

FRONTIER TOWN



Visiting a Frontier Town:

Visiting a Frontier Town allows the Heroes to shop at various Locations in Town to resupply their gear, heal Injuries or Madness they have sustained, or just hang out at the Saloon, gambling away their hard earned loot.

At the start of each day in Town, every Hero must decide to either pay \$10 to stay at the Hotel, or they can stay for Free at the Camp Site on the outskirts of Town. The Hotel affords some safety, while the Camp Site can be a dangerous place, occasionally even being raided in the night by foul creatures from the surrounding desert wasteland.

A Hero that stays at the Camp Site must roll 2D6 on the Camp Site Hazard Chart below before starting their Day in Town. During each Day spent in Town, each Hero may choose one of the Town Locations to visit. Each Hero rolls on the Event Chart for the Location they are visiting, and then may purchase items and engage in the special offerings of that Location.

2D6 CAMP SITE HAZARD CHART

- | | | |
|-------------|----------------------------|--|
| 0-1 | Hired Cutthroat – | <i>A hired assassin sneaks into your tent while you sleep! Make a Luck 6+ test to wake up before he strikes. If successful, the assassin is scared off and you gain 100 XP. If failed, you are brutally stabbed before the assassin runs off into the night. You take D6 x your Hero Level in Wounds, ignoring Defense. If this reduces you to 0 Health, you are killed.</i> |
| 2 | Demon Attack! – | <i>Outside the relative safety of the town border, the camp site is exposed to the elements...and to attack from all manner of unsavory creatures! During the night, a swarm of demonic HellBats and Stranglers rampage through the camp, killing with wanton brutality! Make an Agility 5+ or Cunning 5+ test to escape into the night. If successful, gain 50 XP, but you must flee the town (your Town stay is over). If failed, you take 3D6 Wounds, ignoring Defense. If KO'd, you are carried off by the demons, never to be seen again! If not KO'd, gain 2D6 x 10 XP for surviving the blood-soaked night!</i> |
| 3 | Robbed – | <i>You wake to find that someone has been going through your things! Checking your valuables, you discover that they have stolen some of your Dark Stone. Lose D6 Dark Stone. If you do not have enough to lose, you lose all the Dark Stone you have plus D6x\$50.</i> |
| 4 | The Fever – | <i>A plague spreads through the Camp like wildfire. Make a Spirit 5+ test to avoid getting sick. If successful, gain 10 XP. If failed, take D6 Wounds, ignoring Defense.</i> |
| 5 | Stories of Terror – | <i>Getting sleep in your tent is nearly impossible as the drunken prospectors tell tales of terror around the campfires nearby! Many of their stories sink into your mind, leaving you shaken to the core. Make a Lore 5+ test to avoid lasting nightmares. If successful, gain 10 XP. If failed, take D6 Sanity Damage, ignoring Willpower.</i> |
| 6-11 | Uneventful Night – | <i>It's an uneventful evening of drunken debauchery and raucous songs around the campfire. No effect.</i> |
| 12 | Learn Some Tricks – | <i>Making friends in the camp, you learn a few new tricks to keep you alive down in the mines! Gain +1 Health.</i> |

TOWN EVENTS

Frontier Towns are already dangerous places to visit, but those that lay within the shadow of Brimstone and its surrounding demonically overrun countryside can be downright deadly!

At the start of a Town stay, the Heroes must place the Darkness marker on the Day 1 spot of the Town Event Track (located on the Town Board).

At the End of each Day in Town, the Hero Posse must roll a single D6 :

If the roll is **higher than** the current position of the Darkness marker, then the Day ends without incident and the Heroes may carry on to the next Day. Move the Darkness marker up the track by one spot.

If the roll is **less than or equal to** the current position of the Darkness marker on the track, something bad has happened in Town! Roll 2D6 on the **Town Event Chart** below. As normal, chart rolls may not be Re-rolled with Grit. When a Town Event occurs, set the Darkness marker back to Day 1.



2D6 TOWN EVENT CHART

- 0-2 Void Twister** – *A Void Twister sweeps through the town, annihilating it in a flash! Livestock, buildings, and people are swept away right before your eyes, and it's coming toward you! Every Hero in Town must make an Agility 5+ or Strength 5+ test to avoid or resist the powerful pull of the twister! If failed, the Hero is swept away, broken and battered - they are killed. The Frontier Town is destroyed and the Town stay is over.*
- 3 Town Overrun** – *The Town is overrun with demonic creatures, tearing apart the people and burning the buildings to the ground! It's time to get out while you can! Every Hero in Town must roll a number of dice equal to the number of Dark Stone they currently carry (including Items with Dark Stone Icons). For every roll of 1, that Hero takes D6 Wounds, ignoring Defense, as they are assaulted by demons! Any Hero KO'd by this is killed in the fiery ruins of the Town. The Frontier Town is destroyed and the Town stay is over.*
- 4 Fire!** – *A fire has broken out, setting the town ablaze! D3 Random Town Locations burn to the ground in the fire and may not be visited for the rest of this Town stay.*
- 5 The Fever** – *A terrible plague spreads through the Camp, causing Void Boils and death! Each Hero must make a Spirit 6+ test to avoid the sickness. If successful, gain 10 XP. If failed, take D6+3 Wounds, ignoring Defense.*
- 6-8 Spreading Fear** – *Fear spreads through the Town as the days grow dark and the demonic attacks more frequent. One Random Town Location closes up shop and may not be visited for the rest of this Town stay (roll a D6 to determine which Location). The Camp Site dissipates (may no longer be used) and the Hotel doubles their current rate.*
- 9 Intense Dread** – *A dark cloud on the horizon makes your soul sink as you see a Void Twister in the distance wipe through a neighboring town! Each Hero must make a Cunning 6+ test. If successful, gain 10 XP. If failed, take D6+3 Sanity Damage, ignoring Willpower. If no Hero passes this test, also add a Growing Dread card to the stack at the start of the next Adventure.*
- 10-11 "The End is Nigh!"** – *The people are stocking up on supplies and weapons, feeling like the next big attack could come at any time! All prices in Town are +\$50 due to the increasing demand.*
- 12 Rotten From Within** – *It has become clear that the officials running this town are twisted and tainted by their greed, and the very Dark Stone they have been hoarding! When they see something they want...they take it! Roll a Random Hero to be singled out by the corrupt sheriff. That Hero must either hand over a Dark Stone or one Item with a Dark Stone icon, to pay off the 'Law Man' and his mutated gang of thugs. If you have neither, they open fire on you and you must escape Town - take 2D6 Wounds, ignoring Defense, and your Town stay is over.*

VISIT THE CAMP SITE

During a Day in Town, instead of visiting a normal Town Location, a Hero may elect to visit the Camp Site instead (this is unrelated to whether or not the Hero stayed at the Hotel or at the Camp Site during the night).

Roll once on the Location Event Chart below before using the services listed at the *Camp Site Tents*.

2D6 LOCATION EVENT

- 2 Just My Luck** – *Just when it looked like this day couldn't get any worse... A band of Mutant Outlaws pushes their way through the Camp Site, robbing everyone they come across. There are too many to fight, and they are too well armed. You must lose one Item or 2D6 Dark Stone that they take from you before riding back off toward the Badlands.*
- 3 "My Friend Doesn't Like You Much!"** – *"And I Don't Like You Either!" A nasty looking scoundrel threatens you, and he seems pretty serious. Your Location Visit to the Camp Site is over and you must play the Solo Town Adventure 'High Noon Duel' or immediately flee Town.*
- 4-5 "Step Right Up!"** – *"Marius Flannigan is the name, and have I got a show for you!" A small traveling circus is in Town and they have set up a tent in the Camp Site to wow the locals and travelers. Wandering into the tent, you see a good show with a strongman, sword swallower, and even a dancing bear! It's not cheap though. Pay D6x\$20 and you may Recover 1 Grit.*
- 6-8 A Sad Collection of the Poor and Scruffy** – *The sights you see in the Camp Site are not pretty...but the smells are worse! No Event.*
- 9-10 Dirty Poker** – *The Camp Site is filled with drinking, laughing, and games of cards over a rickety table or barrel head. You may make a Luck 4+ test. For every 4+ rolled, gain \$25. For every 1 rolled, lose \$50.*
- 11 Sober Morning** – *A good time to get things done! All Heroes at the Camp Site today may add +1 to their rolls at the Doc's Tent or Church Tent below.*
- 12 "What Have We Here?"** – *You find something half buried in the mud! Looking around, it doesn't seem to belong to anyone. You may draw a Gear card.*

CAMP SITE TENTS

DOC'S TENT - SURGERY \$250

(Limit One Surgery attempt per Visit)

Choose one Injury, Mutation, or Parasite you want to remove and roll on the chart below. If a Parasite is chosen, -1 to the roll.

D6 Roll	Result	
0	Dead!	Your Hero is killed during surgery.
1	Butchered	The ailment is not Healed and you lose D6 Health permanently.
2-3	Failed	The ailment is not Healed.
4-6+	Success!	The Injury/Mutation/Parasite is Healed!

CHURCH TENT - EXORCISM \$250

Ritual ♦ (Limit One Exorcism attempt per Visit)

Choose one Madness or Curse you want to remove and roll on the chart below. If a Curse is chosen, -1 to the roll.

D6 Roll	Result	
0	Dead!	Your Hero dies in the tent as a demon rips you apart from within!
1	Tormented	The ailment is not Healed and you lose D6 Sanity permanently.
2-3	Failed	The ailment is not Healed.
4-6+	Success!	The Madness/Curse is Healed!

BANDAGES \$50

Gear ♦ Bandages ♦ Tokens

Gain 1 Bandages Token.



WHISKEY \$50

Gear ♦ Whiskey ♦ Tokens

Gain 1 Whiskey Token.



NEW TOWN RULES

THE DEVIL'S WHEEL (PLAY AT THE GAMBLING HALL)



Setting Up the Game -

To set up *The Devil's Wheel*, take the *Frontier Town* Expansion Box Top and lay it face down on a flat surface. Then take 3 Random **Mine Artifact** cards (without looking at them) and lay them face down in the Box Top in a triangle pattern in the center of the box. Lastly, place the *Devil's Head* token at the center of the box, overlapping the 3 **Mine Artifact** cards, with the small dice icons each 'pointing to' an **Artifact**.



Playing a Round of *The Devil's Wheel* -

To play a round of *The Devil's Wheel*, roll 3 dice into the Box Top. These dice must bounce off of at least one inner wall of the Box Top. The dice are scored based on where they land in the box. Any die that lands partially on the **Mine Artifact** cards is worth **Points** equal to the number rolled on that die. Any die that is entirely on the **Mine Artifact** cards and/or the *Devil's Head* token is worth double the value rolled on the die.

All other dice are worth no **Points**.

After the first roll, any number of the dice (player's choice) may be picked up and rolled a second time.

After the second roll, any number of the dice (again, player's choice) may be picked up and rolled for a third and final time.

Note that for each of these rolls, the dice must always bounce off of at least one inner wall of the box and any dice not Re-rolled during the second or third roll are left in the box and may be moved or changed if hit by the new rolls.

Once the rolling is complete, total the number of **Points** for the dice in the box to see your final score!

The Devil's Head Jackpot -

Once the round is complete and points have been totaled, for each die that sits at least partially on the *Devil's Head* token, the Hero may press their luck and try for a **Devil's Head Jackpot!** Roll the die. On a 1, 2, or 3, the Hero is bitten by the Devil and gains that many **Corruption Points**, ignoring **Willpower!** On the roll of 4, 5, or 6, the Hero wins the **Jackpot** and may take the **Mine Artifact** card 'pointed to' by that number on the token.

UNWANTED ATTENTION

Unwanted Attention markers represent the Hero attracting the attention of a shady element in Town. This could be a drunk gambler that feels cheated or a swarthy cutthroat that doesn't like the way you look.



Gaining Unwanted Attention Markers -

There are two main ways to gain **Unwanted Attention** markers in Town:

Too Many Mutations - When a Hero enters Town, they gain 1 **Unwanted Attention** marker for every **Mutation** they have over 3 (Ex. 4 **Mutations** = 1 marker).

