

 <p><b>Improbable Coral</b> An Explosive Growth</p> <p>ASSET</p>	 <p><b>Improbable Coral</b> An Explosive Growth</p> <p>ASSET</p>	 <p><b>Howlstone</b> A Potent Shell</p> <p>ASSET</p>	 <p><b>Howlstone</b> A Potent Shell</p> <p>ASSET</p>
<p><b>Remnant.</b></p> <p>🌀 When an encounter card is drawn: Your current location has the <b>Sheltered</b> trait until the end of the phase. At the end of the phase, remove this card from the game.</p> <p>⚡: Pass control of this card to another investigator at your location. (It is moved to their play area.)</p>	<p><b>Remnant.</b></p> <p>🌀 When an encounter card is drawn: Your current location has the <b>Sheltered</b> trait until the end of the phase. At the end of the phase, remove this card from the game.</p> <p>⚡: Pass control of this card to another investigator at your location. (It is moved to their play area.)</p>	<p><b>Remnant.</b></p> <p>⚡: Remove all doom tokens from your current location or an adjacent location. Then, remove this card from the game.</p> <p>⚡: Pass control of this card to another investigator at your location. (It is moved to their play area.)</p>	<p><b>Remnant.</b></p> <p>⚡: Remove all doom tokens from your current location or an adjacent location. Then, remove this card from the game.</p> <p>⚡: Pass control of this card to another investigator at your location. (It is moved to their play area.)</p>
<p>Illus. elharien [DA] v1.0 1/2 17</p>	<p>Illus. elharien [DA] v1.0 1/2 17</p>	<p>Illus. Aaron Nakahara v1.0 1/2 18</p>	<p>Illus. Aaron Nakahara v1.0 1/2 18</p>

