

Hullet Lumber Mill
Blazing Fire

4 LOCATION 2

Inferno. Woods.

Revelation - Replace the existing Hullet Lumber Mill with this location. All investigators and enemies at this location take 1 damage.

Forced - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.

Forced - At the end of the Mythos phase: Test ♣ (3). If you fail, take 1 horror.

Illus. Robert Donovan 2016 Tim Cox 1/10 49

Wrotham Town Square
Blazing Fire

4 LOCATION 1

Inferno. Wrotham Streets.

Revelation - Replace the existing Wrotham Town Square with this location. All investigators and enemies at this location take 1 damage.

Forced - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.

Illus. Ken Lund 2016 Tim Cox 5/10 53

Lumberjack Cafeteria
Blazing Fire

4 LOCATION 1

Inferno. Woods. Wrotham Streets.

Revelation - Replace the existing Lumberjack Cafeteria with this location. All investigators and enemies at this location take 1 damage.

Forced - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.

Illus. Ottmar Liebert 2016 Tim Cox 2/10 50

Mayor Forsyth's Home
Blazing Fire

4 LOCATION 1

Inferno. Woods. Wrotham Streets.

Revelation - Replace the existing Mayor Forsyth's Home with this location. All investigators and enemies at this location take 1 damage.

Forced - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.

Illus. Daniel Case 2016 Tim Cox 6/10 54

Hullet House
Blazing Fire

4 LOCATION 2

Inferno. Fenced Estate.

Revelation - Replace the existing Hullet House with this location. All investigators and enemies at this location take 1 damage.

Forced - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.

Illus. Apip 2016 Tim Cox 3/10 51

Wrotham Jailhouse
Blazing Fire

4 LOCATION 1

Inferno. Wrotham Streets.

Revelation - Replace the existing Wrotham Jailhouse with this location. All investigators and enemies at this location take 1 damage. Any investigators who were "in lockup" are released.

Forced - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.

Illus. Brigitte Werner 2016 Tim Cox 7/10 55

The Old Barn
Blazing Fire

4 LOCATION 1

Inferno. Woods.

Revelation - Replace the existing Old Barn with this location. All investigators and enemies at this location take 1 damage.

Forced - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.

Illus. Brian Humeck 2016 Tim Cox 4/10 52

Eklund's Hardware & Feed
Blazing Fire

4 LOCATION 1

Inferno. Wrotham Streets.

Revelation - Replace the existing Eklund's Hardware & Feed with this location. All investigators and enemies at this location take 1 damage.

Forced - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.

Illus. David Mark 2016 Tim Cox 8/10 56



Blazing Fire

Blazing Fire

Blazing Fire

Blazing Fire

LOCATION

LOCATION

LOCATION

LOCATION

Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!

Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!

Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!

Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!

Illus. skz 2016 Tim Cox

Blazing Fire

Blazing Fire

Blazing Fire

Blazing Fire

LOCATION

LOCATION

LOCATION

LOCATION

Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!

Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!

Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!

Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!

Illus. skz 2016 Tim Cox

Caffery's General Store
Blazing Fire

4 LOCATION **1**

Inferno. Woods. Wrotham Streets.

Revelation - Replace the existing Caffery's General Store with this location. All investigators and enemies at this location take 1 damage.

Forced - When moving to this location choose one: Test  (2) or  (2). If you fail, take 1 damage.

Illus. William Adams 2016 Tim Cox 9/10 57

TREACHERY

Residential Block

Terror.

Revelation - Test  (3). If you fail, take 2 horror.

The houses are on fire!

Illus. Matthew Batchelder 2016 Tim Cox 10/10 58

TREACHERY

Residential Block

Terror.

Revelation - Test  (3). If you fail, take 2 horror.

The houses are on fire!

Illus. Matthew Batchelder 2016 Tim Cox 10/10 58

TREACHERY

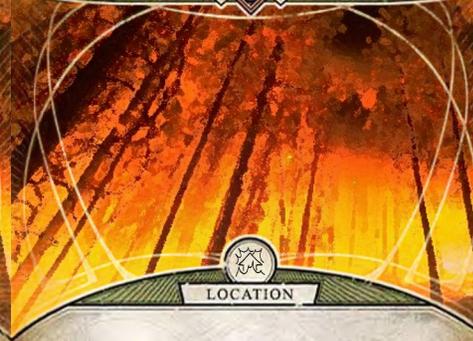
Residential Block

Terror.

Revelation - Test  (3). If you fail, take 2 horror.

The houses are on fire!

Illus. Matthew Batchelder 2016 Tim Cox 10/10 58

Blazing Fire	Blazing Fire	Blazing Fire	Blazing Fire
 <p>LOCATION</p>	 <p>LOCATION</p>	 <p>LOCATION</p>	 <p>LOCATION</p>
<p><i>Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!</i></p>	<p><i>Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!</i></p>	<p><i>Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!</i></p>	<p><i>Suddenly, an enormous burst of flame erupts from the ground, engulfing the area!</i></p>
<p>Illus. skz 2016 Tim Cox</p>	<p>Illus. skz 2016 Tim Cox</p>	<p>Illus. skz 2016 Tim Cox</p>	<p>Illus. skz 2016 Tim Cox</p>