Gaining Gold at the Saloon/Gambling Hall - At the end of any **Location Visit** to the *Saloon* or *Gambling Hall* in which a Hero gains any amount of **Gold**, they also gain 1 **Unwanted Attention** marker.

When Trouble Comes a Callin' -

While a Hero has 1 or more **Unwanted Attention** markers, any time they roll a 7 on a **Location Event Chart**, they must roll to see if they are attacked!

Roll a D6. If the roll is equal to or less than the number of **Unwanted Attention** markers they have, the Hero is attacked from behind by a cowardly but dangerous individual, with murder on the mind!

The Hero must immediately make a **Luck 5+** test to move aside at the last minute. If successful, the would-be-assassin runs off into a back alley. If failed, the Hero is shot in the back, taking **D6 x Hero Level Wounds**, ignoring **Defense** and **Armor**. If this **KO's** the Hero, they are killed!

All Unwanted Attention markers are removed at the end of a Hero's **Town Stay**.



BLACKSMITH

2D6 LOCATION EVENT

- 2 Dark Stone Poisoning** – *Spending so much time working with Dark Stone has driven the blacksmith mad and he has finally snapped! Coming at you with a hot poker, you must make a Strength 5+ test to overpower him or an Agility 5+ test to dodge and trip him into the fire. If failed, you are stabbed with the poker, searing into your side and giving you a nasty Dark Stone scar that will never fully heal (lose D6 Health permanently). Either way, the blacksmith himself is shot dead. The Blacksmith may not be visited for the rest of this Town Stay.*
- 3 Wild Horse** – *A horse has broken free of the stables and threatens to run wild through the town! Make a Strength 5+ test to get the wild beast under control. If passed, the blacksmith pays you \$100 for your trouble. If failed, the horse wreaks havoc in town and smashes through one of the neighboring businesses! A Random building in Town is destroyed and may not be visited for the rest of this Town Stay. Any Heroes that are in that building today must pass an Agility 4+ test to duck out just in time, or roll once on the Injury chart as the building collapses down on top of them.*
- 4-5 Cost Increase** – *There's more work than one blacksmith can handle! All purchase prices are +\$100. Cancels out 'Forging Sale'.*
- 6-8 Black Smoke and Horse Manure** – *Makes you feel alive! No Event.*
- 9-10 Forging Sale!** – *Business is slow, since the creatures attacked the other night. All purchase prices are reduced by -\$50 (to a Min. of \$10). Cancels out 'Cost Increase'.*
- 11 Rare Find** – *The blacksmith has an Artifact recovered from the mines near here that he would be willing to part with in trade for some Dark Stone. Draw a Mine Artifact card. You may purchase it for D6+1 Dark Stone.*
- 12 Unique Forging** – *Recognizing your virtue as a hunter, the blacksmith pulls out an old looking piece of parchment from a chest. He tells you that he has been waiting for the 'Chosen' Hero to come through town and he believes you to be that one. The ancient Rune depicted on the parchment is unique and powerful, but also dangerous. If you are willing, he will forge it onto one of your Items for no charge. Choose one of your Items with an empty Upgrade slot. That Upgrade slot is filled and the Item now has the following: Free Attack - Once per Adventure, do D6 Damage to every adjacent Enemy, ignoring Defense.*

PURCHASE ITEMS - TRANSPORT

HORSES

Transport ♦ Animal Limit one Transport

- \$200 Fast Horse** - Once per Travel, ignore the effects of a Travel Hazard on the D6 roll of 5+.
- \$400 Cavalry Horse** - Once per Adventure (or Travel after), while you have no Grit, Recover a Grit.
- \$600 Indian Horse** - Each time you Travel, gain 10 XP and remove 1 Corruption Point.
- \$800 Spitfire Horse** - Each time you Travel gain 10 XP. Roll one extra die on all Skill tests while Traveling.
- \$1,200 Mustang** - Gain 10 XP each time you roll on the Travel Hazard chart. Start each Travel and each Adventure with 1 extra Grit.

PERFORMER AND SHOWMAN ONLY

STAGE COACH

\$3,200

Transport ♦ Animal ♦ Cart Limit one Transport

Can carry up to 6 Heroes. When your Hero Posse Travels, each Hero in the Stage Coach gains 15 XP. Also, once per Travel, you may cancel a result on the Travel Hazard Chart just rolled (before resolving its effects).

Limit 1 Stage Coach per Hero Posse

FLASH POWDER

\$100

Gear ♦ Flash ♦ Tokens

Gain 1 Flash Token.



PURCHASE ITEMS - DARK STONE ITEMS & EQUIPMENT

TOMB CHEST \$600

Gear ♦ Container

Holds up to 8 Dark Stone. Any Dark Stone inside is Hidden and does not cause Corruption Hits.

DARK STONE BULLETS \$200 + 1 DARK STONE

Gear ♦ Dark Stone ♦ Ammo



Lasts for one Adventure (when used, replaces any current Ammo). All of your **Gun** Hits are +1 Damage.

DARK STONE BUCKLE \$450 + 3 DARK STONE

Gear ♦ Dark Stone ♦ Clothing ♦ Belt

When rolling on the *Mutation Chart*, you may roll twice and choose which result to keep.

VOID PLATE \$3,800 + 12 DARK STONE

Gear ♦ Dark Stone ♦ Clothing ♦ Torso ♦ Void

-1 Agility **Armor 4+**

VOID HAMMER \$4,800 + 24 DARK STONE

Gear ♦ Dark Stone ♦ Hand Weapon ♦ Void



Your **Combat Hits** are +3 Damage and each Hit does 1 automatic **Wound** to any **Enemies** adjacent to the target, ignoring **Defense**.

DARK STONE FORGE - UPGRADES

* No *Upgrade* may be attached more than once to the same Item. *

DARK STONE INLAY \$700 + 3 DARK STONE

Upgrade ♦ Dark Stone

Attach to any **Gun**, **Bow**, or **Hand Weapon**.

Bonus: Once per **Attack** with this **Weapon**, you may **Re-roll** a single **To Hit** roll.

DARK STONE GRIP \$1,200 + 8 DARK STONE

Upgrade ♦ Dark Stone

Attach to any **Gun**, **Bow**, or **Hand Weapon**.

Bonus: The Item is now +1 **Shot** (**Gun/Bow**) or +1 **Combat** (**Hand Weapon**).

DARK STONE BARREL \$225 + 6 DARK STONE

Upgrade ♦ Dark Stone

Attach to any **Gun**.

Bonus: The **Gun** is now +4 **Range**.

VOID ASSEMBLY \$2,200 + 15 DARK STONE

Upgrade ♦ Dark Stone ♦ Void

Attach to any **Gun**.

Bonus: Once per **Fight**, you may add a **Peril Die** of **Damage** to a single **Hit** from this **Gun**.

DARK STONE HORSE SHOES \$800 + 4 DARK STONE

Upgrade ♦ Dark Stone

Attach to any **Animal Transport**.

Bonus: When you roll on the *Traveling Hazard Chart*, you may roll twice and choose which result to keep.

RUNE OF PROTECTION 6 DARK STONE

Upgrade ♦ Rune

Attach to any **Item**.

Bonus: Once per **Adventure**, you may automatically pass a single **Defense** roll, even if you have already rolled the die and failed.

RUNE OF FORTITUDE 4 DARK STONE

Upgrade ♦ Rune

Attach to any **Item**.

Bonus: Once per **Adventure**, you may automatically pass a single **Willpower** roll, even if you have already rolled the die and failed.

RUNE OF REGENERATION \$1,800 + 12 DARK STONE

Upgrade ♦ Rune

Attach to any **Item**.

Bonus: At the start of each turn you may **Heal 1 Wound** unless **KO'd**. Destroy this **Rune** (discard) to **Heal an Injury** or **Mutation**.



CHURCH

2D6 LOCATION EVENT

2 Cult Worshippers –

The Order here is not the Sacred Order at all, but the Order of the Crimson Hand! As you struggle with the Inquisitor, make a Strength 6+ test. If passed, you seize the Artifact he was trying to use on you and dispatch him with it – Draw a **Mine Artifact** card. If failed, he steals an Artifact from you! Choose one Artifact you are carrying that he grabs (discard) before disappearing into the streets. Either way, the Church is closed and may not be visited for the rest of this Town Stay

3 Possession –

Overcome by a powerful, unseen force, one of the local Preachers crumples to the floor. Rising once again, he turns to you, staring into your soul. With a terrible voice he rasps, "You will all die here! The end has come... for you and your pitiful civilization!" With that, he explodes in a shower of gore. Take 3 Horror Hits and any Sanity lost is permanent.

4-5 Dark Stone Altar –

The sacred altar here is inlaid with Dark Stone gems. For the rest of this Town Stay, all **Rituals** at the Church require 1 Dark Stone in addition to their normal cost (no extra effect if rolled more than once).

6-8 Faith to the Forsaken –

The Preacher's fiery oratory echoes through the mostly empty church. No Event.

9-10 A Gift of Blessing –

Recognized as a champion of light, the Preacher bestows a blessing upon you. Choose any **Blessed Aura** from the Church to gain for free.

11 Protective Shield –

Blessed by the Order's servants, your mind is steeled against the growing dread of what lays before you. During the next Adventure, you may cancel one **Darkness** or **Growing Dread** for free.

12 Divine Fortitude –

In quiet reflection of the evil that surrounds this place, your soul is fortified in your fight. Gain D3 Sanity.

HOLY RITUALS

EXORCISM OF MADNESS

D6x\$50

Ritual ♦ (Limit One Exorcism attempt per Madness)

If you can afford to pay the cost, choose one **Madness** you want to remove and roll on the chart below.

D6 Roll	Result	
0	Dead! -	Your Hero dies as a demon consumes him from within... messy!
1	Too Far Gone -	The Madness is too severe! It can never be Healed through Exorcism at the Church.
2-3	Failed -	The Madness is not Healed and the Priest refunds half your money for the failed attempt.
4-5	Success! -	The Madness is Healed!
6+	Mental Resolve -	The Madness is Healed! Gain +2 Sanity for the experience.



BANISH CORRUPTION

\$100

Ritual

With a wave of his hands, a few cryptic words, and a splash of holy water, you'll be good as new! They'll knock the corrupt influences right out of you... for a marginal fee of course.

Remove D6-2 **Corruption Points** from your Hero. If no **Corruption Points** are removed, instead you take D6 **Sanity Damage**, ignoring Willpower.

RESURRECTION

\$500 x HERO LEVEL

Ritual

"Rise from your grave!"

Bring any Hero that is dead (through **Death**/**Madness**/**Mutation**) back to life. However, that Hero is now -1 **Max Grit** (minimum 1).

BLESSED AURAS

AURA OF ENDURANCE \$200

Blessed Aura ♦ Shield ♦ Limit One Blessed Aura at a time

Make a Spirit 4+ test to successfully receive this Aura.
If successful, for the next Adventure, you gain:

Armor 5+

AURA OF FORTITUDE \$150

Blessed Aura ♦ Shield ♦ Limit One Blessed Aura at a time

Make a Spirit 4+ test to successfully receive this Aura.
If successful, for the next Adventure, you gain:

Spirit Armor 5+

AURA OF WRATH \$100

Blessed Aura ♦ Limit One Blessed Aura at a time

Make a Spirit 4+ test to successfully receive this Aura.
If successful, once during the next Adventure, you may add
+D6 Damage to a single one of your Hits.

AURA OF PROTECTION \$250

Blessed Aura ♦ Shield ♦ Limit One Blessed Aura at a time

Make a Spirit 4+ test to successfully receive this Aura.
If successful, for the next Adventure, you gain:

Armor 6+ / Spirit Armor 6+

PURCHASE ITEMS

VIAL OF BRIMSTONE ASH \$100

Gear ♦ Void ♦ Tokens

Gain 1 Brimstone Ash Token

Free Attack (At Any Time):

Discard at any time to do 1 Wound to every adjacent Enemy, ignoring Defense.



CONVERSION \$500

Holy

"You are reborn!"

