DESERT

A group of coyotes are fighting over a dead body. You scare them away (-2 ) and investigate the body (+4 ) or turn around and head back to San Andreas (move 1 space towards San Andreas).

RUINS

As you explore the ruins, you find ornate engravings on the ground. As you reach down to touch them, a dark portal forms and sucks you in. Swap locations with another player.

CANYONS

A group of men come out of nowhere and put a knife to your throat. They agree to let you live if you do them a little favor. Draw a Job card.

DESERT

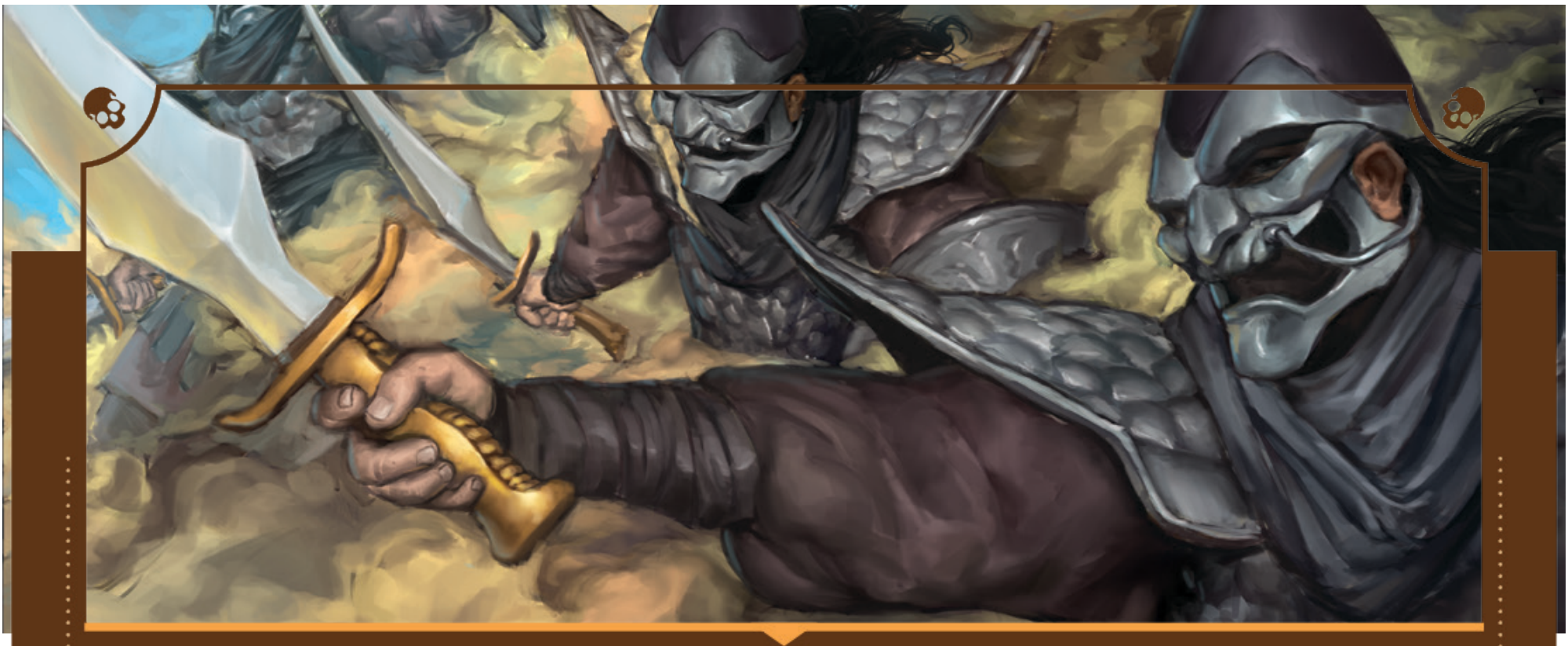
A traveler sitting alongside the road calls you over. He is dressed in fine clothing and tells you he's looking for hard working people such as yourself. In short, he has a job for you. Draw a Job card.

