchering**. Not healed. Lose an mix of ⚅ Health and Sanity permanently.

2-3 **Failed**. Not healed.

4+ **Success!** Condition removed.

THE CLEANSING TORMENT $100

Remove ⚅-2 Corruption. If result is 0 or less, instead take ⚅ Sanity Damage (no save).

1 MASSIVE WARHEAD IDOL

LOCATION EVENTS

4 **The Hammer of Devotion** Choose to end town stay OR roll ⚅⚅+STR. If total is 13 or more, town is destroyed, town stay over and all heroes take 3 Corruption Hits. If lower, no effect.

10 **Like There's No Tomorrow** Each hero at location may choose to heal ⚅ Sanity and recover 1 Grit, but also be at -1 for location roll the next day.

BLESSING OF DESTRUCTION $350 1/stay

+5 XP per enemy you kill next adventure. If KO'd by Health, +1 Sanity permanently; if KO'd by Sanity, +1 Health permanently.

PURCHASES

Armageddon Charm	$100	Max 1. Any time you fail a mission (without fleeing), +50 XP and draw 1 Loot Card.
Doomsday Hood	$500	Spirit Armour 5+. Each time a Depth Event is rolled, take ⚅ Horror Hits.

2 THE GREAT KRAKEN IDOL

LOCATION EVENTS

4 **Sacrifice the Chosen** STR 5+ test. PASS +20 XP. FAIL Location visit is over. Take ⚅ Wounds (no Def) and 2 Bleeding Markers.

10 **Feast of Flesh** Choose: location visit is over OR -3 Sanity and +1 LORE for next adventure.

BLESSING OF THE KRAKEN $300 1/stay

Armour 5+ for next adventure.

PURCHASES

Chiton Blade	$1,250	+1 Combat. +1 Damage vs *Beast* enemies.
Soulless Eye Amulet	$800	+2 Sanity. Discard to cancel 1 Madness.
The Kraken's Nectar	$250	+1 Nectar Token. Gain Grit.

3 DARK STONE WARP DRIVE IDOL

LOCATION EVENTS

4 **Radiation Leak** Choose to leave, end location visit and Temple is destroyed OR CNG 6+ test. PASS +25 XP. FAIL Location visit over, Temple is destroyed and take ⚅ Corruption Hits.

10 **Power for the Town** Do not roll for a Town Event at the end of today.

BLESSING OF THE WARP $150 1/stay

For next adventure, +2 Health for each Mutation you have.

PURCHASES

Scarra Mask	$650	+1 SPIRIT. Ignore first 3 Unwanted Attention Markers in town.
Necklace of the Star Gods	$1,200	Max 1. +1 Damage vs *Ancient* and *Alien* enemies.
Warp Coolant Injection	$250	Max 1 Injection. Take Corruption (no Will). For next 2 adventures, +2 max Grit.

4 DEACTIVATED MK II WARDEN IDOL

LOCATION EVENTS

4 **Active Beacon** LUCK 5+ test. PASS No effect. FAIL Temple and 1 other random location are destroyed.

10 **Tinkering with Tech** Gain ⚁ Tech Tokens.

BLESSING OF THE MACHINE GHOSTS $200

1/stay For next adventure, +1 Health per *Tech* item or Tech Token you carry.

TAKE THE OATH OF THE WARDEN

Only available if no Mutations or Corruption. +1 Damage vs *Outlaw* enemies. Whilst in Blasted Wastes gain *Law* and *Holy*. Lose bonus if gain *Outlaw* or CHOOSE to take Corruption.

PURCHASES

Mechanical Prosthetic $500 +3 Tech Max 2 (for different conditions. Choose 1 Injury or Mutation. When item is equipped, condition is not in effect.

5 BONES IDOL

LOCATION EVENTS

4 **New Bones for the Hall** Roll ⚅⚅⚅⚅⚅⚅. For each that is equal to or less than STR, +10 XP. For each that is greater, take 3 Wounds (no Def). If KO'd only roll ⚅ on Injury Chart.

10 **Parade of Skulls** Every hero at location may heal to full Sanity and remove 1 Corruption.

BLESSING OF DEATH $250 1/stay

For next adventure heal 1 Wound for each enemy you kill.

HELP POLISH THE BONES

Take ⚅ Horror Hits and draw 1 Wasteland Loot card.

PURCHASES

Relic of an Alien Martyr $600 Max 1. 1/adventure at start of turn, all heroes may heal ⚅ Wounds (or recover and roll for Injury if KO'd)

Skull Mask $450 Take 1 fewer Horror Hits from enemies with Fear and Terror (not Unspeakable Terror).

6 GATEWAY TO THE VOID IDOL

LOCATION EVENTS

4 **Something's Coming Through** Place Underground Lift map tile with Gate on exit. Draw Mines Low Threat until *Demon* or *Void* is drawn. Heroes start on any space and fight, gain XP and Loot as usual but no Hold Back the Darkness, Scavenge or Fleeing.

10 **Visions of Tomorrow** Start next adventure with max Grit.

BLESSING OF THE VOID $150 1/stay

For next adventure heal an mix of ⚅ Health or Sanity and recover 1 Grit when passing through a Gate.

CONTROLLED MUTATION 1/stay

Take ⚅⚅ Corruption Hits and choose to ignore Will saves on any number. For each Mutation gained, roll 3 times and choose 1.

PURCHASES

Talisman of the Void $100 Max 1. Discard to choose a World Card when one is to be drawn.

Wasteland Workshop

Wasteland Workshop Event Chart

2	**Boiler Overload** Location is destroyed. Every hero at location: LUCK 5+ test. PASS No effect. FAIL Roll on Injury Chart with only ⚅+3.
3	**Rampaging Robot** Every hero at location: AGI 5+ test. PASS +15 XP. FAIL Take ⚅ Hits for 2 Damage each.
4	**Broken Torch** Items and Upgrades that cost any Scrap may not be purchased today.
5	**Over a Barrel** Today all purchases cost extra +$50 x hero level.
6-8	**The Smell of Burning Oil** Nothing.
9	**Junk Shortage** Today Scrap Tokens are worth +$25 each and Tech Tokens are worth +$100 each.
10	**Cargo Crate** May pay ⚅x$100 to purchase crate. Roll ⚅⚅. **2-4:** Empty, **5+:** Gain Scrap Tokens equal to total rolled. If a double is rolled also choose: gain Tech Tokens equal to number of double rolled (i.e. 2-6) OR 1 Artefact from a random World.
11	**Lend a Hand** May give up rest of day to gain ⚅x$50 and recover 1 Grit.
12	**One of a Kind** Choose 1 item with an open Upgrade Slot. On ⚅ roll of 5+, item gains an Upgrade that gives +1 to 1 random Skill.

Purchases

Armour Spikes	$250 + 4 SC	UPGRADE (Wasteland Scrap Armour). Adjacent enemies take 1 Wound (no save) when they roll a 1 to hit you.
Axe Blade Attachment	10 SC	UPGRADE (gun). +1 Combat. 1/turn, +1 Damage on 1 Hit vs an adjacent model.
Chain Blade Attachment	15 SC + 2 TC	UPGRADE (gun). 1/turn add 1 Bleeding Marker to just wounded adjacent enemy.
Desert Scope	3 SC + 3 TC	UPGRADE (gun). +2 Range. 1/turn re-roll 1 to hit roll with this gun, even if already re-rolled.
Electro Shock	2 SC + 4 TC	UPGRADE (hand weapon). Any damaged target gains 1 Stunned Marker on a 4+, or automatically if you discard 1 Dark Stone.
Extra Fittings	$500 + 1 SC	UPGRADE (Wasteland Scrap Armour). Armour is now limit 10 Scrap Armour Markers.
Hand Guard	4 SC	UPGRADE (hand weapon). +2 Health.
Junk Bomb	4 SC	+1 Junk Bomb Token. Use as Dynamite. Damage ⚅⚅-5.
Junk Bomb Satchel	$500	Max 1. Holds up to 5 Junk Bombs.
Laser Scope	5 TC	UPGRADE (gun). +1 ranged Damage to any target at least 3 squares away.
Re-enforced Handle	12 SC	UPGRADE (hand weapon). +1 Initiative.
Socket Fittings	$1,000	UPGRADE (Wasteland Scrap Armour). Use 1 Grit to add any number of Scrap Tokens you are carrying to the Armour up to it's max.
Suspensor	8 TC	UPGRADE (any item). Item is -1 .
Wasteland Scrap Armour	$1,500 + 12 SC	Place 6 Scrap Tokens on armour. Discard 1 to prevent up to 3 Wounds. $100 to restore Scrap to max (6) at Wasteland Workshop or Blacksmith only.
Wasteland Tomb Chest	15 SC	Holds 8 and prevents Corruption Hits from it.
Workshop Torch	$800	Discard item to gain 1 Scrap Token for every $50 of sale value. If item is *Tech*, also gain 1 Tech Token.

DEMONIC ENCLAVE

TOWN VISIT DAILY FLOW

1. Draw Daily Event card.

2. Where to stay (per hero)
- Hellake Shore is only option: roll ⚅⚅ on event chart.

3. Shopping!
- One location per day per hero.
- Roll ⚅⚅ on location event chart.
- If a 7 is rolled, see Unwanted Attention.
- Engage with services or buy items.

4. Event Marker
- Place on day 1, then move up each day.
- Roll a ⚅. If equal or less then marker, roll ⚅⚅ on Town Events chart (can be re-rolled with Grit).

SPECIAL RULES

INFERNAL CORRUPTION At start of each day, all non-*Unholy* heroes take 1 Corruption Hit for each Dark Stone Item of Dark Stone Mutation.

HARD FOR HOLY HEROES At start of each day, after Infernal Corruption, all Holy heroes SPT 6+ test. PASS No effect. FAIL Town stay ends for that hero.

NEEDFUL THINGS 1/day, any non-*Holy* hero may take 1 Corruption in exchange for $500.

ONE CHART ROLL When heroes have decided which locations they are visiting that day, only 1 hero makes a location chart roll for each visited location.

HELLFIRE PORTAL is the only way to leave Demonic Enclave.

HELLAKE SHORE (CAMP SITE) HAZARD CHART

2	**The Burning Souls** Lose ⚁ Sanity permanently and take ⚁ Corruption (no save).
3	**Bubbling Lava** Take ⚠ Burning Markers for next adventure. Roll ⚅ for each Clothing item you carry (no Grit). On a 1, discard it.
4	**Demon Appears** Draw 1 Cynder Threat Card and 1 Cynder Map Tile. Place hero on any space and enemies for 1 hero in Ambush. First enemy is +2 Elite Abilities (or Brutal if 7+). Other heroes may support in fight. No Loot after fight; Catch Your Breath and XP as normal. After fight, all heroes involved take ⚅ Sanity Damage (no save).
5	**Faces in the Flames** LORE 5+ test. PASS +10 XP. FAIL Take ⚅ Sanity Damage (no save).
6-10	**Nothing Really Happens** Take ⚀ Burning Markers for next adventure.
11	**Not So Hot** Nothing.
12	**A Cry for Help** Draw special Cry for Help card. If another hero already has this card or the event has already been resolved, change result to 11.

DEMONIC ENCLAVE EVENT CHART

0-2	**The Power of Beli'al** Each day, each hero suffers 1 random *Shadow Magik*, +1 extra at any location except Hellake Shore.
3	**Darkness Rising** Draw ⚀+1 Growing Dread and ⚀+1 Darkness Cards at beginning of next adventure.
4	**Flames of Hell** Each hero SPT 6+ test. PASS No effect. FAIL Lose all Grit & for each 1-2 lost: take 1 Corruption (no save), 3: 1 Burning Marker, 4: 1 Dark Pact and 5: 1 Succubus Curse.
5	**Destructive Ambitions** Discard 1 non-*Holy* item to protect each town location. For each location not protected, on ⚅ 1-5 it is destroyed. On 6 it becomes Succubi Cave (max 1) or is unharmed.
6-7	**Evil Influence** All *Holy* heroes lose *Holy* and suffer 1 Mutation. Each *Holy* item is destroyed and causes owner ⚅ Hits and ⚁ Corruption Hits.
8-9	**Dark Stone Fever** Each hero takes 1 Corruption Hit for each Dark Stone/item and must keep rolling to save until successfully saves for all.
10-11	**Vicious Sense of Evil** Next Town Event roll is at -2.
12	**Demonic Enclave Vanishes** Town stay immediately ends. Next adventure must be in Caverns of Cynder & heroes must find a way back to the mines (using CotA Mission 4 for example).

Demonic Market

DEMONIC MARKET EVENT CHART

2 **Flaming Inferno** Each hero at location: AGI 6+ test. PASS Take ⚀ Burning Markers & ⚀ Wounds (no save). FAIL ⚅ roll for each Clothing item. Destroyed on 1-3. Also take ⚀⚀ Burning Markers and (P)(P) Wounds (no save).

3 **Ashes in the Air** Each hero at location: STR 5+ test. PASS No effect. FAIL (8) Wounds (no save except for Mask), then SPT 4+ test. PASS No effect. FAIL Take ⚀⚀ Corruption (no save).

4-5 **Extra Costs** Each item bought or sold at location today also causes ⚀ Sanity Damage (no save).

6-9 **Hellish Objects** Nothing

10 **A Gift** Take 1 Token each of Whiskey, Bandages, Potion, Nectar, Exotic Herbs, Lantern Oil, Grit, Corruption, Wound and Sanity. Line up in random order. Each hero rolls (10) and takes the corresponding Token.

11 **Transforming Your Transport** Each hero at location may discard their animal transport (except basic horse) and gain 1 Nightmare. If not transport or only basic horse, +⚅x$20 instead.

12 **Hell Sale** All prices -50%, rounded down to nearest $5.

SIDEWAYS BET (P)(P) CORRUPTION

1/Posse/stay. Ends location visit. Draw 1 Demonic Market item without looking at it. Roll (P)(P) Corruption and secretly divide it between all heroes, including you. Write down and then guess position of Hero Posse Marker on Depth Track for next adventure. If correct, keep item. If 1 out either way, keep item and heroes take 1/2 assigned Corruption (no save). Any other result, no item and heroes take full assigned Corruption (no save).

RUMOURS & PREDICTIONS 1 CORRUPTION

1/Posse/stay. Ends location visit. Make 2 skill tests using all options of LORE, CNG, 3+ and 4+. If both tests succeed, draw ⚀ Exploration Tokens (no Grit) and do not show other players. During next adventure may let drawn token happen or replace with one of the secret tokens. At end of adventure, if any secret tokens remain, make two saves vs Corruption for each (☠). If no secret tokens were used during adventure, draw 2 Dark Pact cards. Other players choose which one you take.

PURCHASES

Ammo: Acid	$150 + 1 (☠)	All gun hits +1 Damage. Wounded enemies +1 Stunned Marker. If half or more of your hit rolls miss (before Grit), hero gains 1 Stunned Marker. Lasts 1 Adventure.
Ammo: Sting	$400 + 1 (☠)	All gun hits +1 Damage and cause +1 Endurance to all enemies with that ability. If you cause 3+ Damage to a single enemy, suffer 1 Corruption Hit. Lasts for 1 Adventure.
Ammo: Sulphur	$400 + 1 (☠)	All gun hits +1 Damage and ignore Armour. If you cause 3+ Wounds, you suffer half that number rounded up as Horror Hits. Lasts 1 Adventure.
Blooddrinker	$1,200	✋✋ ⚔ +4 Combat. Gain *Unholy*. Must damage every turn or wielder takes ⚀ Wounds (no save).
Demonic Grit	$800	Place 3 Grit on card. Discard 1 to recover 1 Grit and gain Armour 4+ for next hit against you. Take 1 Corruption (no save) to restore a Grit to the card at the end of the adventure (max 3).
Demonic Liquid	$200	Use like Dynamite except (8) Damage. *Demon* enemies are healed (8) Wounds and heroes take ⚠ Corruption Hits.
Nightmare	$2,100	Max 1. AGI 5, CNG 3, SPT 1, STR 5, LORE 2, LUCK 1. Move 1+⚅, Health 12 (Def 5+). Combat 1 (4+) Damage (8). Shots 1 (flame thrower template), Damage ⚅. For Travel Hazard rolls, may use Nightmare skills instead of own.
Ring of Lightweight	$1,000	(☠) Max 1. Allows (P) (no Grit) extra ⚔ to be carried. Roll on Injury Chart. Injury is -2 on Surgery roll. If ring is discarded, Injury is healed after next adventure.
Ring of Oblivion	$1,000	(☠) ⚔ Max 1. Protects from Corruption for (P) (no Grit) (☠). Roll on Madness Chart. Injury is -2 on Exorcism of Madness roll. If ring is discarded, Madness is healed after next adventure.
Robe of Ashes	$1,700	⚔ +3 Sanity. Immune to Burning.

Hellfire Portal

This is the only way to leave the Demonic Enclave and not start the next adventure in the Caverns of Cynder. Roll on the event chart only after the decision to step through the portal has been made.

HELLFIRE PORTAL EVENT CHART

2 **The Hellfires are Burning High** Each hero rolls ⚅ and takes that many Wounds (no save), Corruption (no save) and Burning Markers.

3 **Kisses of the Succubi** Each hero: STR 5+ test. PASS No effect. FAIL Gain ⚀ Bleeding Markers and: SPT 6+ test. PASS No further effect. FAIL Gain 1 Bitten Marker (or draw a Succubi Curse if no Feral Vampires expansion).

4 **Path to a Strange Other World** ▸ Each hero takes ⚀ Corruption Hits. ▸ Roll ⚅. **1-3**, the heroes end up in Trederra (⚀ Patrol Markers are added to the pool without rolling for Discovery), **4-6**, the heroes end up in The Belly of the Beast and must play Forbidden Fortress Mission 5. ▸ Draw 1 Darkness card at the beginning of the first turn. If no Belly of the Beast expansion, got to Trederra as above. ▸ If no Trederra expansion, go to any Other World but draw 2 Darkness cards at beginning of first turn.

5 **Crimson Colours** During next adventure each time a Threat Card is to be drawn roll ⚅. On 4+, instead of the Threat Card, encounter The Crimson Hand with +1 free Elite Ability.

6-8 **Location in the Distance** The Portal works as normal.

9-10 **Maybe Inside the Mines** Instead of an Other World, each hero may take 2 Corruption (no save) in order to start the next adventure in the Mines.

11 **You See Something Familiar...** Draw ⚀ World Cards instead of 1. In the first room of the next adventure, draw 2 Exploration Tokens and choose which to encounter.

12 **You Know the Way Home** Each hero may discard up to ⚀ Corruption and the Posse may choose with Other World the Portal leads to.

STEP INTO THE PORTAL

Draw 1 World Card to see where the Portal leads. The posse may draw up to two additional World Cards, one for each Dark Pact they have. Once only, the Posse may discard and re-draw 1 World Card if all heroes agree to take 1 Corruption (no save).

Hellsmith

HELLSMITH EVENT CHART

2 **Corrupting Influence of Dark Stone** Each hero at location roll ⚅ per non-Dark Stone item. On 4+, item gains ☠ permanently. Then, every hero takes Corruption Hits for each Dark Stone or Dark Stone item.

3 **Dark Stone Explosion** Each her at location: AGI 5+ test for each Dark Stone/item. PASS No effect. FAIL Discard item/shard and take ⚅ Wounds (no save).

4-5 **Heat of the Hellsmith** Each hero at location takes 2 Hits per Clothing item worn, ignoring armour.

6 **Small Reserve** To buy, Dark Stone costs +$10, Liquid Dark Stone +$25. For selling, Dark Stone is +$20 and Liquid Dark Stone +$25.

7 **Hot Smithing** Each hero at location takes ⚁ Hits for 3 Damage each.

8-9 **Normal Lava Flow** Nothing

10 **Time Slowing** Don't move Town Event marker at the end of today.

11-12 **Hellish Construct** One random hero: LUCK 6+ test. PASS with 1 pass: +15 XP and gain 3 Upgrade Slots for a weapon with 1 random Hellsmith Upgrade. PASS with 2+ passes: +20 XP and gain 4 Upgrade Slots for a weapon and 1 Upgrade of your choice. FAIL Gain 2 Upgrade Slots for a weapon and 1 Bleeding Marker.

BUY DARK STONE

Ⓟx$40 per shard. Roll for each. No max.

SELL DARK STONE

Ⓟx$15 per shard. Roll for each. No max.

PURCHASES

All items are ⬆ except Liquid Dark Stone. Runes may only occupy additional Upgrade Slots purchased at the Hellsmith.

Armour Upgrade Slots: 2	$500	UPGRADE (any armour). +2 Upgrade slots that can only be made use of at the Hellsmith.
Armour Upgrade Slots: 3	$900	UPGRADE (any armour). +3 Upgrade slots that can only be made use of at the Hellsmith.
Armour Upgrade Slots: 4	$1,300	⧗ UPGRADE (any armour). +4 Upgrade slots that can only be made use of at the Hellsmith.
Armour Upgrade Slots: 5	$1,800	⧗ UPGRADE (any armour). +5 Upgrade slots that can only be made use of at the Hellsmith.
Liquid Dark Stone	$150	Max available: 20. Must be transported in Tomb Jars. Used for ☠ upgrades, but count as 2 ☠.
Orb of Absorbing	$250	UPGRADE (any item) Max 1. -2 ☠ for item. -1 to hit in melee.
Orb of Evade	$325	UPGRADE (any item) Max 2. +1 Escape die, -1 Move (min 0).
Orb of Fate	$500	UPGRADE (any item) Max 1. 2/adventure, re-roll 1 die, even if not usually able to be re-rolled. Gain ⚁+1 Corruption (no save) each time.
Orb of Fortune	$200	UPGRADE (any item) Max 2. 1/adventure discard and re-draw any 1 card. Gain ⚀ Corruption (no save) when used.
Orb of Greed	$1,000	UPGRADE (any item) Max 1. All gold gained from Loot, Encounters and Scavenging is doubled, but when rolling for Madness, Injury or Mutation, subtract 10 from your roll.
Orb of Hellfire	$600	UPGRADE (any item) Max 1. Immune to Burning and lava fields. Gain *Unholy*. +2 Wounds damage per Hit from weather effects.
Orb of Initiative	$600	UPGRADE (any item) Max 1. +3 Initiative. If ambushed, -1 Damage on all Hits for that fight.
Orb of Iron Skin	$700	⧗ UPGRADE (any item) Max 1. Immune to Bleeding. When poised, + ⚀ poison markers.
Orb of Iron Will	$1,200	UPGRADE (any item) Max 1. Spirit Armour +1. Gain *Unholy*. Enemy Endurance is -1 for your Hits.
Orb of Levitation	$1,000	☠☠ UPGRADE (any item) Max 1. -3 ⧗.
Orb of Loot	$1,000	⧗ UPGRADE (any item) +1 Loot card each time you draw some (max 4). Each time triggered, take ⚁ Wounds and ⚁ Sanity Damage (no save).
Orb of Piercing	$750	⧗ UPGRADE (any item) Max 1. +1 Damage on all Hits. -1 Defence.
Orb of Protection	$1,200	UPGRADE (any item) Max 1. +1 Health, +1 Armour. Gain *Unholy* and 1 Bitten Marker. Not usable with Orb of Rage.
Orb of Rage	$1,500	UPGRADE (any item) Max 1. -1 Sanity, +2 Combat, +1 melee Damage. Gain *Unholy* and Curse of the Werewolf. Not with Orb of Protection.
Orb of Rebirth	$2,000	☠ UPGRADE (any item). Gain one personal Revive Token and *Unholy*. If unused at end of adventure, roll ⚅: 1-2 roll on Madness Chart, 3-4 roll on Injury Chart, 5-6 Nothing.
Orb of Void Phasing	$250	UPGRADE (any item) Max 1. May move through other models. -1 on Scavenge Chart or draw 2 Scavenge Cards and discard the best one.
Orb of Willpower	$800	UPGRADE (any item) Max 1. +1 Willpower, -3 Corruption Resistance.
Rune of Aiming	$2000 + 8 ☠	UPGRADE. Max 3. Ranged to hit +1, -5 Health.
Rune of Endurance	$1,500 + 4 ☠	UPGRADE. Max 1. Gain Endurance 4, *Unholy*, and ⚅ 1-3: -1 Defence or 4-6: -1 Willpower.
Rune of Hate	$1,800 + 4 ☠	UPGRADE. Max 3. Melee to hit +1, -5 Sanity.
Rune of Hellfighting	$2,500 + 4 ☠	UPGRADE (special). Max 1. Gain *Unholy* and suffer 1 Mutation. May make melee and ranged attack each turn.
Rune of Shooting	$1,700 + 4 ☠	✋ UPGRADE (weapon only). Max 2. Item gains (1/2 runes): Range ⚅/⚁⚁+1, Shots ⚁+1/4. Roll range before each attack.
Rune of Slashing	$1,500 + 5 ☠	✋ UPGRADE (weapon only). Max 2. Item gains (1/2 runes): Combat +⚁/+3, Damage ⚅/Ⓟ.
Weapon Upgrade Slots: 2	$500	UPGRADE (any weapon). +2 Upgrade slots that can only be made use of at the Hellsmith.
Weapon Upgrade Slots: 3	$800	UPGRADE (any weapon). +3 Upgrade slots that can only be made use of at the Hellsmith.
Weapon Upgrade Slots: 4	$1,100	⧗ UPGRADE (any weapon). +4 Upgrade slots that can only be made use of at the Hellsmith.
Weapon Upgrade Slots: 5	$1,500	⧗ UPGRADE (any weapon). +5 Upgrade slots that can only be made use of at the Hellsmith.

Purgatory

PURGATORY EVENT CHART

2 **Revolt of the Damned** Purgatory and 1 other random location are destroyed until after next adventure. Heroes at either location: AGI 6+ test. PASS No effect. FAIL ⚅ Corruption Hits and ⚅ Burning Markers for next adventure.

3 **The Screaming of Lost Souls** Each hero at location: SPT 5+ test. PASS 8 Sanity Damage (no save). FAIL Roll on Madness Chart.

4-5 **Variable Cleansing** All heroes at location are -1 for Cleansing Corruption rolls today.

6-8 **Fiery Lake of Burnings Sin** Nothing.

9-11 **Soul of Purity** Each hero at location may remove ⚀ Corruption. Cleansing Corruption rolls are +1 today.

12 **Final Redemption** Each hero at location MUST immediately remove all Corruption and 1 random Mutation. All other heroes in Demonic Enclave: SPT 5+ test. PASS May remove 1 Corruption. FAIL No effect.

SEARCH FOR LIQUID DARK STONE

1/visit. CNG 5+ test. FAIL Take 1 Corruption (no save) and for each 1 rolled, take ⚁ Burning Markers. PASS For each success roll on the chart below. If at least one 6 was rolled, +1 Liquid Dark Stone.

1-2 **Nothing to Find** Nothing.

3 **Pieces of Gold** +⚅x$5.

4 **Dark Stone** +1 Dark Stone

5 **Loot** Draw 1 Loot Card

6+ **Liquid Dark Stone** +⚀ Liquid Dark Stone.

CLEANSING CORRUPTION

1/visit.

Price in Wounds (no save) - see below. Hero MUST remove Corruption as rolled.

0 **Too Corrupted** +1 Corruption (no save).

1 **Small Forgiveness** Remove ⚀ Corruption, take P Wounds.

2-3 **Small Forgiveness** +Remove ⚅ Corruption, take ⚅ Wounds.

4-5 **Forgiveness** Remove all Corruption.

6+ **Resurrection** Remove all Corruption and 1 random Mutation..

PURCHASES

Amulet of Archeron	$800	Max 1. +1 Corruption Resistance.
Amulet of Exorcism	$1,500	✖ Max 1. Discard to remove 1 Parasite, Succubi Curse or Curse on a 4+ and gain ⚅ Corruption (no save).
iii **Arrow: Caine's**	$150	Max 12 arrows total. Discard before to hit roll for P +1 Damage instead of ⚅. If you miss, take 1 Wound (no save).
iii **Arrow: Lead**	$250	Max 12 arrows total. Cannot be carried with any non-*Cynder* arrows. Discard on hit to add a Bleeding Marker to a non-*Undead* target.
iii **Arrow: Tantalus**	$200	Max 12 arrows total. No other arrow type may be carried. Discard and take 1 Corruption Hit on hit for +1 Damage and +1 Burning Marker, or if Critical, +⚂ Damage and +1 Burning Marker.
Ash of Shadows	$250	Discard for every enemy on same map tile to take 2 Wounds (no save) and every hero to take 2 Corruption Hits.
Burning Lantern	$1,200	✖ Max 1 lightsource/Posse. All your wounding hits also add 1 Burning Marker. If a double is rolled for Hold Back the Darkness, as well as a depth event, from your square scatter ⚂ Lava Markers ⚂ times each.
Extinguishing Stone	$150	+1 Extinguishing Stone Token. Discard to remove all Burning Markers.
Greek Fire	$160	+1 Greek Fire Token. Discard to re-roll 1 Location Event roll (except in Other World towns).
Scroll of Baal	$600	Max 3. Discard to prevent Darkness movement from a single source. Gain 2 Corruption (no save) for each space it would have moved.
Scroll of Cleansing	$300	Discard to remove ⚅ Corruption and gain that many Burning Markers. If used on another hero, +15 XP per Corruption removed.
iii **Sulphur Crumb**	$100	+1 Sulphur Crumb Token. Discard to take 1 Shot with Small Hell Dragon weapon (Succubi Cave).

Succubi Cave

SUCCUBI CAVE EVENT CHART

2 **Sinister Succubus** Each hero at location must draw 2 Succubi Curse Cards and use Sell Soul twice.

3 **Sweet Fog** Each hero at location SPT 6+ test (4+ if *Holy*). PASS +15 XP and location visit is over. FAIL If female roll on Injury Chart, if male draw 1 Succubi Curse card.

4-6 **Corrupting Charm** Each hero at location gains ⚠ Corruption (no save).

7 **A Forbidden Place** Each hero at location takes ⚀ Corruption Hits.

8-9 **Invitation** ▸ Each hero must choose to accept or reject. ▸ If accepted, draw 3 Succubi Curse Cards and choose 1. If later removed, +1 max Grit (take special card as reminder). ▸ If rejected, +1 Corruption Resistance, but next combat with Hellfire Succubi, all Succubi are +3 Damage vs the hero (take special card as reminder).

10-11 **Take a Bath?** Today, each hero may take a Warm Bath for 3 Horror Hits and no Corruption Hits.

12 **Hellish Love** One random hero must choose: gain 1 random Succubi Cave Gear Card, or avoid next non-Epic fight with Hellfire Succubi (take special card as reminder; no Catch Your Breath rolls & this hero only can draw 1 Loot).