Gain +1 Spirit and the Keyword **Holy**.
Any time you visit a Town Location that has **Gambling** options (such as the **Saloon**), however, you must roll a D6. On the roll of 1 or 2, you have fallen back on your old ways, losing this bonus.
Not Available to Holy Heroes

THE SACRED ORDER (HOLY HEROES ONLY)

HOLY ROBES \$600

Gear ♦ Clothing ♦ Coat ♦ Holy UPGRADE SLOTS

The simple robes of the faithful. +3 Health

CHALICE OF HOLY LIGHT \$2,000

Gear ♦ Container ♦ Holy UPGRADE SLOTS **Limit 1**

Starts each Adventure with D3+1 Tokens here.
These Tokens may be used like normal Faith Tokens when casting **Blessing** Sermons, but are only one use each. Discard any remaining Faith Tokens here at the end of the Adventure.

BOOK OF ARMAGEDDON \$5,600

Gear ♦ Book ♦ Holy ♦ Icon UPGRADE SLOTS

+2 Combat

You are +1 to your **Casting Roll** when Performing any **Judgement Sermon** (natural doubles still trigger **Corruption** Hits for **Dangerous Sermons**).

CROSS OF VENGEANCE \$2,350

Gear ♦ Hand Weapon ♦ Holy UPGRADE SLOTS

The cross of the fallen martyr. While you are less than Full Health, your **Combat Hits** are +1 **Damage**. While you are at less than Half Health, your **Combat Hits** are +2 **Damage**.

SCROLL OF PROTECTION \$250

Gear ♦ Holy ♦ Scroll **Limit 3**
Discard to cancel a **Darkness** card on the D6 roll of 3+.

ICON OF RESISTANCE \$800

Gear ♦ Holy ♦ Icon **Limit 1**
Once per turn, you may Re-roll a single failed Defense roll.

CENSER OF ILLUMINATION \$3,200

Gear ♦ Light ♦ Holy UPGRADE SLOTS
Once per Adventure, you may automatically pass a **Casting Roll** for Performing a Sermon (even if the dice have already been rolled). **Limit 1**





Doc's Office

2D6 LOCATION EVENT

- 2 The 'Good' Doctor** – *The Doc has been performing late night experiments on the locals! Catching him in the act, he runs off. **Medical Attention** is not available to any Hero for the rest of this Town Stay.*
- 3 Plague Tent** – *The Doc has his hands full as a demonic plague has spread through the town. Make a **Luck 5+** test. If failed, you contract the plague - gain **D3 Corruption Points**, ignoring Willpower, and you are reduced to **Max Grit 1** during the next Adventure.*
- 4-5 Dirty Tools** – *The Doc is using dirty tools for operating and stinks of liquor... that's not good. All attempts at **Surgery** made today are -1 to the roll on the chart (minimum of 0).*
- 6-8 The Smell of Death** – *All too familiar at the Doc's office. No Event.*
- 9-10 Expert Surgeon** – *The Doc is an expert surgeon, and is really on top of things today! And, he's only had one or two drinks! All attempts at **Surgery** made today are +1 to the roll on the chart.*
- 11 Special Mission** – *The Doc gives you a free **Specimen Jar** and asks that you recover a sample from another world for him. See the **Purchase Items** section at the **Doc's Office** for details on the **Specimen Jar**.*
- 12 Medical Miracle** – *Using a recently discovered alien device, the Doc effortlessly waves it over you, and you feel... Amazing! You may roll a **D6** for any number of **Injuries**, **Mutations**, and **Parasites** you currently have. On the roll of **3+**, that **Injury/Mutation/Parasite** is instantly **Healed** (removed). On each roll of a **1**, however, you instead take a **Corruption Point**, ignoring Willpower, as the device irradiates you.*

MEDICAL ATTENTION

SURGERY

D6x\$50

(Limit One Surgery attempt per Injury/Mutation)

If you can afford to pay the cost, choose one **Injury** or **Mutation** you want to remove and roll on the chart below.

D6 Roll	Result	
0	Dead! -	Your Hero dies on the table during the Surgery attempt.
1	Botched -	The Injury/Mutation is too severe! It can never be Healed through Surgery at the Doc's Office.
2-3	Failed -	The Injury/Mutation is not Healed and the Doc refunds half your money for the failed attempt.
4-5	Success! -	The Injury/Mutation is Healed!
6+	Impressive Scar -	The Injury/Mutation is Healed! Gain +2 Health for the new scar.

TREAT CORRUPTION

\$100 EACH

The Doc has been working on new ways to reduce the corrupting influences of Dark Stone building up in the human body. Hopefully it won't hurt too much.

You may remove any number of **Corruption Points** for the cost of \$100 each. Then roll a **D6**. On the roll of **1, 2, or 3**, you also take **D6 Wounds**, ignoring Defense.

PURCHASE ITEMS - HEALING SUPPLIES

BANDAGES

\$50

Gear ♦ Bandages ♦ Tokens

Gain 1 Bandages Token.



SPECIMEN JAR

\$150

Gear ♦ Glass ♦ Science

While in any Other World, you may give up your Move to try and find a sample of the local flora or fauna to put into the jar. Make a **Cunning** 5+ test. If successful, the jar is filled. Next time you visit a *Doc's Office*, you can sell the filled *Specimen Jar* to the Doc for D6x\$100. *Limit One.*

HEALING HERBS

\$125

Gear ♦ Plant ♦ Tokens

Gain 1 Herbs Token.



BONE SAW

\$1,100

Gear ♦ Hand Weapon



Use 1 Grit when you do one or more Wounds to an Enemy with a **Combat Hit** to permanently reduce that model's **Defense** to 0. This may not be used on models with the **Tough** ability.

TONIC

\$150

Gear ♦ Tonic ♦ Tokens

Gain 1 Tonic Token.



TOOLS OF SCIENCE

\$4,800

Gear ♦ Hand Weapon ♦ Science



Limit 1

Your base **Combat** is now equal to your **Cunning**.

FIELD SURGEON'S APRON

\$925

Gear ♦ Clothing ♦ Torso

You are no stranger to the bloody mess of dissection and field medicine. Any time you kill an Enemy, you may Heal 1 **Sanity**.



INJECTIONS

ANTI-VENOM INJECTION

\$10

Boost ♦ Injection

Made from samples of Void Spider venom recovered from the mines. For the next Adventure, you are **Immune** to all **Poison** and **Venom** markers and effects.

Limit One Injection at a time.

VOID VAPOR INJECTION

\$500

Boost ♦ Injection ♦ Void

A potent serum distilled from the hefty mucus often found near portals to Other Worlds. For the next Adventure, you are +1 **Max Grit** and you start the Adventure with **Max Grit**. You also immediately gain 1 **Corruption Point**, ignoring **Willpower**.

Limit One Injection at a time.

SYCORATH INJECTION

\$250

Boost ♦ Injection

Extracted from the third sack of a Hellbat's lower abdomen, this intense liquid speeds response time and heightens awareness. It can also, however, be powerfully addictive. For the next Adventure, you are +1 **Initiative** and +1 **Move**. You also immediately gain 1 **Corruption Point**, ignoring **Willpower**.

The next time you go on an Adventure without taking a **Sycorath Injection**, you are -1 **Initiative** (minimum of 1), as you suffer from temporary withdrawals.

Limit One Injection at a time.

DARK STONE INJECTION

\$100

Boost ♦ Injection ♦ Dark Stone

A vaccine of sorts, made from tiny particles of **Dark Stone**. For the next Adventure, once per turn, you may **Re-roll** one failed **Willpower** save to prevent a **Corruption Hit**.

Limit One Injection at a time.





FRONTIER OUTPOST

2D6 LOCATION EVENT

- 2 Mad with Power** – *The Lieutenant in command at the Outpost has been driven mad, twisted and mutated by the Dark Stone! He now wields his power with a tentacle iron fist and is deploying the soldiers under his command to bring 'order' to the region, starting with this Town! Heroes may not **Train with Soldiers** at the Frontier Outpost for the rest of this Town Stay. Also, at the start of each Day in Town, each Hero must now pass an **Agility 5+** or **Cunning 5+** test to out maneuver or outwit the corrupt local thug soldiers, as they move around town (they don't like yer' kind here no more). If passed, carry on with your Day in Town as normal. If failed, you must either leave Town immediately, or pay off the soldiers to look the other way with **D6x\$50**.*
- 3 Dark Stone Explosion** – *Too much Dark Stone in one place is never a good idea! The Outpost Bank explodes in a fiery cataclysm! A portal to an Otherworld rips open and masses of tentacles reach through, pulling in townspeople and supplies! Make a **Strength 5+** test to fight off the tentacles. If passed, gain 20 XP and you escape with your life! If failed, the tentacles wrap themselves around your Dark Stone and pull it through the gateway. Lose D6 Dark Stone. Either way, the Frontier Outpost is destroyed and may no longer be visited for the rest of this Town Stay.*
- 4 Ambushed Caravan** – *Returning from a mission to chase off some demons, the local soldier regiment was viciously attacked on the road back to Town. Few survivors remain to protect the Town if the Demons come back. All rolls on the **Town Event** and **Camp Site Hazard** charts are -1 for the rest of this Town Stay.*
- 5 Dark Stone Glut** – *The market for Dark Stone has fallen in recent days due to the roads being cut off by Black Fang raiders. Dark Stone sold to the Outpost Bank is only worth **D6x\$10** per shard today. Cancels out **Dark Stone Shortage**.*
- 6 Hanging** – *One of the soldiers that tried to run off in the night was caught and is being hanged this afternoon for desertion. With the kick of a stool and the snap of the rope, the man is left swinging as an example to others who would show cowardice in the face of their duties. Shaken by the sight of his twitching feet, you must discard 1 Grit.*
- 7 Trading Post** – *A local prospector has returned from the mines with a strange Artifact, and he's willing to part with it for a price. Draw a **World Card** to determine where the prospector has been, then draw an **Artifact** from that world. The Artifact may be purchased for **D6x\$150**.*
- 8 The Banners Yet Wave** – *Seeing the flags fly high in the wind atop the outpost walls, your spirits are raised that you may take some respite in this place. Recover 1 Grit and Fully Heal your Health and Sanity.*
- 9 Dark Stone Shortage** – *The Outpost Bank is willing to pay top dollar for Dark Stone! You may sell your Dark Stone shards for **D6x\$50** each today. Cancels out **Dark Stone Glut**.*
- 10 The Sound of Bugles** – *Over the Outpost walls you can hear the bugles blare as the soldiers run training drills to be ready for the next HellBat attack. Do not roll for a **Town Event** at the end of this day in Town.*
- 11 War Stories** – *Talking with some of the soldiers, you exchange stories of your time battling unspeakable creatures! Once during the next Adventure, you may Re-roll a **Damage** roll for one of your Hits (that should make for an even better story next time).*
- 12 Deputized** – *Having heard of your deeds in the region, the local Lieutenant of the Outpost calls you into his tent and deputizes you! You gain the **Keyword Law**. Note, if you currently have the **Keyword Outlaw**, you must choose to either replace it with **Law**, or keep **Outlaw** instead.*

OUTPOST BANK



SELL DARK STONE

You may sell Dark Stone shards at the *Outpost Bank* for D6x\$25 each. Roll for each shard individually as they vary in size, weight, and value.

HOLD UP THE OUTPOST BANK

OUTLAW ONLY (Limit Once per Town Stay)

Make an **Agility 5+** test to rob the *Outpost Bank*. If successful, gain D6x\$50 for each 5+ rolled. For each 1 rolled, take D6 Hits during the shoot out that ensues. If failed, you are arrested and set to hang in the morning. Make a **Cunning 3+** test to escape the jail (gain 20 XP) and flee Town (ending your Town Stay). If failed, you are hung at dawn... your Hero is killed.

TRAINING AND BOUNTIES

TRAIN WITH SOLDIERS \$500

(Limit Once per Town Stay)

Training with the soldiers at the *Outpost* is a good way to hone your skills. You gain D6x25 XP for your training efforts.

BOUNTY FREE

(Limit Once per Town Stay for all Heroes)

There's always someone...or something that's 'Wanted' in these parts. Roll a D6 to see what the current Bounty is at the *Outpost*.