RUINS

You wake up to the sound of chanting. A hooded figure brandishing a knife beckons you to join their circle. You can join them and offer your blood (-1) to upgrade a stat twice or watch from afar (-2).

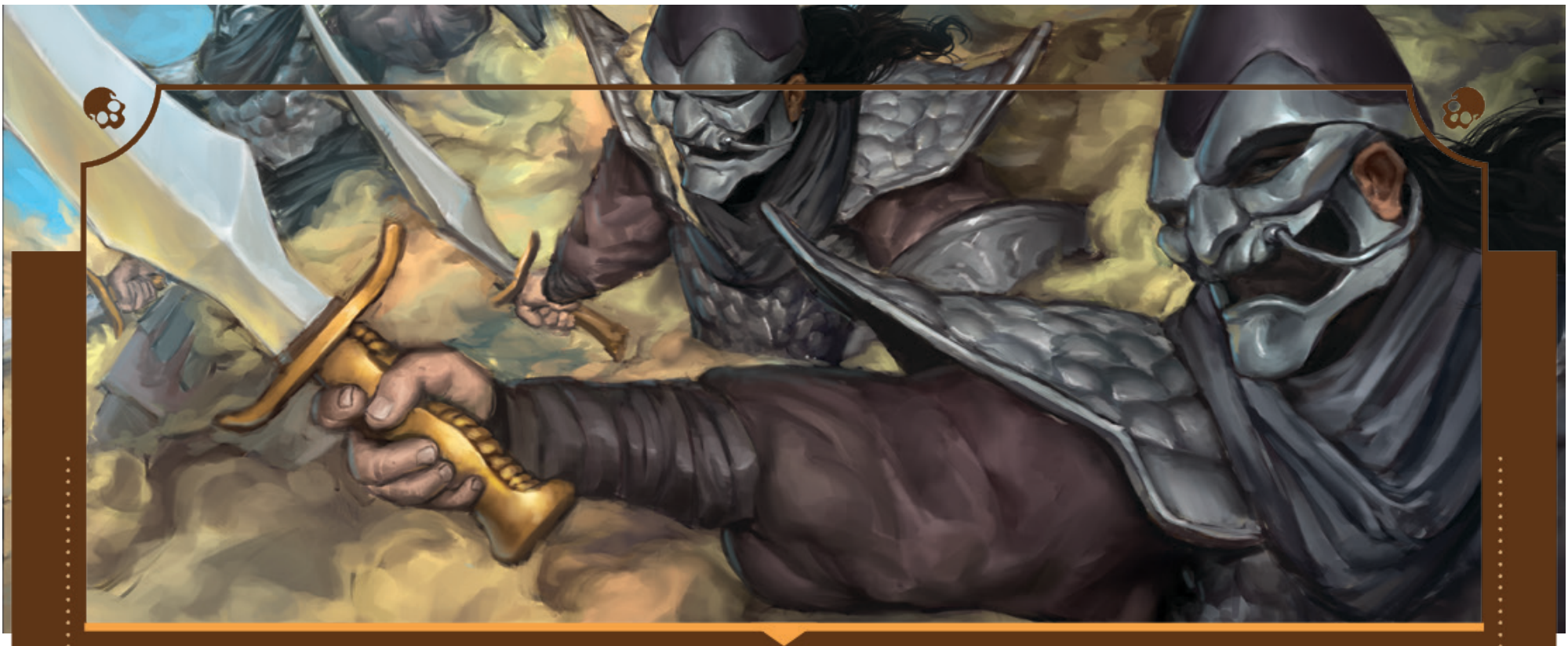
CANYONS

An explosion rocks your body and leaves a ringing in your ear. Rocks start falling round you so you sprint out of the gorge (move to an adjacent space) but realize that you lost something (discard an unscored Job) along the way.



