DESERT

You come across a stagecoach that has a broken wheel. You can assist them with the repair (-3 ) and move to any space or take advantage of them and rob them (-5 ) to gain 5 .

RUINS

A woman covered in a shroud waves to you with her gnarled hand. She is a healer and says she will reduce your curse for a bit of water You can pay her (-2  & -2 ) or turn her down.

CANYONS

A group of bandits poke their heads out of the rocky cliffs above you. They demand all of your . You can give them all of your  or fend them off by fighting (-2 ).



DESERT

The sweltering heat beats down on you as you wipe your brow. Your legs will continue to drag unless you quench your thirst. Spend 1 or lose 2 during the next Action phase.



RUINS

You approach a large group of people cheering. They are spectating a fight in a pit below. Someone takes notice of you and asks you if you have what it takes. Will you enter the Fighting Pits (-5 & +3) or admit you're a chicken (-1)?



CANYONS

The terrain ahead of you looks impassable, but going around would take too long. Discard a card to find a way through or skip your Action phase and move to one adjacent space.

DESERT

You spy a speck of green amongst all the sand. It's a small cactus. You crack it open and fill your canteen with a few drops of water. Gain 2 .

RUINS

After investigating and securing the ruins, you make camp and breathe a much needed sigh of relief. For once it seems like nothing of consequence will strike you.

CANYONS

As you make your way through the winding canyon, an explosion echoes above you. Avoid the falling debris by improvising again this turn (-3  & Improvise) or be crushed by the falling rocks (-1 ).



DESERT

A merchant appears ahead in the clearing. He greets you and sets out his wares. You may take shopping actions as if you were in San Andreas.



RUINS

You hear the faint caw of a bird and rush towards the nearby ruins. As you approach, crows flood out of the shadows surrounding you. You can go guns blazing (-6) to gain 3 or retreat back to San Andreas.



CANYONS

The hot sun casts long shadows along the canyon wall you see what looks like the silhouette of an old well. You decide to investigate and discover an abandoned well. You can pay a tribute to the well (discard a card & -3) or drink from it (+ 3).

DESERT

A woman and her child are being harrassed by a group of men along the road. Will you protect them (-2) to gain 1 or ignore them (+1)?

RUINS

You discover an odd symbol painted on the crumbling wall. It appears to be written in blood and is calling to you. If you're cursed, you are compelled to touch the bloody symbol and lose 1 .

CANYONS

A merchant appears ahead in the clearing. He greets you and sets out his wares. You may take shopping actions as if you were in San Andreas.

DESERT

The light of a campfire catches your eye and you approach a hearty group of men. They invite you to sit beside the campfire and join their game of poker. You can join their game and take home some winnings (+5 ) or watch and share their food (+1 )

RUINS

A merchant appears to have setup his shop in these ruins. He greets you and sets out his wares. You may take shopping actions as if you were in San Andreas.

CANYONS

A bullet kicks up dirt and embeds itself in the ground next to you. It takes you a moment to realize a sniper has you in their crosshairs. You can escape (-3 ) or stand your ground (-1 ).



DESERT

The sun stretches overhead as you walk along the beaten path. Things are quiet, but you're always on the lookout for threats. For now though, you seem to be in the clear.



RUINS

As you close your eyes to rest against the crumbling wall, you feel air at your back and notice a large crack into a secret alcove. You decide to lighten your load and jam some of your extra gear through the crack. Trash two cards from your hand or discard pile.



CANYONS

An explosion erupts as the canyon entrance behind you is sealed with rock. A gang of men start rapelling down the rocks. You can sprint past them (-2  & move 1 space) or take the fight to them (discard 3 cards to improvise again).



DESERT

A rider waves to you along the trail. As you get closer you realize that it's a postwoman. She asks your name and hands you a letter and leaves you on your way. Draw a card.



RUINS

You discover a passage that takes you deep beneath the ruins of a mausoleum. A malevolent sounding voice echoes inside your head calling you to open up his tomb, but you resist (increase your threshold).