- | | | |
|---|------------------------|-------------------------------------|
| 1 | No Bounty - | No current Bounty available. |
| 2 | Tentacles - | \$10 for each killed |
| 3 | HellBats - | \$25 for each killed |
| 4 | Stranglers - | \$50 for each killed |
| 5 | Night Terrors - | \$150 to every Hero for each killed |
| 6 | Slashers - | \$200 to every Hero for each killed |

PURCHASE ITEMS - TRADING POST

PICK AXE \$900

Gear ♦ Hand Weapon

Limit 1



+1 Combat

Once per turn, when collecting Dark Stone, you may collect 1 extra.



DYNAMITE \$200

Gear ♦ Explosive ♦ Tokens

Gain 1 Dynamite Token.



JAR OF HELLBAT ICHOR \$200

Gear ♦ Glass ♦ Void

You may smash this jar to release the HellBat pheromones at any time, distracting nearby creatures. When you do, all Heroes are +1 Initiative and automatically pass **Escape** tests until the end of the turn.

CAVALRY SABRE \$1,800

Gear ♦ Hand Weapon ♦ Blade



You may make a **Melee Attack** as well as a **Ranged Attack** during your **Activation**. If you do, neither of these **Attacks** may get **Critical Hits**.

MILITARY GLOVES \$1,650

Gear ♦ Clothing ♦ Gloves



Your **Critical Hits** are +1 **Damage**.

DESERT BOOTS \$2,100

Gear ♦ Clothing ♦ Boots

Free **Attack** (Once per **Fight**)
1 **Combat**

Uses the **Peril Die** for **Damage**.

HUNTING KNIFE \$250

Gear ♦ Hand Weapon ♦ Blade



Once per turn, you may **Re-roll** one of your **Melee To Hit** rolls.

While you have 2 **Hunting Knives** equipped, you gain the **Re-roll** for each, as well as a bonus +1 **Combat** for the pair.



INDIAN HATCHET \$750

Gear ♦ Hand Weapon ♦ Tribal



TRIBAL, TRAVELER, OR FRONTIER ONLY



Your **Combat Hits** are +1 **Damage**.

TRIBAL KNIFE \$1,200

Gear ♦ Hand Weapon ♦ Tribal ♦ Blade



TRIBAL, TRAVELER, OR FRONTIER ONLY



+1 **Combat**

Any time you kill an **Enemy**, **Heal** 1 **Sanity**.

SPLITTER \$5,650

Gear ♦ Hand Weapon



+2 **Combat**

Uses the **D8** for **Damage**.



GAMBLING HALL

2D6 LOCATION EVENT

- 2 Assassination Attempt** – *A rival has caught up to you and takes a shot while your back is turned. Make a Cunning 5+ test to see it coming or a Lore 6+ test to dodge the fatal blow. If failed, roll on the Injury chart with only a single D6 (instead of the normal 2D6).*
- 3 “I say you’re Cheatin’ me!”** – *The angry bandido sitting across from you throws back his chair and draws his pistol. Make a Luck 4+ test to see if his first drunken shot hits the post behind you, giving you time to escape (ending your Location Visit and taking an extra Unwanted Attention marker), or try to get the jump on him by drawing your own weapon - roll a D6. If the roll is less than your Initiative (6 always fails), you drop him and collect your winnings of D6 x \$50. If you fail at either option, roll once on the Injury chart as he shoots you, before running off!*
- 4-5 “Sorry Mister”** – *A drunken patron bumps into you as they stumble toward the door. Patting your pocket as you turn around, you realize that something is missing! You must lose \$200, 2 Dark Stone, or 1 Gear or Artifact.*
- 6-8 Laughter, Cheers, and Sadness** – *Smoke fills the air and the cheering thrill of winners roars through the hall, while the empty despair of the drunk and down on their luck lingers in the shadows. No Event.*
- 9-10 Everyone’s a Winner** – *The Devil’s Wheel strikes a jackpot and everyone cheers! Every Hero at the Gambling Hall immediately gains D6 x \$25.*
- 11 Drinks and Cigars All Around** – *A high roller spreads the wealth! Every Hero at the Gambling Hall may immediately gain 1 Whiskey Token and 1 Fine Cigar Token for free.*
- 12 High Stakes Bet** – *The gambler sitting across from you places his most prized possession on the table to cover his bet! If you play Five Card Draw Poker during this Location Visit and win during the first game, you may also draw a World card and then an Artifact card from that World as an extra reward.*

PURCHASE ITEMS - SIDE BAG TOKENS & CLOTHING

WHISKEY **\$50**

Gear ♦ Whiskey ♦ Tokens

Gain 1 Whiskey Token.



FINE CIGAR **\$25**

Gear ♦ Cigar ♦ Tokens

Gain 1 Fine Cigar Token.



FANCY CLOTHING

- \$200 Black Tie** - *Gear ♦ Clothing ♦ Neck*
While in Town you are +1 Cunning.
- \$450 Fancy Bowler** - *Gear ♦ Clothing ♦ Hat* ✖
While in Town, Recover a Grit any time you roll doubles on a Location Event Chart.
- \$850 Top Hat** - *Gear ♦ Clothing ♦ Hat* ✖
+2 Sanity. Gain the Keyword **Showman**.
- \$1,250 Gambler’s Jacket** - *Gear ♦ Clothing ♦ Coat* ✖
Once per Adventure/Town Stay, Recover D3 Grit.
- \$1,850 Red Sash** - *Gear ♦ Clothing ♦ Belt*
+1 Move. Once per Adventure, you may cancel a single Hit against you.
- \$2,750 Gold Ring** - *Gear ♦ Ring* ✖
Once per Adventure/Town Stay, change any single die you just rolled into a 6.

ENTERTAINMENT



FIVE CARD DRAW POKER \$50

Gambling ♦ Limit Three Times per Visit

Roll 5 dice to represent your 'hand' of cards. At this point, you must pay anywhere from \$50 to \$250 more as an **Extra Bet** (you choose the amount), or Fold (choose to lose instead of adding an **Extra Bet**). You may then

Re-roll any number of your dice.

Once you have your final 'hand', you may spend 1 Grit to add an additional \$0 to \$250 to your **Extra Bet** if you like (this is optional). You must then make a **Cunning** test to win based on how good your final 'hand' of cards (dice) is:

Royal Flush (5 sequential numbers) - **Cunning 3+** test and if successful, triple your **Extra Bet** instead (see below).

Four of a Kind (4 of the same number) - **Cunning 3+** test

Full House (2 of a number and 3 of a number) - **Cunning 4+** test

Straight (4 sequential numbers) - **Cunning 5+** test

Three of a Kind (3 of the same number) - **Cunning 6+** test

Anything Else - **Cunning 6+** test with at least two successes

If any of the dice are Re-rolled during this **Cunning** test, immediately gain an extra **Unwanted Attention** marker.

If successful, gain D6 x \$25 as well as double your **Extra Bet**. If failed, you lose the Poker game, and your bet.

BRIMSTONE CRAPS \$100

Gambling ♦ Limit Once per Visit

Make a **Luck 5+** test. If successful, gain \$100 for every 5+ rolled. If failed, you lose after a few rolls and leave with nothing to show for it.

THE DEVIL'S WHEEL \$25

Gambling ♦ Limit Three Times per Visit

Step right up and take a shot at the Devil's Wheel!

Set up and play *The Devil's Wheel* mini-game as detailed in the Rulebook. The Reward Chart is listed below.

Total Points	Reward
0-9	No Reward.
10-12	\$50
13-17	\$100
18-24	\$250
25-30	\$500
31-35	\$1,000
36	\$5,000

In addition, any time an Artifact is collected from *The Devil's Wheel*, this also triggers a Jackpot, giving D6 x \$25 to each other Hero currently at the *Gambling Hall*.

GAMBLING HALL CASHIER & PURCHASE ITEMS

CASH IN DARK STONE

The Gambling Hall cashiers are always willing to take unwanted Dark Stone off your hands. You may sell Dark Stone shards to the *Gambling Hall* for \$50 each.

ROB THE GAMBLING HALL CASHIER

OUTLAW ONLY (Limit Once per Town Stay)

Make a **Cunning 6+** test to rob the *Gambling Hall* cashier. If successful, for each 6+ rolled gain D6x\$100 and an extra **Unwanted Attention** marker. For each 1 rolled, take D6 Hits during the shoot out that ensues. If failed, you are arrested and set to hang in the morning. Make a **Lore 4+** test to escape the jail and flee Town (ending your Town Stay, gaining 20 XP and, becoming 'Wanted'). If failed, you are hung at dawn... your Hero is killed (though your Hero Posse may play the *Hanging High Town* Adventure to rescue you from the gallows).

THE DEVIL'S OWN \$600



Gear ♦ Charm ♦ Hell (No Holy or Tribal Heroes)

Once per Adventure/Town Stay you may take D3 Corruption Points, ignoring Willpower, to Recover the same number of Grit.

CHEATER'S HOLD-OUT PISTOL \$1,250

Gear ♦ Gun ♦ Pistol ♦ Light

UPGRADE SLOTS

PERFORMER OR SHOWMAN ONLY

Limit 1

Free Attack (Once per Fight)

Range: 4 Shots: 1

Critical Hit on 5 or 6.

This Free Attack may be made at +3 Initiative



GAMBLER'S GUN \$1,400

Gear ♦ Gun ♦ Pistol

UPGRADE SLOTS



Range: 7 Shots: 2

PERFORMER OR SHOWMAN ONLY

Once per Turn you may add D6-3 Damage to a single Hit from the *Gambler's Gun*. If this is a negative number, the Damage done is reduced by that amount.

DARK STONE POKER CHIP 1 DARK STONE + \$800



Gear ♦ Dark Stone ♦ Charm

+1 Luck

Any time you gain Gold while *Gambling*, you gain an extra \$50. **Limit One.**



GENERAL STORE



2D6 LOCATION EVENT

- 2 Closed** – *Due to a recent demonic attack, the shop has been shut down. The **General Store** is immediately closed and may not be visited for the rest of the Town Stay.*
- 3 Robbery** – *While you are browsing the selection, masked gunmen barge into the shop. Every Hero in the **General Store** must either hand over D6 x \$10 (or as much as you have), or try to react quickly to get the upper hand - make an **Agility 5+** test. If passed, you run them off and the shop owner rewards you with \$100. If failed, you are shot and the bandits escape, roll once on the Injury chart.*
- 4-5 Cost Increase** – *Supply is low, demand is up. That's not good. All purchase prices are +\$50. Cancels out 'Fire Sale!'.*
- 6-8 Flies are a' Buzzing, the Streets are Filth** – *Business as usual. No Event.*
- 9-10 Fire Sale!** – *The shelves are fully stocked, but it's practically a ghost town out there. All purchase prices are reduced by -\$50 (to a Min. of \$25). Cancels out 'Cost Increase'.*
- 11 New Items in Stock** – *Fresh in from the Badlands, the shop owner shows you his new gear for sale. Draw 3 Gear cards. Any of these may be purchased for their listed price. If there is no listed price, that card may be purchased for \$25 as a special sale!*
- 12 Artifact for Sale** – *The shop owner has a rare find indeed, an Artifact brought back from a recent excursion. Draw a **World Card** to determine where the expedition had been to, then draw an **Artifact** from that world. This Artifact may be purchased for it's listed price. If there is no listed price, that card may be purchased for \$100 as a special sale!*

PURCHASE ITEMS - SIDE BAG TOKENS

WHISKEY \$50
 Gear ♦ Whiskey ♦ Tokens
 Gain 1 Whiskey Token.


TONIC \$150
 Gear ♦ Tonic ♦ Tokens
 Gain 1 Tonic Token.


BANDAGES \$50
 Gear ♦ Bandages ♦ Tokens
 Gain 1 Bandages Token.


DYNAMITE \$200
 Gear ♦ Explosive ♦ Tokens
 Gain 1 Dynamite Token.