TAKE A WARM BATH

Take 8 Horror Hits and ⚀ Corruption Hits to recover max Grit and heal ⚅ Wounds.

SELL SOULS

3/stay.

Gain Px$100, but one random hero in Demonic Enclave takes ⚂ Corruption (no save).

PURCHASES

Chains of Ilian	$4,000 + 2 ♥	♥ ✖ UPGRADE (weapon) FREE ATTACK (1/turn) Combat 2, Damage ⚅+1. Gain *Unholy*. Enemies Wounded may not move next activation. Enemies killed allow hero to heal 1 Wound.
Small Hell Dragon	$3,800 + 2 ♥	✋ ✖✖ Uses flame template, Shots 1, Damage 8. Ignores Defence and Armour. To fire, discard 1 Sulphur Crumb Token or take ⚂⚂ Wounds (no save).
Succubi Claws	$2,800	✋✋ ✖ Combat +1, Damage P+2. When an enemy is killed with this weapon, draw 1 Scavenge Card. If the card shows Growing Dread, draw AND resolve 1 Growing Dread Card. If Growing Dread card title includes the word 'Dread', the claws fuse with the hero's arms as per the Mutation.
Succubi Lash	$2,000	✋✋ ✖ Damage 8 8 and apply highest roll. If a double is rolled (before Grit), roll ⚅ (no Grit). If this is higher than a random target's Defence, damage is doubled. If equal or less, suffer from a random *Shadow Magik* Card.
Succubi Spear	$2,100	✋✋ ✖ Gain Gorethirst Madness. Weapon ignores target Defence and, if target is Large or smaller, it is also -1 Armour.
Succubi Scythe	$1,600	✋✋ ✖✖ Combat +1 Damage P P and apply highest roll. May attack with this weapon 2/turn but hero is -1 Defence.
Wings of the Fallen	$2,200	Max 1. +1 Move. Gain *Flight* and *Unholy*. All Escape tests automatically succeed. Cannot be target of any *Holy* item or Sermon, and cannot end move on same map tile as a *Holy* hero. Can only be removed by Surgery.
Zarkam	$2,500 + 4 ♥	♥ ✋✋ ✖ +1 to hit in melee. +2 Damage vs Targa enemies. When a target is wounded, apply 1 Burning Marker.

Unholy Church

UNHOLY CHURCH EVENT CHART

If a 12 is rolled for today's event, the same hero must roll 1 additional die. If this is also a 6, that hero is immediately KO'd and must roll on the Injury Chart AND the Madness Chart. They also gain ⚅⚅⚅x$100 and ⚅⚅⚅x100 XP.

2 **Beli'al Appears** Next adventure's End Fight must be an Epic Threat drawn from those containing Beli'al. He has +⚁ Elite abilities. If this results in a 7th Elite ability, he is Brutal. If already Brutal, add ⚅ Lavaman to fight.

3 **Captured by the Crimson Hand** All heroes at location must immediately play Crimson Hand Mission 2 (or City of the Ancients Mission 3 / Swamps of Death Mission 5). If they fail the mission they must check for their equipment even if overrun. Next adventure must begin the Mines.

4 **Dark Pact** Each hero at location draws 1 Dark Pact, but cost is ⚁ Corruption (no save) instead of ⚅ Horror Hits.

5-6 **Echoes of the Unforgiven** Each hero at location takes ⚅ Horror Hits and ⚁ Corruption Hits.

7-8 **Dark Choir** Nothing.

9-10 **Deep Silence** Each hero at location heals ⚁ Sanity Damage.

11 **Believe in Me...** Each hero at location is +1 SPIRIT permanently, but must make 1 Willpower roll. If failed, they take ⚠ Corruption (no save).

12 **Something on the Altar** Random hero at location: LUCK 5+ test. PASS Draw 1 Cynder Artefact card. If they want to keep it, take ⚅ Corruption Hits. FAIL Draw 1 Demonic Market item.

PRAY TO BELI'AL 1/stay.

Not available to *Holy*. SPT 6+ test. For each 6+ rolled, ignore 1 *Shadow Magik*. If 3 or more 6s rolled, ignore ⚁ *Shadow Magik* against all heroes on same map tile (take special card as reminder). If at least one 1 is rolled, draw a Dark Pact.

DARK PACTS 1/stay. Max 1. Not available to *Holy*

Take ⚅ Horror Hits, then make a SPT 4+ test. FAIL No effect.
PASS Draw 1 Dark Pact for each 4+ rolled and choose one to keep. Also gain 8x$100.

Anger	+1 Damage vs Large+ enemies. -1 Damage vs Medium, -2 Damage vs Small. Remove with Exorcism of Madness.
Dark Stone	For each Dark Stone gained, +1 Dark Stone. At end of adventure, roll for each Dark Stone/item. On 1-3, it causes 2 Corruption Hits instead of 1. Remove with Exorcism of Madness.
Distraction	When another hero on same map tile Scavenges, they roll 1 fewer dice. If they draw Gold or Gear, you gain them instead. Remove with Surgery.
Fast Draw	⚀ +1 Shot, -3 Corruption Resistance. Remove with Surgery.
Grit	⚀ +3 max Grit. When any Skill test is failed, -1 to that Skill permanently. Remove with Exorcism of Madness.
Initiative	+⚠ Initiative (roll for each fight), -2 max Grit. Remove with Exorcism of Madness.
Movement	+4 Move, -2 Scavenge dice. Remove with Exorcism of Madness.
Range	+2 Range. If target is 3 spaces or closer, -1 Damage. Remove with Exorcism of Madness.
Sabotage	For each new Exploration Token choose: recover ⚅ Grit and discard that many items, side bag tokens or Dark Stone OR draw 1 Low Threat card in addition to any from the Exploration Token. Remove with Surgery.
Scavenge	+2 Scavenge dice, -2 Initiative. Remove with Exorcism of Madness.
Stealing	Each time any hero on the same map tile draws a more valuable Loot Card, take 1 Corruption Hit and swap cards with that hero. Remove with Surgery.
Vampirism	For each Catch Your Breath, you roll all the dice for the heroes, then divide up the results. You must receive more points than all the other heroes put together.
Mark of Beli'al	⚀ +2 Initiative, +1 STR, +2 max Grit. Roll ⚠⚠, one for column and 1 for row on your character's Upgrade Chart. That upgrade is no longer available to you (or you lose it if you have already chosen it). Remove with Surgery at -2.

FEUDAL VILLAGE

TOWN VISIT DAILY FLOW

1. Draw Daily Event card

2. Where to stay (per hero)
- Camp: roll ⚅⚅ on event chart

OR
- Inn $10 per night.

3. Shopping!
- One location per day per hero.
- Roll ⚅⚅ on location event chart.
- If a 7 is rolled, see Unwanted Attention.
- Engage with services or buy items.

4. Event Marker
- Place on day 1, then move up each day.
- Roll a ⚅. If equal or less then marker, roll ⚅⚅ on Town Events chart (can be re-rolled with **Grit**).

CAMP SITE HAZARD CHART

0-1 **Hired Cutthroat.** LUCK 6+ test. PASS +100 XP. FAIL ⚅ xlevel Wounds. If KO'd, hero dies.

2 **Demon Attack**. AGI 5+ or CNG 5+ test. PASS +50XP, but town stay is over. FAIL ⚅⚅⚅ Wounds (no Def). If KO'd hero is destroyed. If survives +⚅⚅x10 XP

3 **Robbed**. Lose ⚅ Dark Stone. If not enough, lose all Dark Stone and ⚅x$50.

4 **The Fever**. SPIRIT 5+. PASS +10 XP. FAIL take ⚅ Wounds.

5 **Stories of Terror.** LORE 5+ test. PASS +10 XP. FAIL ⚅ Sanity damage (no Will)

6-11 **Nothing**.

12 **Learn Some Tricks**. +1 Health permanently.

FEUDAL VILLAGE EVENT CHART

0-2 **Dragon Attack** Town is destroyed. Each hero in town: AGI 5+ or CNG 5+ test. FAIL hero is killed.

3 **Town Overrun** Each hero roll ⚅ per Dark Stone or item. Each 1 rolled = ⚅ Wounds (no Def). If KO'd, hero is killed. Town is destroyed.

4 **Fire!** random locations are destroyed until after next adventure.

5 **The Fever** SPT 6+ test. PASS +10 XP. FAIL take ⚅+3 Wounds (no Def).

6-8 **Spreading Fear**. One random location closes for remainder of stay. Camp Site unavailable until next stay. Hotel doubles current rate.

9 **Intense Dread**. Each hero CNG 6+ test. PASS +10 XP. FAIL ⚅+3 Sanity damage (no Will) & +1 Growing Dread card for next adventure.

10-11 **The End is Near!** All prices in town +$50.

12 **Rotten from Within**. One random hero must hand over Dark Stone or 1 item, or take ⚅⚅ Wounds (no Def) and town stay is over.

Guard House

Guard House Event Chart

2	**Mad with Power** Each day, each hero: AGI 5+ or CNG 5+ test. PASS Carry on as normal. FAIL Pay ⚅x$50 or leave town immediately.
3	**Dark Stone Explosion** STR 5+ test. PASS +20 XP. FAIL Lose ⚅ Dark Stone and Guard House is unavailable until after next adventure.
4	**Besieged Village** Rolls on Camp Site Hazard and Town Events Charts are -1 for remainder of stay.
5	**Dark Stone Glut** Can only sell Dark Stone for ⚅x$10??? per shard today.
6	**Beheading** Lose 1 Grit.
7	**Farmer's Find** Draw 1 World card and an Artefact for that World. May purchase for ⚅⚅x$100.
8	**Banners of Honour** Recover 1 Grit and fully heal Health and Sanity.
9	**Dark Stone Shortage** May sell Dark Stone for ⚅x$50 today.
10	**Fortification** Do not roll for Town Event at end of today.
11	**War Stories** Once during next adventure you may re-roll 1 die for one of your damage rolls.
12	**Recognition of Honour** Gain *Soldier*. If already *Soldier*, +2 Health instead.

Sell Dark Stone

⚅x$25 per shard. Roll for each shard.

Train with Soldiers $500 1/stay.

Gain ⚅x25 XP.

Rob the Vault

AGI 5+ test. PASS Gain ⚅x$50 for each 5+. If 2 or more 6s were rolled, you may instead draw an Artefact from a Random World. For each 1 rolled, take ⚅ Hits. FAIL Arrested. CNG 3+ test. PASS +20 XP and end town stay. FAIL Hero is killed.

Work the Night Watch 1/stay. *Soldier* only.

Choose a number between 1 and 6. Roll up to 6 dice (choose). For each number matched take ⚅ Wounds (no Def). For each other roll gain $50.

Purchases

Archer's Back Banner	$1,150	*Soldier* only. 1/turn, re-roll and ranged to hit rolls of 1.
Archer's Bow	$650	Range 8, Shots 1. Crits on 5+, or 4+ if didn't move this turn.
Armoured Boots	$600	1/turn stop yourself gaining 1 Status Marker on ⚅ roll of 5+ (or 4+ if also wearing Armoured Gauntlets).
Armoured Gauntlets	$600	1/turn stop yourself gaining 1 Status Marker on ⚅ roll of 5+ (or 4+ if also wearing Armoured Boots).
Black Powder Pouch	$675	*Soldier* only. 1/fight re-roll any number of gun to hit OR Damage rolls.
Bomb	$200	+1 Bomb Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Flash Powder	$100	+1 Flash Powder Token. Discard to make enemies -2 Initiative until end of turn.
Flintlock Pistol	$800	FREE ATTACK (1/fight) Range 5, Shots 1. Crits on 5+. Use 1 Grit to ready item for use again.
Flintlock Rifle	$900	Range 10, Shots 1, Damage +1. Hits may not be assigned to adjacent enemies.
Iron Matches	$250	*Soldier* only, max 1. Discard to add ⚄ Damage to one gun or bow hit per turn until end of adventure.
Kabuto Helmet	$875	1/turn, prevent 1 Wound.
Leg Armour	$1,250	-1 Initiative. Add +1 Armour to one other item with an Armour rating that you have equipped.
Marching Boots	$150	+1 Move or +3 move when you use Grit to boost your move.
Spearman's Back Banner	$1,150	*Soldier* only. 1/turn, re-roll and melee to hit rolls of 1.
Veteran's Rifle	$2,850	*Soldier* only. Range 12, Shots 2, Damage +1. Hits may not be assigned to adjacent enemies.
Veteran's Shoulder Pads	$1,800	*Soldier* only. Take 1 less damage from adjacent enemies unless the attack ignores Defence or Armour.

House of Healing

HOUSE OF HEALING EVENT CHART

2	**I Must Feed the Beast** Medical attention unavailable until after next adventure.
3	**Dead Inside** STR 5+ test. PASS +20 XP. FAIL Lose ⚅ Dark Stone and Guard House is unavailable until after next adventure.
4-5	**Too Many Wounded** Today, all Surgery is at -1 and all Blood Letting rolls of 4 also do 4 Wounds (no Def).
6-8	**The Stench of Death** Nothing.
9-10	**Warlord's Surgeon** Today, all Surgery rolls are at +1 and all Blood Letting rolls of 4 also remove 1 Corruption.
11	**Special Mission** Fill Specimen Jar for Healer.
12	**Healing Protector** For each Injury, Mutation or Parasite, you may roll ⚅. **1:** Gain 1 Corruption (no save), **2:** Nothing, **3+:** condition is removed.

SURGERY ⚅x$50

Remove 1 Injury or Mutation (max 1 per condition).

0	**Dead!** Hero dies.
1	**Botched**. Too severe. Can never be healed at Doc's Office.
2-3	**Failed**. Not healed. Refund half cost.
4-5	**Success!** Condition removed.
6+	**Impressive Scar** Condition removed. +2 Health.

BLOOD LETTING $50 1/stay

Roll up to ⚅⚅⚅. For each die, **1-3:** take that many Wounds (no def), **4:** no effect, **5-6:** remove 1 Corruption.

PURCHASES

Bandages	$50	+1 Bandages Token. Heals ⚅ Wounds.
Dissection Blade	$850	Max 1. CNG 4+ to use. 1/turn add target's Defence in damage to 1 melee Critical. No effect if immune to Criticals.
Healer's Gloves	$400	1/turn when healing, may heal 1 extra Wound.
Healing Herbs	$125	+1 Herbs Token. Heals ⚅⚅ Wounds.
Rune Stone: Earth	4	UPGRADE (clothing, 1 max/item). When at full health, 1/turn re-roll 1 Defence roll.
Rune Stone: Fire	6	UPGRADE (clothing, 1 max/item). When Heal or take 5+ Wounds from one source, recover 1 Grit on ⚅ roll of 5+
Rune Stone: Water	10	UPGRADE (clothing, 1 max/item). When you roll a 5 or 6 for Move, heal 1 Wound.
Rune Stone: Wind	8	UPGRADE (clothing, 1 max/item). 1/adventure, heal Wounds equal to your move this turn.
Specimen Jar	$150	Max 1. On other world, may give up move to fill jar on CNG 5+ test success. Return to House of Healing to sell for ⚅x$100.
Togé Crab	$925	Max 1. 1/adventure take ⚀ Wounds (no save) to remove up to 2 status effects.
Tonic	$150	+1 Tonic Token. Recover 1 Grit.
Void Heart	$300 + 6	Max 1. 1/adventure when KO'd by Wounds, may restore to ⚀+1 Health on ⚅ roll of 5+.
Warding Talisman	$250	Max 3. Discard to move every adjacent *Demon, Ghost, Vampire* & *Undead* 1 space in any direction and cause 1 Wound (no save).

Shrine

SHRINE EVENT CHART

2	**Dragon Worshippers** Shrine is destroyed for rest of stay. Hero must make STR 6+ test. PASS Draw 1 Fortress Artefact card. FAIL Discard 1 Artefact.
3	**Possession** Take 3 Horror Hits. Any Sanity lost is permanent.
4-5	**Dark Stone Altar** For rest of stay Rituals at the Shrine cost 1 extra Dark Stone.
6-8	**The Eternal Fight** Nothing.
9-10	**A Gift of Blessing** Gain 1 Blessed Aura for free.
11	**Protective Shield** During next adventure, cancel 1 Darkness or Growing Dread card for free.
12	**Divine Fortitude** Gain ⚅ Sanity permanently.

EXORCISM OF MADNESS ⚅x$50

Remove 1 Madness (max 1 per Madness).

0	**Dead!** Hero dies.
1	**Too Far Gone**. Too severe. Can never be healed at a Church.
2-3	**Failed**. Not healed. Refund half cost.
4-5	**Success!** Condition removed.
6+	**Mental Resolve!** Condition removed. +2 Sanity.

BANISH CORRUPTION $100

Remove ⚅-2 Corruption. If rest is 0 or less, take ⚅ Sanity damage for next adventure.

RESURRECTION $500xlevel

Bring any hero back from the dead. That hero is -1 max Grit (min 1).

FOLKLORE TALES 1/stay.

LORE 6+ test. For each success, may add 1 extra die to a single skill test during next adventure.

CONSULT THE OLD TEXTS 1/Posse/stay

Holy only. LORE 5+ test. For each success, choose 1 enemy creature to gain +1 Damage vs during next adventure. If a 6 is rolled, once during next adventure may choose a Threat card rather than drawing one at random.

BLESSED AURAS 1 max.

Aura of Divine Light	3	Once during next adventure, Cover 4+ save for 1 turn.
Aura of Fortitude	2	For next adventure, Spirit Armour 5+.
Aura of Shadows	1	For next adventure, all Escape tests are 2+.
Aura of the Guardian	3	For next adventure, cancel each new Status Effect on 5+.
Aura of the Yamabushi	2	Once during next adventure, prevent all damage from 1 Hit. Also recover 1 Grit on 3+.
Aura of Wrath	3	Once during next adventure, add ⚅ Damage to a single Hit.

PURCHASES *Holy* heroes only, except Banishment Scroll.

Balanced Ki Staff	$1,200	Max 1. +1 Max Ki. 1/turn heal each other hero on same map tile 1 Wound.
Banishment Scroll	$300	Max 2. Discard for FREE ATTACK Immediately cause ⚅ (P if Holy) Damage (no save) vs 1 *Demon* or *Ghost* enemy on same map tile.
Divine Guardian Staff	$4,850 +12	+2 Max Ki. Use 8 for melee damage. Ki Tokens that increase Damage increase all damage until turn end.
Ki Centred Wrap	$450	+2 Health. 1/turn spend 1 Ki to heal 1 Sanity Damage.
Yamabushi Hat	$800	When rolling 5+ for movement, gain 1 Ki Token.

Swordsmith

SWORDSMITH EVENT CHART

2 **Dark Stone Poisoning** STR 5+ or AGI 5+ test. FAIL lose ⚅ Health permanently. Blacksmith is closed until after next job/adv.

3 **Wild Horse** STR 5+ test. PASS +$100. FAIL One random location is destroyed until after next adventure. If hero present at destroyed location AGI 4+ success or roll on Injury Chart.

4-5 **Cost Increase** All prices +$100. Cancels Forging Sale.

6-8 **Black Smoke and a Hammer on Steel** Nothing.

9-10 **Forging Sale** All prices -$50 (min $10). Cancels out Cost Increase.

11 **Rare Find** Draw 1 Mine Artefact card. May purchase for ⚅+1 Dark Stone.

12 **Unique Forging** Choose item with empty Upgrade slot. Item now has: FREE ATTACK 1/adventure do ⚅ damage to all adjacent enemies (no save).

PURCHASES

Chest Plate	$900	Armour 6+
Dark Stone Bindings	$600 +12	UPGRADE (any Clothing with armour bonus) 1/turn when prevent 1 Wound with this armour, prevent 1 more.
Dark Stone Edge	$1,000 +15	UPGRADE (Blade hand weapon) Melee attacks now Crit on 5+.
Dark Stone Grip	$1,200 +8	UPGRADE (gun, bow, hand weapon) +1 Shot (gun, bow) / +1 Combat (hand weapon).
Dark Stone Inlay	$700 +3	UPGRADE (gun, bow, hand weapon) 1/attack re-roll 1 single to hit roll.
Dark Stone Shot	$200 +1	Bullets or arrows. All gun or bow hits are +1 Damage. Lasts 1 adventure.
Feudal Bow	$500	Range 8, Shots 1, Crit 5+. +1 **Initiative** when equipped.
Field Hat	$350	+1 Health, +1 Sanity.
Flash Powder	$100	+1 Flash Powder Token. Discard to give enemies -2 **Initiative** until end of turn.
Flute	$400	*Traveller* only. Use 1 **Grit** to heal 1 Sanity for every hero.
Forged Armour	$2,200	*Samurai* only. Armour 5+. Gain 1 Fury at the start of each fight.
Helmet	$400	+2 Health.
Horse: Feudal Cavalry	$600	Move 6+⚅ [10]. Health 10 (Def 4+). +5 XP per job or adventure finished. +1 **STR** when travelling.
Horse: Feudal Fast	$200	Move 8+⚅ [12]. Health 6 (Def 5+). +5 XP per job or adventure finished. +1 **AGI** when travelling.
Horse: Assassin's	$550	*Stealth* only. Move 8+⚅ [12]. Health 6 (Def 5+), Sanity 4 (Will 5+). 1/travel may re-roll 1 Travel Hazard roll.
Horse: Samurai	$1,200	Move 6+⚅ [10]. Health 8 (Def 5+). +10 XP per job/adventure finished. +1 **Grit** whilst travelling or in town.
Horse: Fancy	$750	*Performer*, *Showman* only. Move 5+⚅ [10] Health 6 (Def 5+). Recover 1 **Grit** when you roll a double for a Travel Hazard.
Horse and Cart	$3,200	1 per Posse. 6 hero capacity. +15XP per job/adventure for each hero. Once per adventure may cancel any overland encounter or hazard roll.
House Back Banner	$800	*Soldier*, *Samurai* only. 1/adventure you and all heroes on same Map Tile may recover 1 **Grit**.
Katana	$800	+1 Combat. If equipped as , +1 **Initiative**.
Light Sword	$100	1/turn re-roll 1 single melee to hit roll.
Naginata	$1,800	+2 Damage to non-adjacent models. May assign melee to hit rolls up to 3 spaces away.
Samurai Bow	$1,550	*Samurai* only. Range 9, Shots 2, Crit 5+. +1 **Initiative** when equipped.
Shadow Ribbon	$800 +6	UPGRADE (any item) +1 Corruption Resistance.
Tent	$1,200	+1 on all Camp Site Hazard rolls.
Tonsu Chest	$600	Holds 8 and prevents Corruption Hits from it.
Void Core	$800 +12	UPGRADE (any hand weapon) Melee hits are +1 Damage.
Yari Spear	$600	Damage 8. May assign melee to hit rolls up to 2 spaces away.

Tavern

TAVERN EVENT CHART

2	**Assassination Attempt** CNG 5+ test. 2 successes needed if level 3+ or 3 if level 5+. PASS +25 XP. FAIL Roll on Injury Chart with 8.
3	**You Have No Honour!** CNG 6+ or AGI 4+ test. PASS No effect if CNG, location visit over if AGI. FAIL Location visit over and roll on Injury Chart with ⚅⚅+1.
4	**Tavern Brawl** STR 5+ test. PASS No effect. FAIL Take ⚅ Wounds (no save)
5-6	**Dark Tidings** Start next adventure with 1 less Grit.
7	**A Good Time** Pay $10. Recover 1 Grit for use in town.
8-9	**A Tall Tale** LORE 5+ test. +10 XP for each success.
10	**Feeling Mighty** +2 LUCK & +2 STR for this location visit. Gain $25 for each 4 during Test Your Strength.
11	**A Drinking Song** Start next adventure with max Grit.
12	**Hero of the People** Gain 2 Sake Tokens. All gambling winnings are doubled during this visit.

DRAGON CHO-HAN DICE $25-$250 3/visit.

Choose a bet value and choose whether to bet Odd, Even or Dragon. Roll ⚅⚅⚅ and ⚅. If ⚅⚅⚅ add to match your guess of Even or Odd, win 2x bet. However, if ⚅ is highest value of all three dice, Dragon wins. If you bet on Dragon, win 3x bet, otherwise lose.

ASSASSINATION CONTRACT *Stealth* only. 1/Posse.

Draw 1 Low Threat card (or if level 4+, you may draw 1 Epic Threat). Enemy with highest Health on card is target. Until completed at start of each fight, roll ⚅ for each Clue found on current mission. If any are 5+, add 1 model of target enemy to fight. Model has +10 Health, +2 Damage and is worth +10 base XP. When killed, gain $500 (or ⚅x$250 + Artefact from random World if it was Epic). If you don't have *Outlaw*, take ⚀ Corruption Hits.

SAMURAI KARUTA $50 1/visit.

LUCK 5+ test. PASS +$50 per success. FAIL Nothing.

DRINK YOURSELF INTO A STUPOR ⚅x$10

1/stay. Roll ⚅⚅⚅ (no Grit). Heal Sanity equal to roll. If one or more doubles are rolled, heal 1 Madness. If double 6 is rolled, you may remove 1 Parasite instead. If double 1 is rolled, lose ⚀ Sanity permanently.

TEST YOUR MIGHT 1/visit.

Roll ⚅ equal to STR. **1:** Take ⚅ Wounds (no Def), **2:** Take 2 Wounds (no Def), **3-4:** Nothing, **5:** +$50, **6:** +$200. You may then choose to roll up to 2 more ⚅.

PURCHASES

Blow Darts	$800	*Stealth* only. FREE ATTACK (1/fight). Range 6, Shots 1, Damage 0 but target's to hit rolls are all 6+ for next activation.
Fire Sake	$100	*Samurai* only. +1 Fire Sake Token. Gain ⚀ Fury.
Pirate's Blade	$1,250	*Outlaw* only. +1 Combat, +1 Initiative. +1 Damage for melee Crits.
Poisoned Dagger	$600	*Outlaw* only, max 1. When you Wound a model in melee, +1 Wound ignoring Armour.
Sake	$50	+1 Sake Token. Heals ⚅ Sanity.
Sake Cask	$300	Holds up to 3 Sake Tokens.
Stealth Gi	$1,800	*Stealth* only. +2 Health. 1/turn re-roll 1 failed Defence die.
Strong Sake	$125	+1 Strong Sake Token. Heals ⚅⚅ Sanity.
Tattoo	$300	*Outlaw* only, max 1/stay. Choose a slot. +2 Health so long as not covered by Clothing.

Village Market

VILLAGE MARKET EVENT CHART

2 **Sinister Sorcery** SPT 6+ test. PASS +25 XP & ⚅x$50. FAIL Location visit over and lose 1 Artefact.

3 **Tentacles from the Deep** Each hero must pass LORE 5+ or STR 6+ test, or roll on Injury Chart. Location unavailable until after next adventure.

4 **Tavern Brawl** STR 5+ test. PASS No effect. FAIL Take ⚅ Wounds (no save)

5 **Market Prices Up** All costs +$50.

6-8 **Hanging Fish and Desperation** Nothing.

9 **Market Prices Down** All costs -$50 (min $25).

10 **Winds of Magik** +1 Potion Token. When doing Arcane Research today, if roll 1 6+ on test, +1 extra Arcane Research Token.

11 **Famous Theatre Troupe** Theatre performance costs +$50, but gain an extra 15 XP for each 4+ and recover 1 Grit.

12 **Rare Deal** Draw a World card then an Artefact Card from that World. May purchase for 1/2 listed price rounded up to nearest $5. If no cost listed, re-draw.

SELL DARK STONE

Sell for (P)x$20 per shard. Roll for each.

BATH HOUSE $50 1/visit.

Heal and mix of (P) Wounds and Sanity and gain 10 XP. You may spend 1 Grit to try to remove a Parasite. Roll ⚅⚅. On 10+ discard the Parasite.

THEATRE PERFORMANCE $50 1/stay.

Make LORE 4+ test. PASS +5 XP for each success and recover 1 Grit if at least one 6 was rolled. FAIL No effect.

ARCANE RESEARCH *Magik* only. 1/stay.

Make LORE 5+ test. PASS +15 XP and gain 1 Arcane Research Marker. FAIL No effect. Discard Arcane Research Markers for:

1 Remove 1 Corruption.

3 +1 Sanity permanently.

4 +1 Health permanently.

9 Gain new Elemental Magik Spell.

12 Increase SPT, LORE or CNG by 1 point (max 6).

PURCHASES

Bandages	$50	+1 Bandages Token. Heals ⚅ Wounds.
Bomb	$200	+1 Bomb Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Face Powder	$100	Max 1. Discard to gain +5 XP 1/turn when gaining XP from healing until end of adventure.
Kataginu	$900	⧗ +3 Health.
Kimono	$550	⧗ +1 Health, +1 Sanity.
Mortar and Pestle	$650	⧗ *Magik* only, max 1. Start each adventure with +1 Arcane Powder Token.
Mystic Potion	$50	+1 Potion Token. +2 to one skill until end of turn.
Potion Belt	$1,225	⧗ *Magik* only. Carry up to 4 Potion or Tonic Tokens here. At start of each adventure roll ⚅. **1-4:** +1 Potion Token here, **5-6:** +1 Tonic Token here (max 4).
Rope	$250	Max 1. 1/turn roll 2 extra ⚅ for a Skill test. Each use discard on a ⚅ roll of 1 or 2.
Sack of Infinite Holding	$3,250	⧗⧗ *Magik* only. Carry any number of items here which count as having no ⧗. At start of activation or day in town, may attempt to remove an object. LORE 5+ test. PASS Remove 1 item per success. FAIL Cannot remove items.
Sake	$50	+1 Sake Token. Heals ⚅ Sanity.
Samurai Kataginu	$1,450	⧗ *Samurai* only. +1 Sanity. When Darkness moves 1 or more spaces forward on Depth Track, gain 1 Fury.
Silk Kimono	$2,275	⧗ *Performer, Showman* only. +2 Sanity, +1 max Grit. Recover 1 Grit when a Depth Event is rolled.
Tonic	$150	+1 Tonic Token. Discard to recover 1 Grit.
Walking Sandals	$400	⧗ Heal 1 Wound or Sanity when a natural 6 is rolled for move.

JUNGLE VILLAGE

TOWN VISIT DAILY FLOW

1. Draw Daily Event card

2. Where to stay (per hero)
- Dry Place is only option: roll ⚅⚅ on event chart

3. Shopping!
- One location per day per hero.
- Roll ⚅⚅ on location event chart.
- If a 7 is rolled, see Unwanted Attention.
- Engage with services or buy items.

4. Event Marker
- Place on day 1, then move up each day.
- Roll a ⚅. If equal or less then marker, roll ⚅⚅ on Town Events chart (can be re-rolled with **Grit**).

SPECIAL RULES

JARGONO SAVAGES All Guns, Ammo (except Arrows), Explosive and side bag tokens have their barter value doubled.