CANYONS

The sweltering heat beats down on you as you wipe your brow. Your legs will continue to drag unless you quench your thirst. Spend 1 or lose 2 during your Action phase.



DESERT

Along the way, you come across a family traveling with their young son. You offer to protect and escort them across this stretch of desert. When the family departs, they offer to pay you for some of you extra supplies. Trash a card from your hand to gain 3 .



RUINS

Gunshots ring in your ears and wake you from your slumber. A gang of mercenaries descend upon the ruins. Spend 1 to take cover and improvise again this turn or elude them by moving to an adjacent space.



CANYONS

As you make your way through the treacherous ravine, you spot a shortcut that appears to be a serpentine path out of the gorge. Draw a card.



DESERT

The wind is kicking up sand in your face as you make your way through the barren landscape. Soon you find yourself in the middle of a sandstorm. You can take shelter (Discard a card from your hand) or push through the storm (-1).



RUINS

You discover a scrap of paper. It's a recipe for a hearty stew torn out of an old cook book. It sounds quite tasty so you stuff the recipe into your pocket. Draw 2 cards.



CANYONS

A black cat appears and you decide to follow it through the winding caverns. Increase your threshold.



DESERT

As you walk along the dry path, the sun glints off something silvery in the ground. You reach over and brush off the sand to find an unused bullet (+1).



RUINS

You've managed to track some outlaws back to these ruins. They appear cornered, but it will still take a mighty effort to bring them to justice. Will you capture them (-3 & +6) or move on to more important things.



CANYONS

As you're making your way along the cliffside, the sun caches your eye and blinds you. You lose your footing and slip down the rocky cliffside. Discard a card.



DESERT

A friendly lass greets you on the road and asks you where you are headed. After exchanging some pleasantries, she bids you adieu. By the time you notice that she picked your pocket (-2), she is long gone.



RUINS

You awake to the ground sinking beneath you. You leap up to avoid being buried alive, but the gound continues to open up. Discard 2 cards to grab your things and escape or get buried alive (-2).



CANYONS

You discover a cave hidden among the shadows of the canyon walls. Inside you find some inscriptions along the wall describing a powerful encantation. Will you attempt the encantation (discard 2 cards to upgrade any stat) or will you continue on with your adventure?



DESERT

The rival gunslinger arrives at high noon outside of San Andreas to settle the score with you. You count off ten paces and quickdraw (Discard 2 cards to upgrade any stat) or fumble (-1).



RUINS

You trip over something jutting out of the ground. As you brush off your pants you look for the culprit. Upon further investigation, the thing that tripped you looks like a corner of a box half buried in the ground. You dig it up and find an old ammo box (+2).



CANYONS

Robbers corner you in the ravine and demand you pay them. Will you give them some of your supplies (trash a card from your hand) or do you fight your way out (-2)?

DESERT

A kid comes running up to you and tells you that slavers are throwing kids in the back of their wagon. The kid takes you to them. Will you dispense your own justice with bullets to the slavers' heads (-4 , +3 ) or doublecross the kid and turn him in for a reward (+7 , + 2 ).

RUINS

These ancient ruins are just secluded enough for you to attempt the ritual. You take out the elixir and drink it (discard 1 card to upgrade any stat). You feel yourself growing stronger.

CANYONS

An old lady calls you over and begs for some water. Will you give her some water (-2  & -2) or leave her to her thirst (+1 )?



DESERT

You pass out from the heat of the desert and wake up to find yourself tied up. You can free yourself (-1) by using your strength to snap the ropes or negotiate your freedom by giving your captors all of your .



RUINS

You meet a local man who claims to know all about these ruins. He offers to show you around. After an hour of touring the place, your guide rides off and deserts you. You search your pockets and realize he has stolen your money (-4).



CANYONS

As you lower your canteen down, you stare down the barrel of a gun aimed. You can sweep his leg (-2) or throw water in his face (-2) to get out of this jam.



DESERT

A dark figure materializes in front of you. The shadow assesses you. If you're cursed, it rushes toward you enveloping you and infusing you with its power (you may improvise again this turn). If you're not cursed, it seeps into the sands below and vanishes.