PURCHASE ITEMS - GUNS & AMMO



SPECIALTY AMMO

Gear ♦ Ammo

Lasts for one Adventure (when used, replaces any current Ammo). Your *Gun Hits* do extra damage against the listed Enemy.

- \$50 **Demon Shot** - +1 Damage against *Demon* Enemies.
- \$50 **Void Shot** - +1 Damage against *Void* Enemies.
- \$50 **Silver Shot** - +1 Damage against *Beast* Enemies.
- \$50 **Holy Shot** - +1 Damage against *Undead* Enemies.

SHOTGUN

\$1,200

Gear ♦ Gun ♦ Shotgun



Range: 5 Shots: 1

Uses the D8 for To Hit and Damage (6, 7, or 8 count as a Critical Hit)

DOUBLE-BARREL SHOTGUN

\$2,200

Gear ♦ Gun ♦ Shotgun



Range: 4 Shots: 2

Uses the D8 for To Hit and Damage (6, 7, or 8 count as a Critical Hit)

SHARPSHOOTER'S HUNTING RIFLE

\$2,400

Gear ♦ Gun ♦ Rifle



Range: 14 Shots: 1

Damage +2 You may Re-roll your *To Hit* rolls of 1 once each (this does not count as having been Re-rolled).

LIGHT PISTOL

\$250

Gear ♦ Gun ♦ Pistol ♦ Light



Range: 6 Shots: 2

Cannot get Critical Hits.

PISTOL

\$300

Gear ♦ Gun ♦ Pistol



Range: 6 Shots: 2

QUICKDRAW PISTOL

\$600

Gear ♦ Gun ♦ Pistol



Range: 6 Shots: 2

+1 Initiative in the first turn of a Fight.

GUNFIGHTER'S PISTOL

\$2,450

Gear ♦ Gun ♦ Pistol



Range: 7 Shots: 3

HOLD-OUT PISTOL

\$800

Gear ♦ Gun ♦ Pistol ♦ Light

PERFORMER ONLY

Free Attack (Once per Fight)

Range: 3 Shots: 1

Critical Hit on 5 or 6.



PURCHASE ITEMS - HATS, CLOTHING, & EQUIPMENT



HATS

Gear ♦ Clothing ♦ Hat

- \$350 **Rider's Hat** - +1 Health. Gain the Keyword *Traveler*.
- \$400 **War Veteran Hat** - +2 Sanity.
- \$600 **Scout's Hat** - +1 Move. Gain the Keyword *Scout*.
- \$1,650 **Frontier Hat** - While in Town, roll 1 extra die on all Skill tests. Start in Town with 1 extra Grit.
- \$1,800 **Cowboy Hat** - +1 Max Grit.
- \$3,200 **Sombrero** - Unless KO'd, Heal 1 Sanity at the start of each turn.
- OUTLAW ONLY**
- \$6,400 **White Hat** - Once per turn, use 1 Grit to Heal Wounds/Sanity (any mix) equal to your Hero Level.
- \$7,000 **Black Hat** - Take 1 Corruption Hit to Heal 3 Wounds.
- \$14,500 **Legendary Hat** - At the start of each Adventure, you get a Revive Token for your use only.

CLOTHING & EQUIPMENT

- \$50 **Hair Grease** - **Gear ♦ Grooming** Limit 1
You may start in Town with 1 extra Grit After each use, discard on the D6 roll of 1 or 2 (no Grit).
- \$1,200 **Tent** - **Gear ♦ Survival** Limit 1
You gain +1 on all *Camp Site Hazard* rolls.
- \$500 **Harmonica** - **Gear ♦ Music** Limit 1
Once per Adventure and Once per Travel/Town Stay Heal 1 Sanity Damage from every Hero.
- \$400 **Jacket** - **Gear ♦ Clothing ♦ Coat** +1 Health and +1 Sanity.
- \$1,500 **Long Coat** - **Gear ♦ Clothing ♦ Coat** +4 Health.
- \$1,800 **Duster** - **Gear ♦ Clothing ♦ Coat** Armor 6+
- \$950 **Poncho** - **Gear ♦ Clothing ♦ Shoulders** +2 Health. Immune to *Weather* effects.



INDIAN TRADING POST

2D6 LOCATION EVENT

- 2 Spirits Running Amok** – *A tribal ritual has gone wrong as angry spirits burst forth from the Indian Trading Post, sweeping through town and terrorizing the locals! Immediately move the Darkness marker D3 steps forward on the Town Event Track, and every Hero in Town takes 2D6 Hits from the raging spirits!*
- 3 Possessed Shaman** – *One of the shamans here has been possessed by a powerful demon and the Medicine Man is performing rituals to banish the creature from within! Spirit Cleansing and Vision Quests are not available today. Any Hero here with Lore 3 or higher may attempt to help in the rituals. Make a Lore 6+ test. If passed, Recover a Grit and for each 6+ rolled, gain 25XP. For every 1 rolled, take D6 Horror Hits.*
- 4-5 Unfriendly Welcome** – *A recent dispute with the local Cavalry unit has made things uneasy. All prices at the Indian Trading Post today are +\$50 to any Hero that is not Keyword Tribal (this includes things that are normally Free).*
- 6-8 Drumming, Dancing, and a Bonfire** – *All the signs of a good time. No Event.*
- 9-10 Trade Opportunities** – *The local tribe is gearing up for a major hunt, and they are looking for extra gear and Dark Stone. Heroes at the Indian Trading Post may sell Gear and Artifact cards for an extra D6 x \$25 and may also sell Dark Stone here today for \$100 per shard.*
- 11 Animal Messenger** – *Entering the trading post, an owl flies down and lands on a sign post across the way. It looks at you with knowing eyes, and you feel confident in facing the terrors to come. During the next Adventure, you gain Spirit Armor 5+ and the first time you are KO'd you do not need to roll for Injury/Madness.*
- 12 One With the Spirits** – *You are offered entry into the local tribe for your heroic deeds. You may gain the Keyword Tribal. If already Tribal, you may make a Spirit 4+ test and gain +1 Sanity for every 4+ rolled.*

TRIBAL MEDICINE MAN

SPIRIT CLEANSING

D6 DARK STONE

Limit Once per Visit

If you can afford to pay the cost, choose one **Madness**, **Curse**, or **Mutation** you want to remove and roll on the chart below.

D6 Roll Result

1 Possessed!	- Possessed by a corrupting spirit, you are not Healed, but instead immediately gain D3 new Mutations!
2-3 Failed	- The Madness/Curse/Mutation is not Healed.
4-5 Success	- The Madness/Curse/Mutation is fully Healed.
6 Spirit Guide	- The Madness/Curse/Mutation is fully Healed and you gain +1 Sanity as you bond with your Spirit Guide.

VISION QUEST

FREE

Limit Once per Visit

Sitting in a smoke-filled tent, the Medicine Man leads you through a Vision Quest with your Spirit Guide. If you do not know your Spirit Guide yet, roll on the chart below. Each Hero will only ever have one Spirit Guide, and it will always be the same once you have determined what it is (Grit may NOT be used to Re-roll your Spirit Guide...they choose you). You must pass a Spirit 5+ test to gain 25 XP and the Vision Quest bonus listed for your Spirit Guide to Use Once during the next Adventure.

D6	Spirit Guide	Vision Quest Bonus
1	Beaver	- Do not discard a Side Bag Token just used
2	Wolf	- Roll 5 extra dice for a Scavenge test
3	Eagle	- Discard and Re-draw a Threat or Darkness card
4	Mouse	- Reveal 2 extra Exploration Tokens and choose which to use
5	Crow	- All Heroes are +3 Initiative in the first turn of an Ambush
6	Snake	- Gain one additional Starting Upgrade for your Hero Class for one turn (do not gain/change Starting Gear from it)



PURCHASE ITEMS & DARK STONE PAINT GLYPHS

INDIAN HATCHET \$750

Gear ♦ Hand Weapon ♦ Tribal



TRIBAL, TRAVELER, OR FRONTIER ONLY



Your Combat Hits are +1 Damage.

FEATHERED HATCHET \$2,250

Gear ♦ Hand Weapon ♦ Tribal



TRIBAL, TRAVELER, OR FRONTIER ONLY



+1 Combat and your Combat Hits are +1 Damage.

THROWING HATCHET \$100

Gear ♦ Tribal ♦ Tokens



Gain 1 Hatchet Token.

TRIBAL TENT (TRIBAL OR SCOUT HEROES ONLY)

BOWS

Gear ♦ Bow ♦ Tribal



All Bows give +1 Initiative while equipped and get Critical Hits on 5 or 6 (instead of only on 6).

- \$400 Indian Bow - Range: 8 Shots: 1
- \$1,200 Scout's Bow - Range: 5 Shots: 2
- \$2,400 Long Bow - Range: 10 Shots: 1
Critical Hit on 4, 5, or 6
- \$3,800 War Bow - Range: 8 Shots: 3
- \$5,400 Spirit Bow - Range: 10 Shots: *
Shots are equal to your Spirit

TRIBAL ARROWS

Gear ♦ Ammo ♦ Tribal ♦ Arrow

You may discard up to 1 Arrow per Bow Hit to give that Hit an extra effect, as listed. You may carry up to 12 Arrows at a time.

- \$25 Dark Stone Arrow - +D3 Damage
- \$25 Hunting Arrow - +3 Damage to a *Beast* Enemy
- \$25 Spirit Arrow - +3 Damage to a *Void* Enemy
- \$25 Blessed Arrow - +3 Damage to a *Demon* Enemy
- \$50 Eagle Feather Arrow - Use on a Critical Hit to gain +2 Shots with the Bow
- \$100 Blood Arrow - This Hit ignores Cover and Tough

GLYPH OF THE BUFFALO \$200 + 2 DARK STONE



Upgrade ♦ Rune ♦ Tribal



Attach to any Item.

Bonus: Once per Adventure, until the end of the turn, you may move through other models (not including Large or bigger), displacing them into the space you just left as you move, and automatically passing any Escape tests.

WAR GLYPH \$500 + 5 DARK STONE



Upgrade ♦ Rune ♦ Tribal



Attach to any Item *Limit 1*.

Bonus: Once per Adventure, gain +2 Combat until the end of the turn.

DEATH GLYPH \$1,000 + 6 DARK STONE



Upgrade ♦ Rune ♦ Tribal



Attach to any Item. *Limit 1*.

Bonus: Once per Adventure/Town Stay, if you would be KO'd or Killed, you may roll a D6 (may not Re-roll with Grit). On the roll of 4+, you may Heal up to 5 Health/Sanity (any mix) and avoid being KO'd or Killed. If a 6 was rolled, also destroy the Item with this Upgrade.

SNAKE SKIN BELT \$650

Gear ♦ Clothing ♦ Belt



Once per Adventure, you may transfer a single Enemy Hit you have just taken onto another model that is adjacent to you.

CAVALRY JACKET \$2,750

Gear ♦ Clothing ♦ Coat



You may now Recover a Grit on a Move roll of 6.

SCOUT BAG \$2,000

Gear ♦ Container

You may carry an extra worth of Items in the Scout Bag. Items may not be Equipped while carried in the Scout Bag.

MEDICINE BAG \$3,200

Gear ♦ Medical ♦ Tribal

Once per Adventure, you may Heal 3D6 Health/Sanity (any mix) spread between yourself and any other adjacent Heroes.