BARTER SYSTEM Nothing may be purchased or sold with $. If playing the alternative Nuggets/Golddust/Ingots money system, these may be used. Otherwise items must be traded for at least equal value of Dark Stone (⚅x$25 worth each), items, non-Jargono side bag tokens or Tech Tokens. When selling items without bartering for a service or purchase, items may be sold for Dark Stone (assume each shard is worth $90). No change is given.

ONE CHART ROLL When heroes have decided which locations they are visiting that day, only 1 hero makes a location chart roll for each visited location.

DRY PLACE (CAMP SITE) HAZARD CHART

1-2 **Haunted Place** Take ⚅⚅ Horror Hits and CNG 5+ test with min 2 successes. PASS No further effect. FAIL Lose 1 non-Starting and non-Personal item. Town stay is over.

3 **No Just Mosquitoes** SPT 6+ test. PASS No effect. FAIL Gain ⚅ Poison Markers for next adventure.

4-5 **Torrential Downpour** AGI 5+ test with MORE successes than tokens in your side bag. PASS No effect. FAIL All side bag tokens are lost.

6-7 **Devious Tentacles** STR 5+ test. PASS No effect. FAIL Take ⚀ Corruption (no save).

8-11 **Calm Night, Too Calm...** Nothing.

12 **Bed of Fungus** LUCK 3+ test. PASS +1 Swamp Fungus Token. FAIL No effect

JUNGLE VILLAGE EVENT CHART

1-2 **Swamp Raptor Rampage!** Jungle Village is destroyed until after next adventure. Every hero: CNG 5+ or LORE 5+ test. PASS No effect. FAIL Hero is killed.

3-4 **Broken Taboo** Every hero: LORE 5+ test. PASS No effect. FAIL Take special Broken Taboo card. May no longer visit Tribal Campfire and all prices in Jungle Village double for this hero.

5-6 **Ritual Cleansing** Roll 10. On **1-8** that location is cleansed and closed next day. On **9-10**, Posse is cleansed. Each hero takes ⚅ Wounds (no save) but may also remove 1 Mutation of a ⚅ roll of 4+.

7 **Dawn of the Dead** All heroes take ⚅⚅⚅ Horror Hits. At the start of each subsequent day, all heroes takes P Corruption hits. If this event is rolled twice, it becomes P P Corruption hits etc.

8-9 **Swamp Fever** All heroes: STR 6+ test. PASS No effect. FAIL Take ⚅+3 Wounds (no save). Hero must spend next ⚀ Days at Dry Place (rolling location event and town event as normal). Each day make a STR test: day **1**: 6+, day **2**: 5+, day **3**: 4+. PASS May leave Dry Place. FAIL Day 1, ⚅ +3 Wounds, day 2, ⚅ Wounds, day 3, ⚀ Wounds (no saves for any of them).

10-11 **Darkness Comes Closer** Reset Town Event Track to Day 2, not 1, doing the same each time another town event is rolled. If this event is rolled again, reset the Track to Day 3 etc.

12 **Cursed Ground** One random location causes ⚀ Corruption (no save) to any hero who visits it for rest of stay.

Dark Stone Fortification

Dark Stone Fortification Event Chart

2 **Curse of the Angry Ancients** ▸ Rolls for town events now use ⚁ instead of ⚅ or Ⓟ (or ▲ instead of ⑧). ▸ If this result is rolled a second time, Jungle Village is destroyed and all heroes must roll on the Injury Chart then play Escape Basic 5 Mission, starting with 0 Grit. ▸ Posse starts on Jargono side of Cross Passage and must find a Gate back to the mines then the Mine Entrance. In Jargono, all clues add 1 Gate.

3-4 **Dark Stone Experiment** ▸ Draw Jargono Map Cards until a room is drawn. Place it, then draw one more map card for each exit the room has. Place these rooms on the exits and place a face-down Exploration Token on each additional room. ▸ Place the Void Vortex (or any 3x3 marker if no Derelict Ship expansion) in the centre of the main room. ▸ Place the Darkness Marker in the central, 8+, section of the Depth Track (the hero's marker is not used), then place the heroes on any space adjacent to the Vortex. ▸ The heroes must either collapse the Vortex or escape through the open end of one of the additional room exits. ▸ When a new tile is entered, flip the Exploration Token. If it is an Attack, Ambush or Gate, move the Darkness Marker up one section of the Depth Track (i.e. from 8+ to 9+). If it is an Encounter, move it down one section. ▸ If the Darkness Marker leaves the Depth track at the Darkness Start end, any remaining heroes roll on the Injury Chart and their town stay is over. If it moves off the Player end, the Vortex collapses and the heroes are safe. ▸ For all values, use the 1st if the Marker is in 7+, 2nd if in 8+ and 3rd if in 9+. ▸ Each turn all heroes: STR 5+ test. PASS No effect. FAIL Pulled ⚀/⚁/⚁⚁ spaces closer to the Vortex. XXL, Immobile and *Void* creatures are immune. ▸ Whilst on the map tile containing the Vortex, heroes must make an Escape 3+/3+/4+ test in order to move. ▸ Whilst adjacent to the vortex, this is an Escape 3+/4+/5+ and whilst on the Vortex, Escape 4+/5+/6+. ▸ Any hero that ends a turn on the Vortex takes ⚅⚅⚅/⚅⚅⚅/⚅⚅⚅⚅⚅⚅ Wounds (no save).

5-7 **Fine Dark Stone Dust** Each hero at location: STR 6+ test. PASS No effect. FAIL Take 1 Corruption hit for each failure.

8-10 **Working On Dark Stone Shards** No event

11 **Help in the Dark Stone Fortification** Each hero at location may choose to make: AGI 5+ test. PASS +25 XP and, if at least one 6 was rolled, +⚅x$30. FAIL No effect except for each 1 rolled, take 1 Corruption Hit.

12 **Dark Stone Gift** Gain 1 Small Dark Stone Satchel with 1 Dark Stone inside. If this result is rolled a second time, gain ▲ Dark Stone.

Sell Dark Stone

Ⓟx$20 per shard. Roll for each shard.

Buy Dark Stone

Ⓟx$30 per shard. Roll for each shard.

Purchases

Bark Helmet	$2,800 +3 ✪	✪ ⚒ +1 LORE. +1 on location events in Jungle Village. May re-roll Jargono Seed check once.
Dark Stone Blade	$1,300 +2 ✪	✪ ✋ ⚒ When you Damage an enemy with a Critical, recover 1 Grit.
Dark Stone Daggers	$1,250 +2 ✪	✪ ✋✋ ⚒ *Tribal* only. +2 Combat, +1 Initiative.
Dark Stone Dice	$2,000 +5 ✪	✪✪ ⚒ CUNNING 4+ heroes only, max 1/Posse. Use ⑧ instead of ⚅ for town event check rolls.
Dark Stone Hatchet	$1,100	✪ ✋ ⚒ +1 Combat. +1 melee Damage when Darkness is in starting section of Depth Track, +2 when in the centre and +3 when in the section closest to escaping.
Dark Stone Headband	$1,800 +4 ✪	+1 CUNNING. 1/adventure, you may secretly look at the top card of any deck and replace it back at the top or bottom of the pile.
Dark Stone Kopesh	$1,000 +2 ✪	✪ ✋ ⚒ +1 Combat. If wielding 2 Dark Stone Kopeshes, all melee to hit rolls of 6+ also add 1 Bleeding Marker to any non-*Undead* enemy damaged.
Rune of Resolve	$1,500 +18 ✪	✪ UPGRADE +1 max Grit whilst in Jargono. When Ambushed, recover 1 Grit.
Small Dark Stone Satchel	$1,700	⚒ *Magik* only, max 1. Holds up to 3 Dark Stone and prevents saves vs Corruption from them. At the start of each adventure, add ⚀ Dark Stone to this bag (3 max).

JUNGLE TRADING POST

JUNGLE TRADING POST EVENT CHART

2 **Forbidden Place** During the next adventure a Darkness Card must be drawn for every non-Growing Dread space on the Depth Track.

3 **Mysterious Disease** All heroes (except Jargono Native) make 1 Will save. PASS Take ⚅ Wounds (no save), and ⚅ Potent Poison Markers at beginning of next adventure. FAIL Hero can no longer use special abilities listed on character sheet. Take special card as a reminder. Can be removed by Surgery.

4-5 **Dark Stone Sacrifice** Today, each item costs +1 ⊙.

6-8 **Limited Items** Each item on the Purchase List may only be purchased once today.

9-10 **Annoying Mosquitoes** Nothing.

11 **Protector of the Trading Post** Each hero must deal with ⚁ ⚁ Slugs. Pre Slug: AGI 4+ test AND STR 5+ test. For each 1 rolled, take 2 Hits and 1 Corruption Hit. PASS If hero defeats all Slugs, +1 Jungle Trading Post Gear card. FAIL For each Slug not defeated, roll ⚅ (no Grit). If any 1s are rolled, location is destroyed at the start of the next day. If no Slugs are defeated, all heroes take an additional ⚅ Hits and ⚁ Corruption Hits and the location is immediately destroyed.

12 **The Swamp Seems to Sleep** One random hero at location gains 1 Jungle Trading Post Gear card. Reset the Town Event day marker to Day 1.

CHECK SURROUNDINGS

1/Posse/stay.

Instead of purchasing items, 1 hero: CNG 6+ test. PASS Roll on table. FAIL Discard ⚁ Dark Stone or ⚂ side bag tokens, or 1 ⊙ item. If not able to, lose ⚂ Health permanently.

1-2 **Gate** Draw a World Card for destination.

3 **Artefact** Draw a World Card and 1 Artefact from the World.

4 **Gear** Draw 1 Gear from CotA or FoFo.

5 **Personal Item** Draw 1 Personal Item from the CotA or FoFo.

6 **Survivor** Choose an ally with ⚁ Ally Experience. Ally has no cost but may not be resurrected if they die.

PURCHASES

Arzach Bird	$1,400	Move 10+⚅, Health 6 (Def 5+). +10 XP per adventure completed. Before dice are rolled, may choose to ignore 1 Encounter in Swamps of Jargono
Bog Bat Hatband	$1,800	UPGRADE (hat) max 1. +1 Defence whilst in Jargono. Immune to Brain Flies.
Dragonfly Pendant	$500	UPGRADE (any item) max 1. +2 Move when wading through water.
Jargono Seed	$125	Max 1. Discard before next adventure. Once adventure is complete, roll ⑧. **1:** nothing, **2:** Herbs, **3:** Yage*, **4:** Malam Moss*, **5:** Bromeliad Leaves*, **6:** Exotic Herbs, **7:** Swamp Fern Nut*, **8:** Nothing but roll again after next adventure. *From Jargono Swamp Village expansion.
Jawbone Club	$900	⚂ ⧗ *Tribal, Traveller, Frontier* only. +1 Damage. 1/attack you may re-roll 1 to hit roll.
Necklace of Necessity	$1,000	⧗ 1/adventure add +1 to any die from a skill test just rolled. In Jargono, add 1 twice, or add 2 to a single roll.
Pest Repellent Salve	$1,500	⧗ Immune to Brain Flies, Mind Worms or any other vermin from Encounters. After each use, discard on ⚅ roll of 1.
Spear	$1,600	⚂⚂ ⧗ +1 Combat, +1 Initiative. Melee range 2 with this weapon.
Spike Vine Fluid	$150	⧗ Immune to Voices in the Dark. After each adventure, discard on ⚅ roll of 1-3.
Tribal Pectoral	$2,800	⧗ Immune to Illness, Fever and other Diseases from all sources. May ignore a Parasite on a ⚅ (no Grit) roll of 3+.

SHAMAN'S TIPI

SHAMAN'S TIPI EVENT CHART

2 **Black Fang Shaman** ▸ Each hero at location: Roll ⚅ for each Dark Stone, ⓥ item or Mutation. On a **1-3**, set the Dark Stone or item aside or remove a Mutation (also losing ⓟ Health permanently. ▸ For the next adventure use Common Enemies: Black Fang rules, and Void Storm and Eldritch Lightning from Black Fang Mission 2. ▸ For the final encounter, to the Epic Threat card add 1 Black Fang War Shaman and Black Fangs as follows: ⚅ **1-2** heroes, ⚁, **3-4**: ⓟ-1, **5-6**, 5 Black Fangs. The Shaman gains all removed items and, if one is a ranged weapon, Assault. ▸ All Dark Stone and other items are placed in the pool for Crazed from Dark Stone and consumed after the initial pool. ▸ Any items and Dark Stone not consumed may be recovered if the heroes win the fight.

3 **Unexpected Amputation** Each hero at location with at least 1 Mutation: AGI 6+ test. PASS Lose all side bag tokens. FAIL Remove 1 random Mutation and roll on the Injury Chart.

4-5 **All Out of Herbs** No Ancestral Pipe may be smoked today.

6-7 **Dark Stone Ritual** All purchases at location cost +1 ⓥ today.

8-9 **Lend a Helping Hand** Each hero at location: LORE 6+ or LUCK 6+ test. PASS Take special card for helping Shaman. FAIL Start next adventure with 1 less Grit.

10-11 **Ancestral Pipes for Free** Each hero may take 1 Ancestral Pipe of their choice for free.

12 **Blessing of the Shaman** Each hero at location gains the special card for this.

SWEATLODGE RITUAL $500 1/stay.

SPT 6+ test. PASS Cure 1 madness of your choice. FAIL No effect except for each 1 rolled, take 1 Corruption (no save).

RITUAL SCARRING $500 1/stay.

STR 6+ test. PASS +1 to all melee to hit rolls for next adventure. FAIL Start next adventure with 0 Grit.

PURCHASES Max 1 Ancestral Pipe at a time.

Earthen Paints	$2,500	✖ Gain *Tribal*. 1/turn, roll ⚅ when a Jargono Encounter card is to be drawn. On 5+ you may look at it first and decide to keep it or discard and re-draw.
Jade Mask	$7,200	ⓥⓥ ✖ *Tribal* only, 1 max. Immune to Fear ability. Terror is now Fear, Unspeakable Terror is now Terror. You also lose 1 Sanity fewer than normal (min 1).
Jargono Tobacco	$100	ANCESTRAL PIPE. +1 Will, -1 Initiative for next adventure.
Jarumbaya Fetish	$300	✖ 1/turn, re-roll one Will save. 1/adventure heal to full Sanity.
Marsh Mold	$300	ANCESTRAL PIPE. +1 Combat for next adventure. On any melee to hit rolls of 1, you take 1 Wound (no save).
Rune Stone of Thol	$1,000	✖ Max 1. Gain *Magik*. +1 SPIRIT.
Sage	$400	ANCESTRAL PIPE. Spirit Armour 5+ for next adventure.
Scarab Charm	$2,400	ⓥ ✖ *Tribal* only, 1 max. +1 Combat, +1 Move whilst in Jargono.
Shaman's Feather	$750	UPGRADE (clothing, hat). +1 SPIRIT and whilst in Jargono, +⚅ Health (roll each time your enter).
Shaman Staff	$900	ⓥ ✋ ✖ *Tribal, Magik* only. +1 Magik. 1/turn may try to cancel a Darkness Card. Roll ⚅: 5+, successful, otherwise take ⓟ Sanity Damage (no save).
Wolfsbane	$170	Max 3. Automatically pass Escape tests vs *Beast* enemies. Discard to cancel all Damage (even after Defence) from 1 *Beast* enemy.

Storage Hut

Storage Hut Event Chart

2	**Swamp Slug Rage and Escape** ▸ Draw 1 Jargono room Map Card, 1 random passage and the Long Jargono Passage. Place them with the room at one end. ▸ Draw 1 Jargono Threat Card that includes Swamp Slugs and place required models and place heroes at entrance. ▸ Swamp Slugs move to try and escape and heroes must stop Swamp Slugs from escaping to succeed in Mission. Swamp Slugs have Elite Abilities 1, 2 and 6 in addition to any others (if more that 6, each extra gives them +1 Combat AND +1 Damage. ▸ Each time Hold Back the Darkness moves, all Swamp Slugs heal 1 Wound. When it reaches a Growing Dread space, instead all Slugs get 1 extra free attack and for a Blood Spatter, they get +1 Combat. ▸ All Slugs only have Move 6 for this Mission. If a Swamp Slug is adjacent to a hero at the start of their activation, roll ⚅ **1-3**, attacks hero, **4-6** moves to escape. ▸ If any Slugs escape, the Jungle Village is destroyed and each hero loses 1 random, non-Personal item and ⚁ Dark Stone. ▸ For each Slug that escapes, add ⚂ Growing Dread cards to the stack at the beginning of the next adventure. ▸ If the Slugs are defeated, the heroes gain XP and roll for Catch Your Breath as normal, but instead of Loot, each hero may roll 12 +2 on the Jargono Scavenge card for EACH Slug.
3-4	**Empty Storage** Draw ⚁⚁ Storage Hut Gear cards. Only these items are available today and cost 1.5x normal price and +3 ☺.
5	**Slim Pickings** Side bag tokens at location cost +$100 for today.
6-7	**Honoured Guest** One random hero gains 1 side bag token of their choice from those available at location.
8	**Recovered Hunting Party** Draw 1 Jargono Artefact and 1 Mine Artefact. Today these may be purchased for 2x their listed price.
9-10	**Plentiful Harvest** Side bag tokens at location cost -$50 for today.
11	**Dark Stone Find** Each hero at location may buy PP Dark Stone for $50 per shard.
12	**A Really Quiet Place** Recover max Grit, Health and Sanity. Each hero at location may choose to make a LORE 6+ test: FAIL No effect. PASS +1 Sanity permanently, but next day you may do nothing at all.

Purchases

Bromeliad Leaves	$125	+1 Bromeliad Leaves Token. Discard to ignore the effects of a Scavenge Card.
Bog Bat Shield	$1,100	◘ ⚔ Armour 5+ vs melee attacks.
Bone Club (Knochenkeule)	$1,800 +2 ☺	◘ ⚔ +1 Combat. +1 Damage vs *Jargono* enemies.
Cerithian Mucus	$100	+1 Cerithian Mucus Token. Discard to heal ⚅⚅ Wounds, but -2 Initiative until next Catch Your Breath roll.
Dark Stone Satchel	$1,700	⚔ *Magik* only. Holds up to 5 Dark Stone and prevents saves vs Corruption from them. At the start of each adventure, gain ⚁ Dark Stone in this bag (max 5).
Jargono Frog Saliva	$75	+1 Jargono Frog Saliva Token. Discard to re-roll and one dice just rolled.
Malam Moss	$200	+1 Malam Moss Token. Discard to avoid an Ambush on a ⚅ roll of 5+.
Medicine Bag	$3,000 +4 ☺	☺☺ *Tribal* only. +1 SPIRIT, Spirit Armour 5+. 1/adventure, heal ⚅ Wounds.
Plastron (Brustschmuck)	$2,250	⚔ Max 1. Armour 6+, Health +2.
Serpentman Venom	$400 +1 ☺	☺ Melee damage is +1 for the next adventure.
Swamp Fern Nut	$200	+1 Swamp Fern Nut Token. Discard to remove all Poison Markers.
Swamp Slug	$1,800	*Tribal, Traveller* only. Move 2+⚅ [6]. Health 12 (Def 5+). +15 XP for each adventure finished. May re-roll 1 dice for any Travel Hazard or Encounter. FREE ATTACK (1/turn, melee OR ranged). Bite: Combat 1, Melee 4+, Damage ⚅. Spit Acid: Range 10, Shots 1m Ranged 5+, Damage 3.
Tribal Face Paint	$200 +1 ☺	*Tribal* only. +1 Initiative for the next adventure.
Yage	$100	+1 Yage Token. Discard to heal ⚅⚅ Wounds and take ⚁ Horror Hits.

TRIBAL CAMPFIRE

TRIBAL CAMPFIRE EVENT CHART

2 **Black** ▸ Each hero at location must choose: *REFUSE* or *ACCEPT*. *REFUSE* Make STR 6+ test with at least 2 successes. PASS Roll on Injury Chart and town stay is over. FAIL Roll twice on Injury Chart and town stay is over. ▸ *ACCEPT* Location stay is over. Draw 1 random unused character (except Orphan) and now play as that character. ▸ Keep Gold, items, Personal Items and Curses, but discard Parasites and Starting Items. Keep your level but re-roll on new character's Upgrade Bonus chart and Upgrade abilities change to be the equivalent on the new character (if you chose Upgrade 1 in column 2, that is the Upgrade the new character will get). Otherwise it is like starting a new character (Starting Gear, abilities etc.). ▸ Start the next day at the Dry Place without having had to roll on the table for the night before.

3-4 **Alone** The day for all heroes at location immediately ends.

5-6 **Infected Log** Each hero at location: STR 6+ test or AGI 6+ test. STR PASS +15 XP. AGI PASS +10 XP. FAIL For either test, Take ⚁ Wounds and ⚁ Corruption (both no save).

7 **Dark Legend** Each hero at location starts next adventure with -1 Grit (min 0).

8-9 **Happy Leaves** Each hero at location may re-roll one die whilst Bartering.

10 **Powered by the Shaman** Each hero at location recovers ⚅ Grit, ⚁ Wounds and ⚁ Sanity. May also choose to make a SPT 6+ test. PASS Discard one non-Succubi Curse or Cursed item. FAIL No effect.

11-12 **Chat with the Locals** One random hero at location may choose 1 result from Chat with the Locals for free instead of rolling. Chat with the Locals is no longer available for this town stay.

BARTER ITEMS 1/visit.

Heroes may trade their items for new items on the Purchase list. CNG 4+ test. PASS For each success, +$100 to total value of heroes' trade items. FAIL -$50 to total hero item value for each failure. No change is given.

CHAT WITH LOCALS $200 1/Posse/visit.

Roll ⚃ to see what you garner and take the appropriate special card for the effect. **1-2:** Predictable Enemies, **3-4:** Tribal Remedies, **5-6:** Scouting Advice. Effect lasts for next adventure and only works in Jargono.

PURCHASES Max 1 Tattoo per slot.

Tattoos only work if not covered by clothing. Only 1 tattoo of each type can be active at any one time, but more than one of each type may be worn.

Bolas	$1,100	*Tribal* only. FREE ATTACK (1/fight) Range 5, Shots 1.
Stone Club	$1,200	⚀ +2 Damage vs enemies with a Defence value.
Tattoo: Bear	$2,100	+1 STRENGTH.
Tattoo: Eagle	$2,100	+1 SPIRIT.
Tattoo: Fox	$2,100	+1 CUNNING.
Tattoo: Hawk	$2,500	May look through any door on the same Map Tile as you without being on the puzzle join space.
Tattoo: Horse	$2,100	+1 Move.
Tattoo: Hyena	$2,100	Immune to Poison.
Tattoo: Lion	$3,500	+1 melee Damage.
Tattoo: Mouse	$2,100	+1 AGILITY.
Tattoo: Rabbit	$2,100	+1 LUCK.
Tattoo: Snake	$2,100	+1 Initiative.
Tattoo: Tribal	$2,100	Gain *Tribal*.
Tattoo: Turtle	$2,100	+1 LORE.

VILLAGE CRAFTSMAN

VILLAGE CRAFTSMAN EVENT CHART

2 **Dangerous Construction** ▸ Location is destroyed for rest of stay. ▸ For rest of stay, roll ⚅⚅ to check for town events instead of ⚅. If unsuccessful, 2 events occur. ▸ One hero at location draws 1 World Card. However, if they have the Tribal Void Dance Artefact, or any Jargono Artefact, they may discard it to make a SPT 6+ test. Any further Artefacts discarded add +1 to one of the dice rolled. ▸ PASS Hero may choose World Card. FAIL Hero still draws randomly. If a Jargono Artefact is discarded the hero MUST take the Jargono World card. ▸ All heroes at location are transported to a town of same size on that World, or Dry Place in this village if Jargono was drawn. ▸ They lose ⚀ Health and ⚀ Sanity permanently. ▸ If a World is drawn where no town is available, they move to Dry Place and must also roll on the Injury and Madness Charts. ▸ If Jargono was not drawn, teleported heroes must play any Jargono Mission that leads into the Swamps in order to rejoin the rest of the Posse.

3 **Out Collecting Today.** after purchasing any item, roll ⚅. On 1 or 2, item not available. Lose the Gold paid but gain no items.

4 **In Need of Dark Stone** Today, all items must be purchased with Dark Stone. Pay ■ Dark Stone per $75 worth of item or part there of, +1 Dark Stone per ⊙ icon the item has.

5 **Unwelcome Talisman** Each hero at location: LORE 6+. FAIL Discard 1 *Tech* or *Holy* item, or end the day immediately. PASS No effect, except if the hero doesn't have any *Tech* or *Holy* items at all, they may take $50 off 1 purchase.

6-7 **Heavy Workload** All items purchased are paid for today, but can only be collected tomorrow. The hero(es) must return (no event roll) the next day for their items an can do nothing else that day.

8 **Hard Work** Nothing.

9-10 **Craftsman's Surplus** All items are -10% cost today (rounding down)

11 **Good Dark Stone Collector** Today, all items may be purchased without having to pay their ⊙ cost.

12 **Slashed Slasher** So long as the Posse stays at least one more day in town, one random hero at location gains 1 Slasher Shell Armour for free, and all other heroes at location gain ▲ Dark Stone each. If the Posse does not stay another day, these items are discarded.

PURCHASES

Ancestral Totem	$1,600 +4 ⊙	⊙ 1/adventure: LORE 5+ test in order to cancel 1 Darkness Card in play.
Animal Skull Helmet	$2,000 +5 ⊙	⊙ ⚑ *Tribal* only. Spirit Armour 6+ or increase existing Spirit Armour by 1.
Black Fang Hatchet	$200	+1 Black Fang Hatchet Token. Discard for FREE ATTACK: Range STR+3, Shots 1, +3 Damage +3. Damages all adjacent enemies too. Uses melee To Hit.
Blow Gun	$200 +1 ⊙	⊙ ⚑ *Tribal* only. FREE ATTACK (1/fight) Range 3, Shots 1. If attack hits, target receives ⚀ Poison Markers.
Dark Stone Club	$1,200 +4 ⊙	⊙ ■ ⚑ +1 Combat. When you roll a natural 6 in melee, instead of a Critical, the enemies Combat is reduced by half (rounding down) for their next activation.
Hunting Net	$1,000 +1 ⊙	⚑ *Tribal* only. FREE ATTACK (1/fight) Range 3, Shots 1. Damage is 0, but a hit causes the target to be -⚀ Defence for the rest of the fight.
Jargono Bow	$1,200	■■ ⚑ *Tribal* only. Range 7, Shots 1, Critical on 5+. Use 8 for Damage.
Slasher Shell Armour	$1,300	⚑ Armour 5+. Take 1 Corruption Hit whenever this hero gains Dark Stone through Loot.
Stone Blade	$1,500	■ ⚑ You may attack 2/turn with the Stone Blade. If both attacks miss, discard the item.
Throwing Hatchet	$800 +2 ⊙	⚑ FREE ATTACK (1/fight) Range 4, Shots 1. +2 Damage vs small enemies.
Tribal Shield	$1,300	■ ⚑ *Tribal* only. Armour 5+.

FROZEN OUTPOST

TOWN VISIT DAILY FLOW

1. Draw Daily Event card.

2. Where to stay (per hero)

- Cryo Chamber is only option. Dark Stone cost per night per hero. If not paid, may interact with locations for first day, then stay is over.

3. Shopping!

- One location per day per hero.
- Roll on location event chart.
- Engage with services or buy items.

4. Event Marker

- Place on day 1, then move up each day.
- Roll a . If equal or less then marker, roll on Town Events chart (can be re-rolled with Grit).

SPECIAL RULES

FRIGID SNOW (WEATHER) At the start of each day, draw 1 Weather Effect card, using usual rolls to see if card is removed on later days (if not using Weather, all heroes take 1 Wound (no save).

STRANGE LOCATIONS AT some locations, heroes may only buy/sell with Nuggets/Golddust/Ingots. If not using advanced gold rules, heroes may trade: Artefacts for Artefacts at the Artefact Vault and Items/side bag tokens at the Trade Cave.

ONE CHART ROLL When heroes have decided which locations they are visiting that day, only 1 hero makes a location chart roll for each visited location.

FROZEN OUTPOST EVENT CHART

2 — **Frost Wraiths** All heroes: STR 6+ test. FAIL Lose Health and Sanity permanently. PASS x1 Roll on Injury Chart and Madness Chart. PASS x2 No effect.

3 — **Massive Snow and Ice** Before any location visit, each day all heroes must make 6+ skill tests using skills of their choice. PASS Carry on as normal. FAIL Lose 1 Grit and 1 max Grit OR do nothing this day. If max Grit reaches 0, hero is killed.

4-5 — **Forgotten and Dreadful Place** Roll . May be re-rolled once if every hero uses 1 Grit. **1-2**, +1 Growing Dread at start of next adventure, **3-4**, +1 Growing Dread and +1 Darkness card at start of next adventure **5** +1 Darkness card at start of next adventure, **6** Nothing.

6-7 — **Things are Changing Fast** For rest of town stay, do not reset Darkness Marker to 1 when town event happens.

8-9 — **Trun Attack** ▸ Each hero may protect 1 Location. Make one normal, non-free, ranged or melee attack vs Defence 0. ▸ If hero causes 8+ Wounds, +20 XP & Trun retreat. If fewer wounds, hero takes Wounds (no defence) and roll . ▸ On a 1, Location is destroyed for rest of stay. Each unprotected Location is destroyed on a roll of 1-2.

10-11 — **Need More Energy** All heroes lose 2 Grit OR discard 2 side bag tokens.

12 — **Additional Dark Stone** Each service that costs Dark Stone now costs +1 Dark Stone. For Cryo Chamber, additional Dark Stone must be paid immediately or hero's town stay is over.

Artefact Vault

Artefacts may only be purchased with Nuggets/Golddust/Ingots & change is given in the same. If not using those rules, Artefacts can only be purchased by trading other Artefacts and no change is given. In addition, the cost must be paid separately.

Artefact Vault Event Chart

2 **Termination System** ▸ One random hero at location is attacked. All other heroes at location may make AGI 6+ test. PASS May help in fight. FAIL May not help and location visit is over. ▸ Place Targa Mid Passage and Targa Long Passage together with hero(es) at one end. ▸ Draw 1 Medium Treat card that includes Targa Pylon(s). Select a space for each enemy and scatter 3 times re-rolling walls. ▸ Fight proceeds, including Hold Back Darkness except instead of drawing a Darkness Card, all Targa enemies get 1 addition turn immediately and, instead of Growing Dread add 1 Targa Pylon AND 1 Targa Custodian (in Ambush) to the fight. ▸ If heroes win, draw 1 Artefact Vault Gear card. If they lose, they must roll twice on the Injury/Madness Chart instead of once.