RUINS

A shiver goes down your spine as you notice the quiet murmur of the wind. A Demon bursts through the wall and comes right at you. It winds up to take a massive swipe with its claws. Spend 3 to roll underneath the attack or suffer a wound (-2).



CANYONS

As you make your way through the gorge, gunshots erupt and you find yourself in the crossfire of a gang shootout. You scurry your way over to a rock and take cover. You realize that no one is shooting at you and see a spare bullet near the rock that you take with you (+1).

DESERT

You spot a corpse in a ditch off of the worn path. Upon closer look, you realize that the corpse still has an intact bandolier. You take the bandolier (increase your capacity) and hope that it serves you better than the previous owner.

RUINS

It is so sweltering that the stones of the ruins are hot to the touch. Even when you're in the shade, heat seems to permeate everywhere. You don't think you can go on much further without some water (-2 or discard 4 cards).

CANYONS

You find an injured man around the bend. He tells you that he took a nasty fall from the cliffs above and that he would pay you to get him out of here alive. You can help him (-3 & +5) or rob him (+2 & + 5) and leave him to rot.

DESERT

You find a terracotta urn and pick it up. You brush away some sand to reveal an evil incantation. Will you read the incantation (+1) or smash the urn (-2)?

RUINS

A gang of misfits is storing their ammo among these ruins. Lucky for you they're out terrorizing citizens. You easily find the ammo cache and can either increase your capacity or set a match and blow it up (+2).

CANYONS

As you travel up the switchback, you twist your ankle. Another traveler comes by and offers to splint it for you for a small fee. Will you accept his offer (-2) or hobble along on your own (-2)?



DESERT

A jet black snake catches your eye against the yellow sand. It seems to move with an unnatural speed and before you know it, it strikes you. As the venom courses through your veins, you can feel some of the creature's unnatural speed become a part of you. Increase your threshold.



RUINS

A gang of female bandits look you over before punching you in the stomach. You get to your feet and weave through the ruins, but they have you surrounded. You could shoot your way out (-2) or stealthily doubleback and escape (move a space towards San Andreas).



CANYONS

The blood moon rises above you. The eeriness of the night makes the hairs on the back of your neck stand up. Best to be prepared. If you're not cursed, improvise again this turn.

DESERT

On your travels, you've been methodically tracking your bounty and know that she's just alittle further ahead. If you pick up the pace (-2), you would likely catch her off guard (improvise again this turn). Otherwise, you can always catch her in the morning.

RUINS

As you explore the ruins, you come across a rusty old water pump. After a few pumps, water starts sputtering out. You can store the water in your canteen (+5) or drink it now (+1).

CANYONS

You hear arguing ahead and spy a couple of men rooting through some bags. Another elderly man is tied to a stake in the ground, struggling to get free. You can spend 2 to shoot the man loose (+1) or leave him to his fate (+1).

DESERT

A group of San Andreas guards ride up and surround you. If you're not cursed, they nod their heads at you and hand you some ammo (+ 2). If you're cursed, they attempt to arrest you. You can give them the slip (-1) or use your supernatural powers to escape (+1).

RUINS

You come across a group of children. They talk about the surrounding area and help show you a shortcut to where you are going. All they ask for in return is a little water. Will you share your water (-3) or stiff them (+2). Take the shortcut and move 2 spaces.

CANYONS

You fall to the ground with a grunt, sand and dirt kick up into your mouth. After spitting out the unwelcomed debris, you grab at your legs to see what is wrapped around them. It appears to be a gunbelt. It's a bit worn but still in good shape. You try it on and decide to keep it (Increase your Capacity)



DESERT

The desert heat plays tricks on your eyes. You believe you are in the midst of an oasis. Discard 2 cards to overcome the mirage and improvise again this turn or suffer from heat exposure (-1).



RUINS

As the last man from the massacre bleeds out, he reaches out to you. You stretch out to meet his hand and he smears blood all over your fingers before dying. If you're cursed, you taste the man's blood (+2).