MUTANT QUARTER

* You may add +1 when rolling to avoid *Unwanted Attention* here *

2D6 LOCATION EVENT

- 2** **Writhing Mass of Flesh** – *Something has gone terribly wrong! The Mutant Quarter is being torn apart as an expanding mass of tentacles and flesh smashes everything in sight and pulls screaming townfolk into its ever growing form! The Mutant Quarter is Destroyed! Every Hero in Town must immediately pass a Lore 6+ test to help fight back the beast! For every 6+ rolled, gain 20XP and choose one building to be Protected. Then, at the end of the current day in Town, roll a D6 for every building that was NOT Protected; it is Destroyed on the roll of 1 or 2.*
- 3** **“One of us! ... One of us!”** – *Surrounded in a back alley by a group of angry Mutants, they grab you and haul you into a dark shed with a steaming tub of liquid Dark Stone! If you have 3 or more Mutations, they release you. If not, you must pass a Strength 6+ test to break free of the mob and run, or get dunked into the Dark Stone vat - immediately gaining D3 Mutations as you are burned and changed by the corrupting liquid!*
- 4** **Railworkers’ Strike** – *The Mutant railworkers are rioting in the streets, and the chaos is spreading! All Heroes in the Mutant Quarter as well as 2 other Random Locations in Town must immediately roll a D6. If the result is equal to or less than the number of Mutations you have, you escape harm. If not, take D6 Wounds, ignoring Defense.*
- 5** **Little Thief** – *A Mutant street urchin bumps into you, and with a ‘Sorry Mister!’, takes off running. It doesn’t take long to realize that she swiped the contents of your pocket! Make an Agility 5+ test to catch the little thief. If passed, gain 20XP. If failed, she gets away - discard D3 Side Bag Tokens or D3 Dark Stone.*
- 6** **Street Beggars** – *A Mutant family begging in the streets attracts your attention and you can’t help getting swept up in their plight. You offer them money to help get them back on their feet. Pay D6x\$10, but you may Recover a Grit.*
- 7** **Rickety Buildings and Deformities Galore** – *Just another day in the mutated part of town. No Event.*
- 8** **Mutant Saloon** – *You find your way into a dark and raucous Mutant Saloon, where the drinks are strong, and the Mutant Saloon Girls are stronger! Gain a Tequila Token. You may also pay \$25 for a Mutant Saloon Girl performance - gain 15XP and on the D6 roll of 3+, Recover a Grit and take 1 Corruption Hit.*
- 9** **Party in the Streets** – *Celebration and music spill into the streets from a local festival in the quarter. Every Hero here may immediately make a Luck 4+ test to join in the festivities. For each 4+ rolled, Heal D6 Health/Sanity (any mix). Also, if at least one 6 was rolled, gain 1 Sanity (limit once per Town Stay).*
- 10** **Street Vendor** – *A local street vendor recognizes your efforts, both as a Hero and as an advocate for Mutants. Gain 25XP. Also, you gain 1 free Bandages, Whiskey, or Dynamite Token for each Mutation you have.*
- 11** **Preaching the Faith** – *A deeply mutated Preacher stands atop a crate on the street corner, shouting a fiery sermon about judgment and the Void. As he waves his tentacle appendages around, a large crowd gathers to listen. Seeing you from a distance, he calls you out as a chosen protector of all mankind and bestows a powerful blessing upon you! The Audience cheers! Until the end of the next Adventure, you gain Spirit Armor 5+ and are Immune to Corruption Hits/Corruption Points.*
- 12** **A Few New Tricks** – *Talking with an old, gunslinging Mutant Gambler, he reveals some of his tricks of the trade. “Ya’ see kid, ya’ gotta know when to hold ‘em, and know when to fold ‘em... you also have to know HOW to hold ‘em.” Gain D6 x 25XP from this training and advice. Also, from now on, while you have one or more Mutations that have ‘Tentacle’ or ‘Tail’ in the title, you count as having 1 extra [Hand Icon] to use each turn. Note that this has no added effect if you already have the Prehensile Tail Mutation.*

COMMUNITY

MUTANT SURGEON

\$50

Limit Once per Visit

Choose one **Mutation** you want to remove and roll on the chart below.

D6 Roll Result

1-2	Butchered -	The Mutation is not Healed, and you are disfigured. Lose 1 Health permanently.
3	Painful Success -	The Mutation is Healed, but it is a painful experience. Lose 1 Sanity permanently.
4	Success... Mostly -	The Mutation is Healed, but they couldn't get all the evil out! Gain D3 Corruption Points, ignoring Willpower.
5-6	Well Done! -	The Mutation is Healed.

MEET WITH MUTANT REVOLUTIONARIES

FREE

Limit Once per Town Stay for all Heroes
Requires at least 3 Mutations between all Heroes Visiting

The local underground branch of the Mutant Revolution Army is very active here. Talking to one of its leaders, you get valuable information about the local town as well as your next Adventure.

Once during this Town Stay, you may cancel and re-draw a **Daily Event** card just drawn. Also, during the next Adventure you may cancel the first **Darkness** card drawn.

VISIT A MUTANT PROPHET

D6 x \$10

Limit Once per Town Stay

Open your mind... Let go.

Make a **Spirit 5+** test. If passed, gain 10XP for each 5+ rolled and, once during the next Adventure, you may Heal D6 Health/Sanity (any mix). If the test is failed, you have a violent vision of death! Take D6 **Horror Hits**.

PURCHASE ITEMS

WHISKEY

\$40

Gear ♦ Whiskey ♦ Tokens

Gain 1 Whiskey Token.
(Limit 2 per Visit)



EXTRACTOR

\$600

Gear ♦ Medical



Once per Adventure, at the start of a turn, use 1 Grit and take D6 Wounds, ignoring Defense, to remove D3 Corruption Points. *Limit one.*

BANDAGES

\$40

Gear ♦ Bandages ♦ Tokens

Gain 1 Bandages Token.
(Limit 2 per Visit)



RAIL HAMMER

\$1,350

Gear ♦ Hand Weapon



Once per turn, add +D6 Damage to one of your Combat Hits.

DYNAMITE

\$175

Gear ♦ Explosive ♦ Tokens

Gain 1 Dynamite Token.
(Limit 2 per Visit)



VOID CHILD PISTOL

\$1,800

Gear ♦ Gun ♦ Pistol ♦ Light

May only be used with a *Child of the Void Mutation*

Free Attack (once per turn):
Range: 3 Shots: 1
Critical Hit on the roll of 4, 5, or 6 (instead of only on 6). *Limit one.*

HOODED CLOAK

\$450

Gear ♦ Clothing ♦ Shoulders



While you have the *Hooded Cloak* Equipped, you may ignore 2 **Unwanted Attention** markers that you have.

Once per Fight, you may roll 2 extra dice for an Escape test and choose which roll to use.

BRACE OF THREE PISTOLS

\$2,100

Gear ♦ Gun ♦ Pistol



Range: 6 Shots: 5

RAIL SPIKE DRIVER

\$4,800

Gear ♦ Hand Weapon



+1 **Combat** for each adjacent Enemy.
Uses the D8 for To Hit and Damage.



SALOON

2D6 LOCATION EVENT

- 2 Assassination Attempt** – *A rival has caught up to you and takes a shot while your back is turned. Make a Spirit 5+ test to sense it coming or a Luck 6+ test to duck at the last second. If failed, roll on the Injury chart with only a single D6 (instead of the normal 2D6).*
- 3 “You a’Cheatin’ Us?!”** – *Accused of cheating at poker, an angry mob starts to form, with you in their sights. Make a Cunning 6+ test to diffuse the situation or an Agility 4+ test to escape (leaving the Saloon). If failed, the mob roughs you up and throws you out the door. Roll on the Injury chart to see how bad it is.*
- 4 Spilled Drink** – *A drunken saloon patron blames his spilled drink on you and starts talking about a duel at sunrise. You can either leave Town at the end of the day, or buy him and his friends another round of drinks, costing D6x\$25.*
- 5 Bar Fight** – *A nasty bar fight has broken out. Make a Strength 5+ test to push your way through to safety. If failed, take D6 Wounds, ignoring Defense, from the bumps and bruises.*
- 6 Dark Tidings** – *There is a sullen mood in the bar as a gloomy patron tells you of the stagecoach torn to pieces by a swarm of HellBats on the road into town. Start the next Adventure with one less Grit than normal.*
- 7 A Good Time** – *A round of drinks makes you forget about the dark world outside these walls. Pay \$10 and Recover 1 Grit for use in Town.*
- 8 A Tall Tale** – *Listening to a tale of deadly adventure from one of the other patrons, you are inspired to tell a story of your own! Make a Lore 5+ test and gain 10 XP for every 5+ rolled.*
- 9 Aces and Eights** – *This seems to be your lucky night! You are +2 Luck and +2 Cunning during this Location Visit.*
- 10 Song and Dance** – *One of the saloon girls catches your eye and she motions for you to come over. Following her up the stairs, she leads you into a back room. Make a Luck 5+ test. If passed, you are reinvigorated by her comforting presence - gain D3 Health permanently. If failed, you are knocked over the head and wake hours later to find your wallet gone – lose D6x\$25 and your visit to the Saloon ends immediately.*
- 11 A Catchy Tune** – *The song from the piano warms your heart and lingers in your mind, long into the night. Start the next Adventure with Max Grit.*
- 12 Hero of the People** – *You’re riding high tonight! Great luck at the poker table and the locals have recognized you as a true hero, cheering you on for your efforts to clean up the West! All of your Gambling winnings are doubled during this Location Visit, and the locals buy you a few drinks. Gain 2 Whiskey Tokens.*

ENTERTAINMENT



CASUAL POKER \$50

Gambling ♦ (Limit Once per Visit)



Make a **Cunning** 5+ test. If successful, gain \$50 for every 5+ rolled. If failed, you lose after several hands and leave with nothing to show for it.

BRIMSTONE CRAPS \$100

Gambling ♦ (Limit Once per Visit)

Make a **Luck** 5+ test. If successful, gain \$100 for every 5+ rolled. If failed, you lose after a few rolls and leave with nothing to show for it.

SALOON GIRL PERFORMANCE \$50

(Limit Once per Visit)

Gain 10 XP and roll a D6. On the roll of 4, 5, or 6, Recover 1 Grit for use in Town.

PURCHASE ITEMS

WHISKEY \$50

Gear ♦ Whiskey ♦ Tokens

Gain 1 Whiskey Token.



GAMBLER'S DECK OF CARDS \$850

Gear ♦ Charm

+1 Cunning

Once per Adventure, you may cancel and re-draw a Darkness card just drawn. *Limit one.*

LUCKY DICE \$1,000

Gear ♦ Charm

+1 Luck

Once per Adventure, you may add +1 to any single die roll. *Limit one.*

CASK \$300

Gear ♦ Container

Holds up to 3 Whiskey Tokens.

UPGRADE SLOTS

SALOON GIRL TROUPE (PERFORMER HEROES ONLY)

ENTERTAIN FREE

(Limit Once per Visit)

You may entertain patrons to earn money. Choose either **Performance** (Agility) or **Storytelling** (Lore) and roll a number of dice equal to that Skill. For every roll of 4 or 5, gain \$25. For every roll of 6, gain \$50. Rolls of 1, 2, or 3 earn nothing as the patron is unimpressed.

PICKPOCKET TAKE D3 CORRUPTION HITS

SALOON GIRL/PIANO PLAYER ONLY (Limit Once per Town Stay)

You may pick the pocket of a patron to find something useful. Make an **Agility** 4+ test. For every roll of 4, 5, or 6, gain \$10. If at least one 6 was rolled, also draw a Gear card.

PERFUME \$100

Boost ♦ Appeal

Limit 1

During the next Adventure, you gain +5 XP at the end of any turn in which you Healed 1 or more Wounds/Sanity from other Heroes adjacent to you.

DARK STONE SHIV 1 DARK STONE

Gear ♦ Dark Stone ♦ Token

Shaving a Dark Stone shard to a razor point can be deadly. Gain 1 Dark Stone Shiv Token.

Free Attack - Discard to do D6 Wounds to an adjacent Enemy, ignoring Defense.



BONED CORSET \$1,200

Gear ♦ Clothing ♦ Torso

Armor 6+

UPGRADE SLOTS

DARK STONE CORSET \$3,200 + 8 DARK STONE

Gear ♦ Clothing ♦ Torso ♦ Dark Stone

Armor 5+ +1 Max Grit



TINY HAT \$2,450

Gear ♦ Clothing ♦ Hat

Once per Adventure, you may remove 1 Corruption point.