3-4 **Different Timelines** Each hero at location: CNG 6+ test. PASS No effect. FAIL Roll on the Madness Chart. If all heroes at location fail, draw and resolve special Different Timelines card.

5-7 **Tomorrow is Today** Each hero at location takes Sanity Damage (no save). Posse must stay 1 more day in Frozen Outpost and each hero at this location today must roll to select tomorrow's location instead of choosing.

8-9 **Silence and Stasis Fields** Nothing.

10 **Catch Your Breath** Each hero at location may heal mix of Health and Sanity OR recover 1 Grit.

11 **Artefacts in Stasis Field** Draw 2 Artefact Vault Artefacts. One hero at location may make LORE 5+ test. PASS +25 XP and both artefacts may be purchased for 50% (rounded down to $5) value of items and side bag tokens. FAIL Both artefacts may be purchased for 75% (rounded up to $5) value of Artefacts.

12 **Artefact in a Stone** One hero at location may make STR X+ test, where X is Posse level (6+ success x2 if level 7; 6+ success x3 if level 8). PASS Take Wounds (no save) and draw from the Artefact Vault deck until a Hand Weapon is drawn. Take it and discard other cards. FAIL Take Wounds (no save).

Purchases

Chains of Burgnuff	$7,000 + 5	Combat +3 vs single enemy OR +1 and target multiple adjacent enemies, Damage .
Dark Stone Detector	$1,900 + 1	Max 1. +2 Scavenge dice. Each time you gain Dark Stone from, Loot, Scavenge or Encounter, + Dark Stone. If you gain 3+ Dark Stone from one source, take 1 Corruption Hit.
Electric Prod	$650 + 2	+1 Combat. When a Small or Medium enemy is hit, you may push it back 1 space in any direction, pushing other equal-sized or smaller creatures in the way with it.
Electronic Translator	$1,700 + 2	Max 1. Whilst in Targa, +1 CUNNING, +1 LORE.
Ice Armour	$1,000 + 3	Armour 5+, Weather Armour 6+. After each fight vs Cynder enemies, armour is discarded on a roll of 1. Discard the armour at the end of the next adventure in Caverns of Cynder.
Ice Axe	$2,800 + 2	Combat +2, Damage . If less than half health, +1 additional Combat. +1 Damage vs *Cynder* enemies.
Ice Daggers	$1,400 + 1	+2 melee damage. Cannot score Criticals with Ice Daggers.
Ice Sword	$2,000 + 2	+1 Combat. Ignores enemy armour saves. Damage is equal to the to hit roll that caused it.
Item Transformer	$900 + 1	LORE 4+ heroes only. Discard any non-Personal item and gain 1 Dark Stone for each full $120 of items value. Also gain Dark Stone for each icon the item has.
Stun Grenade	$1,200 + 1	Max 1. FREE ATTACK (1/adventure). Ranged attack like Dynamite. All models within spaces of grenade are - Initiative for this fight. Roll separately for each model.

Dark Stone Sphere

DARK STONE SPHERE EVENT CHART

2 **Avalanche** ▸ Place Mine Entrance map tile and three Long Passages. ▸ Place each hero at the start location as if for an adventure. ▸ In Initiative order, each hero must move as normal (including Grit)along the four map tiles to the safety of the puzzle connection at the other end. ▸ The avalanche moves last, spaces on the Mine Entrance, +1 on the first tunnel, +2 on the second and +4 on the third. ▸ Each hero reached by the Avalanche is KO'd and must roll twice on the Injury Chart instead of once.

3 **Weakened by the Dark Stone Sphere** Each hero at location is -1 Corruption Resistance permanently.

4-6 **Dark Stone Influence** random items (no Grit) carried by each hero at location are now +1 .

7-8 **Broken Rock** Each hero at location: AGI 5+ test. PASS +1 Dark Stone per success. FAIL No effect except take Wounds (no save) for each 2 rolled and 1 Bleeding Marker for each 1 rolled.

9-10 **Scattered Dark Stone** Each hero at location gains Dark Stone.

11 **Strengthened by the Dark Stone Sphere** Each hero at location may gain +1 Corruption Resistance.

12 **Dark Stone Sphere Appears** ▸ Heroes at location must jointly choose: do nothing OR draw 1 Future Card OR choose one of World Cards and select an adventure in that World with the new aim of returning to the Mines. ▸ If mission is passed, the Posse additionally draws 1 Artefact Card from that World. ▸ If mission is failed, they must remain in that world until they find a Gate.

SEARCH FOR DARK STONE 1/stay.

Ends location visit. LORE 6+ test. For each success, +10 XP and +1 Dark Stone. For each 1 rolled, take 1 Corruption Hit.

LOOK FOR ANYTHING USEFUL 1/stay.

Ends location visit, Make a Scavenge roll. For each 5 or 6 roll on the *Targa* Scavenge Chart. Each Darkness or Growing Dread instead makes the next event roll at any location at -1.

Forgotten City Halls

ARTEFACT VAULT EVENT CHART

2 **Buried Alive** ▸ Heroes must play CotA Basic 5 / SoD Basic 5. ▸ Remove Cross Passage from Mine map deck and draw 1 other random Mine Map card. ▸ Place 1 random hero on the Cross Passage map tile and, as a separate unconnected map, place the rest of the Posse on the randomly drawn map tile. ▸ Draw +X Mine Map cards, where X is the number of heroes. Take 3 of these cards, shuffle them with the random card the rest of the Posse is starting on and place them at the bottom of the small set of Mine Map cards. The lone hero draws from this deck; the rest of the Posse draw from the main deck. ▸ When the lone hero draws the card for the Map Tile the Posse started on, put the two maps together. ▸ Whichever group doesn't have a lightsource suffers from Voices in the Dark.

3 **Hunter from Another Star** All heroes at location: STR 6+ test. PASS No effect. FAIL Take Horror Hits and Wounds (no save). Regardless of result, during next adventure only Targa threats may be encountered and all have +1 Trait (or Elite Ability if no Traits available).

4-6 **Cold Dread Place** All heroes at location: LUCK 5+ test. PASS No effect. FAIL Add 1 Growing Dread card at beginning of next adventure.

7-9 **Silence and a Strange Feeling** All heroes at location: LORE 5+ test. PASS Gain x$10 for each success. If at least one 6 is rolled, also draw 1 Trederran Loot Card. FAIL No effect, but for each 1 rolled, take 2 Corruption Hits.

10-11 **An Obscure Object** All heroes at location: CNG 5+ test. PASS Gain Tech Tokens (or draw 1 Gear Card without Blasted Wastes). If at least one 6 is rolled, the whole Posse may choose to forgo their Tech Tokens and instead draw 1 Targa Artefact Card. FAIL Gain Scrap Tokens (or x$20 without Blasted Wastes).

12 **Alien Artefact** One hero at location: LUCK 5+ test. PASS Draw 1 World Card and an Artefact from the world OR draw 1 Artefact Vault Card. FAIL Draw 1 Glacier Observation Gear Card and start next adventure with 1 Bleeding Marker.

EQUIP AN EXPEDITION 1/stay.

Ends location visit. Discard any number of items to donate them to a future **Expedition**. Gain 20 XP and 1 **Grit** for every full $100 worth of items discarded. Place all discarded cards face up in a pile. Any hero setting out on a **Expedition** may take any number of objects from this pile (so long as they can carry them), but must discard the items taken once they return from the **Expedition**.

LAUNCH AN EXPEDITION 1/stay.

Ends location visit. May be attempted by a single hero, or any combination of heroes and allies. Take any desired items from available **Expedition** Equipment, and pay Henchmen and Ashigarus $5 each.

Each **Expedition** has multiple **Parts** and multiple **Expedition** Cards per **Part**. You may choose to explore as many **Parts** as the highest hero level (i.e. level 4 = 4 parts max). The number of **Expedition** Cards drawn for each **Part** also depends on highest hero level. Roll separately for each part.

LEVEL	EXPEDITION CARDS PER PART
1-2	-1 (2-5)
3-4	(3-6)
5-6	+1 (4-7)
7	+2 (5-8)
8	Not available

During the **Expedition**, draw **Expedition** Cards from the BOTTOM of the deck and resolve the text on the side of the card with the **light blue Targa symbol**. If this card is successfully resolved, move on. If not, turn it over and resolve the test on the back, with the **red Targa Symbol**.

At the end of the **Expedition**, after each **Part** has been fully resolved, for each **Part** in which all **Expedition** Cards were successfully resolved, draw 1 Artefact from any chosen Other World Artefact deck.

If the hero/whole Posse, was KO'd during a **Part**, they do not receive the Artefact for that Part. If the hero/whole Posse was killed during any **Part**, no Artefacts are drawn.

Glacier Observation

GLACIER OBSERVATION EVENT CHART

2 **Frost Shock** Each hero at location loses Health permanently (save with Weather Armour only). Location stay is over and they may not visit and other location for days.

3 **Deep Freeze** Each hero at location loses 1 max Grit permanently and 1 Grit (save with Weather Armour only). If this would reduce max Grit to 0, lose Sanity permanently instead.

4-5 **Snowstorm** Each hero at location: CNG 6+ test. PASS +20 XP. FAIL Take Wounds (no save) and must remain at location until next day (no event roll). If using Weather, CNG 6+ must be made each day until passed or until a Weather Card with a lower number is drawn.

6-9 **Glacier Edge** Nothing.

10 **Crumbling Away** Each hero at location: SPT 4+ test. PASS Recover Grit. FAIL No effect.

11 **Clear Sky** Do not roll for a town event at the end of today.

12 **Glacier Liquid** Each hero at location gains any mix of Purging Liquid or Glacier Liquid Tokens.

WALK ALONG THE GLACIER EDGE 1/visit.

Ends location visit. AGI 5+ test. FAIL No effect by for each 1 rolled, take Wounds (no Def). PASS For each 5 rolled, +15 XP, for each 6+ rolled, +20 XP. If at least one 6 is rolled also: LUCK 4+ test. PASS Draw 1 Observation Gear Card. FAIL No effect.

WATCH THE WEATHER 1/Posse/stay.

LORE 6+ test. PASS +25 XP and during next Targa adventure, may discard and re-draw 1 Weather Effect Card. If not using Weather, may re-draw 1 Targa Encounter Card instead. FAIL No effect.

PURCHASES

Aiming Laser	$1,000 + 1	UPGRADE (rifle). First Shot each turn is +1 to hit.
Fibro Insulated Coat	$800	Immune to Weather Effects (one at a time is using Weather Effect Cards expansion).
Flare Gun	$750	FREE ATTACK Range 6, Shots 1, Damage . Discard after use.
Frost Gun	$1,800	LORE 4+ heroes only. Range 4, Shots 2, Damage . Damaged enemies may not move next activation.
Glacier Liquid	$175	+1 Glacier Liquid Token. Discard to remove Corruption and take the same amount of Sanity Damage (no save).
Night Vision Goggles	$400 + 1	Immune to Voices in the Dark.
Shielded Dark Stone Bag	$1,000	Max 1. Contains up to 3 Dark Stone which do not cause saves vs Corruption.
Snow Goggles	$550 + 3	-1 Initiative. -1 Damage from each *Weather* source (min 1). +1 Range if limited by Weather.
Targa Map Pad	$600 + 2	CNG 3+ heroes only. Each Targa adventure, may re-draw Map cards just drawn (1/turn). Re-roll each visit.

Technical Room

TECHNICAL ROOM EVENT CHART

2 **Deadly Malfunction** ▸ Location is closed for rest of town stay. ▸ Each hero at location must make AGI 6+ test LUCK 6+ test and CNG 5+ test. ▸ If AGI is failed, gain ⚀ Bleeding Markers for next adventure. ▸ If LUCK is failed, roll once on the Injury Chart. ▸ If CNG is failed, you are also KO'd. Roll for Health and Injury as normal.

3-4 **Quarantine** ▸ Each hero loses all Corruption and takes ⚀ Wounds per point (no save). Each Mutation is removed on 4+ and heroes lose ⚀ Health permanently per Mutation removed. ▸ Each hero must stay at location today AND the next day and may not engage with any services or purchase items.

5 **Out of Order** Location is not available today.

6 **Unavoidable Corruption** Medical Mechanical Attention also causes ⚁ Corruption Hits per use.

7-8 **Cold Operation Tables** Nothing.

9-10 **Prevention Injection** Each hero at location may gain 1 Injection from Technical Room Gear for free.

11 **Upgraded Medical Mechanical Attention** Each hero may use Medical Mechanical Attention twice today (except for Curses) and at the cost of ⚁ Dark Stone per use.

12 **Knowledge of the Ancients** Each hero MUST roll ⚅ for each Injury, Madness, Mutation, Parasite, Curse or Succubi Curse. Injuries, Madness and Mutation are removed on 3+, Parasites on 4+, Curses on 5+ and Succubi Curses on 6+. If at least one 6 is rolled and the hero has no Succubi Curses, they gain ⚀ Health permanently.

MEDICAL MECHANICAL ATTENTION — ⚀ DARK STONE 1/visit.

Not available for Parasites or Succubi Curses.

INJURY/MADNESS

1 **Badly Hurt** Not healed. Lose ⚠ Health permanently.

2-3 **Failed** Not healed, but 1 Dark Stone is refunded.

4 **Expensive Success** Healed, but must pay 1 extra Dark Stone. If not able/willing to pay, result is as Failed above but no refund.

5-7 **Success** Healed.

8 **Awesome Success** Healed and on ⚅ roll of 5+, +1 max Grit.

MUTATION/CURSE

1 **Badly Hurt** Not healed. Lose ⚅ Health permanently.

2-3 **Failed** Not healed.

4 **Painful Success** Healed, but lose ⚁ Health permanently.

5-7 **Success** Healed.

8 **Awesome Success** Healed and remove all Corruption.

PURCHASES Max 1 Injection at a time (until after next adventure).

Anti-Psychotic Injection	$150	Immediately heal ⚅+2 Sanity.
Dark Stone Injection	$100	For next adventure, 1/turn may re-roll 1 failed save vs Corruption.
Healing Liquid	$125	+1 Healing Liquid Token. Heals Ⓟ Wounds but also causes 1 Corruption Hit.
Life Elixir	$5,000 +2 ⓥ	ⓥ Max 1/Posse. When a hero is KO'd, discard to heal ⓅⓅ Wounds/Sanity without rolling for Injury/Madness.
Medicated Bandages	$200	+1 Medicated Bandages Token. Heals ⚅ Wounds and removes 1 Burning or Poison Marker.
Purging Liquid Injection	$175	Remove all Corruption and roll ⚅ (no Grit). **1:** gain 1 Stunned Marker for next adventure, **2:** gain 1 Bleeding Marker, **3:** take ⚅ Wounds (no save), **4-6:** No further effect.
Sedativum Injection	$250 +1 ⓥ	For next adventure, +1 Will save vs Horror Hits.
Serum Injection	$300	ⓥ Immune to Parasites. Immune to Illness, Fever and Parasite travel events and immune to Town Fever event during next town stay. If you gain a Mutation whilst Serum is in effect, also gain 1 Madness.

Trade Cave

Trade Cave Event Chart

2 **Heavy Earthquake** ▸ All heroes at location must play a modified Basic 5 Mission, but in Targa. ▸ Put Exploration Tokens with Gates to one side and add to then 2xX other random Exploration Tokens, where X is number of heroes at location. ▸ Heroes start on the Targa Cross Passage and, following Mission rules, must either find Targa Side of the Mine Entrance (to stay in Targa) or a Gate (to reach an Other World). Do not roll for a Dangerous Escape. ▸ After the first double rolled for Hold Back the Darkness, each double also destroys the least recently placed Map Tile (i.e. Targa Cross Passage first). Any models on a destroyed tile are killed. ▸ PASS Through a Gate: +100 XP and +1 permanent Health. Through Targa Mine Entrance: as for Gate but also +1 Sanity. FAIL Each hero must discard 1 non-personal, non-starting item with a value of $300+, and roll on both the Injury and Madness Charts.

3 **Mysterious Underhand Theft** Each hero at location: LUCK 6+ test. PASS Lose all Dark Stone + ⚁ Gear OR 1/3 total $ (rounded up). FAIL Lose ⚁ Artefacts OR 1/2 total $ (rounded up).

4 **Horrible Things** Each hero at location takes Ⓟ Horror Hits for 3 Damage each. If a hero takes 12+ Sanity Damage, location stay is over and they may do nothing else today.

5-6 **Very Small Offers** Divide Trade Cave Gear in half at random and choose a pack. Only these items are available today.

7-9 **Icy Winds and Traders** Nothing.

10 **Special Offer** ⚁ Trade Cave Gear cards may be purchased for cost -20% today. Each Dark Stone is ⚅x$20 or as per Trading for other items.

11 **A Warm Place!?** Each hero at location heals Ⓟ Health and Ⓟ Sanity.

12 **Lost Side Bag** One random hero: LUCK 4+ test. PASS Gain 1 random side bag token per success. If at least one 6 is rolled, also draw 1 Gear Card. FAIL No effect.

Purchases

Items at the Trade Cave may only be bought using Nuggets/Golddust/Ingots or traded for items of equal value. Change is given in Nuggets/Golddust/Ingots. If not using alternate money system, items must be traded for and no change is given. Each hero wishing to trade must make 1 CNG 5+ test to determine item prices for that hero today. For each **6** rolled -$100, for each **5** -$50. for each **2** +$65 and for each **1** +$125.

Frost Lantern	$600	Max 1 light source/Posse. When Hold Back the Darkness is passed, 1 hero on same Map Tile as Lantern Bearer may heal 1 Wound or Sanity. When roll is failed, 1 hero must take 1 Wound or Sanity Damage (no save).
Frost Tattoo	$600	Max 1 tattoo/slot. Weather Armour 6+.
Frozen Herbs	$100	+1 Frozen Herbs Token. Discard to ignore all Sanity Damage from one source.
Heavy Weather Protection	$1,500	Weather Armour 5+. Each time you kill and enemy roll ⚅. Recover 1 **Grit** on a 5 or 2 **Grit** on a 6. If equipped in Caverns of Cynder, take 2 additional hits from the World effect.
Ice Cone	$500	FREE ATTACK Melee only. Damage Ⓟ (no Defence). Discard after use, if not used by end of next adventure, after a fight with *Cynder* enemies (even if not used) and immediately upon entering Caverns of Cynder.
Ice Dice	$3,000	LORE 4+ heroes only. Max 1 per Posse. May roll Ⓟ instead of ⚅ when checking for a town event at end of day, except for Demonic Enclave.
Ice Shots (Ammo)	$500	Hits ignore Endurance. Discard immediately if Threat is *Cynder* or upon entering Caverns of Cynder. Lasts for one adventure.
Ice Spikes	$1,200	UPGRADE (boots). +1 Move on Targa Plateau. All unarmed melee to hit rolls now use Ⓟ instead of ⚅.
Iced Oil	$175	+1 Iced Oil Token. Discard to ignore the effects of 1 Injury until end of next adventure.
Strange Tattoo	$1,100	Once per visit to a non-Standard Frontier town (i.e. Mutant or Rail) or Other World Town, you may re-roll 1 location event roll.

RUINED TOWN

SPECIAL RULES

ETERNAL WAR At the start of each day, roll ⚅ for each location except No Man's Land. On **1-2** (or **1-3** if the last Mission was failed) it is destroyed.

REBUILD ▸ Max 3/stay/hero. Any hero may give up their day in town to help rebuild a location of their choice: STR 4+ test. PASS +25 XP and place 1 Progress Marker on the location. For each six, place an extra Marker (2 in total). FAIL No effect except for each 1 rolled, hero takes ⚅ Wounds (no save) and 1 Patrol Marker is added to the stack. ▸ Progress Markers required to rebuild are max hero level x number of heroes.

ONE CHART ROLL When heroes have decided which locations they are visiting that day, only 1 hero makes a location chart roll for each visited location.

STAYING OVER NIGHT All heroes stay at the Air-Raid Shelter.

PATROL MARKERS AND DISCOVERY

▸ At the end of each day, add 1 Patrol Marker to the stack. Rolls for detection are only caused by events. ▸ If required to, roll ⚅⚅. If the roll is equal to or greater than the number of heroes + the number of Patrol Markers, nothing happens. If it is lower, the Posse encounters a patrol. ▸ Draw 1 Trederran Map Card and place it with the heroes in the Centre. ▸ Roll 8. If result is less than highest hero level, draw 1 Trederran Faction Card. ▸ Draw 1 Trederran Threat Card and place the models in Ambush on the Map Tile. ▸ Resolve the fight as normal, but at the end of each turn, roll ⚅ for each surviving location in the town (excluding No Man's Land). On a 1, it is destroyed and no longer available for this visit. ▸ If the heroes are defeated, they are all KO'd as normal and the town is destroyed. ▸ If the Posse wins, remove all Patrol Markers from the stack and the heroes gain XP, roll for Catch Your Breath and draw Loot as normal.

AIR-RAID SHELTER (CAMP SITE) HAZARD CHART

This is the only place to stay in the Ruined Town.

2 **Massive Bombardment** ▸ Air-raid Shelter is destroyer and Posse may only spend 1 more day in town. ▸ All heroes at location take ⚅ Horror Hits and must make a CNG 6+ test. PASS No effect. FAIL Roll on the Injury Chart. ▸ Also, all heroes at location for every item the carry: AGI 4+ test. PASS No effect. FAIL Item is discarded.

3-4 **Gas Attack** ▸ All heroes at location: LUCK 5+ test. PASS +10 XP. FAIL Take ⚅ Wounds (no save) unless hero has a gas mask or similar, and start next adventure with ⚀ Potent Poison Markers. ▸ Air-raid Shelter may only be used again once 50% of Posse (rounding up) has spent 1 day in town doing nothing. Otherwise, Air-raid Shelter is destroyed and heroes may only spend 1 more day in town.

5-7 **Echoes of War** Each hero at location: Take 8 Horror Hits OR roll once for Discovery.

8-10 **A Not-So-Distracted Night** Nothing.

11 **Peaceful Dreams** All heroes at location heal ⚅ Sanity and ⚀ Wounds, and make a LORE 4+ test. PASS Recover 1 Grit. FAIL No effect.

12 **A Break in the Endless War** All heroes at location choose: heal any mix of ⚅⚅ Health and Sanity OR recover ⚀ Grit OR gain ⚀ special ability tokens (i.e. Fortune, Fury) OR remove ⚀+1 Patrol Markers from the stack.

RUINED TOWN EVENT CHART

2 **Airstrike** ▸ All heroes: STR 6+ test for each group of 3 ✶ or part there of (i.e. 7 ✶ is 3 tests). ▸ Heroes may discard items in order to reduce the number of tests. PASS If all tests are passed, +25 XP and draw 1 Loot Card. FAIL Roll ⚅⚅+5 on the Injury Chart for each failed test.

3 **The War is Becoming Insane** When rolling for a town event, roll ⚅⚅. Either ⚅ can trigger an event.

4 **Trederran Mobilization** For every future visit to Trederra, forever, all enemies gain 1 additional Elite Ability.

5 **Enemy Patrols Increasing** Add an extra Patrol Marker to the pool at the end of this day. Make a Discovery roll at the end of each day until end of stay.

6 **Nerve Gas Clouds** All heroes: CNG 6+ test. PASS For 2+ successes, +20 XP and draw a Trederran Scavenge Card (keeping Growing Darkness and Darkness Cards for next adventure). For 1 success, +10 XP but gain 1 Bleeding Marker for next adventure. FAIL Gain ⚁ Bleeding Markers and ⚀+1 Poison Markers for next adventure.

7-9 **Dark Stone Radiation** All heroes take ⚀+1 Corruption Hits.

10-11 **Exploding Mine** All heroes: AGI 5+ test. PASS +10 XP. FAIL Take ⚅ Wounds and gain 1 Stunned Marker at start of next adventure.

12 **Collapsing Building** ▸ All heroes must choose 1 location. Roll 10 to see which location is destroyed. **1-8:** relevant building, **9-10:** Air-raid Shelter. ▸ Any heroes at the destroyed location are KO'd and must roll on the Madness Chart as well as the Injury Chart. ▸ If the Air-raid Shelter is destroyed, the town visit is over for all heroes.

Dark Stone Upgrader

Dark Stone Upgrader Event Chart

2 **Dark Stone Pollution** ▸ All heroes at location take (P) Corruption (no save). ▸ One chosen hero make CNG 6+ tests equal to the highest hero level. PASS For each success, +25 XP, +(⚀) Dark Stone and remove 1 Patrol Marker from the stack. FAIL For each failed test, take (P) Corruption (no save) and add 1 Patrol Marker to the stack. ▸ If half or more (rounding up) of the tests are failed, each hero at location must roll (⚅) for each (●) item or Mutation they have. On a 1 or 2, that item/Mutation gains the enemy ability Dark Stone Radiation (1 if (●) or 2 if (●)(●)).

3-4 **Out of Control Dark Stone** ▸ Each hero at location must roll (8) (no Grit) for every Dark Stone shard or (●) icon on each of their items. ▸ **1:** Discard item/shard and hero takes (⚅⚅⚅) Wounds (no save) and (⚅) Corruption Hits. All other heroes take (⚅) Wounds (no save) and (⚁) Corruption Hits. **2:** Hero takes (⚅) Wounds (no save) and 1 Corruption (no save). If an item and not a shard on (⚅) roll of 1-3, item price is reduced by half. **3:** May sell this shard for (P)x$30 / May sell this item for sell price +(P)x$20. **4:** AGI 4+ test, PASS No effect. FAIL Discard item. **5:** May sell shard for only (⚁)x$20 / May sell item for sell price -(⚅)x$20. **6:** Discard shard/item but gain 1 Injection (Doc's Office/Targa Technical Room/Field Doc) for free. **7:** Discard shard/item, gain 1 Health permanently and recover max Grit OR max special ability tokens. **8:** Keep shard/item and increase Corruption Resistance by 1 if a shard or number of (●) icons if an item.

5-6 **The Casualties of War** Each hero at location takes (8) Horror Hits, must make a CNG 6+ test and may a Scavenge roll (Growing Dread and Darkness are added to next adventure). PASS +15 XP. FAIL Gain (⚅) Poison Markers for next adventure.

7 **Movement in the Distance** Each hero at location: CNG 5+ test. PASS +10 XP. FAIL Add 1 Patrol Marker to the stack and roll once for Discovery at the end of the day.

8-9 **Strange Feelings** Nothing.

10-11 **Some Materials Needed** Each hero at location may discard Dark Stone Shards or (●) items. For every 3 shards or (●) icons on discarded items, draw 1 Dark Stone Upgrader Card and choose one to keep.

12 **A Masterpiece** One random hero at location may roll (⚅). **1-2:** Gain Dark Stone Trench Knife for free, **3-4:** Gain (⚀) Dark Stone Thermal Charges for free, **5-6:** Gain 1 Dark Stone Energy Cell for free.

Purchases

III	**Dark Stone Bullets**	$225 +1 (●)	(●) Ammo. All guns hits are +1 Damage. Lasts 1 adventure.
	Dark Stone Collector	$600	Max 1. Holds up to 3 Dark Stone and protects against saves vs Corruption from them.
	Dark Stone Dynamite Caps	$150 +1 (●)	For the next adventure, all your Dynamite causes +2 Damage.
III	**Dark Stone Energy Cell**	$1,000 +2 (●)	(●)(●) Ammo. LORE 4+ heroes only. +(⚁) Damage to all gun hits. Lasts 1 adventure. Counts as (⚅) (●) when selling or transporting.
	Dark Stone Grenade	$1,000 +2 (●)	(●) +1 Dark Stone Grenade Token. Functions as Dynamite, except take 1 Corruption Hit when used and Damage to target is (10). Damage to adjacent models is (8).
	Dark Stone Liquefier	$1,200 +2 (●)	Discard 1 Dark Stone shard or item with a (●) icon to recover (⚁) Grit and take the same amount of Corruption (no save).
	Dark Stone Thermal Charge	$700 +2 (●)	(●)(●) Max 1. Functions as Dynamite except Damage is (⚅⚅⚅). Leaves 1 Radiation Marker on target space which causes (⚁) Corruption Hits to heroes or allies on or passing through that space.
	Dark Stone Trench Knife	$1,800 +4 (●)	(●) (■) +1 Combat, Damage (P).
	Liquid Dark Stone Ampoule	$500	Max 1. Requires a Belt to use. May hold up to 2 Liquid Dark Stone and prevent saves vs Corruption. See Demonic Enclave for Liquid Dark Stone rules.
	Mark IV Upgrade	$4,200 +8 (●)	(●) UPGRADE (gun) +(⚀) damage on all hits with this gun. May only be attached once to each gun.

Field Doc

FIELD DOC EVENT CHART

2 **Mad Scientist** ▸ One random hero at location: STR 6+ test. Other heroes at location allow chosen hero to re-roll 1 STR test die per point of STR they themselves have (dice may be re-rolled more than once). ▸ PASS If all dice succeed, choose: +1 Health permanently or draw 1 Field Doc Gear card. PARTIAL PASS If the dice are a mixture of 6s and other numbers, the hero must roll on the Injury Chart for each die that is not a 6, but adding +1 to the lowest roll per die that is a 6. The hero must take the two lowest rolls (or one if only 1 die was not a 6) and apply those Injuries. FAIL If no dice are 6s, as well as the two Injuries above, the hero must also roll once on the Madness Chart. ▸ The Field Doc is not available for services or purchases today.

3 **Insane from the Endless War** Surgery and Curing rolls are -1 today. Draw 1 Growing Dread Card for each hero at a location that is not the Air-raid Shelter or Non Man's Land, and add to the stack for the next adventure.

4 **Trederran Commando Force** Visit for all heroes at this location is over and location is closed for the day. Immediately roll once on the town event chart, resolve the result and roll for Detection once at the end of the day.

5-7 **Not Much Time** All heroes at location may only purchase P+3 items and side bag tokens in total today.

8-9 **Busy Field Doc** Nothing.

10-11 **Good Stocking** Today, one Dark Stone may be traded for 2 Bandages, or 3 Dirty Bandages, per shard.

12 **An Expert Healer** Each hero at location is instantly healed of one Injury, Madness or Mutation (their choice of condition). Roll ⚅. On a 1, that hero takes 8 Wounds (no save).

SURGERY $200 1/Injury/day.

0-1 **Badly Hurt** Not healed. Lose ⚀⚀ Health permanently.

2 **Failed** Not healed. Lose ⚁ Health permanently.

3-4 **Expensive Success** Healed, but must pay extra $100 or 1 Dark Stone. If not able/willing to pay, result is as Failed above.

5-6 **Success** Healed.

CURING $300 1/Madness or Mutation/day.

0-1 **Badly Shocked** Not healed. Lose ⚀⚀ Sanity permanently.

