



MURDER OF CROWS

4 : Kill them
and loot the
bodies (+8 )

3 : Run away
(move to an
adjacent space)

Suffer a
massive wound
(-2 )



MY NAME IS HAZEL

6 : Protect
the child
(+4 )

3 : Escape
with the child
(-1  +2 )


Ignore them
(+2 )



IT'S A WICKED WORLD

2 : Bury
the Bodies
(+2 )

2 : Use
blood in Ritual
(+2  +1 )

Throw up and
leave (-3 )



THE RATTLERS

3 : Evade
and improvise
again this turn

3 : Fight in
the Pit
(trash a card in your
hand or discard)

Get Knocked
out (-1 )



THE MANSIVE

4 : Strike a Deal (-2 )

4 : Scare it away
(Improvise & +1 )

Ask for forgiveness
(-1 )



TRACKED TSUKAMI

8 : Guns
Blazing
(Improvise
again)

4 :
Calculated
Shots (+2 )

Leave with a
fang embedded
in your arm
(+2 )



MYSTERIOUS CAVE

4 : Throw up
a rope (Draw 2
cards)

2 : Climb
the wall
(+2 )

Fall and get
hurt (-1 )



GO NORTH. CROWS SOUTH.

Discard your hand: Collect crow blood (Upgrade all Stats)

2 : Heed the Warning (Increase your

 threshold)

Flee in Fear (-1 )



THE HANGMOEN GANG

3 : Burn
down the tree
(-2 )

3 : Shoot
and escape
(+2 )

Get overwhelmed
(-1  +1 )



LOCOMOTIVE

5 : Rob the
train (+6 )

5 : Protect
it (+4 )

Hitch a ride:
Return to San
Andreas

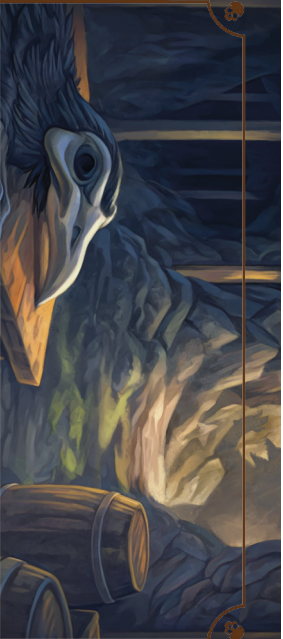


DISCOVER TREASURE

7 : Add a random artifact card to your discard pile

3 : Destroy it (-2 )

Leave it alone (-1 )



THE CROWS NEST

4 : Raid it
(+4  +1 )



3 : Blow it
up (+2 )

Get caught
lurking
(-1 )



CARAVAN FOR WATTEP

4 : Ride
with them (+2)

 +2 

4 : Rob
Them (+4)

+2 

Wave Good-
bye (-1 )



THE MAPMAN KIDS

5 : Brawl
with them
(+3 )

3 : Buy a
Map: Move to
any Ruins.

Sucker
Punched
(-1 )



WENDIGO TRACKS

3 : Track it and move to Santana

3 : Prepare to fight
(+1  +1 )


Turn the other way
(+1 )



BORDER CONTROL

3 : Bribe them and return to San Andreas

5 : Beat them up (+3 )

Get turned away (-1 )

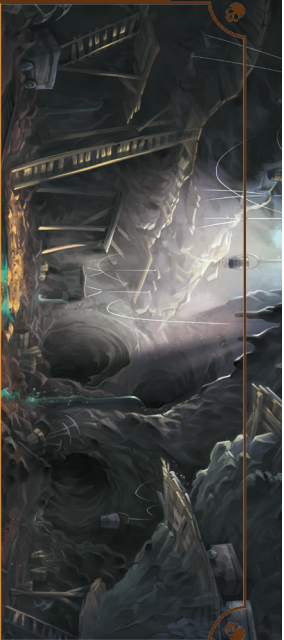


THE GAMMAS

1 : Read it
(increase threshold)

4 : Burn it
(+3 )

Hide it
(+1 )

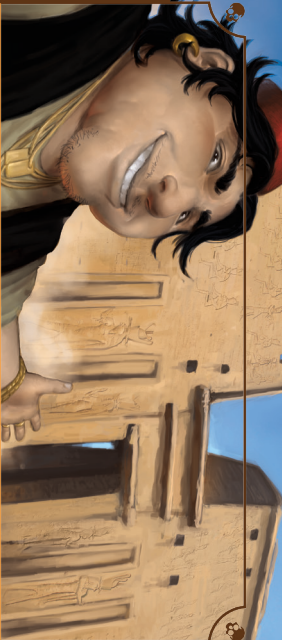


KEOLA SPRINGS MINE

2 : Collect
Water
(+4 )

Discard a
card: Drink
Water (+1 )

Leave
Miserably
(+1 )



ADNAN: TOUR GUIDE

5 : Explore
Tomb
(+4 )

3 : Open
the Coffin
(+2 )

Ignore it but
pay the man
(-3 )



SURROUNDED!

5 : Stand
your Ground
(+2 )

2 : Punch
Through (+1
)

Overwhelmed
(-2 )