CANYONS

You have the uneasy feeling that someone is following you. As you look above you, you catch a glimpse of a cougar. It roars and pounces towards you. You can dive out of the way by trashing a card from you hand or get pinned by the beast (-1) and struggle your way free.



DESERT

A group of bandits are riding around firing their rifles into the air. They appear drunk and disorderly. You can take advantage of their condition and surprise them (discard 2 cards to improvise again this turn) or simply swipe a bag of loot they seem to have left behind (+3).



RUINS

Hidden amongst the crumbling ruins is a smugglers cache. You approach the crates and realize that women are trapped inside. One of them begs you for help. Your honor calls for you to free them (-4 and +3) but the devil inside you tells you to leave them (+2).



CANYONS

You hear cries for help on the trail ahead, a man is trapped under the corpse of a woman. But the corpse is somehow alive and attacking him. You can shoot the corpse in the head (-2) to gain some grit (+1) or kick it off of the man for a reward (+2).

DESERT

A black vortex starts swirling in front of your eyes. If you're not cursed, you hastily leave the desert for sanctuary somewhere else (move to an adjacent space). If you are cursed, the black clouds engulf you and heal some of your wounds (+1).

RUINS

A slinky old man stands by a well. He brandishes a knife and tells you that he wants all of your gear for a sip of water. You can punch him in the jaw (-1) or kick him down the well (-1). After the scumbag has been dispatched, you drink from the well (+3).

CANYONS

You can't shake the feeling that you're being hunted. You decide to stay awake and keep watch. A group of kids shows up and starts searching through your things. Will you spring from the shadows and scare them off (-1 and improvise again this turn) or let them take some of your things (-3 and -2).

DESERT

You hear the loud caw of a crow and look up to see one following you. It dives down towards you. You can dive to the side and shoot at it (-1  & -1 ), scaring it away or get knocked down and trapped by it while it infuses you with some of its essense (+1 ).

RUINS

You attempt to translate an ancient tablet found beneath the ruins. The text is dense and confusing. Will you trash a card from your hand to stay focused and succeed (upgrade any one of your stats) or move on from the ancient tome.

CANYONS

To your amazement, you hear the unfamiliar sound of running water echoing in a cavern. After inspecting it, you find a small spring inside. You can fill up your canteen (+5 ) or drink directly from the stream (+1 ).



DESERT

You grab your bedroll and build a quick fire. You sit down and feel your stomach grumble. You can cook up a quick meal with your provisions (trash a card from your hand and improvise again this turn), or you can simply enjoy the quiet night.



RUINS

A large muscular demon, emerges from the rubble in front of you. It snaps it's fingers igniting a fire in it's hand before it hurls the fireball at your head. You can dodge and shoot its hand off (-2  & -1 ) or let the fireball hit you and corrupt your soul (+1 ).



CANYONS

You come across a campsite filled with provisions and ammunition. You can hear voices off in the distance, but the camp is empty. If you're cursed, steal some ammunition (+2 ) and run off into the night.



DESERT

A man approaches you rubbing his hands together. He tips his hat to you and compliments you and asks if any of your gear is for sale. You may sell any equipped items that you have to the man and receive equal to their value. Any items sold this way should be removed from the game.



RUINS

As you walk past the shadows of the ruins, you feel an omnious presense. if you're cursed, move 2 spaces. If you're not cursed, you feel the presence wash over you (+1).



CANYONS

Undead are chasing you through the twisting canyons. You scramble to escape and manage to duck into a cave to elude them. Trash a card to upgrade any stat.



DESERT

The sky above you blacks out the sun with thick dark clouds. You hear the crack of lightning and an electricity at your finger tips. Will you take advantage of this supernatural power (trash your entire hand to increase your , capacity and threshold) or cast away this supernatural gift.



RUINS

A man with a lute approaches you and mentions he has heard of your exploits around San Andreas. If you're not cursed, he thanks your for your good deeds and hands you some bullets (+3). If you're cursed, he shakes his head in disappointment and continues on his way.



CANYONS

A shriek echoes between the canyons and you spot a group of men descending upon a woman and her child. Will you intervene (-1 & -1) or leave them to their plight (+1).