2 **Failed** Not healed. Lose ⚁ Sanity permanently.

3-4 **Partial Success** Healed, but roll ⚅. **1:** Lose ⚁ Health permanently, **2:** Lose ⚁ Sanity permanently, **3-5:** No effect, **6:** +1 Sanity permanently.

5-6 **Success** Healed.

PURCHASES

Bandages	$65	+1 Bandages Token. Heals ⚅ Wounds.
⬆ **Cattarri Injector**	$2,200	⊙ UPGRADE (torso clothing) Max 1. Heal 1 Wound at the start of each turn. Discard at end of adventure on ⚅ roll of 1, or if the Mission is failed.
Distilled Alcohol	$60	+1 Whiskey Token. Heals ⚅ Sanity Damage.
Dirty Bandages	$35	+1 Dirty Bandages Token. Heals ⚅-1 Wounds (min 0).
Extracting Knife	$750	⊙ 1/adventure use 1 Grit and take ⚅ Wounds in order to remove ⚀ Corruption.
Field Ration	$350	Discard to recover ⚀ Wounds, ⚀ Sanity Damage and on ⚅ roll of 3+, 1 Grit.
Field Surgery Kit	$500	Discard when another hero on same Map Tile has just rolled an Injury: CNG 6+ test. PASS +50 XP and cancel other hero's Injury. FAIL Target hero loses ⚀ Health permanently.
⬆ **Heart Injector**	$4,500 +4 ⊙	⊙ UPGRADE (torso clothing) 1 Injection max. 1/adventure, if KO'd, may immediately recover an mix of PP Health and Sanity with no Injury/Madness roll, but lose ⚀ Health permanently. If KO'd a second time, roll twice for Injury/Madness and take the lowest result.
Mutation Suppressant	$30	Max 1 Injection. Until end of next adventure, 1 chosen Mutation is no longer in effect. If this leaves you with 0 Mutations, temporarily lose *Mutant*.
Small Anti-Rad Injection	$400	+1 Anti-Rad Token. Discard to remove ⚅ Corruption.
Small Transfusion Kit	$850	✖ CUNNING 3+ heroes only. When another hero on same Map Tile has just rolled an Injury, use 1 Grit and take 8 Wounds (no save) to cancel the Injury. Use gains +50 XP and items is discarded on ⚅ roll of 1 or 2.
Tar Candy (Tar-Konffeine)	$650	Discard to remove all Stunned Marker and roll ⚅. **1-2:** recover 1 Grit, **3-4:** recover 2 Grit, **5-6:** recover 3 Grit. At end of adventure roll ⚅ for each Tar Candy used and gain 1 Poison Marker for next adventure per 1 rolled.
War Drugs	$280	+1 War Drugs Token. Discard to recover max Grit and 1 special ability token (i.e. Fury). At end of adventure, roll ⚅ per War Drugs used. For each 1 rolled, take ⚀ Horror Hits, +1 Travel Hazard and may do nothing for 1 day of next town stay (starting with first).

No Man's Land

NO MAN'S LAND EVENT CHART

2 **Heavy Artillery Bombardment** ▸ Draw 1 Trederra Map Card per hero at location. ▸ Place the Trederran side of the Mine Entrance tile on the table, lay the drawn Map Tiles in a straight line from the Mine Entrance, then place the Minefield Map Tile at the end. ▸ Cap 1 random Minefield exit with a gate and place end caps on all other exits. ▸ Play as normal mission except for following: the hero Posse Depth Track marker starts 1 space, +1 per hero at location, from start. ▸ Each turn, before rolling for Hold Back the Darkness, resolve the Call in Artillery card twice. ▸ All Hold Back the Darkness Rolls must be 1 higher than normal. ▸ Draw 1 Trederran Faction Card. All enemies encountered are from this faction and also gain the Elite Ability Veterans of the Kraken Offensive for free. ▸ No Loot is generated, but heroes may make 2 Catch Your Break rolls. If a hero is KO'd, they are killed instead. ▸ The heroes must reach the Gate. The first hero to reach the Gate draws 1 World Card for its destination (re-draw if Trederra). Each surviving hero draws 1 Trederran Artefact card. Killed heroes may be resurrected at the next town.

3-4 **Doomsday Device** Each hero at location: LUCK 6+ test with at least 2 successes. PASS -⚀ health permanently. FAIL Hero is KO'd and must roll on Injury Chart at -10.

5-6 **Stirred Up Graveyard?** Each hero at location: STR 6+ test. PASS Take ⚅ Horror Hits. FAIL ⚃ Sanity permanently and location visit is over for this hero. The hero may not visit this location again during this town stay.

7 **Bombed Ruins** Each hero at location must choose one of: LUCK 5+ test. PASS No effect. FAIL Take ⚅ Hits for 2 Damage each and ⚃ Corruption (no save). OR Roll ⚅⚅. For each die, **1:** +1 roll for Detection at end of day, **2:** +1 Stunned Marker for next adventure, **3:** Take ⚀ Corruption (no save), **4:** Take ⚃ Hits and ⚃ Horror Hits all of which do 2 Damage, **5:** Nothing, **6:** Draw 1 Trederra Scavenge Card (or roll on table at +1). One drawn card may be discarded and re-drawn.

8-9 **In the Trenches** Each hero at location may roll ⚅⚅. For each die, **1-2:** Will save or gain 1 Poison Marker for next adventure, **3-4:** Take 1 Corruption (no save), **5-6:** Draw 1 Trederra Scavenge Card.

10 **Silence Over the Battlefield** Each hero at location may recover 1 Grit OR roll ⚅⚅. For each die, **1:** Take 1 Corruption (no save), **2-4:** Nothing, **5:** +$25, **6:** Draw 1 Rebuilding Card or 1 Trederra Scavenge Card.

11 **A 'Friendly' Soldier** Each hero at location must choose: take the Speak to the Soldier from a Distance special card OR draw 1 Helping the Soldier Card.

12 **No-So-Bombed-Out District** Draw ⚃ Rebuilding Cards for free. These must be used during this town stay. Each hero at location may also make a LUCK 4+ test. PASS Recover ⚃+1 Grit. FAIL No effect.

SPY ON THE FRONT LINES 1/Posse/stay.

Ends location visit. CNG 5+ and LUCK 6+ test. CNG PASS +15 XP per success and draw 1 Trederran Faction card per 6 rolled. Choose one of the Faction Cards for the next adventure in Trederra. CNG FAIL Take ⚅ Hits. LUCK PASS No effect. LUCK FAIL Take the special card for not having seen the enemy's spotters. If both tests succeed gain an additional 15 XP and draw 1 Field Doc Gear Card (re-draw if value is greater than $1000).

MATERIALS FOR REBUILDING 1/visit.

Ends location visit. CNG 6+ test. PASS For each 6 rolled, draw 1 Help to Rebuild Card and you may choose to make another CNG 6+ test. FAIL No effect and you may not make another CNG 6+ test. Whether successful or not, for each 1 rolled: +1 roll for Detection at the end of the day, and for each 2:, roll for Defence or gain 1 Stunned Marker for the next adventure.

SEARCH FOR A GATE 1/visit.

Ends location visit. Roll ⚅⚅. For each die, **1:** Take 1 Corruption (no save), **2:** Take 1 Corruption Hit, **3:** Roll for Defence or gain 1 Poisoned Marker for next adventure, **4-5:** Nothing, **6:** Draw 1 Trederra Scavenge Card OR add 1 die to the Gate Pool. After all heroes have resolved their ⚅ rolls, one random hero must roll the Gate Pool dice. For each 6 rolled, draw 1 World Card then choose 1 to keep. When leaving the Ruined Town, the Posse may travel to the Other World through this Gate.

SCAVENGE THE TRENCHES 1/visit.

Ends location visit. Roll ⚅⚅. For each die, **1:** Gain 1 Bleeding Marker for next adventure, **2-5:** Nothing, **6:** Draw 2 Trederra Scavenge Cards OR add 2 Progress Markers to 1 destroyed location. If Growing Dread or Darkness Cards must be drawn, draw 2 instead of 1 and add to the stack for the next adventure.

Scrap Dealer

SCRAP DEALER EVENT CHART

2 **Hell on Trederra** ▸ Flip the town board to the side with the lava crevasses showing. ▸ For the rest of this stay, each hero must make an AGI 6+ test for each crevasse they must cost when travelling between locations. PASS No effect. FAIL -1 Health permanently and +⚀ Burning Markers for next adventure.

3 **Unknown Anomaly** ▸ Each hero at location must roll ⚅ for every non-Starting item and side bag token they have. On a 1 or 2, discard the item. ▸ Once all items are rolled for, draw 1 item from the same deck as the discarded item (i.e. Cynder Artefact, Town Item) and gain that card as a replacement. ▸ For side bag tokens, place 1 of each on the table or in a bag and choose 1 without looking.

4 **Dangerous Dark Stone Items** Each hero at location must make 1 Will save +1 per Dark Stone shard or icon on an item they are carrying. For each failed save, roll ⚅. **1-2:** -1 Corruption Resistance, **3-5:** Take 1 Corruption (no save) and ⚅ Horror Hits, **6:** Take ⚀ Horror Hits.

5-6 **Dangerous Toxic Canisters** ▸ Draw 1 Trederra Map Card and place the tile. ▸ One random hero takes X+3 Toxic Could Markers (where X is number of heroes at location) and, holding them 12+ inches above the Map Tile, drops them. ▸ The space they land on is the space they will occupy (max 3 per space). Any that fall outside the area add +1 Poison Marker to each hero at location for next adventure. ▸ Each hero must place their model on a space and then scatter (like Dynamite) 6-AGI times, interacting with any Toxic Clouds as they go. ▸ If they scatter off the map tile, they take ⚅ Wounds (no save). If they end their scattering on the same space as another hero, this hero suffers effects of ALL Toxic Cloud Markers on tile.

7 **Increasing Destruction** Each time this event is rolled, rolls to check for town events are -1.

8-10 **Collected and Broken Items** Nothing.

11 **Scrap and Tech** Each hero at location gains ⚅ Tech Tokens and ⚅ Scrap Tokens.

12 **Dark Stone Distilled Alcohol** Each hero at location gains ⚀ Tonic Tokens for free and may take 1 Corruption (no save) to recover 1 Grit up to their max.

PURCHASES

Absorbing Breastplate	$1,200	✖ +3 Health. Ignore any Stunned Marker on ⚅ roll of 5+.
Battle Knife	$1,050	✋ ✖ FREE ATTACK (1/turn) Combat 1, Damage P, cannot cause Criticals.
Broken Trinoculars	$560	✖ 1/adventure discard and re-draw 1 Map Card. 1/travel to town, cancel 1 Travel Hazard on ⚅ roll of 5+.
Dirty Bandages	$35	+1 Dirty Bandages Token. Heals ⚅-1 Wounds (min 0).
Improved Machete	$800	✋ ✖ +1 melee Damage.
Old Trederran Breather Mask	$1,400	✖ +1 max Grit. Ignore any new Corruption point or Poison Marker on ⚅ roll of 6.
Scrap Token	$25	+1 Scrap Token.
Shatter Grenade	$220	+1 Shatter Grenade Token. Use like Dynamite except Damage is ⚀ and all affected models gain 1 Stunned Marker.
Tech Token	$100	+1 Tech Token.
Trederran Breastplate	$2,000	✖ Health +5. Ignore any new Corruption point on ⚅ roll of 5+.
Trederran Boots	$1,100	✖ +1 Move, +1 Corruption Resistance.
Trederran Duster	$1,360	✖ Armour 6+, +1 Corruption Resistance.
Trederran Scrap Sack	$475	STRENGTH 3+ heroes only, max 1. Holds 25 Scrap Tokens which are hidden and do not contribute to ✖.
Trench Strap	$900	✖ +1 side bag token capacity, +1 ✖ capacity. May not be used with Trederran Gear Harness.
Used Trench Shovel	$600	✖ +1 Scavenge die. 1/turn, discard and re-draw 1 Scavenge Card. After each use, discard on ⚅ roll of 1-3.

War Equipment

WAR EQUIPMENT EVENT CHART

2 **The Darkness Arrives** ▸ Draw 1 Darkness Card for the next adventure. ▸ From now on, at the start of each day, all heroes must roll ⚅ vs the Town Event Tracker. If the roll is equal to or lower than the day, +1 more Darkness Card for the next adventure.

3-4 **Dealer Killed** ▸ Location is closed today. Each day roll ⚅ (no Grit) vs Town Event Tracker. If roll is equal to or lower than day, location is available again. ▸ If this event is rolled for a second time (once the dealer is open again), location is destroyed and each hero at location: AGI 6+ test. PASS No effect. FAIL Take ⚅ ⚅ Wounds (no save) and ⚅⚅ Sanity Damage (no save).

5 **Enemy Spotting** ▸ Each hero at location: LUCK 5+ test. PASS +10 XP. FAIL +1 Patrol Marker to stack. ▸ For each 1 rolled, +1 roll for Detection at the end of today.

6-7 **Strange Noises** Each hero at location: LORE 5+ test. PASS if ALL heroes at location pass, no effect otherwise: FAIL Each hero at location AGI 5+ test. PASS Take ⚅ Hits for 2 Damage each. FAIL Take ⚅ Hits for 3 Damage each. If a hero takes 6+ Wounds, +1 Bleeding Marker for next adventure.

8 **War Equipment** Nothing.

9-10 **Not Many Customers** All prices are -10% (rounded up to nearest $5) for today.

11 **Lots of Boots** One random hero at location gains 1 Trederran Scout Boots for free. This item is not available for purchase today.

12 **Valuable Information** If heroes at location spend $600+ today, one random hero gains 1 Military Map Gear card for free.

PURCHASES

Breather Mask	$1,200	⧗ +2 Sanity. Immune to Poison and Toxin Clouds.
Dark Stone Supported Gloves	$1,300	⧗ +2 STRENGTH. If 3 dice of same number are rolled on any STRENGTH test, discard item.
Decontaminator	$800 +1	⧗ Instead of making an action (i.e. an Attack), you may make a LORE 5+ test. PASS Remove Radiation Markers (not permanent Radiation Symbols) OR Toxic Cloud Markers. +10 XP per Marker removed. FAIL No effect.
Hand Scanner	$800	⧗ You may give up your action to discard all Land Mine Markers on your space and adjacent to you.
Shovel	$1,400	⧗ +1 melee Damage. 1/adventure, discard and re-draw 1 Artefact, Loot or Scavenge card.
Soldiers' Pants	$750	⧗ +1 Corruption Resistance, +1 side bag token capacity.
Trederran Dark Stone Lantern	$1,650	⧗ Max 1 Light Source per Posse. 1/turn you may discard 1 Dark Stone shard or item to re-roll 1 of the dice rolled for Hold Back the Darkness. This re-roll cannot trigger Depth Events with a double.
Trederran Lieutenant's Boots	$2,500	⧗ Replace all ⚅ used for movement with (recover Grit on 6).
Trederran Scout's Boots	$650	⧗ +2 Move.
Trederran Stallion	$750	Move 6+⚅ [10]. Health 12 (Def 4+). Use 1 Grit for this hero to ignore effects of 1 Travel Hazard or Overland Encounter. FREE ATTACK (1/turn, front/back only) Combat 1, Melee 5+ Damage 8.
Trederran Tomb Chest	$600	⧗ Holds up to 8 and prevents saves vs Corruption because of them.
Trederran Trench Pistol	$1,000	⧗ Range 5, Shots 2, Damage ⚅+1. Take 1 Corruption Hit each time weapon is fired.
War Dice	$1,000	⧗ Max 1. X/adventure (where X is hero level) roll 1 die of any type and place it on this card. Next time you need to roll this type of die, you may instead substitute the roll on this card, taking 1/2 roll number (rounded up) Corruption (no save). Only then may you change die or re-roll the chosen die.
War Helmet	$1,100	⧗ -1 Damage from all explosives and explosive effects (min 1). Immune to Stunned.

Weapon Smuggler

Weapon Smuggler Event Chart

2 **Tremendous Earthquake** ▸ Location is destroyed and all heroes at location today are trapped. ▸ Place xX (where X is the number of heroes at the location) Rubble Markers on this location. Heroes inside and outside the location must dig out the trapped heroes before they can do anything else. Heroes may dig each day. ▸ INSIDE STR 6+ test. PASS For each success remove 1 Rubble Marker and +10 XP. FAIL No effect. Heroes carrying a Shovel, Trench Shovel, Pick Axe or similar may remove 1 additional Marker automatically. OUTSIDE Heroes no trapped inside follow the normal Rebuilding rules except they remove Rubble Markers instead of adding Progress Markers. +5 XP per Marker removed. ▸ Trapped heroes have days of air. If they are not rescued by the time this runs out, they are all killed. ▸ If they are rescued in time, one random hero may make a LUCK 6+ test. PASS Draw 1 Weapon Smuggler Card. FAIL No effect.

3-4 **Search for the Smuggler** ▸ Roll immediately for Detection. If spotted, location visit is over and fight ensues as per usual rules. ▸ For the next time the heroes adventure in Trederra, even if it is not the next adventure, add +2 Patrol Markers to the stack.

5-7 **Very Low on Smuggled Goods** Each hero at location: LUCK 5+ test. PASS Draw 2 Weapon Smuggler Cards. FAIL Draw 1 Weapon Smuggler card. These are the only items available for sale today.

8 **Usable Items** Nothing

9 **A Good Deal?** One Splatt Gun is available for sale today for $3,000. One hero may purchase it. If more than one wishes to purchase, hero with highest Initiative makes the purchase.

10 **Another Good Deal?** One Dark Stone Quad Shotgun is available today for $800xX, where X is equal to the purchasing hero's level. One hero may purchase it. If more than one wishes to purchase, hero with highest Initiative makes the purchase.

11 **Huge Stocking** Each hero at location: CNG 5+ test. PASS All costs today are -10% rounding down to nearest $5). If at least one 6 was rolled, costs are -20%. FAIL No effect.

12 **Newly Invented Trederran Weapon** One random hero at location may purchase the Dark Stone Gauss Rifle, a unique item with a special card which is only available through this event. Only 1 may ever be purchased. Purchasing hero: CNG 6+ test. PASS For each success, reduce cost by $1,000. FAIL No effect. If this event is ever rolled again, location is immediately destroyed and all heroes at location take 1 Injury and 1 Mutation.

Purchases

Blasting Detonator	$180	Spend 1 movement to drop 1 Explosives Token on current space. Use this item to detonate them all together at any time.
Dark Stone Carbine	$1,600	Range 8, Shots 2, Damage +1. Take 1 Corruption Hit when fired.
Dark Stone Quad Shotgun	$1,000/X	X is equal to purchasing hero level. Range 5, Shots X. If an enemy is killed with this gun, take 1 Corruption (no save).
Disguise Armour	$2,600	STRENGTH 4+ heroes only. -1 Initiative, +2 Health, Cover 6+ vs ranged attacks.
Inhabitant Gas Mask	$1,400	+1 on all Catch Your Breath roles. At the end of each fight, recover 1 Grit on roll of 4+.
Junk Bomb	$175	+1 Junk Bomb Token. Use like Dynamite except Damage is -5 (min 0).
Officers' Braiding	$850	CUNNING 4+ heroes only. +1 Initiative. You may activate before enemies with equal initiative.
Raider's Sabre	$2,000	You may make a melee attack and a ranged attack each activation. 1/turn re-roll 1 missed melee to hit die.
Repeating Trench Pistol	$2,800	Range 5, Shots 2, Damage . Take 2 Corruption Hits when fired.
Shatter Grenade	$200	+1 Shatter Grenade Token. Use like Dynamite except Damage is and all affected models gain 1 Stunned Marker.
Splat Gun	$3,500	Range 3, Shots 2, Damage +2 if target is adjacent, +1 if 1 space away or if 2 or 3 spaces away.
Weapon Fuel	$800	Discard to gain Fuel Markers.
Z-4 Grenade	$300	Max 2. +1 Z-4 Grenade Token. Used like Dynamite except Damage is in target space.
Z-4 Stabilizer Belt	$1,500	-1 Initiative, +2 Move.

Equipment Catalogue

Ammunition iii

Acid Ammo	$150 + 1	CY: Demonic Market	30	All gun hits +1 Damage. Wounded enemies +1 Stunned Marker. If half or more of your hit rolls miss (before Grit), hero gains 1 Stunned Marker. Lasts 1 Adventure.
Blessed Arrow	$25	FT: Indian Trading Post	14	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for +3 Damage to a *Demon* enemy.
Blood Arrow	$100	FT: Indian Trading Post	14	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for this Hit to ignore cover and toughness.
Blood Ammo	$200	FT: Smuggler's Den	18	Lasts 1 adventure. When enemy is killed by Critical hit, +1 Shot with this gun (max 2 per turn).
Caine's Arrow	$150	CY: Purgatory	33	Max 1. Discard to remove 1 Parasite, Succubi Curse or Curse on a 4+ and gain Corruption (no save).
Dark Stone Arrow	$25	FT: Indian Trading Post	14	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for + Damage.
Dark Stone Bullets	$200-$225 +1	FT: Blacksmith / TD: Dark Stone Upgrader	7, 58	Ammo. All guns hits are +1 Damage. Lasts 1 adventure.
Dark Stone Shot	$200 +1	FF: Swordsmith	40	Bullets or arrows. All gun or bow hits are +1 Damage. Lasts 1 adventure.
Dark Stone Energy Cell	$1,000 +2	TD: Dark Stone Upgrader	58	Ammo. **LORE 4+** heroes only. + Damage to all gun hits. Lasts 1 adventure. Counts as when selling or transporting.
Demon Shot Ammo	$50	FT: General Store	13	+1 Damage vs *Demon* enemies. Lasts 1 adventure.
Diablo Bullets	$300	FT: Outlaw Town	5	All gun hits do 1 extra Wound that bypasses ALL forms of defence.
Eagle Feather Arrow	$50	FT: Indian Trading Post	14	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for +2 Shots with this bow after scoring a Critical.
Gatling Gun Ammo	$500	FT: Frontier Outpost	11	Last for 1 adventure. Housing and Tripod required for Gatling Gun.
Hell Ammo	$250	FT: Smuggler's Den	18	Lasts 1 adventure. All gun Hits count as Criticals, but each 1 causes 1 Corruption Hit to hero.
Holy Shot Ammo	$50	FT: General Store	13	+1 Damage vs *Undead* enemies. Lasts 1 adventure.
Hunting Arrow	$25	FT: Indian Trading Post	14	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for +3 Damage to a *Beast* enemy.
Ice Shots	$500	TA: Trade Cave	56	Hits ignore Endurance. Discard immediately if Threat is *Cynder* or upon entering Caverns of Cynder. Lasts for one adventure.
Inferno Ammo	$100	FT: Smuggler's Den	18	Lasts 1 adventure. Shotgun only. Crits do +1 damage (including splash damage).
Lead Arrow	$250	CY: Purgatory	33	Max 12 arrows total. Discard before to hit roll for +1 Damage instead of . If you miss, take 1 Wound (no save).
Silver Shot Ammo	$50	FT: General Store	13	+1 Damage vs *Beast* enemies. Lasts 1 adventure.
Spirit Arrow	$25	FT: Indian Trading Post	14	*Tribal, Scout* only. Max 12 arrows total. Discard on hit for +3 Damage to a *Void* enemy.
Sting Ammo	$400 + 1	CY: Demonic Market	30	All gun hits +1 Damage and cause +1 Endurance to all enemies with that ability. If you cause 3+ Damage to a single enemy, suffer 1 Corruption Hit. Lasts for 1 Adventure.
Sulphur Ammo	$400 + 1	CY: Demonic Market	30	All gun hits +1 Damage and ignore Armour. If you cause 3+ Wounds, you suffer half that number rounded up as Horror Hits. Lasts 1 Adventure.
Sulphur Crumb	$100	CY: Purgatory	33	+1 Sulphur Crumb Token. Discard to take 1 Shot with Small Hell Dragon weapon (Succubi Cave).
Tantalus Arrow	$200	CY: Purgatory	33	Max 12 arrows total. Cannot be carried with any non-*Cynder* arrows. Discard on hit to add a Bleeding Marker to a non-*Undead* target.
Void Shot Ammo	$50	FT: General Store	13	+1 Damage vs *Void* enemies. Lasts 1 adventure.

ARMOUR & UPPER BODY CLOTHING

Absorbing Breastplate	$1,200	TD: Scrap Dealer	61	+3 Health. Ignore any Stunned Marker on roll of 5+.
Black Duster	$1,650	FT: Sheriff's Office	17	*Traveller* only. +2 Health, Armour 6+.
Bog Bat Shield	$1,100	JA: Storage Hut	47	Armour 5+ vs melee attacks.
Boned Corset	$1,200	FT: Saloon	16	*Performer* only. Armour 6+
Caped Overcoat	$800	FT: Sheriff's Office	17	Heal mix of Health/Sanity each time a Clue Icon is discovered.
Cavalry Jacket	$2,750	FT: Indian Trading Post	14	Now also recover 1 **Grit** on move roll of 6.
Chest Plate	$900	FF: Swordsmith	40	Armour 6+
Dark Stone Corset	$3,200 +8	FT: Saloon	16	*Performer* only. Armour 5+, +1 max **Grit**.
Disguise Armour	$2,600	TD: Weapon Smuggler	63	STRENGTH 4+ heroes only. -1 **Initiative**, +2 Health, Cover 6+ vs ranged attacks.
Duster	$1,800	FT: General Store	13	Armour 6+.
Fibro Insulated Coat	$800	TA: Glacier Observation	54	Immune to Weather Effects (one at a time is using Weather Effect Cards expansion).
Forged Armour	$2,200	FF: Swordsmith	40	*Samurai* only. Armour 5+. Gain 1 Fury at the start of each fight.
Frost Tattoo	$600	TA: Trade Cave	56	Max 1 tattoo/slot. Weather Armour 6+.
Gunman's Poncho	$750	FT: Smuggler's Den	18	*Outlaw* only. +1 **Initiative** for first turn of fight. May ignore weather effects.
Heavy Weather Protection	$1,500	TA: Trade Cave	56	Weather Armour 5+. Each time you kill and enemy roll . Recover 1 **Grit** on a 5 or 2 **Grit** on a 6. If equipped in Caverns of Cynder, take 2 additional hits from the World effect.
Holy Robes	$600	FT: Church	9	*Holy* only. +3 Health.
Hooded Cloak	$450	FT: Mutant Quarter	15	-2 unwanted attention. Once per fight, roll 2 dice for escape and choose one.
Ice Armour	$1,000 + 3	TA: Artefact Vault	51	Armour 5+, Weather Armour 6+. After each fight vs Cynder enemies, armour is discarded on a roll of 1. Discard the armour at the end of the next adventure in Caverns of Cynder.
Jacket	$400	FT: General Store	13	+1 Health. +1 Sanity.
Kataginu	$900	FF: Village Market	42	+3 Health.
Ki Centred Wrap	$450	FF: Shrine	39	*Holy* only. +2 Health. 1/turn spend 1 Ki to heal 1 Sanity Damage.
Kimono	$550	FF: Village Market	42	+1 Health, +1 Sanity.
Long Coat	$1,500	FT: General Store	13	+4 Health.
Plastron (Brustschmuck)	$2,250	JA: Storage Hut	47	Max 1. Armour 6+, Health +2.
Poncho	$950	FT: General Store	13	*Outlaw, Traveller* only. +2 Health and may ignore weather effects.
Rail Worker's Jacket	$860	FT: Street Market	19	Take 1 fewer Wounds from explosives and falling rock.
Robe of Ashes	$1,700	CY: Demonic Market	30	+3 Sanity. Immune to Burning.
Samurai Kataginu	$1,450	FF: Village Market	42	*Samurai* only. +1 Sanity. When Darkness moves 1 or more spaces forward on Depth Track, gain 1 Fury.
Silk Kimono	$2,275	FF: Village Market	42	*Performer, Showman* only. +2 Sanity, +1 max **Grit**. Recover 1 **Grit** when a Depth Event is rolled.
Slasher Shell Armour	$1,300	JA: Village Craftsman	49	Armour 5+. Take 1 Corruption Hit whenever this hero gains Dark Stone through Loot.
Stealth Gi	$1,800	FF: Tavern	41	*Stealth* only. +2 Health. 1/turn re-roll 1 failed Defence die.
Temple Garment	$3,400	FT: Church	9	*ADVANCED Holy* only. +1 Will vs Corruption Hits.
Trederran Breastplate	$2,000	TD: Scrap Dealer	61	Health +5. Ignore any new Corruption point on roll of 5+.
Trederran Duster	$1,360	TD: Scrap Dealer	61	Armour 6+, +1 Corruption Resistance.
Tribal Pectoral	$2,800	JA: Jungle Trading Post	45	Immune to Illness, Fever and other Diseases from all sources. May ignore a Parasite on a (no **Grit**) roll of 3+.
Tribal Shield	$1,300	JA: Village Craftsman	49	*Tribal* only. Armour 5+.
Veteran's Shoulder Pads	$1,800	FF: Guard House	37	*Soldier* only. Take 1 less damage from adjacent enemies unless the attack ignores Defence or Armour.
Void Plate	$3,800 +12	FT: Blacksmith	7	AGI -1, Armour 4+.
Wasteland Scrap Armour	$1,500 + 12SC	BW: Wasteland Workshop	28	Place 6 Scrap Tokens on armour. Discard 1 to prevent up to 3 Wounds. $100 to restore Scrap to max (6) at Wasteland Workshop or Blacksmith only.

