

ASSET

Forest Paths

Talent.

Permanent.

You may move between any *Woods* locations as if they were connected. This effect is usable by all investigators while in play.

You've learned about the secret paths in the forest.

Illus. Eric Jones

2016 Tim Cox

15/30

40

ASSET

Stolen Motorcycle

Item. Illicit.

Permanent.

You may move between any *Wrotham Streets* locations as if they were connected. You may ignore the Forced effect on Blazing Fire locations.

Choose one: Attach the Stolen Motorcycle to your current location, or take control of the Stolen Motorcycle.

Illus. Gary Phelps

2016 Tim Cox

16/30

41

ASSET

*Samuel Forsyth

The Mayor

Revelation - Attach the Mayor to your current location.

Parley. 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."

Forced - If the Mayor is at a location with no investigators he is caught. Remove the Mayor from play.

Please help me! If they catch me, they'll kill me!

Victory 1.

2016 Tim Cox

17/30

42

342

Aloof. Monster. Humanoid.

Revelation - Place 1 doom on the Charred Man.

Test (4). If successful, discard any doom it has.

Forced - At the end of the Mythos phase, if the Charred Man has no doom, shuffle it back into the encounter deck.

Forced - When the Charred Man is defeated, set it aside, out of play. Then gain 1 clue from the box.

It was completely burned, and should not be alive - yet it moved, leaving behind symbols marked in ash.

ENEMY

2016 Tim Cox

18/30

43

342

Aloof. Monster. Humanoid.

Revelation - Place 1 doom on the Charred Man.

Test (4). If successful, discard any doom it has.

Forced - At the end of the Mythos phase, if the Charred Man has no doom, shuffle it back into the encounter deck.

Forced - When the Charred Man is defeated, set it aside, out of play. Then gain 1 clue from the box.

It was completely burned, and should not be alive - yet it moved, leaving behind symbols marked in ash.

ENEMY

2016 Tim Cox

18/30

43

342

Aloof. Monster. Humanoid.

Revelation - Place 1 doom on the Charred Man.

Test (4). If successful, discard any doom it has.

Forced - At the end of the Mythos phase, if the Charred Man has no doom, shuffle it back into the encounter deck.

Forced - When the Charred Man is defeated, set it aside, out of play. Then gain 1 clue from the box.

It was completely burned, and should not be alive - yet it moved, leaving behind symbols marked in ash.

ENEMY

2016 Tim Cox

18/30

43

342

Aloof. Monster. Humanoid.

Revelation - Place 1 doom on the Charred Man.

Test (4). If successful, discard any doom it has.

Forced - At the end of the Mythos phase, if the Charred Man has no doom, shuffle it back into the encounter deck.

Forced - When the Charred Man is defeated, set it aside, out of play. Then gain 1 clue from the box.

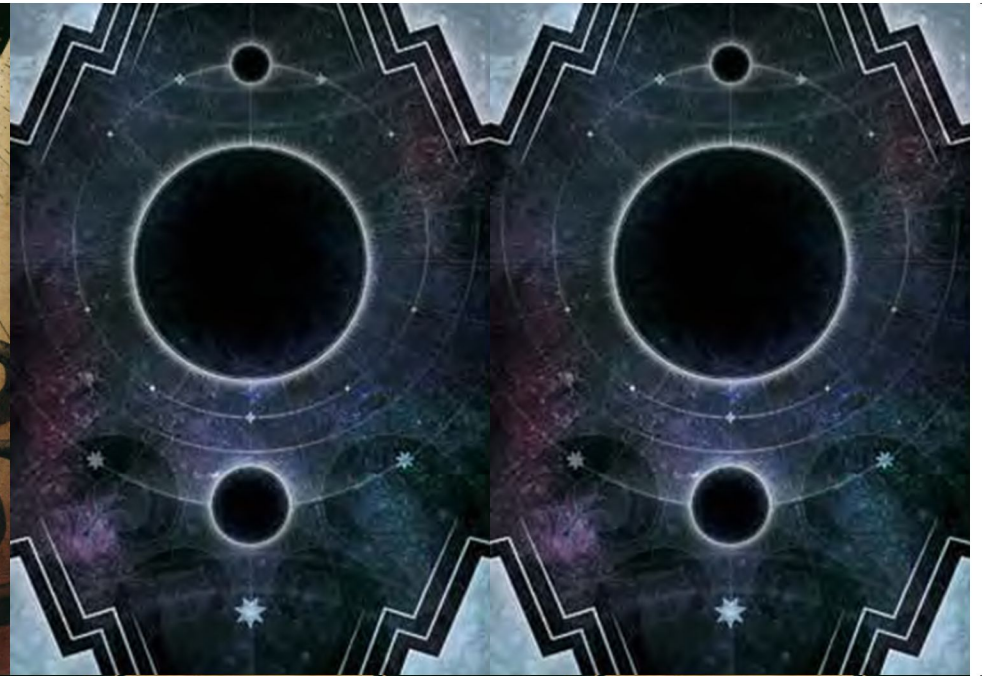
It was completely burned, and should not be alive - yet it moved, leaving behind symbols marked in ash.

ENEMY

2016 Tim Cox

18/30

43





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.

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.

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.

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!

2016 Tim Cox

23/30 44

2016 Tim Cox

23/30 44

2016 Tim Cox

23/30 44

2016 Tim Cox

26/30 45



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!

Pursuing Footsteps

Terror.

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

"Hello? Who's there?"

Pursuing Footsteps

Terror.

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

"Hello? Who's there?"

Pursuing Footsteps

Terror.

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

"Hello? Who's there?"

2016 Tim Cox

26/30 45

Illus. Tim Cox

2016 Tim Cox

28/30 46

Illus. Tim Cox

2016 Tim Cox

28/30 46

Illus. Tim Cox

2016 Tim Cox

28/30 46

