



Mysterious Symbology

Terror.

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

Strange runes carved into charred bark, surrounded by circles and symbols made with ash.

2016 Tim Cox

15/23 15

Mysterious Symbology

Terror.

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

Strange runes carved into charred bark, surrounded by circles and symbols made with ash.

2016 Tim Cox

15/23 15

Mysterious Symbology

Terror.

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

Strange runes carved into charred bark, surrounded by circles and symbols made with ash.

2016 Tim Cox

15/23 15

Drawing Attention

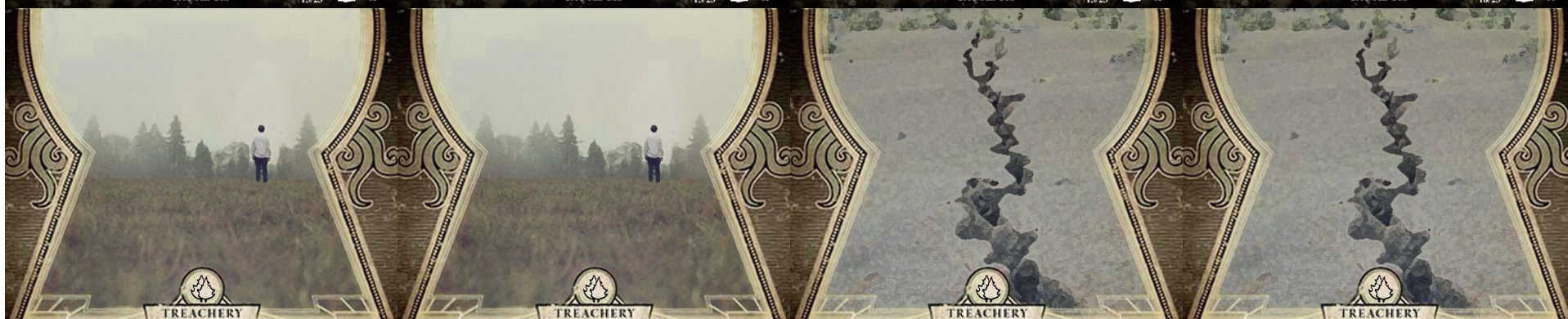
Revelation - If there is at least 1 clue at your location, attach this card to that location and place 1 doom on Drawing Attention. Otherwise, Drawing Attention gains Surge.

Forced - If this location has no clues, discard Drawing Attention.

Shh!

2016 Tim Cox

18/23 16



Drawing Attention

Revelation - If there is at least 1 clue at your location, attach this card to that location and place 1 doom on Drawing Attention. Otherwise, Drawing Attention gains Surge.

Forced - If this location has no clues, discard Drawing Attention.

Shh!

2016 Tim Cox

18/23 16

Drawing Attention

Revelation - If there is at least 1 clue at your location, attach this card to that location and place 1 doom on Drawing Attention. Otherwise, Drawing Attention gains Surge.

Forced - If this location has no clues, discard Drawing Attention.

Shh!

2016 Tim Cox

18/23 16

Dangerous Ground

Hazard.

Revelation - Test ♣ (3). If you fail, discard 1 card at random from your hand.

Cracking fissures, sliding rocks, and tripping underbrush make difficult paths.

2016 Tim Cox

21/23 17

Dangerous Ground

Hazard.

Revelation - Test ♣ (3). If you fail, discard 1 card at random from your hand.

Cracking fissures, sliding rocks, and tripping underbrush make difficult paths.

2016 Tim Cox

21/23 17





Dangerous Ground

Hazard.

Revelation - Test ♣ (3). If you fail, discard 1 card at random from your hand.

Cracking fissures, sliding rocks, and tripping underbrush make difficult paths.

2016 Tim Cox

21/23

17