AURAS, BLESSINGS & PACTS

Aura of Divine Light	3 ⊙	FF: Shrine	39	Once during next adventure, Cover 4+ save for 1 turn.
Aura of Endurance	$200	FT: Church	9	SPT 4+ test. PASS Next adventure Armour 5+.
Aura of Fortitude	$150 / 2⊙	FT: Church / FF: Shrine	9, 39	SPT 4+ test. PASS Next adventure Spirit Armour 5+ / For next adventure, Spirit Armour 5+.
Aura of Protection	$250	FT: Church	9	SPT 4+ test. PASS Next adventure Armour 6+ & Spirit Armour 6+.
Aura of Shadows	1 ⊙	FF: Shrine	39	For next adventure, all Escape tests are 2+.
Aura of the Guardian	3 ⊙	FF: Shrine	39	For next adventure, cancel each new Status Effect on 5+.
Aura of the Yamabushi	2 ⊙	FF: Shrine	39	Once during next adventure, prevent all damage from 1 Hit. Also recover 1 Grit on 3+.
Aura of Wrath	$100 / 3⊙	FT: Church / FF: Shrine	9, 39	SPT 4+ test. PASS Next adventure add ⚅ damage to one hit. / Once during next adventure, add ⚅ Damage to a single Hit.
Blessing of Death	$250	BW: Temple Bones Idol	27	For next adventure heal 1 Wound for each enemy you kill.
Blessing of Destruction	$350	BW: Temple Warhead Idol	26	+5 XP per enemy you kill next adventure. If KO'd by Health, +1 Sanity permanently; if KO'd by Sanity, +1 Health permanently.
Blessing of the Kraken	$300	BW: Temple Kraken Idol	26	Armour 5+ for next adventure.
Blessing of the Machine Ghosts	$200	BW: Temple Mk II Warden Idol	27	For next adventure, +1 Health per *Tech* item or Tech Token you carry.
Blessing of the Void	$150	BW: Temple Void Idol	27	For next adventure heal an mix of ⚅ Health or Sanity and recover 1 Grit when passing through a Gate.
Blessing of the Warp	$150	BW: Temple Warp Drive Idol	26	For next adventure, +2 Health for each Mutation you have.
Dark Pact: Anger	⚅ Horror Hits	CY: Unholy Church	35	+1 Damage vs Large+ enemies. -1 Damage vs Medium, -2 Damage vs Small. Remove with Exorcism of Madness.
Dark Pact: Dark Stone	⚅ Horror Hits	CY: Unholy Church	35	For each Dark Stone gained, +1 Dark Stone. At end of adventure, roll for each Dark Stone/item. On **1-3**, it causes 2 Corruption Hits instead of 1. Remove with Exorcism of Madness.
Dark Pact: Distraction	⚅ Horror Hits	CY: Unholy Church	35	When another hero on same map tile Scavenges, they roll 1 fewer dice. If they draw Gold or Gear, you gain them instead. Remove with Surgery.
Dark Pact: Fast Draw	⚅ Horror Hits	CY: Unholy Church	35	⊙ +1 Shot, -3 Corruption Resistance. Remove with Surgery.
Dark Pact: Grit	⚅ Horror Hits	CY: Unholy Church	35	⊙ +3 max **Grit**. When any Skill test is failed, -1 to that Skill permanently. Remove with Exorcism of Madness.
Dark Pact: Initiative	⚅ Horror Hits	CY: Unholy Church	35	+▲ Initiative (roll for each fight), -2 max **Grit**. Remove with Exorcism of Madness.
Dark Pact: Movement	⚅ Horror Hits	CY: Unholy Church	35	+4 Move, -2 Scavenge dice. Remove with Exorcism of Madness.
Dark Pact: Range	⚅ Horror Hits	CY: Unholy Church	35	+2 Range. If target is 3 spaces or closer, -1 Damage. Remove with Exorcism of Madness.
Dark Pact: Sabotage	⚅ Horror Hits	CY: Unholy Church	35	For each new Exploration Token choose: recover ⚀ **Grit** and discard that many items, side bag tokens or Dark Stone OR draw 1 Low Threat card in addition to any from the Exploration Token. Remove with Surgery.
Dark Pact: Scavenge	⚅ Horror Hits	CY: Unholy Church	35	+2 Scavenge dice, -2 Initiative. Remove with Exorcism of Madness.
Dark Pact: Stealing	⚅ Horror Hits	CY: Unholy Church	35	Each time any hero on the same map tile draws a more valuable Loot Card, take 1 Corruption Hit and swap cards with that hero. Remove with Surgery.
Dark Pact: Vampirism	⚅ Horror Hits	CY: Unholy Church	35	For each Catch Your Breath, you roll all the dice for the heroes, then divide up the results. You must receive more points than all the other heroes put together.
Dark Pact: Mark of Beli'al	⚅ Horror Hits	CY: Unholy Church	35	⊙ +2 **Initiative**, +1 **STR**, +2 max **Grit**. Roll ▲▲, one for column and 1 for row on your character's Upgrade Chart. That upgrade is no longer available to you (or you lose it if you have already chosen it). Remove with Surgery at -2.

BOOTS AND TROUSERS

Armoured Boots	$600	FF: Guard House	37	1/turn stop yourself gaining 1 Status Marker on roll of 5+ (or 4+ if also wearing Armoured Gauntlets).
Black Leather Riding Boots	$750	FT: Frontier Outpost	11	*Traveller* only. +2 Health and Sanity whilst travelling.
Clockwork Boots	$2,300	FT: Blacksmith	7	*ADVANCED* +2 Move, +1 Escape. Must move 1 min each turn except for failed escape roll.
Desert Boots	$2,100	FT: Frontier Outpost	11	FREE ATTACK (1/fight): Combat 1, damage.
Leg Armour	$1,250	FF: Guard House	37	-1 **Initiative**. Add +1 Armour to one other item with an Armour rating that you have equipped.
Marching Boots	$150	FF: Guard House	37	+1 Move or +3 move when you use **Grit** to boost your move.
Old Chaps	$500	FT: General Store	13	Gain *Frontier*. +1 on first Location Event Roll on each town stay.
Riding Boots	$500	FT: Blacksmith	7	+1 Health & +1 Sanity when travelling. Gain *Traveller*.
Soldiers' Pants	$750	TD: War Equipment	62	+1 Corruption Resistance, +1 side bag token capacity.
Trederran Boots	$1,100	TD: Scrap Dealer	61	+1 Move, +1 Corruption Resistance.
Trederran Lieutenant's Boots	$2,500	TD: War Equipment	62	Replace all used for movement with (recover **Grit** on 6).
Trederran Scout's Boots	$650	TD: War Equipment	62	+2 Move.
Walking Sandals	$400	FF: Village Market	42	Heal 1 Wound or Sanity when a natural 6 is rolled for move.

CONTAINERS

Cask	$300	FT: Saloon	16	Holds up to 3 Whiskey Tokens.
Chalice of Holy Light	$2,000	FT: Church	9	*Holy* only. Each adventure place +1 Faith Tokens on card. Can be used as normal and are discarded at end of adventure.
Concealing Case	$950	FT: Smuggler's Den	18	*ADVANCED* Holds 1 item. If is a item, does not cause Corruption Hits. Can be used as normal.
Dark Stone Collector	$600	TD: Dark Stone Upgrader	58	Max 1. Holds up to 3 Dark Stone and protects against saves vs Corruption from them.
Dark Stone Satchel	$1,700	JA: Storage Hut	47	*Magik* only. Holds up to 5 Dark Stone and prevents saves vs Corruption from them. At the start of each adventure, gain Dark Stone in this bag (max 5).
Demonic Grit	$800	CY: Demonic Market	30	Place 3 **Grit** on card. Discard 1 to recover 1 **Grit** and gain Armour 4+ for next hit against you. Take 1 Corruption (no save) to restore a **Grit** to the card at the end of the adventure (max 3).
Junk Bomb Satchel	$500	BW: Wasteland Workshop	28	Max 1. Holds up to 5 Junk Bombs.
Liquid Dark Stone Ampoule	$500	TD: Dark Stone Upgrader	58	Max 1. Requires a Belt to use. May hold up to 2 Liquid Dark Stone and prevent saves vs Corruption. See Demonic Enclave for Liquid Dark Stone rules.
Ornate Case	$1,250	FT: Street Market	19	Contains 1 item and prevents saves vs Corruption for item.
Potion Belt	$1,225	FF: Village Market	42	*Magik* only. Carry up to 4 Potion or Tonic Tokens here. At start of each adventure roll **1-4:** +1 Potion Token here, **5-6:** +1 Tonic Token here (max 4).
Sack of Infinite Holding	$3,250	FF: Village Market	42	*Magik* only. Carry any number of items here which count as having no . At start of activation or day in town, may attempt to remove an object. **LORE 5+** test. **PASS** Remove 1 item per success. **FAIL** Cannot remove items.
Sake Cask	$300	FF: Tavern	41	Holds up to 3 Sake Tokens.
Scout Bag	$2,000	FT: Indian Trading Post	14	*Tribal, Scout* only. May carry in Scout Bag. Items carried in bag may not be equipped until removed.
Scrap Sack	$500	BW: Mining Operation	23	Max 1. **STR 3+** to use. Contains 25 Scrap Tokens which are Hidden and weigh nothing.
Shielded Dark Stone Bag	$1,000	TA: Glacier Observation	54	Max 1. Contains up to 3 Dark Stone which do not cause saves vs Corruption.
Small Dark Stone Satchel	$1,700	JA: Dark Stone Fortification	44	*Magik* only, max 1. Holds up to 3 Dark Stone and prevents saves vs Corruption from them. At the start of each adventure, add Dark Stone to this bag (3 max).
Tomb Chest	$600	FT: Blacksmith	7	Holds 8 and prevents Corruption Hits from it.
Tonsu Chest	$600	FF: Swordsmith	40	Holds 8 and prevents Corruption Hits from it.
Trederran Scrap Sack	$475	TD: Scrap Dealer	61	**STRENGTH 3+** heroes only, max 1. Holds 25 Scrap Tokens which are hidden and do not contribute to .
Trederran Tomb Chest	$600	TD: War Equipment	62	Holds up to 8 and prevents saves vs Corruption because of them.
Trench Strap	$900	TD: Scrap Dealer	61	+1 side bag token capacity, +1 capacity. May not be used with Trederran Gear Harness.
Wasteland Tomb Chest	15 SC	BW: Wasteland Workshop	28	Holds 8 and prevents Corruption Hits from it.

GRENADES & EXPLOSIVES

Blast Charges	$200	BW: Mining Operation	23	+1 Dynamite Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Bomb	$200 / $200	FF: Guard House, Village Market	37, 42	+1 Bomb Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Dark Stone Blasting Caps	$100	FT: Mutant Town	4	Max 1/stay. Discard for all Dynamite to be +2 Damage until end of adventure.
Dark Stone Grenade	$1,000 +2	TD: Dark Stone Upgrader	58	+1 Dark Stone Grenade Token. Functions as Dynamite, except take 1 Corruption Hit when used and Damage to target is 10. Damage to adjacent models is 8.
Dark Stone Thermal Charge	$700 +2	TD: Dark Stone Upgrader	58	Max 1. Functions as Dynamite except Damage is . Leaves 1 Radiation Marker on target space which causes Corruption Hits to heroes or allies on or passing through that space.
Demonic Liquid	$200	CY: Demonic Market	30	Use like Dynamite except 8 Damage. *Demon* enemies are healed 8 Wounds and heroes take Corruption Hits.
Dynamite	$175-$200	FT: Frontier Outpost, General Store, Mutant Quarter	11, 13, 15	+1 Dynamite Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Explosives	$600	FT: Frontier Outpost	11	+1 Explosives Token (takes 5 side bag slots). Requires blasting detonator. Destroys mine or current + map tiles.
Junk Bomb	4SC / $175	BW: Wasteland Workshop / TD: Weapon Smuggler	28, 63	+1 Junk Bomb Token. Use like Dynamite except Damage is -5 (min 0).
Ketchum Grenade	$200	FT: Camp Site	8	Discard for ranged attack. Range STR+3, Damage 1P to target and all adjacent. If miss, grenade does not detonate.
Shatter Grenade	$200-$220	TD: Scrap Dealer, Weapon Smuggler	61, 63	+1 Shatter Grenade Token. Use like Dynamite except Damage is and all affected models gain 1 Stunned Marker.
Shaped Charge	$325	FT: Smuggler's Den	18	Max 1. Discard to cause Wounds (no save) to 1 adjacent model and any adjacent models behind for 3 spaces.
Stun Grenade	$1,200 + 1	TA: Artefact Vault	51	Max 1. FREE ATTACK (1/adventure). Ranged attack like Dynamite. All models within spaces of grenade are - Initiative for this fight. Roll separately for each model.
Vial of Brimstone Ash	$100	FT: Church	9	Discard for FREE ATTACK (any time) Deal 1 Wound to every adjacent enemy (no def).
Z-4 Grenade	$300	TD: Weapon Smuggler	63	Max 2. +1 Z-4 Grenade Token. Used like Dynamite except Damage is in target space.

HATS, HELMETS & MASKS

Animal Skull Helmet	$2,000 +5	JA: Village Craftsman	49	*Tribal* only. Spirit Armour 6+ or increase existing Spirit Armour by 1.
Badlands Hat	$1,200	FT: Street Market	19	+2 Health, +1 Sanity.
Bandanna	$100	FT: Smuggler's Den	18	*Outlaw* only. Once per turn re-roll 1 Escape test.
Bark Helmet	$2,800 +3	JA: Dark Stone Fortification	44	+1 LORE. +1 on location events in Jungle Village. May re-roll Jargono Seed check once.
Black Hat	$7,000	FT: General Store	13	Take 1 Corruption Hit to heal 3 Wounds.
Breather Mask	$1,200	TD: War Equipment	62	+2 Sanity. Immune to Poison and Toxin Clouds.
Cowboy Hat	$1,800	FT: General Store	13	+1 max Grit.
Dark Stone Headband	$1,800 +4	JA: Dark Stone Fortification	44	+1 CUNNING. 1/adventure, you may secretly look at the top card of any deck and replace it back at the top or bottom of the pile.
Doomsday Hood	$500	BW: Temple Warhead Idol	26	Spirit Armour 5+. Each time a Depth Event is rolled, take Horror Hits.
Drifter's Hat	$3,000	FT: Street Market	19	When Posse crosses to new stage of Depth Track, recover max Grit.
Explorer's Hat	$425	FT: Street Market	19	Once per adventure, look at top 2 Darkness cards. Discard 1 and return other to top of deck.
Field Hat	$350	FF: Swordsmith	40	+1 Health, +1 Sanity.
Filter Mask	$125	BW: Scavenger Doc	24	Prevent any Poison effect on roll of 4+ per effect.
Frontier Hat	$1,650	FT: General Store	13	+1 Grit when entering town. All town skill checks roll +1 die.
Helmet	$400	FF: Swordsmith	40	+2 Health.
Inhabitant Gas Mask	$1,400	TD: Weapon Smuggler	63	+1 on all Catch Your Breath roles. At the end of each fight, recover 1 Grit on roll of 4+.
Jade Mask	$7,200	JA: Shaman's Tipi	46	*Tribal* only, 1 max. Immune to Fear ability. Terror is now Fear, Unspeakable Terror is now Terror. You also lose 1 Sanity fewer than normal (min 1).
Kabuto Helmet	$875	FF: Guard House	37	1/turn, prevent 1 Wound.
Legendary Hat	$14,500	FT: General Store	13	At the start of each adventure gain 1 Revive Token only usable by this hero.
Miner's Hat	$1,850	FT: Street Market	19	Once per adventure, take 1 Corruption Hit to re-draw 1 Loot card.
Night Vision Goggles	$400 + 1	TA: Glacier Observation	54	Immune to Voices in the Dark.
Old Trederran Breather Mask	$1,400	TD: Scrap Dealer	61	+1 max Grit. Ignore any new Corruption point or Poison Marker on roll of 6.
Rider's Hat	$350	FT: General Store	13	Gain *Traveller*. +1 Health.
Scarra Mask	$650	BW: Temple Warp Drive Idol	26	+1 SPIRIT. Ignore first 3 Unwanted Attention Markers in town.
Scavenger's Goggles	$100	BW: Desert Marketplace	21	When you draw a Scavenge card in Blasted Wastes (except Nothing Here), +1 Scrap Token.
Scavenger's Hat	$150	FT: Street Market	19	Heal 1 Wound for each successful Scavenge.
Scout's Hat	$600	FT: General Store	13	Gain *Scout*. +1 Move.
Skull Mask	$450	BW: Temple Bone Idol	27	Take 1 fewer Horror Hits from enemies with Fear and Terror (not Unspeakable Terror).
Snow Goggles	$550 + 3	TA: Glacier Observation	54	-1 Initiative. -1 Damage from each *Weather* source (min 1). +1 Range if limited by Weather.
Sombrero	$3,200	FT: General Store	13	*Outlaw* only. Regain 1 Sanity at the start of each turn unless KO'd.
Tiny Hat	$2,450	FT: Saloon	16	*Performer* only. Once per adventure remove 1 Corruption.
War Helmet	$1,100	TD: War Equipment	62	-1 Damage from all explosives and explosive effects (min 1). Immune to Stunned.
War Veteran Hat	$525	FT: General Store	13	+2 Sanity.
Wasteland Head Wrap	$400	BW: Desert Marketplace	21	Ignore Corruption Hits from Hold Back the Darkness in Blasted Wastes. +2 Sanity.
White Hat	$6,400	FT: General Store	13	Use 1 Grit to heal hero's level of Wounds/Sanity (any mix).
Yamabushi Hat	$800	FF: Shrine	39	*Holy* only. When rolling 5+ for movement, gain 1 Ki Token.

MELEE WEAPONS

Axe	$600	FT: General Store	13	1/turn may add +2 Damage to 1 melee hit.
Balanced Ki Staff	$1,200	FF: Shrine	39	*Holy* only, max 1. +1 Max Ki. 1/turn heal each other hero on same map tile 1 Wound.
Battle Knife	$1,050	TD: Scrap Dealer	61	FREE ATTACK (1/turn) Combat 1, Damage, cannot cause Criticals.
Blooddrinker	$1,200	CY: Demonic Market	30	+4 Combat. Gain *Unholy*. Must damage every turn or wielder takes Wounds (no save).
Bone Club (Knochenkeule)	$1,800 +2	JA: Storage Hut	47	+1 Combat. +1 Damage vs *Jargono* enemies.
Bone Saw	$1,100	FT: Doc's Office	10	When wound enemy in melee, use 1 **Grit** to reduce Defence to 0. Not effective on *Tough* enemies.
Book of Armageddon	$5,600	FT: Church	9	*Holy* only. +2 Combat. +1 to Casting roll for Judgement Sermon (natural doubles have normal effect).
Butcher's Blade	$750	FT: Street Market	19	Each time you cause melee damage, +1 Damage to all melee hits for rest of turn (stacks).
Cavalry Sabre	$1,800	FT: Frontier Outpost	11	Make melee attack *and* ranged attack during activation, but cannot cause criticals.
Chains of Burgnuff	$7,000 + 5	TA: Artefact Vault	51	Combat +3 vs single enemy OR +1 and target multiple adjacent enemies, Damage.
Chains of Ilian	$4,000 + 2	CY: Succubi Cave	34	UPGRADE (weapon) FREE ATTACK (1/turn) Combat 2, Damage +1. Gain *Unholy*. Enemies Wounded may not move next activation. Enemies killed allow hero to heal 1 Wound.
Chiton Blade	$1,250	BW: Temple Great Kraken Idol	26	+1 Combat. +1 Damage vs *Beast* enemies.
Cross of Vengeance	$2,350	FT: Church	9	*Holy* only. +1 melee damage when not full health. +2 when below half health.
Dark Stone Blade	$1,300 +2	JA: Dark Stone Fortification	44	When you Damage an enemy with a Critical, recover 1 **Grit**.
Dark Stone Club	$1,200 +4	JA: Village Craftsman	49	+1 Combat. When you roll a natural 6 in melee, instead of a Critical, the enemies Combat is reduced by half (rounding down) for their next activation.
Dark Stone Daggers	$1,250 +2	JA: Dark Stone Fortification	44	*Tribal* only. +2 Combat, +1 Initiative.
Dark Stone Hatchet	$1,100	JA: Dark Stone Fortification	44	+1 Combat. +1 melee Damage when Darkness is in starting section of Depth Track, +2 when in the centre and +3 when in the section closest to escaping.
Dark Stone Kopesh	$1,000 +2	JA: Dark Stone Fortification	44	+1 Combat. If wielding 2 Dark Stone Kopeshes, all melee to hit rolls of 6+ also add 1 Bleeding Marker to any non-*Undead* enemy damaged.
Dark Stone Pick	$800	FT: Mining Town	4	+1 Combat. 1/turn, +1 Damage to one of your Hits.
Dark Stone Shiv	1	FT: Saloon	16	*Performer* only. +1 Dark Stone Shiv Token. Discard for Wounds to 1 adjacent enemy ignoring Defence.
Dark Stone Trench Knife	$1,800 +4	TD: Dark Stone Upgrader	58	+1 Combat, Damage.
Dissection Blade	$850	FF: House of Healing	38	Max 1. **CNG 4+** to use. 1/turn add target's Defence in damage to 1 melee Critical. No effect if immune to Criticals.
Divine Guardian Staff	$4,850 +12	FF: Shrine	39	*Holy* only. +2 Max Ki. Use 8 for melee damage. Ki Tokens that increase Damage increase all damage until turn end.
Electric Prod	$650 + 2	TA: Artefact Vault	51	+1 Combat. When a Small or Medium enemy is hit, you may push it back 1 space in any direction, pushing other equal-sized or smaller creatures in the way with it.
Feathered Hatchet	$2,250	FT: Indian Trading Post	14	*Tribal, Traveller, Frontier* only. +1 Combat. Melee hits are +1 damage.
Hangman's Noose	$2,250	FT: Sheriff's Office	17	*Law, Frontier* only. FREE ATTACK (1/adventure). Deal damage (no defence) to 1 adjacent model. Take Corruption Hits.
Holy Book	$800	FT: Church	9	*Holy* only. +1 Faith, +1 Combat.
Hunting Knife	$250	FT: Frontier Outpost	11	1/turn re-roll 1 melee to hit roll. If using two, +1 Combat..
Ice Axe	$2,800 + 2	TA: Artefact Vault	51	Combat +2, Damage 8. If less than half health, +1 additional Combat. +1 Damage vs *Cynder* enemies.
Ice Cone	$500	TA: Trade Cave	56	FREE ATTACK Melee only. Damage (no Defence). Discard after use, if not used by end of next adventure, after a fight with *Cynder* enemies (even if not used) and immediately upon entering Caverns of Cynder.
Ice Daggers	$1,400 + 1	TA: Artefact Vault	51	+2 melee damage. Cannot score Criticals with Ice Daggers.
Ice Sword	$2,000 + 2	TA: Artefact Vault	51	+1 Combat. Ignores enemy armour saves. Damage is equal to the to hit roll that caused it.
Improved Machete	$800	TD: Scrap Dealer	61	+1 melee Damage.
Indian Hatchet	$750	FT: Frontier Outpost, Indian Trading Post	11, 14	*Tribal, Traveller, Frontier* only. Combat hits are +1 damage.

Jawbone Club	$900	JA: Jungle Trading Post	45	*Tribal, Traveller, Frontier* only. +1 Damage. 1/attack you may re-roll 1 to hit roll.
Katana	$800	FF: Swordsmith	40	+1 Combat. If equipped as , +1 **Initiative**.
Knuckle Dusters	$675	FT: General Store	13	1/turn use 1 **Grit** for +2 Combat.
Laser Drill	$2,250	BW: Mining Operation	23	+1 Combat. +1 Damage in melee and use 8 to hit. Each successful Scavenge, draw 1 extra card.
Light Sword	$100	FF: Swordsmith	40	1/turn re-roll 1 single melee to hit roll.
Loodus Saw	$1,350	BW: Scavenger Doc	24	+1 melee Damage vs Large or bigger enemies. Deal 1 more Wound than usually allowed to enemies with Endurance.
Naginata	$1,800	FF: Swordsmith	40	+2 Damage to non-adjacent models. May assign melee to hit rolls up to 3 spaces away.
Pick Axe	$900	FT: Frontier Outpost / BW: Mining Operation	11, 23	+1 Combat. Any time you find Dark Stone, gain 1 extra.
Pirate's Blade	$1,250	FF: Tavern	41	*Outlaw* only. +1 Combat, +1 **Initiative**. +1 Damage for melee Crits.
Poisoned Dagger	$600	FF: Tavern	41	*Outlaw* only, max 1. When you Wound a model in melee, +1 Wound ignoring Armour.
Raider's Sabre	$2,000	TD: Weapon Smuggler	63	You may make a melee attack and a ranged attack each activation. 1/turn re-roll 1 missed melee to hit die.
Rail Hammer	$1,350	FT: Mutant Quarter	15	Once per turn add damage to one melee Hit.
Rail Spike Driver	$4,800	FT: Mutant Quarter	15	+1 Combat per adjacent enemy. Use 8 for Hit and Damage.
Shaman Staff	$900	JA: Shaman's Tipi	46	*Tribal, Magik* only. +1 Magik. 1/turn may try to cancel a Darkness Card. Roll : 5+, successful, otherwise take P Sanity Damage (no save).
Shovel	$1,400	TD: War Equipment	62	+1 melee Damage. 1/adventure, discard and re-draw 1 Artefact, Loot or Scavenge card.
Spear	$1,600	JA: Jungle Trading Post	45	+1 Combat, +1 **Initiative**. Melee range 2 with this weapon.
Splitter	$5,650	FT: Frontier Outpost	11	+2 Combat. Use 8 for damage.
Stone Blade	$1,500	JA: Village Craftsman	49	You may attack 2/turn with the Stone Blade. If both attacks miss, discard the item.
Stone Club	$1,200	JA: Tribal Campfire	48	+2 Damage vs enemies with a Defence value.
Straight Razor	$750	FT: General Store	13	*Outlaw, Performer* only. 1/turn in melee, may take 1 Corruption Hit to ignore target's defence for 1 turn.
Succubi Claws	$2,800	CY: Succubi Cave	34	Combat +1, Damage P+2. When an enemy is killed with this weapon, draw 1 Scavenge Card. If the card shows Growing Dread, draw AND resolve 1 Growing Dread Card. If Growing Dread card title includes the word 'Dread', the claws fuse with the hero's arms as per the Mutation.
Succubi Lash	$2,000	CY: Succubi Cave	34	Damage 8 8 and apply highest roll. If a double is rolled (before **Grit**), roll (no **Grit**). If this is higher than a random target's Defence, damage is doubled. If equal or less, suffer from a random *Shadow Magik* Card.
Succubi Spear	$2,100	CY: Succubi Cave	34	Gain Gorethirst Madness. Weapon ignores target Defence and, if target is Large or smaller, it is also -1 Armour.
Succubi Scythe	$1,600	CY: Succubi Cave	34	Combat +1 Damage P P and apply highest roll. May attack with this weapon 2/turn but hero is -1 Defence.
Sword Cane	$1,500	FT: General Store	13	*Performer* only. +1 Combat.
Tools of Science	$4,800	FT: Doc's Office	10	Max 1. Base Combat equals **CUNNING**.
Tribal Knife	$1,200	FT: Frontier Outpost	11	*Tribal, Traveller, Frontier* only. +1 Combat. Regain 1 Sanity for each enemy killed.
Void Hammer	$4,800 +24	FT: Blacksmith	7	All combat hits +3 damage. Each hit causes 1 Wound (no save) to all enemies adjacent to target.
Yari Spear	$600	FF: Swordsmith	40	Damage 8. May assign melee to hit rolls up to 2 spaces away.
Zarkam	$2,500 + 4	CY: Succubi Cave	34	+1 to hit in melee. +2 Damage vs Targa enemies. When a target is wounded, apply 1 Burning Marker.

MISCELLANEOUS ACCOUTREMENTS, GLOVES & TATTOOS

Amulet of Archeron	$800	CY: Purgatory	33	Max 1. +1 Corruption Resistance.
Amulet of Exorcism	$1,500	CY: Purgatory	33	✖ Max 1. Discard to remove 1 Parasite, Succubi Curse or Curse on a 4+ and gain ⚅ Corruption (no save).
Archer's Back Banner	$1,150	FF: Guard House	37	✖ *Soldier* only. 1/turn, re-roll and ranged to hit rolls of 1.
Armageddon Charm	$100	BW: Temple Warhead Idol	26	✖ Max 1. Any time you fail a mission (without fleeing), +50 XP and draw 1 Loot Card.
Armoured Gauntlets	$600	FF: Guard House	37	✖ 1/turn stop yourself gaining 1 Status Marker on ⚅ roll of 5+ (or 4+ if also wearing Armoured Boots).
Badge: Marshal/Sheriff	FREE	FT: Sheriff's Office	17	1 badge max. *US Marshall, Law Man* only. Once per adventure all heroes gain +2 Shots OR +2 Combat next activation.
Badge: Bounty Hunter's	$850	FT: Sheriff's Office	17	1 badge max. *Law* only. Gain *Traveller*. Once per adventure, all heroes regain 1 **Grit**.
Badge: Deputy	$1,200	FT: Sheriff's Office	17	1 badge max. *Law* only. Once per adventure heal ⚅ mix of Health/Sanity to each hero. +50 XP at end of each adventure.
Badge: Executioner's	$2,400	FT: Sheriff's Office	17	1 badge max. *Law* only. Once per adventure +3 damage to each hit for 1 turn.
Bandoleer Strap	$1,125	FT: General Store	13	✖ *Frontier, Traveller, Outlaw* only. 1/turn may re-roll 1 ranged to hit roll.
Black Gunbelt	$600	FT: Smuggler's Den	18	✖ *Outlaw* only. Once per adventure +2 Shots with a gun.
Dark Stone Bracelet	$1,000	FT: Street Market	19	☠ ✖ Once per adventure cancel 1 enemy model's attack (before dice are rolled).
Dark Stone Buckle	$350 +3☠	FT: Blacksmith	7	☠ May roll twice on Mutation Chart and choose result.
Dark Stone Supported Gloves	$1,300	TD: War Equipment	62	☠ ✖ +2 **STRENGTH**. If 3 dice of same number are rolled on any **STRENGTH** test, discard item.
Duellist's Gunbelt	$5,800	FT: Sheriff's Office	17	✖ When dual-wielding, each gun is Shots +1.
House Back Banner	$800	FF: Swordsmith	40	✖ *Soldier, Samurai* only. 1/adventure you and all heroes on same Map Tile may recover 1 **Grit**.
Field Surgeon's Apron	$925	FT: Doc's Office	10	✖ Heal 1 Sanity after killing an enemy.
Frost Tattoo	$600	TA: Trade Cave	56	Max 1 tattoo/slot. Weather Armour 6+.
Healer's Gloves	$400	FF: House of Healing	38	✖ 1/turn when healing, may heal 1 extra Wound.
Mechanical Prosthetic	$500 +3 Tech	BW: Temple Mk II Warden Idol	27	Max 2 (for different conditions. Choose 1 Injury or Mutation. When item is equipped, condition is not in effect.
Merchant's Apron	$350	FT: Street Market	19	✖ When selling Gear/Artefact cards, +10% selling price (round up to nearest $5) and regain 1 **Grit**.
Military Gloves	$1,650	FT: Frontier Outpost	11	✖ Critical hits are +1 damage.
Necklace of Necessity	$1,000	JA: Jungle Trading Post	45	✖ 1/adventure add +1 to any die from a skill test just rolled. In Jargono, add 1 twice, or add 2 to a single roll.
Necklace of the Star Gods	$1,200	BW: Temple Warp Drive Idol	26	☠ ✖ Max 1. +1 Damage vs *Ancient* and *Alien* enemies.
Officers' Braiding	$850	TD: Weapon Smuggler	63	✖ **CUNNING 4+** heroes only. +1 **Initiative**. You may activate before enemies with equal initiative.
Ring of Lightweight	$1,000	CY: Demonic Market	30	☠ Max 1. Allows Ⓟ (no **Grit**) extra ✖ to be carried. Roll on Injury Chart. Injury is -2 on Surgery roll. If ring is discarded, Injury is healed after next adventure.
Ring of Oblivion	$1,000	CY: Demonic Market	30	☠ ✖ Max 1. Protects from Corruption for Ⓟ (no **Grit**) ☠. Roll on Madness Chart. Injury is -2 on Exorcism of Madness roll. If ring is discarded, Madness is healed after next adventure.
Silk Sash	$450	FT: Street Market	19	✖ *Showman, Performer* only. Once per adventure, heal 5 Wounds.
Snake Skin Belt	$650	FT: Indian Trading Post	14	✖ *Tribal, Scout* only. Once per adventure transfer single enemy Hit taken onto another adjacent model.
Soulless Eye Amulet	$800	BW: Temple Great Kraken Idol	26	✖ +2 Sanity. Discard to cancel 1 Madness.
Spearman's Back Banner	$1,150	FF: Guard House	37	✖ *Soldier* only. 1/turn, re-roll and melee to hit rolls of 1.
St. Christopher Pendant	$1,900	FT: Frontier Outpost	11	*Traveller* only. Once per encounter may re-roll 1 skill test during an overland encounter.
Strange Tattoo	$1,100	TA: Trade Cave	56	Once per visit to a non-Standard Frontier town (i.e. Mutant or Rail) or Other World Town, you may re-roll 1 location event roll.
Suspenders	$150	FT: General Store	13	Once per adventure +⚅ to move roll (cannot gain **Grit**.)
Talisman of the Void	$100	BW: Temple Void Idol	27	☠ Max 1. Discard to choose a World Card when one is to be drawn.
Tattoo	$300	FF: Tavern	41	*Outlaw* only, max 1/stay. Choose a slot. +2 Health so long as not covered by Clothing.
Tattoo: Bear	$2,100	FT: Indian Trading Post / JA: Tribal Campfire	14, 48	+1 **STRENGTH**.
Tattoo: Eagle	$2,100	FT: Indian Trading Post / JA: Tribal Campfire	14, 48	+1 **SPIRIT**.
Tattoo: Fox	$2,100	JA: Tribal Campfire	48	+1 **CUNNING**.

