



Charred Man

3 4 2

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



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18/30 43

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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.

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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!

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Whirling Conflagration


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Pursuing Footsteps


Terror.

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

"Hello? Who's there?"

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