



### Mysterious Symbology

*Terror.*

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

*Strange runes carved into charred bark, surrounded by circles and symbols made with ash.*

2016 Tim Cox 15/23 15

### Mysterious Symbology

*Terror.*

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

*Strange runes carved into charred bark, surrounded by circles and symbols made with ash.*

2016 Tim Cox 15/23 15

### Mysterious Symbology

*Terror.*

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

*Strange runes carved into charred bark, surrounded by circles and symbols made with ash.*

2016 Tim Cox 15/23 15

### Drawing Attention

**Revelation** - If there is at least 1 clue at your location, attach this card to that location and place 1 doom on Drawing Attention. Otherwise, Drawing Attention gains Surge.

**Forced** - If this location has no clues, discard Drawing Attention.

*Shh!*

2016 Tim Cox 18/23 16



### Drawing Attention

**Revelation** - If there is at least 1 clue at your location, attach this card to that location and place 1 doom on Drawing Attention. Otherwise, Drawing Attention gains Surge.

**Forced** - If this location has no clues, discard Drawing Attention.

*Shh!*

2016 Tim Cox 18/23 16

### Drawing Attention

**Revelation** - If there is at least 1 clue at your location, attach this card to that location and place 1 doom on Drawing Attention. Otherwise, Drawing Attention gains Surge.

**Forced** - If this location has no clues, discard Drawing Attention.

*Shh!*

2016 Tim Cox 18/23 16

### Dangerous Ground

*Hazard.*

**Revelation** - Test ♣ (3). If you fail, discard 1 card at random from your hand.

*Cracking fissures, sliding rocks, and tripping underbrush make difficult paths.*

2016 Tim Cox 21/23 17

### Dangerous Ground

*Hazard.*

**Revelation** - Test ♣ (3). If you fail, discard 1 card at random from your hand.

*Cracking fissures, sliding rocks, and tripping underbrush make difficult paths.*

2016 Tim Cox 21/23 17





## Dangerous Ground

*Hazard.*

**Revelation** - Test ♣ (3). If you fail, discard 1 card at random from your hand.

*Cracking fissures, sliding rocks, and tripping underbrush make difficult paths.*