UPGRADE SLOTS



SHERIFF'S OFFICE

*** Outlaw Heroes may not visit the Sheriff's Office ***

- Except to use the *Pay Off Your Warrants* entry below (no roll for Event) -

2D6 LOCATION EVENT

- 2 Jailbreak** - *With his hanging scheduled for today, a ruthless band of Outlaws wastes no time in trying to break out their jailed comrade. You just happen to be in the wrong place at the wrong time! The Town Stay is over for all Heroes at the end of the current Day (you must still roll for Town Event). The Heroes' next Adventure is automatically the Town Adventure 'Jailbreak', though this can be avoided if all Heroes agree to flee before the shooting begins (and to start the next Adventure with no Grit).*
- 3 Corrupt Sheriff** - *The local Sheriff has gone mad with power and greed. Every Law Hero at the Sheriff's Office must immediately Flee Town or challenge the Corrupt Sheriff's authority! To challenge him, make a Spirit 5+ test. If successful, he is defeated and runs for the hills, gain 50 XP and D6 x \$50. If failed, he draws on you and guns you down. Roll once on the Injury Chart. If the Corrupt Sheriff is not defeated by any Law Hero here, all Heroes in Town are considered Wanted! until the end of this Town Stay.*
- 4 Insane Ramblings** - *One of the prisoners is rambling on in his jail cell about the insignificance of humanity and the coming of dark gods. It's hard not to be unnerved by it. Take 2D6 Horror Hits. If the number rolled is doubles, also immediately move the marker 2 spaces forward on the Town Event Track.*
- 5-8 Cold, Hard Justice** - *Blind, with a smoking pistol in each hand! You wouldn't want it any other way. No Event.*
- 9-10 Telegraph** - *An incoming telegraph brings news of a Void Storm warning in your area. Time to steel your resolve. You may Recover 1 Grit and Heal up to D6 Wounds/Sanity (any mix).*
- 11 "We need Six Men!"** - *Mount Up! We've got a job to do! Every Hero at the Sheriff's Office that is not Law or Holy immediately gains the Become Deputized bonus for free (see other side). Then, any Hero that Joins a Manhunt today (see other side) gains double any XP and Gold earned.*
- 12 Legendary Outlaw** - *Locked up in a cell, legendary Outlaw 'Sparky' Scaffold sits, waiting his transfer to the federal Marshals. With a wink and a smile he says, "My Pa' might'n have somthin' to say 'bout that!" If you Escort a Prisoner today (see other side), it requires a Lore 6+ test, but you gain D8 x \$100 instead if successful.*

WANTED POSTERS AND BOUNTIES

SHERIFF'S BOUNTY

FREE

(Limit Once per Town Stay for all Heroes)

There's always someone...or something that's 'Wanted' by the Sheriff in these parts. Draw a Low Threat Card to see what the current Sheriff's Bounty is on. Until the end of the next Adventure, any Enemy listed on that card is worth Gold when killed. Enemies with a fixed XP value are worth \$ equal to their XP value to the Hero that killed it. Enemies that have variable XP (XP '+5 per Wound') are instead worth \$ equal to 10x the base XP listed, and all Heroes get the Bounty when one of these Enemies is killed. Note that the Sheriff's Bounty is based on the printed XP value, and does NOT go up based on Elite abilities that the Enemy might have.

For example, a Void Spider is worth 10XP and so would be worth \$10 to the Hero that killed it. A Slasher on the other hand is worth 15XP +5 per Wound, so would be worth \$150 to every Hero when killed.

PAY OFF YOUR WARRANTS

A Hero that is currently **Wanted!** may visit the Sheriff's Office just long enough to pay off the warrants for their arrest. To do this, you must pay \$500 x Your Hero Level and discard your **Wanted!** card. (If your **Wanted!** status is based on an ability of your Hero Class, it cannot be removed). If you are currently **Most Wanted!**, you must pay an additional \$250 x Your Hero Level (this removes your **Wanted!** status completely).

WANTED POSTER

\$100

Gear ♦ Poster

Limit 1

Discard when you kill an *Outlaw Enemy* to gain D6 x \$50 (or D6 x \$100 if you kill an *Infamous Outlaw*, or D6 x \$250 if your Hero Posse kills a *Legendary Outlaw*)

PURCHASE ITEMS

CLOTHING & EQUIPMENT

- \$800** **Caped Overcoat** - Gear ♦ Clothing ♦ Coat ✖
Whenever you find a Clue Icon on an Exploration Token, Heal D6 Health/Sanity (any mix).
- \$1,650** **Black Duster** - Gear ♦ Clothing ♦ Coat ✖
TRAVELER ONLY +2 Health Armor 6+
- \$2,250** **Hangman's Noose** - Gear ✖
FRONTIER OR LAW ONLY Free Attack (Once per Adventure); Take D3 Corruption Hits to do Wounds to an adjacent model, ignoring Defense.
- \$5,800** **Duelist's Gunbelt** - Gear ♦ Clothing ♦ Belt ✖
When Dual Wielding, each Gun gets +1 Shot.

EXECUTIONER SHOTGUN **\$2,400**

Gear ♦ Gun ♦ Shotgun ✖



Range: 3 Shots: 3

Uses the D8 for To Hit (6, 7, or 8 count as a Critical Hit) (Note - Only uses normal D6 for Damage).
+1 Damage if target is adjacent.



LAW AND ORDER (LAW HEROES ONLY)

BADGES

Gear ♦ Law ♦ Icon Limit 1 Badge

- FREE** **Marshal/Sheriff Badge** - Once per Adventure, give all Heroes +2 Shots with a Gun or +2 Combat (they choose) during their next Activation.
US MARSHAL OR LAW MAN ONLY
- \$350** **Bounty Hunter's Badge** - Gain Keyword Traveler. Once per Adventure, allow all Heroes to Recover 1 Grit.
- \$1,200** **Deputy Badge** - At the end of each successful Adventure gain 50 XP. Once per Adventure, Heal D6 Wounds/Sanity (any mix) from each Hero.
- \$2,400** **Executioner's Badge** - Once per Adventure, add +3 Damage to each of your Hits until the end of the Turn.

PEACEKEEPER PISTOL **\$1,000**

Gear ♦ Gun ♦ Pistol ♦ Law

UPGRADE SLOTS



Range: 6 Shots: 3

THE PUNISHER **\$3,000**

Gear ♦ Gun ♦ Shotgun ♦ Law

UPGRADE SLOTS



Range: 6 Shots: 2

Uses the D8 for To Hit and Damage (6, 7, or 8 count as a Critical Hit)
Once per Turn you may Re-roll one Damage roll for a Hit with this Gun.

INTERROGATE PRISONER **\$50**

Limit Once per Town Stay for all Heroes

You question one of the jailed prisoners for information, while the Sheriff looks the other way. Roll dice equal to your Strength or your Cunning (you choose). For each roll of 6, you may cancel and re-draw one Exploration Token or Encounter card during the next Adventure. For every roll of 1, however, the Darkness moves 1 space forward on the Depth Track at the start of the next Adventure, as the prisoner's lies lead you astray.



BECOME DEPUTIZED **50 XP**

Law

"It's time to swear you boys in!"

Gain +1 Cunning and the Keyword Law.

At the end of each Adventure, roll a D6. On the roll of 1, 2, or 3, you lose this bonus.

Not Available to Law or Holy Heroes

JOIN A MANHUNT **FREE**

Limit Once per Town Stay
This ends your Location Visit

You ride out with a posse of local Law Men to hunt down a wanted criminal on the outskirts of town. Make a Cunning 5+ test to track the Outlaw down. For each 5+ rolled, you find one of his bandit crew, gaining 20XP.

If at least one 6 is rolled, you are also able to track down the Outlaw and have a shootout to bring him in! Roll 2D6 and subtract your Initiative to find how many Hits you take in the gunfight (each Hit does 4 Wounds, or 8 Wounds if you are Hero Level 5 or higher), rolling Defense as normal. Unless KO'd, you capture the Outlaw! Gain 25XP and D6 x \$100.

ESCORT PRISONER TRANSFER **FREE**

Limit Once per Town Stay
This ends your Location Visit

You sign on to ride shotgun on a prisoner coach bound for a meeting with a group of marshals at the county line. Make a Lore 5+ test to follow the best roads. If successful, gain D8 x \$25 for a job well done. If failed, you are ambushed by the prisoner's gang! Surrounded, you have no choice but to let him Escape and return to Town, empty-handed. Lose all Grit you currently have.

Also, for every 1 rolled as part of the Lore test, roll once on the Travel Hazard Chart. These results do not effect the rest of your Hero Posse - though any result that destroys your Transport, will also destroy the prisoner coach, allowing the prisoner to automatically Escape as above.





SMUGGLER'S DEN

** Law Heroes may not visit the Smuggler's Den **

2D6 LOCATION EVENT

- 2 He Arrived in Town Just Before You Did** - *A grizzled US Marshal that's been hunting you for months has finally caught up. If you are an Outlaw, this is it! Your Location Visit is over and you must play the Solo Town Adventure 'High Noon Duel' or use 1 Grit to flee Town and become 'Wanted!'. If you are not an Outlaw, you must pay D6x\$100 or flee Town and become 'Wanted!'.*
- 3 "It's a Raid!"** - *Nobody move! U.S. Marshals! Marshals raid the Smuggler's Den, having a small shootout with the outlaws and arresting those with warrants. The Smuggler's Den is closed for the rest of this Town Stay. In addition, any Hero at the Smuggler's Den that is Wanted! must pass a Luck 6+ test to sneak out the back in the confusion. If failed, you are arrested and thrown in jail! Make a Cunning 3+ test to escape and flee Town (gain 20XP but your Town Stay is over). If failed, you are hung at dawn... your Hero is killed (though your Hero Posse may play the Hanging High Town Adventure to rescue you).*
- 4-5 "What'chu Lookin' at, Boy?"** - *A large, nasty-looking thug turns his attention to you. Lose 1 Grit as you stare down the thug. If you do not have a Grit, you quickly make your way to the door and your visit to the Smuggler's Den is over.*
- 6-8 Drunken Debauchery and Veiled Threats** - *The scruffy, smelly, and downright vile scum that reside here barely notice your arrival amongst the revelry. Probably for the best. No Event.*
- 9-10 A Big Haul** - *More illicit items have found their way into the Black Market this afternoon. I'm sure they just fell off the back of a wagon. Roll for and draw an extra 2 Items for the Black Market Goods.*
- 11 Honor Among Thieves** - *Sometimes it's good to be bad! Gain D6x\$25 and 10 XP. If you are an Outlaw, also Recover 1 Grit. If you are Wanted!, Recover Grit up to your Max Grit.*
- 12 One Last Job** - *You are approached by a swarthy bandido with information on a train heist that could make you rich, but you have to act fast! This could be the big ticket, the one you've been waiting for! If you accept the train heist job, your Town Stay is over. Make a Cunning 5+ test to plan out the heist. For every 5+ rolled, you are +2 Agility when robbing the train. Then a make an Agility 6+ test to ride out and board the train (for this test, you are also +2 Agility if you have a Transport Item). For every 6+ rolled gain \$500 and take 1 Corruption Hit. Once the train heist is complete, make a Luck 5+ test. If passed, you have gotten away without a hitch. If failed, the swarthy bandido sold you out - Lose half the \$ you earned and you become Wanted!*

PURCHASE ITEMS

BACK ALLEY DOC

\$25

Limit Once per Visit

Choose one Injury or Mutation you want to remove and roll on the chart below.

D6 Roll	Result	
1	Dead!	- Your Hero dies on the table during the attempt.
2-3	Failed	- The Injury/Mutation is not Healed, and you come away a bit butchered. Lose 1 Health permanently.
4	Success... Sort Of	- The Injury/Mutation is Healed, but it is a sloppy job. Lose 1 Health permanently.
5-6	Well Done!	- The Injury/Mutation is Healed, with no negative effects.

BLACK MARKET GOODS

(Limit Once per Town Stay for all Heroes)

Roll 3 dice. For each roll, on a 1, 2, or 3, draw a Gear Card. On 4, 5, or 6, draw a World Card and then draw an Artifact Card from that World.

These 3 Items are available for purchase at the Smuggler's Den by any Hero during this Town Stay. Each Item may be purchased at a cost of D6x\$25 + the printed \$ value on the card (treat the printed value as \$0 if none is listed). The D6x\$25 variable portion of the cost should be rolled for each Item separately and should be Re-rolled on each different day that a Hero is at the Smuggler's Den, as prices on the Black Market fluctuate.

