



### Rising Tide

Surge.

**Revelation** - Add 1 clue from the token pool to each location with a clue on it.

*"When you're drowning you don't say 'I would be incredibly pleased if someone would have the foresight to notice me drowning and come and help me,' you just scream."*

-John Lennon



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-John Lennon



### Sinking Feeling

**Terror.**

**Revelation** - Add Sinking Feeling to your threat area.

At the end of your turn, test  $\heartsuit(X)$ , where X is the current stage of the agenda. If you fail, take 1 horror.

$\spadesuit$  After you gain a clue from an **Engine Deck** location: Discard this card.



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$\spadesuit$  After you gain a clue from an **Engine Deck** location: Discard this card.



### Swirling Maelstrom

**Weather.**

**Revelation** - Attach Swirling Maelstrom to the current Agenda.

**Move** actions cost one additional action.

**Forced** - At the end of the round, discard Swirling Maelstrom



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**Revelation** - Attach Swirling Maelstrom to the current Agenda.

**Move** actions cost one additional action.

**Forced** - At the end of the round, discard Swirling Maelstrom



### Uncanny Allure

**Terror.**

**Revelation** - Add Uncanny Allure to your threat area. You may not attack **Monster** enemies.

$\spadesuit$  : Move to an adjacent location. This move must place you closer to a **Monster** enemy. (Limit once per turn.)

**Forced** - At the end of your turn, test  $\heartsuit(2)$ . If you succeed, discard this card.



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$\spadesuit$  : Move to an adjacent location. This move must place you closer to a **Monster** enemy. (Limit once per turn.)

**Forced** - At the end of your turn, test  $\heartsuit(2)$ . If you succeed, discard this card.