

### BELI'AL

**Gear:** Draw a Gear card as usual.

**Artifact:** Roll 1D8

- 1-2 Ash of Shadows+
  - 3-4 Scroll of Darkness+
  - 5 Shadow Shard\*
  - 6 Shadow Sword+
  - 7 Book of the Lost+
  - 8 Book of the Ancients+
- Re-roll if not available.

*\*from the Mine Artifacts deck.*

*+from the Cynder Artifacts deck.*

### VOID SHAMAN/MAGUS

**Gear:** Draw a Gear card as usual.

**Artifact:** Roll 1D12

- 1 Soul Parasite\*
  - 2-3 Void Crystals+
  - 4-5 Void Scroll\*
  - 6 Void Hound Tooth\*
  - 7 Void Hood\*
  - 8 Phase Dagger\*
  - 9 Void Pistol\*
  - 10 Book of Tarn\*
  - 11 Void Sword\*
  - 12 Void Buckle\*
- Re-roll if not available.

*\*from the Mine Artifacts deck.*

*+from the Targa Artifacts deck.*

### BANDITS

**Gear:** Roll 1D12

- 1-2 Bandana
  - 3-4 Whiskey Bottle
  - 5 Tequila
  - 6-7 Outlaw Pistol
  - 8 Bandolier Strap
  - 9-10 Sawed-Off Shotgun
  - 11 Outlaw's Gun Belt
  - 12 Outlaw Armor
- Re-roll if not available.

**Artifact:** Draw an artifact card as usual.

### UNDEAD OUTLAWS/GUNSLINGER

**Gear:** roll 1D10

- 1 Cursed Coin
- 2 Dead Man's Coat
- 3-4 Dead Man's Boots
- 5 Dead Man's Poncho
- 6 Dead Man's Vest
- 7 Dead Man's Buckle
- 8 Dead Man's Dice
- 9-10 Fallen Gunfighter's Pistol

**Artifact:** roll 1D6

- 1-5 Dead Man's Iron \*
  - 6 Cursed Coin
- Re-roll if not available.

*\*from the Mine Artifacts deck.*

### SERPENTMEN WARRIORS/SORCERERS

**Gear:** Draw a Gear card as usual.

**Artifact:** Roll 1D12

- 1 Swamp Parasite
  - 2 Statue of a Serpent God
  - 3 Dark Stone Axe
  - 4 Stone Tablet
  - 5 Dark Stone Blade
  - 6-7 Dark Stone Club
  - 8 Tribal Armor
  - 9 Serpent Skin Gloves
  - 10 Serpent Skull Helmet
  - 11 Juju Wand
  - 12 Trophy Shield
- Re-roll if not available.

*All from the Jargono Artifacts deck.*

### SCAFFORD GANG

**Gear:** roll 1D8

- 1-2 Scafford Wanted Poster
  - 3-4 Whiskey Bottle
  - 5 Scafford Bandana
  - 6 Scafford Pistol
  - 7 Scafford Buckle
  - 8 Scafford Hat
- Re-roll if not available.

If you get **Loot** from the *Colonel Scafford*, you may add 1 to your dice roll.

**Artifact:** Draw an artifact card as usual.