Only one copy of each Item is available and they are sold as 'first come, first serve'. If more than one Hero wants to buy the same Item on the same day at the Smuggler's Den, the Hero with the higher Luck Skill has priority (roll off if tied).

PURCHASE ITEMS

ILLEGAL AMMO

Gear ♦ Ammo

Lasts for one Adventure (when used, replaces any current Ammo). Your Gun Hits have an extra effect, as listed.

- \$100 Inferno Shot** - (Shotgun Hits Only) Critical Hits do +1 Damage (including Splash Damage from the *Sawed-Off Shotgun*).
- \$200 Blood Rounds** - Any time you kill an Enemy with a Critical Hit, you get +1 Shot with that Gun (Limit +2 Shots per turn).
- \$250 Hell Bullets** - All of your Gun To Hit rolls of 1 count as Critical Hits, but also do 1 Corruption Hit to you.



SMUGGLER'S HOLD-OUT PISTOL \$3,000

Gear ♦ Gun ♦ Pistol ♦ Light

UPGRADE SLOTS

PERFORMER, OUTLAW, OR SHOWMAN ONLY
Limit 1

Free Attack (Once per Fight)
Range: 3 Shots: 3
Critical Hit on 5 or 6.



BUY A ROUND OF SHOTS D6 x \$5

Limit Once per Visit

You buy a round of *Brimstone Sunrise* shots for the rowdy group of bandits. With a roaring cheer, you toss one back and feel the burn. Recover 1 Grit but take D3 Wounds, ignoring Defense.

DOWN A DARK ROAD \$500

Outlaw

"Welcome to the club!"

Gain +1 Luck and the Keyword Outlaw.

Any time you visit the Church (or Church Tent), however, you must roll a D6. On the roll of 1 or 2, you have second thoughts about these bad influences, losing this bonus.

Not Available to Outlaw Heroes

TEQUILA

\$125

Gear ♦ Tequila ♦ Tokens

Gain 1 Tequila Token.



SMUGGLERS AND THIEVES (OUTLAW HEROES ONLY)

JOIN A BANK HEIST FREE

Limit Once per Town Stay
This ends your Location Visit

Make a **Cunning 5+** test to rob the Town's bank with a local group of Outlaws. You may discard an *Explosive* to gain +3 Cunning for this roll (limit 1). If successful, gain your Luck x \$50 for each 5+ rolled. For each 1 rolled, take D6 Hits during the shootout that ensues. If failed, you are arrested and set to hang. Make an **Agility 4+** test to slip the noose and escape into the crowd, fleeing Town (gain 25 XP and your Town Stay is over). If failed, you swing from the gallows... your Hero is killed (though your Hero Posse may play the *Hanging High Town Adventure* to rescue you).

RUSTLE CATTLE TAKE 1 CORRUPTION HIT

Limit Once per Town Stay
This ends your Location Visit

Make an **Agility 5+** test to ride out with a local group of Rustlers and steal cattle in the night! For this test, you are +2 Agility if you have a *Transport* Item. If successful, gain \$50 for each 5+ rolled, or \$200 for each 6+ rolled. If failed, the cattle rancher gets off some good shots, driving you away! Take 2D6 Wounds, ignoring Defense.

SHADY CONTACTS FREE

Limit Once per Town Stay for all Heroes

You ask around to get the word on the street. You may look at the top D6-2 cards of the *Daily Event* deck. Place those cards back on top of the deck in any order. Gain 10 XP.

OUTLAW PISTOL \$300

Gear ♦ Gun ♦ Pistol

UPGRADE SLOTS



Range: 5 Shots: 3

May only get Critical Hits against adjacent targets.

SAWED-OFF SHOTGUN \$850

Gear ♦ Gun ♦ Shotgun

UPGRADE SLOTS



Range: 3 Shots: 1

Uses the D8 for To Hit and Damage (6, 7, or 8 count as a Critical Hit)

Splash Damage - Critical Hits also do 1 Wound to every Enemy adjacent to the target, ignoring Defense.

CLOTHING & EQUIPMENT

- \$100 Bandana** - **Gear ♦ Clothing ♦ Face**
Once per turn you may Re-roll an Escape test.
- \$325 Shaped Charge** - **Gear ♦ Explosive** Limit 1
Discard as an Attack to choose an adjacent model. That model and each other model in the 3 spaces behind it (but still adjacent) take D6 Wounds, ignoring Defense.
- \$600 Black Gunbelt** - **Gear ♦ Clothing ♦ Belt**
Once per Adventure, gain +2 Shots with a Gun.
- \$750 Gunman's Poncho** - **Gear ♦ Clothing ♦ Shoulders**
+1 Initiative in the first turn of a Fight. You may ignore *Weather* effects.



STREET MARKET

2D6 LOCATION EVENT

- 2 Blood Sacrifice** – *You duck into a small shed looking for the outhouse, only to walk in on an occult ritual of blood and death! Oops! They are not happy to see you. You must choose to either back out slowly, then run - ending your current day in Town, or stand your ground, making a Spirit 6+ test. If passed, you break the will of the cult leader and he flees - Gain 25XP and D6 x \$50. If failed, you are drawn into the ritual and awaken hours later, with no memory of it, covered in blood - your current day in Town ends and you must roll once on the Madness Chart as you get small flashes of the depravity you were involved in!*
- 3 Swamp Slug Stampede** – *A pack of angry Swamp Slugs has broken loose from their pen, rampaging through the market streets! Every Hero in the Street Market must pass a Lore 5+ or Strength 6+ test, or get trampled - rolling once on the Injury Chart. The Street Market is destroyed for the rest of this Town Stay.*
- 4 Held Up** – *Turning down a back street, you find yourself confronted by two armed gunmen. You must either pay them D6 x \$100, D6 Dark Stone, or try to fight them off, rolling 2D6. If the result is equal to or less than your Initiative, you fend them off - Gain 50XP. If not, you are shot - take 2D6 Wounds, ignoring Defense.*
- 5 Market Prices Up** – *The winds are aren't too good for bartering in the market. Prices are high, and nobody wants to budge. All prices at the Street Market today are +\$50 more than normal.*
- 6-8 Hogs and Horse Thieves** – *Dark and foreboding, the back alleys of the street market stink of fish and filth. Smells like home. No Event.*
- 9 Market Prices Down** – *The winds are favorable today for good bartering in the market. Everyone is ready to make a deal! All prices at the Street Market today are -\$50 less than normal (minimum \$25).*
- 10 Fortune Teller** – *Wandering into a shop, you find yourself across the table from a fortune teller, ready to predict your fate. You must choose, the path of glory (next Adventure you may Re-roll one Defense roll per turn) or the path of fortune (next Adventure you are at half your max Health, but you get a Revive Token that only you can use. If you still have this Revive Token at the end of the Adventure, gain D6 x \$100 and D6 x 50XP).*
- 11 Lucky Streak** – *The dice are hot tonight! When Street Gambling today, after all Re-rolls, you may add or subtract 1 to a single one of the dice. Also, you may Recover 1 Grit.*
- 12 Rare Deal** – *Something on a high shelf at the back of a market stall catches your eye! Draw a World card and then an Artifact from that World. You may purchase that Artifact for half the price listed on the card (round up to the nearest \$5). If there is no price listed, re-draw.*

PURCHASE ITEMS

FAR EASTERN POTION \$75

Gear ♦ Potion ♦ Tokens

Gain 1 Potion Token.



RARE SPICES \$50

Gear ♦ Plant ♦ Tokens

Gain 1 Spice Token.



EXOTIC HERBS \$200

Gear ♦ Plant ♦ Tokens

Gain 1 Exotic Herbs Token.



REFINED LANTERN OIL \$200

Gear ♦ Oil ♦ Tokens

Gain 1 Lantern Oil Token.



BACK ALLEYS

BATH HOUSE

\$50

Limit Once per Visit

Heal Wounds/Sanity (any mix) and gain 10 XP.

You may also spend 1 Grit in an attempt to remove any Parasites you may have. Roll 2D6 for each Parasite you have.

On the roll of 10+ it detaches from you in the warm water and moves on (discard).



SELL DARK STONE

You may sell Dark Stone shards on the Streets for x \$20 each. Roll for each shard individually as they vary in size, weight, and value.

STREET GAMBLING

\$25

Gambling ♦ Limit 2 times per Visit

Roll 4 dice to try and get a Straight or a Set. You may then pay an extra \$25 to Re-roll any number of those dice. After that, you may Re-roll up to 3 more times at a cost of \$50 each (plus any free Re-rolls using Grit). Note that this is an exception to the rule that prevents the same die from being Re-rolled more than once.

When finished rolling, if you have a Straight or Set of numbers, gain the following:

Straight (4 in a Row) - \$300

Set (4 of a Kind) - \$100 x The Number Rolled

Otherwise, you lose and walk away wondering if those dice were rigged.



PURCHASE ITEMS

HATS

Gear ♦ Clothing ♦ Hat

UPGRADE SLOTS



- \$150 Scavenger's Hat - Any time you successfully Scavenge, Heal 1 Wound.
- \$425 Explorer's Hat - Once per Adventure, you may look at the top 2 Darkness cards, discard one and put the other back.
- \$1,200 Badlands Hat - +2 Health and +1 Sanity.
- \$1,850 Miner's Hat - Once per Adventure, when drawing Loot, you may take 1 Corruption Hit to discard and re-draw a Loot card.
- \$3,000 Drifter's Hat - Any time the Hero Posse crosses into a new Stage on the Depth Track, Recover up to your Max Grit.

ORNATE PISTOL

\$1,600

Gear ♦ Gun ♦ Pistol

UPGRADE SLOTS



Range: 7 Shots: 2

Once per Fight, add +2 Damage to a Hit with this Pistol.

BUTCHER'S BLADE

\$750

Gear ♦ Hand Weapon ♦ Blade

UPGRADE SLOTS



Each time you wound an Enemy with a Combat Hit, you may add +1 Damage to all of your other Combat Hits for the rest of this turn (stacks for multiple Hits).

RED DRAGON INJECTION

\$100

Boost ♦ Injection

Made from a potent formula of opium, crushed Dark Stone, and Scourge Bile, this mix is not to be taken lightly. For the next Adventure, you are +1 Initiative and have Spirit Armor 5+, but, any time the Hold Back the Darkness roll is failed, take 1 Corruption Hit. Limit One Injection at a time.

HORSES

Transport ♦ Animal ♦ Limit one Transport

- \$650 Mutant Horse - Gain 10XP each time you Travel. Use 1 Grit to add or subtract 1 from the roll for Type of Town found.
- \$750 Wild Horse - Gain 10XP each time you Travel. Once per Town Stay, cancel and re-draw a Daily Event card. **SCOUT ONLY**
- \$800 Trederran Stallion - Use 1 Grit to personally ignore the immediate effects of a Traveling Hazard.
- \$1,800 Swamp Slug - Gain 15XP each time you Travel. When rolling a Traveling Hazard, you may Re-roll one of the dice. **TRAVELER AND TRIBAL ONLY**

CLOTHING & EQUIPMENT

- \$50 Chew - Gear ♦ Plant Limit 1 Discard and take 1 Corruption Hit to Heal 5 Sanity.
- \$450 Silk Sash - Gear ♦ Clothing ♦ Belt Showman or Performer Only Once per Adventure, Heal 5 Wounds.
- \$1,250 Ornate Case - Gear ♦ Container Choose one Item you have. Between Adventures or while that Item is not Equipped, it counts as having no icons.
- \$1,000 Dark Stone Bracelet - Gear ♦ Charm Once per Adventure, cancel an Enemy model's Attack (before dice are rolled).
- \$350 Merchant's Apron - Gear ♦ Clothing ♦ Torso Frontier Only When you sell a Gear/Artifact card in Town, gain \$+10% (round up to nearest \$5) and Recover 1 Grit.
- \$860 Railworker's Jacket - Gear ♦ Clothing ♦ Coat You take 1 less Wound from all Explosives (like Dynamite) and Falling Rubble and Cave-ins.