

Crazed Dog

3 2 4

Crazed. Inferno. Creature.

Prey - Lowest ♠.
Hunter.

Its eyes are fiery red, and its fangs are dripping blood.



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Crazed Man

4 3 2

Crazed. Inferno. Humanoid.

When Crazed Man would deal damage:
Test ♠ (2). If successful, reduce damage by the amount you succeed by (to a minimum of 0).

His eyes burn as if on fire, and he wildly charges with an ax!

Victory 1.



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Crazed Man

4 3 2

Crazed. Inferno. Humanoid.

When Crazed Man would deal damage:
Test ♠ (2). If successful, reduce damage by the amount you succeed by (to a minimum of 0).

His eyes burn as if on fire, and he wildly charges with an ax!

Victory 1.



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Smoldering Chasm

Inferno. Hazard.

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

Just in front of you, a gaping chasm opens up! The smell of sulphur fills the air, and heat rises from the cracked ground.

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Smoldering Chasm

Inferno. Hazard.

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

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Smoldering Chasm

Inferno. Hazard.

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

Just in front of you, a gaping chasm opens up! The smell of sulphur fills the air, and heat rises from the cracked ground.

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Spout of Flame

Inferno. Hazard.

Revelation - Place Spout of Flame in your threat area.
Forced - Take 1 damage each time you take an action.

Test ♠ (3). If successful, discard this card. If failed, place 1 resource token on this card from the pool. You get +1 ♠ to this test for each resource token on this card.

If there are 3 resources on Spout of Flame, discard it.

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Spout of Flame

Inferno. Hazard.

Revelation - Place Spout of Flame in your threat area.

Forced - Take 1 damage each time you take an action.

➔ Test (3). If successful, discard this card. If failed, place 1 resource token on this card from the pool. You get +1 to this test for each resource token on this card.

⚡ If there are 3 resources on Spout of Flame, discard it.

Call of Insanity

Curse.

Revelation - If there is a *Crazed* enemy in the victory display or encounter discard pile, discard this card. Otherwise, place this card in your threat area with 2 horror on it.

➔ If you defeat a *Crazed* enemy, discard this card.

Forced - At the end of the Upkeep phase, move 1 horror from this card to your investigator. If no horror remains, discard it.

Call of Insanity

Curse.

Revelation - If there is a *Crazed* enemy in the victory display or encounter discard pile, discard this card. Otherwise, place this card in your threat area with 2 horror on it.

➔ If you defeat a *Crazed* enemy, discard this card.

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