Tattoo: Hawk	$2,500	JA: Tribal Campfire	48	May look through any door on the same Map Tile as you without being on the puzzle join space.
Tattoo: Horse	$2,100	FT: Indian Trading Post / JA: Tribal Campfire	14, 48	+1 Move.
Tattoo: Hyena	$2,100	JA: Tribal Campfire	48	Immune to Poison.
Tattoo: Lion	$3,500	JA: Tribal Campfire	48	+1 melee Damage.
Tattoo: Mouse	$2,100	FT: Indian Trading Post / JA: Tribal Campfire	14, 48	+1 AGILITY.
Tattoo: Rabbit	$2,100	FT: Indian Trading Post / JA: Tribal Campfire	14, 48	+1 LUCK.
Tattoo: Snake	$2,100	FT: Indian Trading Post / JA: Tribal Campfire	14, 48	+1 Initiative.
Tattoo: Tribal	$2,100	FT: Indian Trading Post / JA: Tribal Campfire	14, 48	Gain *Tribal*.
Tattoo: Turtle	$2,100	JA: Tribal Campfire	48	+1 LORE.
Warding Talisman	$250	FF: House of Healing	38	Max 3. Discard to move every adjacent *Demon, Ghost, Vampire* & *Undead* 1 space in any direction and cause 1 Wound (no save).
Wings of the Fallen	$2,200	CY: Succubi Cave	34	Max 1. +1 Move. Gain *Flight* and *Unholy*. All Escape tests automatically succeed. Cannot be target of any *Holy* item or Sermon, and cannot end move on same map tile as a *Holy* hero. Can only be removed by Surgery.
Z-4 Stabilizer Belt	$1,500	TD: Weapon Smuggler	63	-1 Initiative, +2 Move.

MISCELLANEOUS ITEMS

Alien Chew	$50	BW: Desert Marketplace	21	Max 1. Discard and take 1 Corruption Hit to heal 5 Sanity.
Ancestral Totem	$1,600 +4	JA: Village Craftsman	49	1/adventure: LORE 5+ test in order to cancel 1 Darkness Card in play.
Anti-Psychotic Injection	$150	TA: Technical Room	55	Immediately heal +2 Sanity.
Ash of Shadows	$250	CY: Purgatory	33	Discard for every enemy on same map tile to take 2 Wounds (no save) and every hero to take 2 Corruption Hits.
Black Powder Pouch	$675	FF: Guard House	37	*Soldier* only. 1/fight re-roll any number of gun to hit OR Damage rolls.
Blasting Detonator	$150-$180	FT: General Store / TD: Weapon Smuggler	13, 63	Spend 1 movement to drop 1 Explosives Token on current space. Use this item to detonate them all together at any time.
Broken Trinoculars	$560	TD: Scrap Dealer	55	1/adventure discard and re-draw 1 Map Card. 1/travel to town, cancel 1 Travel Hazard on roll of 5+.
Bugle	$300	FT: Frontier Outpost	11	*ADVANCED* Once per fight, become target of all enemies on same map tile.
Burning Lantern	$1,200	CY: Purgatory	33	Max 1 lightsource/Posse. All your wounding hits also add 1 Burning Marker. If a double is rolled for Hold Back the Darkness, as well as a depth event, from your square scatter Lava Markers times each.
Censer of Illumination	$3,200	FT: Church	9	*Holy* only. 1 max. Once per adventure, automatically pass a Casting roll for a Sermon, even if dice already rolled.
Chew	$50	FT: Street Market	19	Max 1. Discard to heal 5 Sanity. Take 1 Corruption Hit.
Cigar	$525	FT: Saloon	16	Once per adventure, prevent all damage to you from a single source.
Compass	$1,750	FT: Frontier Outpost	11	*Traveller* only. Once per day per Posse, may re-roll 1 overland encounter once.
Dark Stone Dice	$2,000 +5	JA: Dark Stone Fortification	44	CUNNING 4+ heroes only, max 1/Posse. Use instead of for town event check rolls.
Dark Stone Detector	$1,900 + 1	TA: Artefact Vault	51	Max 1. +2 Scavenge dice. Each time you gain Dark Stone from, Loot, Scavenge or Encounter, + Dark Stone. If you gain 3+ Dark Stone from one source, take 1 Corruption Hit.
Dark Stone Dynamite Caps	$150 +1	TD: Dark Stone Upgrader	58	For the next adventure, all your Dynamite causes +2 Damage.
Dark Stone Injection	$100	TA: Technical Room	55	For next adventure, 1/turn may re-roll 1 failed save vs Corruption.
Dark Stone Liquefier	$1,200 +2	TD: Dark Stone Upgrader	58	Discard 1 Dark Stone shard or item with a icon to recover Grit and take the same amount of Corruption (no save).
Dark Stone Poker Chip	$800 +1	FT: Gambling Hall	12	Max 1. +1 LUCK. Any time gold is won, gain extra $50.

Dark Stone Salve	$500	FT: Plague Town	5	Max 1/stay. Discard to remove 1 Injury or Mutation on roll of 3+.
Decontaminator	$800 +1	TD: War Equipment	62	Instead of making an action (i.e. an Attack), you may make a **LORE 5+** test. **PASS** Remove Radiation Markers (not permanent Radiation Symbols) OR Toxic Cloud Markers. +10 XP per Marker removed. **FAIL** No effect.
Disguise Kit	$1,200	FT: Smuggler's Den	18	*ADVANCED* When visiting towns, may hide 1 keyword.
Dowsing Rod	$1,600	FT: Frontier Outpost	11	*Traveller* only. Once per day spend 1 **Grit**. roll of 6 = +1 Dark Stone. 1 = Wounds and next hex costs +1 move.
Dutch Oven	$120	FT: Camp Site	8	1/Bivouac, re-roll 1 Hold Back the Darkness test.
Earthen Paints	$2,500	JA: Shaman's Tipi	46	Gain *Tribal*. 1/turn, roll when a Jargono Encounter card is to be drawn. On 5+ you may look at it first and decide to keep it or discard and re-draw.
Electronic Translator	$1,700 + 2	TA: Artefact Vault	51	Max 1. Whilst in Targa, +1 **CUNNING**, +1 **LORE**.
Extracting Knife	$750	TD: Field Doc	59	1/adventure use 1 **Grit** and take Wounds in order to remove Corruption.
Extractor	$600	FT: Mutant Quarter	15	Max 1. Once per adventure at turn start, take Wounds (no save) and remove Corruption.
Face Powder	$100	FF: Village Market	42	Max 1. Discard to gain +5 XP 1/turn when gaining XP from healing until end of adventure.
Field Ration	$350	TD: Field Doc	59	Discard to recover Wounds, Sanity Damage and on roll of 3+, 1 **Grit**.
Field Surgery Kit	$500	TD: Field Doc	59	Discard when another hero on same Map Tile has just rolled an Injury: **CNG 6+** test. **PASS** +50 XP and cancel other hero's Injury. **FAIL** Target hero loses Health permanently.
Flute	$400	FF: Swordsmith	40	*Traveller* only. Use 1 **Grit** to heal 1 Sanity for every hero.
Frost Lantern	$600	TA: Trade Cave	56	Max 1 light source/Posse. When Hold Back the Darkness is passed, 1 hero on same Map Tile as Lantern Bearer may heal 1 Wound or Sanity. When roll is failed, 1 hero must take 1 Wound or Sanity Damage (no save).
Fungus: Bauldo Stems	$150	BW: Mining Operation	23	5 Fungus max. Discard to remove all status effects.
Fungus: Fin Plates	$225	BW: Mining Operation	23	5 Fungus max. Discard to heal Wounds and recover 1 **Grit**.
Fungus: Sevorri Crumble	$250	BW: Mining Operation	23	5 Fungus max. Discard for until end of adventure: +5 Health, +1 **STR**, -1 Move.
Fungus: Ve'ta Shrooms	$250	BW: Mining Operation	23	5 Fungus max. Discard for until end of adventure: +5 Sanity, +1 **SPT**, -2 **Initiative**.
Gambler's Deck of Cards	$850	FT: Saloon	16	Max 1. +1 **CUNNING**. Once per adventure, cancel and re-draw 1 Darkness card.
Gatling Gun Tripod	$500	FT: Frontier Outpost	11	Ammo and Housing required for Gatling Gun.
Gut Scrubber	$350	BW: Scavenger Doc	24	Discard and lose all **Grit** to remove Parasite on roll of 3+.
Hair Grease	$50	FT: General Store	13	Max 1. May start in town with +1 **Grit**. Discard on roll of 1 or 2 per use.
Hand Scanner	$800	TD: War Equipment	62	You may give up your action to discard all Land Mine Markers on your space and adjacent to you.
Harmonica	$500	FT: General Store	13	*Frontier, Traveller* only, max 1. Use 1 **Grit** to heal 1 Sanity/hero.
Holdout Device	$1,500	FT: Camp Site	8	*Huckster* only. Max 1. 1/fight gain 1 Raise.
Horse Whip	$800	FT: Frontier Outpost	11	*Traveller* only. Once per day +1 move overland. On roll of 1, horse dies from exhaustion. No effect if any on foot.
Ice Dice	$3,000	TA: Trade Cave	56	**LORE 4+** heroes only. Max 1 per Posse. May roll instead of when checking for a town event at end of day, except for Demonic Enclave.
Icon of Resistance	$800	FT: Church	9	*Holy* only, 1 max. Once per turn, re-roll 1 failed defence roll.
Iron Matches	$250	FF: Guard House	37	*Soldier* only, max 1. Discard to add Damage to one gun or bow hit per turn until end of adventure.
Item Transformer	$900 + 1	TA: Artefact Vault	51	**LORE 4+** heroes only. Discard any non-Personal item and gain 1 Dark Stone for each full $120 of items value. Also gain Dark Stone for each icon the item has.
Jar of Hellbat Ichor	$200	FT: Frontier Outpost	11	Discard for +1 **Initiative** and automatic Escape success this turn.
Jargono Seed	$125	JA: Jungle Trading Post	45	Max 1. Discard before next adventure. Once adventure is complete, roll . **1:** nothing, **2:** Herbs, **3:** Yage*, **4:** Malam Moss*, **5:** Bromeliad Leaves*, **6:** Exotic Herbs, **7:** Swamp Fern Nut*, **8:** Nothing but roll again after next adventure. *From Jargono Swamp Village expansion.
Jargono Tobacco	$100	JA: Shaman's Tipi	46	ANCESTRAL PIPE. +1 Will, -1 **Initiative** for next adventure.
Jarumbaya Fetish	$300	JA: Shaman's Tipi	46	1/turn, re-roll one Will save. 1/adventure heal to full Sanity.
Life Elixir	$5,000 +2	TA: Technical Room	55	Max 1/Posse. When a hero is KO'd, discard to heal Wounds/Sanity without rolling for Injury/Madness.
Local Map	$100	FT: Frontier Outpost	11	*Traveller* only. Discard to auto-move to declared location on overland map.
Looking Glass	$225	FT: Doc's Office	10	+1 **CUNNING**. Recover 1 **Grit** any time you pass a **CUNNING** test (max 1/turn).
Lucky Dice	$1,000	FT: Saloon	16	Max 1. +1 **LUCK**. Once per adventure, +1 to any 1 die roll.

Marsh Mold	$300	JA: Shaman's Tipi	46	ANCESTRAL PIPE. +1 Combat for next adventure. On any melee to hit rolls of 1, you take 1 Wound (no save).
Matches	$30	FT: Saloon	16	Discard to ignore Voices in the Dark.
Medicine Bag	$3,200	FT: Indian Trading Post	14	*Tribal, Scout* only. Once per adventure heal any mix of ⚅⚅⚅ Health and Sanity amongst all heroes.
Medicine Bag	$3,000 +4	JA: Storage Hut	47	*Tribal* only. +1 SPIRIT, Spirit Armour 5+. 1/adventure, heal ⚅ Wounds.
Miner's Canary	$1,800	FT: Frontier Outpost	11	*ADVANCED* Once per activation may roll ⚅. 4+: look at next Darkness card. 1: discard Miner's Canary.
Mining Binoculars	$1,800	FT: Blacksmith	7	*ADVANCED* Max 1. May look through door without being on connecting space. Not effective for Gates.
Mortar and Pestle	$650	FF: Village Market	42	*Magik* only, max 1. Start each adventure with +1 Arcane Powder Token.
Mutation Suppressant	$25-$30	FT: Mutant Quarter / TD: Field Doc	15, 59	Max 1 Injection. Until end of next adventure, 1 chosen Mutation is no longer in effect. If this leaves you with 0 Mutations, temporarily lose *Mutant*.
On the Origin of Species	$1,500	FT: Doc's Office	10	*ADVANCED* Add or subtract 1 from any roll on the Mutation Chart.
Pendulum	$850	FT: General Store	13	Max 1. +1 SPIRIT. 1/adventure cancel and re-draw just drawn mine map card.
Perfume	$200	FT: Saloon	16	*Performer* only. Max 1. +5XP per turn in which you healed 1 or more Wounds/Sanity for other heroes.
Pest Repellent Salve	$1,500	JA: Jungle Trading Post	45	Immune to Brain Flies, Mind Worms or any other vermin from Encounters. After each use, discard on ⚅ roll of 1.
Pipe	$225	FT: Saloon	16	+1 LORE. Recover 1 Grit each time you pass a LORE test (max 1/turn).
Plague Leeches	$200	FT: Plague Town	5	Max 1. Discard to remove ⚅ Corruption. If 1 or 2 was rolled, also take ⚅ Wounds (no Def).
Purging Liquid Injection	$175	TA: Technical Room	55	Remove all Corruption and roll ⚅ (no Grit). **1:** gain 1 Stunned Marker for next adventure, **2:** gain 1 Bleeding Marker, **3:** take ⚅ Wounds (no save), **4-6:** No further effect.
Rail Spike	$200	FT: Mutant Town	4	Max 1. Discard to prevent Darkness from moving forward 1 space on Depth Track.
Red Dragon Injection	$100	FT: Street Market	19	1 injection max. Next adventure +1 Initiative & Spirit Armour 5+. Each time Hold Back Darkness fails, take 1 Corruption Hit.
Relic of an Alien Martyr	$600	BW: Temple Bone Idol	27	Max 1. 1/adventure at start of turn, all heroes may heal ⚅ Wounds (or recover and roll for Injury if KO'd)
Rope	$250-$375	FT: General Store / FF: Village Market	13, 42	Max 1. 1/turn roll 2 extra ⚅ for a Skill test. Each use discard on a ⚅ roll of 1 or 2.
Rune Stone of Thol	$1,000	JA: Shaman's Tipi	46	Max 1. Gain *Magik*. +1 SPIRIT.
Sage	$400	JA: Shaman's Tipi	46	ANCESTRAL PIPE. Spirit Armour 5+ for next adventure.
Scarab Charm	$2,400	JA: Shaman's Tipi	46	*Tribal* only, 1 max. +1 Combat, +1 Move whilst in Jargono.
Scroll of Baal	$600	CY: Purgatory	33	Max 3. Discard to prevent Darkness movement from a single source. Gain 2 Corruption (no save) for each space it would have moved.
Scroll of Cleansing	$300	CY: Purgatory	33	Discard to remove ⚅ Corruption and gain that many Burning Markers. If used on another hero, +15 XP per Corruption removed.
Scroll of Protection	$250	FT: Church	9	*Holy* only. Discard to cancel a Darkness card on roll of 3+.
Sedativum Injection	$250 +1	TA: Technical Room	55	For next adventure, +1 Will save vs Horror Hits.
Self-Sealing Stim Patch	$225	BW: Scavenger Doc	24	Max 2. Discard to ignore effects of 1 Injury (except death) until start of next adventure.
Serpentman Venom	$400 +1	JA: Storage Hut	47	Melee damage is +1 for the next adventure.
Serum Injection	$300	TA: Technical Room	55	Immune to Parasites. Immune to Illness, Fever and Parasite travel events and immune to Town Fever event during next town stay. If you gain a Mutation whilst Serum is in effect, also gain 1 Madness.
Shackles	$1,600	FT: Sheriff's Office	17	*ADVANCED* Once per fight, pass AGI 4+ and STR 4+ to attach to 1 human enemy. Enemy is reduced to Move 1.
Sifting Pan	$300	FT: Mining Town	4	Max 1. 1/turn, redraw 1 Scavenge card just drawn. After use, discard on ⚅ roll of 1.
Small Transfusion Kit	$850	TD: Field Doc	59	CUNNING 3+ heroes only. When another hero on same Map Tile has just rolled an Injury, use 1 Grit and take 8 Wounds (no save) to cancel the Injury. Use gains +50 XP and items is discarded on ⚅ roll of 1 or 2.
Specimen Basket	$200	BW: Scavenger Doc	24	Max 1. On any world except Blasted Wastes, may give up move to fill jar on LORE 5+ test success. Return to Scavenger Doc to sell for ⚅x$200.
Specimen Jar	$150	FT: Doc's Office / FF: House of Healing	11, 38	Max 1. On other world, may give up move to fill jar on CNG 5+ test success. Return to House of Healing to sell for ⚅x$100.
Spike Vine Fluid	$150	JA: Jungle Trading Post	45	Immune to Voices in the Dark. After each adventure, discard on ⚅ roll of 1-3.
Steam-Powered Shovel	$1,100	FT: Blacksmith	7	*ADVANCED* Use 1 Grit to move 8 spaces ignoring all models and escape tests. Double roll = explosion. Discard shovel and take ⚅ Wounds (no save).

Tar Candy (Tar-Konffeine)	$650	TD: Field Doc	59	Discard to remove all Stunned Marker and roll ⚅. **1-2:** recover 1 **Grit**, **3-4:** recover 2 **Grit**, **5-6:** recover 3 **Grit**. At end of adventure roll ⚅ for each Tar Candy used and gain 1 Poison Marker for next adventure per 1 rolled.
Targa Map Pad	$600 + 2	TA: Glacier Observation	54	CNG 3+ heroes only. Each Targa adventure, may re-draw ⚅ Map cards just drawn (1/turn). Re-roll each visit.
Tarot Cards	$850	FT: General Store	13	Max 1. +1 **LORE**. 1/adventure, may re-draw 1 Encounter card just drawn.
Tent	$1,200	FT: General Store / FF: Swordsmith	13, 40	Max 1. +1 on all Camp Site Hazard rolls.
Togé Crab	$925	FF: House of Healing	38	Max 1. 1/adventure take ⚁ Wounds (no save) to remove up to 2 status effects.
Toothpaste	$75	FT: Doc's Office	10	Max 1. +1 on all Location Event rolls. After each use, discard on ⚅ roll of 1 or 2.
Trederran Dark Stone Lantern	$1,650	TD: War Equipment	62	Max 1 Light Source per Posse. 1/turn you may discard 1 Dark Stone shard or item to re-roll 1 of the dice rolled for Hold Back the Darkness. This re-roll cannot trigger Depth Events with a double.
Tribal Face Paint	$200 +1	JA: Storage Hut	47	*Tribal* only. +1 **Initiative** for the next adventure.
Used Trench Shovel	$600	TD: Scrap Dealer	61	+1 Scavenge die. 1/turn, discard and re-draw 1 Scavenge Card. After each use, discard on ⚅ roll of 1-3.
Void Heart	$300 + 6	FF: House of Healing	38	Max 1. 1/adventure when KO'd by Wounds, may restore to ⚁+1 Health on ⚅ roll of 5+.
War Dice	$1,000	TD: War Equipment	62	Max 1. X/adventure (where **X** is hero level) roll 1 die of any type and place it on this card. Next time you need to roll this type of die, you may instead substitute the roll on this card, taking 1/2 roll number (rounded up) Corruption (no save). Only then may you change die or re-roll the chosen die.
Warp Coolant Injection	$250	BW: Temple Warp Drive Idol	26	Max 1 Injection. Take ⚁ Corruption (no Will). For next 2 adventures, +2 max **Grit**.
Water Finder	$875	BW: Desert Marketplace	21	1/adventure heal ⚅ Wounds to all heroes on same map tile when not fighting.
Weapon Fuel	$800	TD: Weapon Smuggler	63	Discard to gain ⚠ Fuel Markers.
Wolfsbane	$170	JA: Shaman's Tipi	46	Max 3. Automatically pass Escape tests vs *Beast* enemies. Discard to cancel all Damage (even after Defence) from 1 *Beast* enemy.
Workshop Torch	$800	BW: Wasteland Workshop	28	Discard item to gain 1 Scrap Token for every $50 of sale value. If item is *Tech*, also gain 1 Tech Token.

RANGED WEAPONS

Archer's Bow	$650	FF: Guard House	37	Range 8, Shots 1. Crits on 5+, or 4+ if didn't move this turn.
Banishment Scroll	$300	FF: Shrine	39	Max 2. Discard for FREE ATTACK Immediately cause ⚅ (P if Holy) Damage (no save) vs 1 *Demon* or *Ghost* enemy on same map tile.
Blow Gun	$200 +1	JA: Village Craftsman	49	*Tribal* only. FREE ATTACK (1/fight) Range 3, Shots 1. If attack hits, target receives ⚁ Poison Markers.
Blow Darts	$800	FF: Tavern	41	*Stealth* only. FREE ATTACK (1/fight). Range 6, Shots 1, Damage 0 but target's to hit rolls are all 6+ for next activation.
Bolas	$1,100	JA: Tribal Campfire	48	*Tribal* only. FREE ATTACK (1/fight) Range 5, Shots 1.
Brace of Three Pistols	$2,100	FT: Mutant Quarter	15	Range 6, Shots 5.
Cheater's Hold-Out Pistol	$1.250	FT: Gambling Hall	12	*Performer, Showman* only. FREE ATTACK (1/fight, 3+ Initiative only) Range 4 Shots 1 Crit on 5 or 6.
Dark Stone Carbine	$1,600	TD: Weapon Smuggler	63	Range 8, Shots 2, Damage P+1. Take 1 Corruption Hit when fired.
Dark Stone Quad Shotgun	$1,000/X	TD: Weapon Smuggler	63	X is equal to purchasing hero level. Range 5, Shots **X**. If an enemy is killed with this gun, take 1 Corruption (no save).
Double-Barrelled Shotgun	$2,200	FT: General Store	13	Range 4, Shots 2, 8 for hit and damage, Crit on 6+.
Executioner Shotgun	$2,400	FT: Sheriff's Office	17	Range 3, Shots 3. Use 8 to hit, 6+ Crit. ⚅ damage, +1 if target is adjacent.
Feudal Bow	$500	FF: Swordsmith	40	Range 8, Shots 1, Crit 5+. +1 **Initiative** when equipped.
Flare Gun	$750	TA: Glacier Observation	54	FREE ATTACK Range 6, Shots 1, Damage ⚅⚅. Discard after use.

Flintlock Pistol	$800	FF: Guard House	37	FREE ATTACK (1/fight) Range 5, Shots 1. Crits on 5+. Use 1 **Grit** to ready item for use again.
Flintlock Rifle	$900	FF: Guard House	37	Range 10, Shots 1, Damage +1. Hits may not be assigned to adjacent enemies.
Frost Gun	$1,800	TA: Glacier Observation	54	**LORE 4+** heroes only. Range 4, Shots 2, Damage . Damaged enemies may not move next activation.
Gambler's Gun	$1,400	FT: Gambling Hall	12	*Performer, showman* only. Range 7, Shots 2. Once per turn may add -3 damage to single Hit (can be minus).
Gatling Gun Housing	$4,500	FT: Frontier Outpost	11	Range 10, Shots 10, Damage . Requires Tripod and Ammo and takes 1 turn to assemble.
Gunfighter's Pistol	$2,450	FT: General Store	13	Range 7, Shots 3.
Hold-Out Pistol	$800	FT: General Store	13	*Performer* only. FREE ATTACK (1/fight) Range 3, Shots 1, Crit on 5+.
Hunting Net	$1,000 +1	JA: Village Craftsman	49	*Tribal* only. FREE ATTACK (1/fight) Range 3, Shots 1. Damage is 0, but a hit causes the target to be - Defence for the rest of the fight.
Indian Bow	$400	FT: Indian Trading Post	14	*Tribal, Scout* only. +1 **Initiative**, Crit on 5+. Range 8, Shots 1.
Jargono Bow	$1,200	JA: Village Craftsman	49	*Tribal* only. Range 7, Shots 1, Critical on 5+. Use for Damage.
Knuckleduster Revolver	$1,500	FT: Camp Site	8	*Performer, Showman* only. FREE ATTACK (1/fight) Range 3, Shots 2, Crits on 5+. 1/turn use 1 **Grit** for +1 Combat
Lariat	$150	FT: Camp Site	8	+1 on Camp Site Hazard rolls. After each use, breaks on roll of 1 or 2.
Light Pistol	$250	FT: General Store	13	Range 6, Shots 2, cannot Critical.
Long Bow	$2,400	FT: Indian Trading Post	14	*Tribal, Scout* only. +1 **Initiative**, Crit on 5+. Range 10, Shots 1, Crit 4+.
Mare's Leg	$1,500	FT: General Store	13	Range 5, Shots 2, Damage .
Ornate Pistol	$1,600	FT: Street Market	19	Range 7, Shots 2. Once per fight +1 Damage to 1 hit with this pistol.
Outlaw Pistol	$300	FT: Smuggler's Den	18	*Outlaw* only. Range 5, Shots 3. May only Crit against adjacent targets.
Peacekeeper Pistol	$1,000	FT: Sheriff's Office	17	*Law* only. Range 6, Shots 3.
Pistol	$500	FT: General Store	13	Range 6, Shots 2.
Quickdraw Pistol	$600	FT: General Store	13	Range 6, Shots 2, +1 initiative in first turn of fight.
Repeating Rifle	$1,650	FT: General Store	13	Range 10, Shots 2, Damage +1.
Repeating Trench Pistol	$2,800	TD: Weapon Smuggler	63	Range 5, Shots 2, Damage . Take 2 Corruption Hits when fired.
Samurai Bow	$1,550	FF: Swordsmith	40	*Samurai* only. Range 9, Shots 2, Crit 5+. +1 **Initiative** when equipped.
Sawed-Off Shotgun	$850	FT: Smuggler's Den	18	*Outlaw* only. Range 3, Shots 1. Use for Hit and Damage, Crit on 6+. Crits cause 1 Wound to all adjacent enemies (no defence).
Scout's Bow	$1,200	FT: Indian Trading Post	14	*Tribal, Scout* only. +1 **Initiative**, Crit on 5+. Range 5, Shots 2.
Scrap Thrower	$3,200	BW: Mining Operation	23	Range 10, Shots 2, Damage +2. 1 Scrap Token to fire. Every model adjacent to target takes 1 Hit for -1 damage.
Sharp Shooter's Hunting Rifle	$2,400	FT: General Store	13	Range 14, Shots 1, Damage +2. Re-roll 1s once (not counted as re-rolls)
Shotgun	$1,200	FT: General Store	13	Range 5, Shots 1, for hit and damage, Crit on 6+.
Small Hell Dragon	$3,800 + 2	CY: Succubi Cave	34	Uses flame template, Shots 1, Damage . Ignores Defence and Armour. To fire, discard 1 Sulphur Crumb Token or take Wounds (no save).
Smuggler's Hold-Out Pistol	$3,000	FT: Smuggler's Den	18	*Performer, Outlaw, Showman* only. FREE ATTACK (1/fight) Range 3, Shots 3, Crit on 5+.
Spirit Bow	$5,400	FT: Indian Trading Post	14	*Tribal, Scout* only. +1 **Initiative**, Crit on 5+. Range 10, Shots = **SPT** skill.
Splat Gun	$3,500	TD: Weapon Smuggler	63	Range 3, Shots 2, Damage +2 if target is adjacent, +1 if 1 space away or if 2 or 3 spaces away.
The Punisher	$3,000	FT: Sheriff's Office	17	*Law* only. Range 6, Shots 2. Use for Hit and Damage. Once per turn may re-roll 1 damage roll with this gun.
Throwing Cards	$1,200	FT: Camp Site	8	*Huckster, Gambler* only. FREE ATTACK (1/fight) Range 2, Shots 1, Damage . May not re-roll with **Grit**.
Throwing Hatchet	$800 +2	JA: Village Craftsman	49	FREE ATTACK (1/fight) Range 4, Shots 1. +2 Damage vs small enemies.
Trederran Trench Pistol	$1,000	TD: War Equipment	62	Range 5, Shots 2, Damage +1. Take 1 Corruption Hit each time weapon is fired.
Veteran's Rifle	$2,850	FF: Guard House	37	*Soldier* only. Range 12, Shots 2, Damage +1. Hits may not be assigned to adjacent enemies.
Void Child Pistol	$1,800	FT: Mutant Quarter	15	**Void Child Mutation** only. Max 1. FREE ATTACK (1/turn) Range 3, Shots 1, Crit on 4+.
War Bow	$3,800	FT: Indian Trading Post	14	*Tribal, Scout* only. +1 **Initiative**, Crit on 5+. Range 8, Shots 3.

