

 <h3>Forest Paths</h3> 	 <h3>Stolen Motorcycle</h3> 	 <h3>*Samuel Forsyth</h3> <p>The Mayor</p> 	<h3>Charred Man</h3> <p>3 4 2</p> <p><i>Aloof. Monster. Humanoid.</i></p> <p><b>Revelation</b> - Place 1 doom on the Charred Man.</p> <p>▶▶▶ Test (4). If successful, discard any doom it has.</p> <p><b>Forced</b> - At the end of the Mythos phase, if the Charred Man has no doom, shuffle it back into the encounter deck.</p> <p><b>Forced</b> - When the Charred Man is defeated, set it aside, out of play. Then gain 1 clue from the box.</p> <p><i>It was completely burned, and should not be alive - yet it moved, leaving behind symbols marked in ash.</i></p>  <p>ENEMY</p>
<p><b>Talent.</b></p> <p>Permanent.</p> <p>You may move between any <i>Woods</i> locations as if they were connected. This effect is usable by all investigators while in play.</p> <p><i>You've learned about the secret paths in the forest.</i></p>	<p><b>Item. Illicit.</b></p> <p>Permanent.</p> <p>You may move between any <i>Wrotham Streets</i> locations as if they were connected. You may ignore the Forced effect on Blazing Fire locations.</p> <p>⚡ Choose one: Attach the Stolen Motorcycle to your current location, or take control of the Stolen Motorcycle.</p>	<p><b>Revelation</b> - Attach the Mayor to your current location.</p> <p>▶▶▶▶ <b>Parley.</b> Spend 5 resources to rescue the Mayor. Place the Mayor in your victory display, then record in your Campaign Log that "you have rescued the Mayor."</p> <p><b>Forced</b> - If the Mayor is at a location with no investigators he is caught. Remove the Mayor from play.</p> <p><i>Please help me! If they catch me, they'll kill me!</i></p> <p><b>Victory 1.</b></p>	

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### Charred Man

3 4 2

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### Wall of Fire

*Inferno. Obstacle.*

**Revelation** - Attach to the current location.

**Forced** - When an investigator moves to or away from this location: Test (3). If failed, choose one: take 2 damage, or cancel the movement.

▶▶▶ Discard Wall of Fire.

*Bursting from the ground, and rising six feet in the air, it's as if the fire itself had a will and a purpose.*

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### Whirling Conflagration

*Inferno. Terror.*

**Revelation** - Take 3 damage and 3 horror. You may discard up to 3 cards from your hand or from play. For each card you discard, reduce the damage and horror taken by 1 each, to a minimum of 0 damage and 0 horror.

*A tornado of fire erupts all around you!*

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### Pursuing Footsteps

*Terror.*

**Revelation** - Test ♠ (4). If you fail, lose 1 action.

*"Hello? Who's there?"*

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