*Cinder-Man

Lord of Cinders

5 6 7

Immobile. Monster. Inferno. Elite.

Forced - If Cinder-Man is *Massive,* during the Upkeep phase if there is 2 or more doom on the agenda and Cinder-Man has any damage, move 2 doom to Cinder-Man. Then, Cinder-Man heals up to 2 damage.

Cinder-Man cannot be **Evaded** while *Massive.*

If the Cinder-Man is defeated, remember that "you have recovered the Fragment of Cinders."

ENEMY

2016 Tim Cox 20/45 78

Flame-Haunt

3 4 4

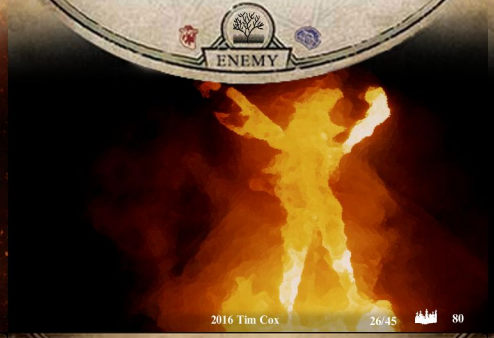
Monster. Inferno.

Hunter. **Prey** - Most clues.
Retaliate.

When the Flame-Haunt attacks, you may spend a number of clues. For each spent clue, reduce either the damage or horror you receive by 1.

It appeared in the shape of a man, but it had no solid body. It was pure flame.

ENEMY



2016 Tim Cox 26/45 80

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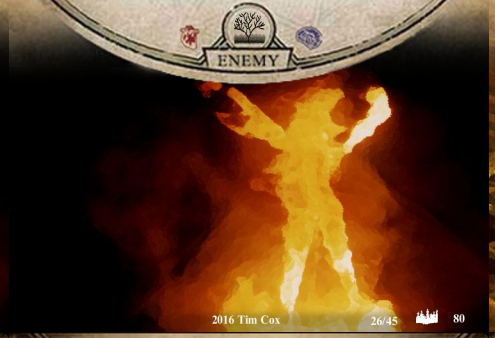

2016 Tim Cox 26/45 80

Ember Spirit

2 1 2

Monster. Inferno.

Forced - After Ember Spirit is defeated or evaded: If you are at a ***Drifting Paths*** location, discard it. If not, take 1 damage.

A swirling column of embers enveloped us! We could not see the surrounding woods, but we could feel that the maelstrom was pulling us along. To where we couldn't tell.

ENEMY

2016 Tim Cox 28/45 81

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ENEMY

2016 Tim Cox 28/45 81

Phantom Glimmer

2 3 4

Monster. Inferno.

Spawn - Narrow Path **Prey** - Most resources.
Immune to ***Weapons.***
Retaliate.

Forced - When Phantom Glimmer attacks, discard 2 resources. If you cannot discard 2 resources, Phantom Glimmer takes 1 damage and you must discard a card from your hand.

ENEMY

Illus. Tim Cox 2016 Tim Cox 37/45 85

Phantom Glimmer

2 3 4

Monster. Inferno.

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Immune to ***Weapons.***
Retaliate.

Forced - When Phantom Glimmer attacks, discard 2 resources. If you cannot discard 2 resources, Phantom Glimmer takes 1 damage and you must discard a card from your hand.

ENEMY

Illus. Tim Cox 2016 Tim Cox 37/45 85

Firekeeper

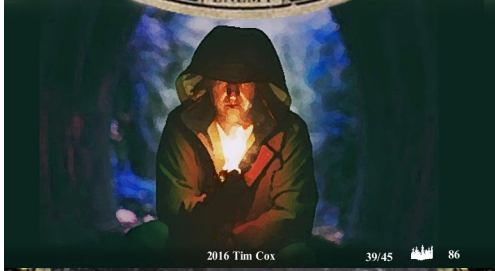
4 3 4

Crazed. Inferno. Humanoid. Cultist.