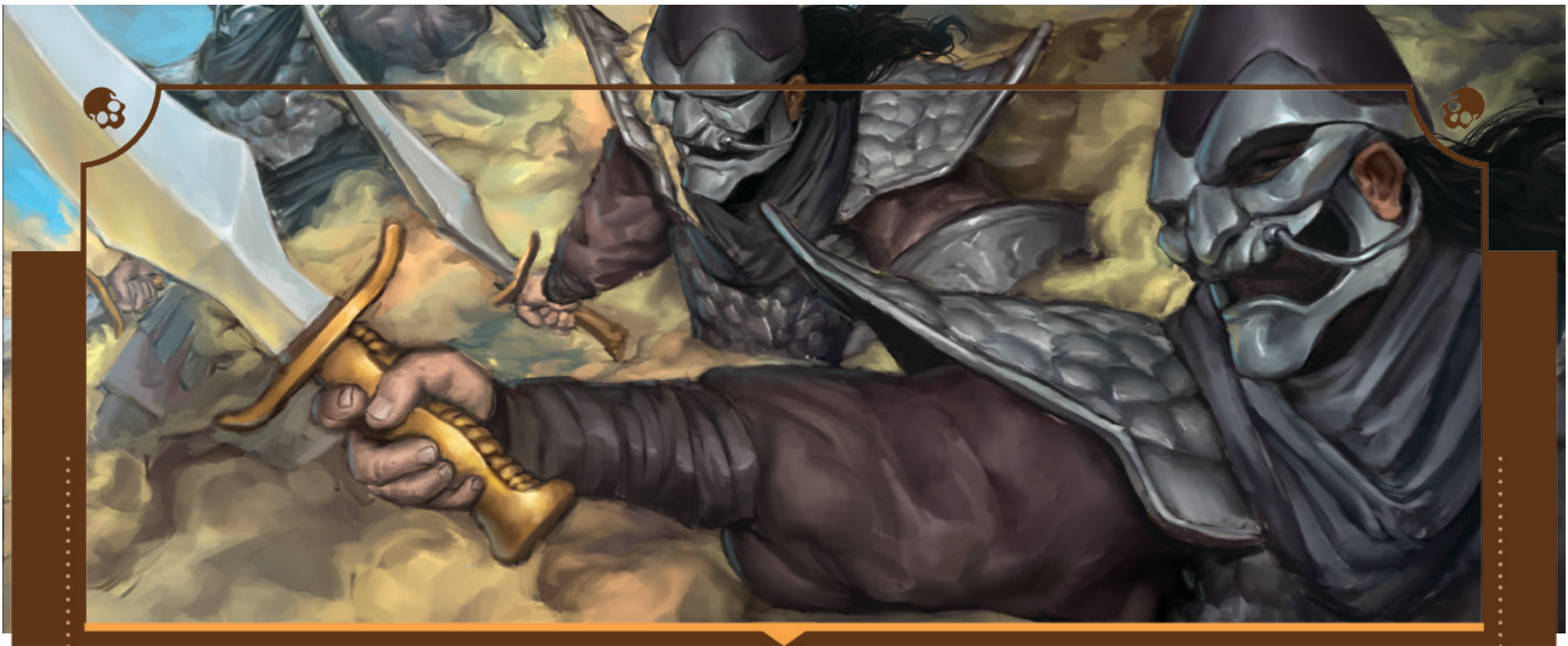
DESERT ARRIVAL

If you are on a Desert map location, place a Fallen Immortals figure on your space. Otherwise, pick any Desert location and place the figure on that space. Find the corresponding bounty card and place it near the Most Wanted board.



CANYONS ARRIVAL

If you are on a Canyons map location, place a Fallen Immortals figure on your space. Otherwise, pick any Canyons location and place the figure on that space. Find the corresponding bounty card and place it near the Most Wanted board.



RUINS ARRIVAL

If you are on a Ruins map location, place a Fallen Immortals figure on your space. Otherwise, pick any Ruins location and place the figure on that space. Find the corresponding bounty card and place it near the Most Wanted board.