TRANSPORT

Amphibious Wagon	$4,300	FT: Street Market	19	*ADVANCED* Max 1 per Posse. 6 hero capacity. +15 XP per adventure finished. Rivers are easy terrain on overland map.
Arzach Bird	$1,400	JA: Jungle Trading Post	45	Move 10+⚅, Health 6 (Def 5+). +10 XP per adventure completed. Before dice are rolled, may choose to ignore 1 Encounter in Swamps of Jargono
Assassin's Horse	$550	FF: Swordsmith	40	*Stealth* only. Move 8+⚅ [12]. Health 6 (Def 5+), Sanity 4 (Will 5+). 1/travel may re-roll 1 Travel Hazard roll.
Basic Horse	$200	FT: Blacksmith	7	Move 6+⚅ [10]. Health 8 (Def 5+).
Cavalry Horse	$600	FT: Blacksmith	7	Move 6+⚅ [10]. Health 10 (Def 4+). +10 XP per job or adventure finished. +2 **STR** when travelling. FREE ATTACK (1/turn) Combat 1, Melee 5+, Damage ⚅.
Covered Wagon	$2,300	FT: Blacksmith	7	1 per Posse. 6 hero capacity. +10 XP per job/adventure for each hero. +⚑⚑⚑ for each hero, but cannot take into mine and must leave excess ⚑ behind with wagon.
Desert Katn'uto	$650	BW: Desert Marketplace	21	+10 XP each time you travel. Recover 1 **Grit** each Travel to Town.
Fancy Horse	$750	FF: Swordsmith	40	*Performer, Showman* only. Move 5+⚅ [10] Health 6 (Def 5+). Recover 1 **Grit** when you roll a double for a Travel Hazard.
Fast Horse	$600	FT: Blacksmith	7	Move 8+⚅ [12]. Health 6 (Def 5+). +10 XP per job or adventure finished. +2 **AGI** when travelling. +2 **Initiative** when mounted.
Feudal Cavalry Horse	$600	FF: Swordsmith	40	Move 6+⚅ [10]. Health 10 (Def 4+). +5 XP per job or adventure finished. +1 **STR** when travelling.
Feudal Fast Horse	$200	FF: Swordsmith	40	Move 8+⚅ [12]. Health 6 (Def 5+). +5 XP per job or adventure finished. +1 **AGI** when travelling.
Horse and Cart	$3,200	FF: Swordsmith	40	1 per Posse. 6 hero capacity. +15XP per job/adventure for each hero. Once per adventure may cancel any overland encounter or hazard roll.
Indian Horse	$600	FT: Blacksmith	7	Move 8+⚅ [12]. Health 6 (Def 5+), Sanity 4 (Will 5+). +10 XP per job or adventure finished. +2 **SPT** when travelling. Only spooked when Sanity = 0.
Mechanised Carriage	$5,500	FT: Street Market	19	*ADVANCED* Max 1 per Posse. 6 hero capacity. +20 XP per adventure completed. Any number of railroad hexes cost 2MP.
Mustang	$1,200	FT: Blacksmith	7	Move 6+⚅ [10]. Health 8 (Def 5+). +10 XP per job/adventure finished. +1 **Grit** whilst travelling or in town.
Mutant Horse	$600	FT: Street Market	19	Move 6+⚅ [10]. Health 6 (Def 5+). +10 XP per adventure finished. During town setup, use 1 **Grit** for +/-1 on town type of town traits. Roll 8 for mutation: **1** Melty Skin (+1 Wound per Wound taken). **2** Tentacle Legs (-3 Move). **3** Second Head (Move roll of 1, no move and horse turns to face opposite direction). **4** Rock Skin (-2 Move, +3 Health). **5** Talkative (no auto-spooked, has Sanity 3 and Will 6+). **6** Horns (FREE ATTACK 1/turn Combat 1 Damage ⚅. Adjacent front space only). **7** Barbed Tail (FREE ATTACK 1/turn Combat 1, Damage ⚅. Adjacent space behind only). **8** Wings (+1 to escape rolls and may move through other models).
Nightmare	$2,100	CY: Demonic Market	30	Max 1. **AGI** 5, **CNG** 3, **SPT** 1, **STR** 5, **LORE** 2, **LUCK** 1. Move 1+⚅, Health 12 (Def 5+). Combat 1 (4+) Damage 8. Shots 1 (flame thrower template), Damage ⚅. For Travel Hazard rolls, may use Nightmare skills instead of own.
Personal Locomotive	$2,500	FT: Blacksmith	7	*ADVANCED* 1 per Posse. 6 hero (+ mounts) capacity. Travel on rail hexes only. All travel is 1 Day with no encounter rolls. Each travel, roll ⚅. On a 1 there is a collision – train is destroyed and all occupants take 8 Wounds.
Rust Cycle	$1,850	BW: Desert Marketplace	21	*Showman, Traveller* only. Roll ⚀ fewer Travel Hazards than normal.
Samurai Horse	$1,200	FF: Swordsmith	40	Move 6+⚅ [10]. Health 8 (Def 5+). +10 XP per job/adventure finished. +1 **Grit** whilst travelling or in town.
Scrap Wagon	$8,500	BW: Desert Marketplace	21	Capacity 6 heroes. Each hero in Wagon, +15 XP when travelling and roll 1 fewer Travel Hazards than normal. When setting up a town, may re-roll/draw 1 location.
Spitfire	$600	FT: Blacksmith	7	*Performer, Showman* only. Move 5+⚅ [10] Health 6 (Def 5+). +10 XP per job or adventure completed. 1 extra ⚅ for all skill checks whilst travelling.
Stage Coach	$3,200	FT: Blacksmith	7	1 per Posse. 6 hero capacity. +15XP per job/adventure for each hero. Once per adventure may cancel any overland encounter or hazard roll.
Swamp Slug	$1,800	FT: Street Market / JA: Storage Hut	19, 47	*Tribal, Traveller* only. Move 2+⚅ [6]. Health 12 (Def 5+). +15 XP for each adventure finished. May re-roll 1 dice for any Travel Hazard or Encounter. FREE ATTACK (1/turn, melee OR ranged). Bite: Combat 1, Melee 4+, Damage ⚅. Spit Acid: Range 10, Shots 1m Ranged 5+, Damage 3.
Trederran Stallion	$800 / $750	FT: Street Market / TD: War Equipment	19, 62	Move 6+⚅ [10]. Health 12 (Def 4+). Use 1 **Grit** for this hero to ignore effects of 1 Travel Hazard or Overland Encounter. FREE ATTACK (1/turn, front/back only) Combat 1, Melee 5+ Damage 8.
Wild Horse	$750	FT: Street Market	19	Move 6+⚅ [10]. Health 8 (Def 4+). +10 XP per adventure finished. Once per town stay may cancel and re-draw 1 town event card. Once per adventure on overland map, may cancel and re-draw 1 Threat card.
Wild Karn'uto	$850	BW: Desert Marketplace	21	*Tribal* only. +15XP each time you travel. May use 1 **Grit** to re-roll Travel Hazard 1/Travel to Town.

TOKENS

Alien Bandages	$75	BW: Scavenger Doc	24	+1 Bandages Token. Heals ⚅ Wounds.
Bandages	$40-$75	FT: Camp Site, Doc's Office, General Store, Mutant Quarter / BW: Desert Market, Gladiator Arena, Scavenger Doc / FF: House of Healing, Village Market / TD: Field Doc	8, 10, 13, 15, 21, 22, 24, 38, 42, 59	+1 Bandages Token. Heals ⚅ Wounds.
Black Fang Hatchet	$200	FT: Indian Trading Post / JA: Village Craftsman	14, 49	+1 Black Fang Hatchet Token. Discard for FREE ATTACK: Range **STR**+3, Shots 1, +3 Damage +3. Damages all adjacent enemies too. Uses melee To Hit.
Blast Charges	$200	BW: Mining Operation	23	+1 Dynamite Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Bomb	$200 / $200	FF: Guard House, Village Market	37, 42	+1 Bomb Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Bromeliad Leaves	$125	JA: Storage Hut	47	+1 Bromeliad Leaves Token. Discard to ignore the effects of a Scavenge Card.
Cerithian Mucus	$100	JA: Storage Hut	47	+1 Cerithian Mucus Token. Discard to heal ⚅⚅ Wounds, but -2 **Initiative** until next Catch Your Breath roll.
Dark Stone Grenade	$1,000 +2	TD: Dark Stone Upgrader	58	+1 Dark Stone Grenade Token. Functions as Dynamite, except take 1 Corruption Hit when used and Damage to target is 10. Damage to adjacent models is 8.
Dark Stone Shiv	1	FT: Saloon	16	*Performer* only. +1 Dark Stone Shiv Token. Discard for ⚅ Wounds to 1 adjacent enemy ignoring Defence.
Demonic Liquid	$200	CY: Demonic Market	30	Use like Dynamite except 8 Damage. *Demon* enemies are healed 8 Wounds and heroes take ⚠ Corruption Hits.
Desert Spice	$100	BW: Desert Marketplace	21	+1 Spice Token. +⚅ Damage to 1 hit. You take 1 Wound (no save).
Dirty Bandages	$35	TD: Field Doc, Scrap Dealer	59, 61	+1 Dirty Bandages Token. Heals ⚅-1 Wounds (min 0).
Distilled Alcohol	$60	TD: Field Doc	59	+1 Whiskey Token. Heals ⚅ Sanity Damage.
Dynamite	$175-$200	FT: Frontier Outpost , General Store, Mutant Quarter / BW: Mining Operation	11, 13, 15, 24	+1 Dynamite Token. Ranged attack. Scatters if failed. Critical hit to all in target space and adjacent spaces.
Exotic Herbs	$200	FT: Street Market	19	+1 Exotic Herbs Token. Remove ⚅ Corruption.
Explosives	$600	FT: Frontier Outpost	11	+1 Explosives Token (takes 5 side bag slots). Requires blasting detonator. Destroys mine or current + ⚅ map tiles.
Extinguishing Stone	$150	CY: Purgatory	33	+1 Extinguishing Stone Token. Discard to remove all Burning Markers.
Far Eastern Potion	$50-$75	FT: Street Market / FF: Village Market	19, 42	+1 Potion Token. +2 to one skill until end of turn.
Fire Sake	$100	FF: Tavern	41	*Samurai* only. +1 Fire Sake Token. Gain ⚅ Fury.
Flash Powder	$75-$100	FT: Blacksmith / BW: Mining Operation / FF: Guard House, Swordsmith	7, 23, 37, 40	+1 Flash Powder Token. Discard to give enemies -2 **Initiative** until end of turn.
Frozen Herbs	$100	TA: Trade Cave	56	+1 Frozen Herbs Token. Discard to ignore all Sanity Damage from one source.
Glacier Liquid	$175	TA: Glacier Observation	55	+1 Glacier Liquid Token. Discard to remove ⚅ Corruption and take the same amount of Sanity Damage (no save).
Greek Fire	$160	CY: Purgatory	33	+1 Greek Fire Token. Discard to re-roll 1 Location Event roll (except in Other World towns).
Healing Herbs	$125	FT: Doc's Office / FF: House of Healing	10, 38	+1 Herbs Token. Heals ⚅⚅ Wounds.
Healing Liquid	$125	TA: Technical Room	55	+1 Healing Liquid Token. Heals 12 Wounds but also causes 1 Corruption Hit.
Iced Oil	$175	TA: Trade Cave	56	+1 Iced Oil Token. Discard to ignore the effects of 1 Injury until end of next adventure.
Jargono Frog Saliva	$75	JA: Storage Hut	47	+1 Jargono Frog Saliva Token. Discard to re-roll and one dice just rolled.
Junk Bomb	4SC / $175	BW: Wasteland Workshop / TD: Weapon Smuggler	28, 63	+1 Junk Bomb Token. Use like Dynamite except Damage is ⚅⚅-5 (min 0).
Liquid Dark Stone	$150	CY: Hellsmith	32	Max available: 20. Must be transported in Tomb Jars. Used for upgrades, but count as 2 .
Malam Moss	$200	JA: Storage Hut	47	+1 Malam Moss Token. Discard to avoid an Ambush on a ⚅ roll of 5+.
Medicated Bandages	$200	TA: Technical Room	55	+1 Medicated Bandages Token. Heals ⚅ Wounds and removes 1 Burning or Poison Marker.

Mystic Potion	$50-$75	FT: Street Market / FF: Village Market	19, 42	+1 Potion Token. +2 to one skill until end of turn.
Occult Scroll	$200	FT: Camp Site	8	+1 Scroll Token. Discard 1 to seal a mine, 2 if Overrun. Discard to re-roll Sermon except natural doubles (without Hexcrawl).
Rare Spices	$50-$100	FT: Street Market / BW: Desert Market	19, 21	+1 Spice Token. Discard to add ⚀ Wounds to one damaging hit. You also take 1 Wound (no save).
Refined Lantern Oil	$200	FT: Street Market	19	+1 Lantern Oil Token. Discard to re-roll 1 Hold Back the Darkness die.
Rosary Beads	$200	FT: Church	9	*ADVANCED* +1 Rosary Token. Discard for -1 Corruption. Use 1 **Grit** to make it ⚀ Corruption.
Sake	$50	FF: Tavern, Village Market	41, 42	+1 Sake Token. Heals ⚅ Sanity.
Scavenger Rot Gut	$75	BW: Desert Marketplace, Scavenger Doc	21, 24	+1 Whiskey Token. Restores ⚅ Sanity.
Scrap Token	$25	TD: Scrap Dealer	61	+1 Scrap Token.
Shatter Grenade	$200-$220	TD: Scrap Dealer, Weapon Smuggler	61, 63	+1 Shatter Grenade Token. Use like Dynamite except Damage is ⚀ and all affected models gain 1 Stunned Marker.
Small Anti-Rad Injection	$400	TD: Field Doc	59	+1 Anti-Rad Token. Discard to remove ⚅ Corruption.
Strong Sake	$125	FF: Tavern	41	+1 Strong Sake Token. Heals ⚅⚅ Sanity.
Swamp Fern Nut	$200	JA: Storage Hut	47	+1 Swamp Fern Nut Token. Discard to remove all Poison Markers.
Tech Token	$100	TD: Scrap Dealer	61	+1 Tech Token.
Tequila	$125	FT: Smuggler's Den	18	+1 Tequila Token. Restores ⚅⚅ Sanity.
The Kraken's Nectar	$250	BW: Desert Marketplace, Temple Great Kraken Idol	21, 26	+1 Nectar Token. Gain ⚀ **Grit**.
Tonic	$150-$200	Doc's Office, General Store / BW: Gladiator Arena, Scavenger Doc / FF: House of Healing, Village Market	10, 13, 22, 24, 38, 42	+1 Tonic Token. Discard to recover 1 **Grit**.
Used Bandages	$75	BW: Desert Marketplace	21	+1 Bandage Token. Heals ⚅ Wounds.
Throwing Hatchet	$100	FT: Indian Trading Post	14	+1 Hatchet Token. Discard for FREE ATTACK: Range **STR**+3, Shots 1, Damage +2. Uses melee To Hit.
War Drugs	$280	TD: Field Doc	59	+1 War Drugs Token. Discard to recover max **Grit** and 1 special ability token (i.e. Fury). At end of adventure, roll ⚅ per War Drugs used. For each 1 rolled, take ⚀ Horror Hits, +1 Travel Hazard and may do nothing for 1 day of next town stay (starting with first).
Wasteland Tonic	$200	BW: Scavenger Doc	24	+1 Tonic Token. Recover 1 **Grit**.
Whiskey	$40-$50	FT: Camp Site, General Store, Mutant Quarter, Saloon / BW: Desert Market, Scavenger Doc / TD: Field Doc	8, 13, 15, 16, 21, 24, 59	+1 Whiskey Token. Restores ⚅ Sanity.
Yage	$100	JA: Storage Hut	47	+1 Yage Token. Discard to heal ⚅⚅ Wounds and take ⚀ Horror Hits.
Z-4 Grenade	$300	TD: Weapon Smuggler	63	Max 2. +1 Z-4 Grenade Token. Used like Dynamite except Damage is ⚅⚅ in target space.

UPGRADES

Aiming Laser	$1,000 + 1	TA: Glacier Observation	54	UPGRADE (rifle). First Shot each turn is +1 to hit.
Antonio's Spurs	$900	FT: General Store	13	UPGRADE (boots). When rolling for travelling to town, may now use 1 **Grit** to re-roll.
Armour Spikes	$250 + 4 SC	BW: Wasteland Workshop	28	UPGRADE (Wasteland Scrap Armour). Adjacent enemies take 1 Wound (no save) when they roll a 1 to hit you.
Armour Upgrade Slots: 2	$500	CY: Hellsmith	32	UPGRADE (any armour). +2 Upgrade slots that can only be made use of at the Hellsmith.
Armour Upgrade Slots: 3	$900	CY: Hellsmith	32	UPGRADE (any armour). +3 Upgrade slots that can only be made use of at the Hellsmith.
Armour Upgrade Slots: 4	$1,300	CY: Hellsmith	32	UPGRADE (any armour). +4 Upgrade slots that can only be made use of at the Hellsmith.
Armour Upgrade Slots: 5	$1,800	CY: Hellsmith	32	UPGRADE (any armour). +5 Upgrade slots that can only be made use of at the Hellsmith.
Axe Blade Attachment	10 SC	BW: Wasteland Workshop	28	UPGRADE (gun). +1 Combat. 1/turn, +1 Damage on 1 Hit vs an adjacent model.
Bog Bat Hatband	$1,800	JA: Jungle Trading Post	45	UPGRADE (hat) max 1. +1 Defence whilst in Jargono. Immune to Brain Flies.
Cattarri Injector	$2,200	TD: Field Doc	59	UPGRADE (torso clothing) Max 1. Heal 1 Wound at the start of each turn. Discard at end of adventure on roll of 1, or if the Mission is failed.
Cavalry Saddle	$2,100	FT: Frontier Outpost	11	*Traveller* only. UPGRADE (non-cart Animal Transport) Take -1 Wound from each source whilst travelling.
Chain Blade Attachment	15 SC + 2 TC	BW: Wasteland Workshop	28	UPGRADE (gun). 1/turn add 1 Bleeding Marker to just wounded adjacent enemy.
Dark Stone Barrel	$225 + 6	FT: Blacksmith	7	UPGRADE (gun). +4 range.
Dark Stone Bindings	$600 +12	FF: Swordsmith	40	UPGRADE (any Clothing with armour bonus) 1/turn when prevent 1 Wound with this armour, prevent 1 more.
Dark Stone Edge	$1,000 +15	FF: Swordsmith	40	UPGRADE (Blade hand weapon) Melee attacks now Crit on 5+.
Dark Stone Grip	$1,200 +8	FT: Blacksmith / FF: Swordsmith	7, 40	UPGRADE (gun, bow, hand weapon) +1 Shot (gun, bow) / +1 Combat (hand weapon).
Dark Stone Horse Shoes	$800 +4	FT: Blacksmith	7	UPGRADE (animal transport). May roll twice on Travel Hazard chart and choose which result.
Dark Stone Inlay	$700 +3	FT: Blacksmith / FF: Swordsmith	7, 40	UPGRADE (gun, bow, hand weapon) 1/attack re-roll 1 single to hit roll.
Dark Stone Spurs	$650 +4	FT: Frontier Outpost	11	*Traveller* only. UPGRADE (Boots) Spend 1 **Grit** to add overland move for Posse each day until next town or mine.
Desert Scope	3 SC + 3 TC	BW: Wasteland Workshop	28	UPGRADE (gun). +2 Range. 1/turn re-roll 1 to hit roll with this gun, even if already re-rolled.
Death Glyph	$1,000 + 6	FT: Indian Trading Post	14	UPGRADE (any item). Once per adventure/town stay when KO'd or killed, roll (no **Grit** re-roll. 4+ heal 5 Wounds/Sanity and avoid save or death. On 6, glyph also destroyed.
Dragonfly Pendant	$500	JA: Jungle Trading Post	45	UPGRADE (any item) max 1. +2 Move when wading through water.
Electro Shock	2 SC + 4 TC	BW: Wasteland Workshop	28	UPGRADE (hand weapon). Any damaged target gains 1 Stunned Marker on a 4+, or automatically if you discard 1 Dark Stone.
Endurance Saddle	$1,750	FT: Frontier Outpost	11	*Traveller* only. UPGRADE (non-cart Animal Transport) Heal 1 Wound or Sanity per day when travelling.
Extra Fittings	$500 + 1 SC	BW: Wasteland Workshop	28	UPGRADE (Wasteland Scrap Armour). Armour is now limit 10 Scrap Armour Markers.
Fine Horse Shoes	$500	FT: Frontier Outpost	11	*Traveller* only. UPGRADE (animal transport) +1 Easy Terrain hex per day. No effect if any travelling on foot.
Fine Saddle	$1,600	FT: Blacksmith	7	UPGRADE (non-cart animal transport). Once per encounter, +1 to one skill test die whilst travelling.
Glyph of the Buffalo	$200 +2	FT: Indian Trading Post	14	UPGRADE (any item). Once per adventure, move through small or medium models, swapping places. Auto-pass escapes.
Hand Guard	4 SC	BW: Wasteland Workshop	28	UPGRADE (hand weapon). +2 Health.
Heart Injector	$4,500 +4	TD: Field Doc	59	UPGRADE (torso clothing) 1 Injection max. 1/adventure, if KO'd, may immediately recover an mix of Health and Sanity with no Injury/Madness roll, but lose Health permanently. If KO'd a second time, roll twice for Injury/Madness and take the lowest result.
Ice Spikes	$1,200	TA: Trade Cave	56	UPGRADE (boots). +1 Move on Targa Plateau. All unarmed melee to hit rolls now use instead of .
Laser Scope	5 TC	BW: Wasteland Workshop	28	UPGRADE (gun). +1 ranged Damage to any target at least 3 squares away.
Lead Lining	$750	FT: Mutant Quarter	15	*ADVANCED* UPGRADE (any item) Ignore 1 on this item when rolling for Corruption.

Mark IV Upgrade	$4,200 +8	TD: Dark Stone Upgrader	58	UPGRADE (gun) + damage on all hits with this gun. May only be attached once to each gun.
Orb of Absorbing	$250	CY: Hellsmith	32	UPGRADE (any item) Max 1. -2 for item. -1 to hit in melee.
Orb of Evade	$325	CY: Hellsmith	32	UPGRADE (any item) Max 2. +1 Escape die, -1 Move (min 0).
Orb of Fate	$500	CY: Hellsmith	32	UPGRADE (any item) Max 1. 2/adventure, re-roll 1 die, even if not usually able to be re-rolled. Gain +1 Corruption (no save) each time.
Orb of Fortune	$200	CY: Hellsmith	32	UPGRADE (any item) Max 2. 1/adventure discard and re-draw any 1 card. Gain Corruption (no save) when used.
Orb of Greed	$1,000	CY: Hellsmith	32	UPGRADE (any item) Max 1. All gold gained from Loot, Encounters and Scavenging is doubled, but when rolling for Madness, Injury or Mutation, subtract 10 from your roll.
Orb of Hellfire	$600	CY: Hellsmith	32	UPGRADE (any item) Max 1. Immune to Burning and lava fields. Gain *Unholy*. +2 Wounds damage per Hit from weather effects.
Orb of Initiative	$600	CY: Hellsmith	32	UPGRADE (any item) Max 1. +3 **Initiative**. If ambushed, -1 Damage on all Hits for that fight.
Orb of Iron Skin	$700	CY: Hellsmith	32	UPGRADE (any item) Max 1. Immune to Bleeding. When poised, + poison markers.
Orb of Iron Will	$1,200	CY: Hellsmith	32	UPGRADE (any item) Max 1. Spirit Armour +1. Gain *Unholy*. Enemy Endurance is -1 for your Hits.
Orb of Levitation	$1,000	CY: Hellsmith	32	UPGRADE (any item) Max 1. -3 .
Orb of Loot	$1,000	CY: Hellsmith	32	UPGRADE (any item) +1 Loot card each time you draw some (max 4). Each time triggered, take Wounds and Sanity Damage (no save).
Orb of Piercing	$750	CY: Hellsmith	32	UPGRADE (any item) Max 1. +1 Damage on all Hits. -1 Defence.
Orb of Protection	$1,200	CY: Hellsmith	32	UPGRADE (any item) Max 1. +1 Health, +1 Armour. Gain *Unholy* and 1 Bitten Marker. Not usable with Orb of Rage.
Orb of Rage	$1,500	CY: Hellsmith	32	UPGRADE (any item) Max 1. -1 Sanity, +2 Combat, +1 melee Damage. Gain *Unholy* and Curse of the Werewolf. Not with Orb of Protection.
Orb of Rebirth	$2,000	CY: Hellsmith	32	UPGRADE (any item). Gain one personal Revive Token and *Unholy*. If unused at end of adventure, roll : **1-2** roll on Madness Chart, **3-4** roll on Injury Chart, **5-6** Nothing.
Orb of Void Phasing	$250	CY: Hellsmith	32	UPGRADE (any item) Max 1. May move through other models. -1 on Scavenge Chart or draw 2 Scavenge Cards and discard the best one.
Orb of Willpower	$800	CY: Hellsmith	32	UPGRADE (any item) Max 1. +1 Willpower, -3 Corruption Resistance.
Pack Saddle	$2,000	FT: Frontier Outpost	11	*Traveller* only. UPGRADE (non-card transport animal) + in town and travelling. Must leave items behind for mines.
Re-enforced Handle	12 SC	BW: Wasteland Workshop	28	UPGRADE (hand weapon). +1 **Initiative**.
Rune of Aiming	$2000 + 8	CY: Hellsmith	32	UPGRADE (any item). Max 3. Ranged to hit +1, -5 Health.
Rune of Resolve	$1,500 +18	JA: Dark Stone Fortification	44	UPGRADE (any item). +1 max **Grit** whilst in Jargono. When Ambushed, recover 1 **Grit**.
Rune of Endurance	$1,500 + 4	CY: Hellsmith	32	UPGRADE (any item). Max 1. Gain Endurance 4, *Unholy*, and **1-3**: -1 Defence or **4-6**: -1 Willpower.
Rune of Fortitude	4	FT: Blacksmith	7	UPGRADE (any item). Once per adventure may auto-pass 1 Will roll, even if already failed.
Rune of Hate	$1,800 + 4	CY: Hellsmith	32	UPGRADE (hand weapon). Max 3. Melee to hit +1, -5 Sanity.
Rune of Hellfighting	$2,500 + 4	CY: Hellsmith	32	UPGRADE (special). Max 1. Gain *Unholy* and suffer 1 Mutation. May make melee and ranged attack each turn.
Rune of Protection	6	FT: Blacksmith	7	UPGRADE (any item). Once per adventure may auto-pass 1 Def roll, even if already failed.
Rune of Regeneration	$1,800 +12	FT: Blacksmith	7	UPGRADE (any item). Heal 1 Wound each turn unless KO'd. Discard to heal 1 Injury or Mutation.
Rune of Shooting	$1,700 + 4	CY: Hellsmith	32	UPGRADE (gun). Max 2. Item gains (1/2 runes): Range /+1, Shots +1/4. Roll range before each attack.
Rune of Slashing	$1,500 + 5	CY: Hellsmith	32	UPGRADE (hand weapon). Max 2. Item gains (1/2 runes): Combat +/+3, Damage / .
Rune Stone: Earth	4	FF: House of Healing	38	UPGRADE (clothing, 1 max/item). When at full health, 1/turn re-roll 1 Defence roll.
Rune Stone: Fire	6	FF: House of Healing	38	UPGRADE (clothing, 1 max/item). When Heal or take 5+ Wounds from one source, recover 1 **Grit** on roll of 5+
Rune Stone: Water	10	FF: House of Healing	38	UPGRADE (clothing, 1 max/item). When you roll a 5 or 6 for Move, heal 1 Wound.
Rune Stone: Wind	8	FF: House of Healing	38	UPGRADE (clothing, 1 max/item). 1/adventure, heal Wounds equal to your move this turn.
Shadow Ribbon	$800 +6	FF: Swordsmith	40	UPGRADE (any item) +1 Corruption Resistance.
Shaman's Feather	$750	JA: Shaman's Tipi	46	UPGRADE (hat). +1 **SPIRIT** and whilst in Jargono, + Health (roll each time your enter).
Socket Fittings	$1,000	BW: Wasteland Workshop	28	UPGRADE (Wasteland Scrap Armour). Use 1 **Grit** to add any number of Scrap Tokens you are carrying to the Armour up to it's max.

Spurs	$800	FT: Blacksmith	7	UPGRADE (boots). Limit 1 in effect per Posse. Once per day, make one hex easy terrain. No effect if any heroes on foot.
St. Cajetan's Blessing	$2,300	FT: Saloon	16	*ADVANCED* UPGRADE (any item) Max 1. Once per adventure you may rotate 1 die by 90 degrees after it is rolled.
Suspensor	8 TC	BW: Wasteland Workshop	28	UPGRADE (any item). Item is -1 .
Tomb Saddle	$1,600	FT: Frontier Outpost	11	*Traveller* only. UPGRADE (non-card transport animal) Hold 6 and prevents Corruption hits.
Void Assembly	$2,200 +15	FT: Blacksmith	7	UPGRADE (gun). Once per fight add to the damage for one hit from this gun.
Void Core	$800 +12	FF: Swordsmith	40	UPGRADE (hand weapon) Melee hits are +1 Damage.
War Glyph	$500 + 5	FT: Indian Trading Post	14	UPGRADE (any item). Max 1. Once per adventure +2 Combat until end of turn.
Weapon Upgrade Slots: 2	$500	CY: Hellsmith	32	UPGRADE (any weapon). +2 Upgrade slots that can only be made use of at the Hellsmith.
Weapon Upgrade Slots: 3	$800	CY: Hellsmith	32	UPGRADE (any weapon). +3 Upgrade slots that can only be made use of at the Hellsmith.
Weapon Upgrade Slots: 4	$1,100	CY: Hellsmith	32	UPGRADE (any weapon). +4 Upgrade slots that can only be made use of at the Hellsmith.
Weapon Upgrade Slots: 5	$1,500	CY: Hellsmith	32	UPGRADE (any weapon). +5 Upgrade slots that can only be made use of at the Hellsmith.

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