Forced - If you have "been kissed by fire," heal 2 damage, take 1 horror, then shuffle Cinder Firekeeper back into the encounter deck.

Although completely insane, they easily recognize those who have been given the gift by the Lord of Cinders. Those who are blessed may not even know it yet themselves, but eventually they will come to know and then embrace the truth.

ENEMY



2016 Tim Cox 39/45 86

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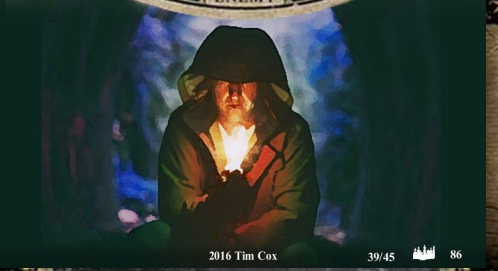

2016 Tim Cox 39/45 86

TREACHERY

Lost!

Obstacle.

Revelation - If you are at a ***Drifting Paths*** location, discard it. Otherwise: Test (3). If you fail, lose 1 action, then shuffle this card back into the encounter deck.

Which direction? All these trees look the same to me.

Illus. Daniel Wehner 2016 Tim Cox 21/45 79

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Illus. Daniel Wehner 2016 Tim Cox 21/45 79

TREACHERY

Kissed By Fire

Curse. Inferno.

Revelation - Place this card in your threat area.

Forced - When you take damage from an ***Inferno*** source: Test (X+1), where X is the amount of damage. If you succeed, choose one: gain resources equal to the damage taken, or discard this card. If you fail, take 1 direct horror, and record in your Campaign Log that you have "been kissed by fire".

The eternal fire can bring blessings, or burning insanity.

2016 Tim Cox 31/45 82

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2016 Tim Cox 31/45 82

TREACHERY

Shifting Trees

Obstacle.

Revelation - Test (X), where X is the number of clues you possess. If you fail, lose 2 clues. Then discard the revealed ***Drifting Paths*** location with the most clues. If you have no clues, Shifting Trees gains *Surge*.

The trees seemed to move about as if they had a will of their own, and that will was bent on hindering our progress.

Illus. Dominik Martin 2016 Tim Cox 33/45 83

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Illus. Dominik Martin 2016 Tim Cox 33/45 83

TREACHERY

Hindering Vines

Obstacle.

Revelation - Place Hindering Vines in your threat area.

You are unable to take the **Move** action as long as Hindering Vines is in your threat area.

During the Upkeep phase (once per phase), choose one: Test (3). If you succeed, discard Hindering Vines. Or, take 2 damage and discard Hindering Vines.

Illus. Vicky Little 2016 Tim Cox 35/45 84

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Illus. Vicky Little 2016 Tim Cox 35/45 84

TREACHERY

Misleading Path

Hazard.

Revelation - If there are any unrevealed Gloomy Woods locations in play, immediately move to one. This move does not provoke an attack of opportunity. Then, test (X) where X is the location shroud value. If you fail, lose 2 resources. After the test, apply any **Revelation** or **Forced** effects as instructed.

Does this path look familiar?

Illus. Taylor Jacobs 2016 Tim Cox 45/45 87

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Illus. Taylor Jacobs 2016 Tim Cox 45/45 87

TREACHERY

Captured Townsfolk

Task.

Open the cages: Test (5) to pick the lock, or (5) to smash the lock. If you succeed, remember that "you have rescued the townsfolk" and remove Captured Townsfolk from play. If you fail, take 1 damage.

If there are no enemies at the Burning Knoll, you gain +2 or +2 for the test to open the cages.

There are townsfolk here, held in wooden cages, surrounded by bonfires. As the flames rise, cages are beginning to ignite!

Illus. Dave Smith 2016 Tim Cox 45/45 88