

 <h3>Hullet Lumber Mill</h3> <p>Blazing Fire</p>  <div> <div>4</div> <div>LOCATION</div> <div>2</div> </div> <p><i>Inferno. Woods.</i></p> <p><b>Revelation</b> - Replace the existing Hullet Lumber Mill with this location. All investigators and enemies at this location take 1 damage.</p> <p><b>Forced</b> - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.</p> <p><b>Forced</b> - At the end of the Mythos phase: Test ♠ (3). If you fail, take 1 horror.</p> <div>       </div> <p>Illus. Robert Donovan      2016 Tim Cox      1/10      49</p>	 <h3>Lumberjack Cafeteria</h3> <p>Blazing Fire</p>  <div> <div>4</div> <div>LOCATION</div> <div>1</div> </div> <p><i>Inferno. Woods. Wrotham Streets.</i></p> <p><b>Revelation</b> - Replace the existing Lumberjack Cafeteria with this location. All investigators and enemies at this location take 1 damage.</p> <p><b>Forced</b> - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.</p> <div>       </div> <p>Illus. Ottmar Liebert      2016 Tim Cox      2/10      50</p>	 <h3>Hullet House</h3> <p>Blazing Fire</p>  <div> <div>4</div> <div>LOCATION</div> <div>2</div> </div> <p><i>Inferno. Fenced Estate.</i></p> <p><b>Revelation</b> - Replace the existing Hullet House with this location. All investigators and enemies at this location take 1 damage.</p> <p><b>Forced</b> - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.</p> <div>       </div> <p>Illus. Apip      2016 Tim Cox      3/10      51</p>	 <h3>The Old Barn</h3> <p>Blazing Fire</p>  <div> <div>4</div> <div>LOCATION</div> <div>1</div> </div> <p><i>Inferno. Woods.</i></p> <p><b>Revelation</b> - Replace the existing Old Barn with this location. All investigators and enemies at this location take 1 damage.</p> <p><b>Forced</b> - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.</p> <div>       </div> <p>Illus. Brian Humeck      2016 Tim Cox      4/10      52</p>
 <h3>Wrotham Town Square</h3> <p>Blazing Fire</p>  <div> <div>4</div> <div>LOCATION</div> <div>1</div> </div> <p><i>Inferno. Wrotham Streets.</i></p> <p><b>Revelation</b> - Replace the existing Wrotham Town Square with this location. All investigators and enemies at this location take 1 damage.</p> <p><b>Forced</b> - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.</p> <div>       </div> <p>Illus. Ken Lund      2016 Tim Cox      5/10      53</p>	 <h3>Mayor Forsyth's Home</h3> <p>Blazing Fire</p>  <div> <div>4</div> <div>LOCATION</div> <div>1</div> </div> <p><i>Inferno. Woods. Wrotham Streets.</i></p> <p><b>Revelation</b> - Replace the existing Mayor Forsyth's Home with this location. All investigators and enemies at this location take 1 damage.</p> <p><b>Forced</b> - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.</p> <div>       </div> <p>Illus. Daniel Case      2016 Tim Cox      6/10      54</p>	 <h3>Wrotham Jailhouse</h3> <p>Blazing Fire</p>  <div> <div>4</div> <div>LOCATION</div> <div>1</div> </div> <p><i>Inferno. Wrotham Streets.</i></p> <p><b>Revelation</b> - Replace the existing Wrotham Jailhouse with this location. All investigators and enemies at this location take 1 damage. Any investigators who were "in lockup" are released.</p> <p><b>Forced</b> - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.</p> <div>       </div> <p>Illus. Brigitte Werner      2016 Tim Cox      7/10      55</p>	 <h3>Eklund's Hardware &amp; Feed</h3> <p>Blazing Fire</p>  <div> <div>4</div> <div>LOCATION</div> <div>1</div> </div> <p><i>Inferno. Wrotham Streets.</i></p> <p><b>Revelation</b> - Replace the existing Eklund's Hardware &amp; Feed with this location. All investigators and enemies at this location take 1 damage.</p> <p><b>Forced</b> - When moving to this location choose one: Test ♠ (2) or ♣ (2). If you fail, take 1 damage.</p> <div>       </div> <p>Illus. David Mark      2016 Tim Cox      8/10      56</p>







# Caffery's General Store

## Blazing Fire

4

LOCATION

1

*Inferno. Woods. Wrotham Streets.*

**Revelation** - Replace the existing Caffery's General Store with this location. All investigators and enemies at this location take 1 damage.

**Forced** - When moving to this location choose one: Test (2) or (2). If you fail, take 1 damage.

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Illus. William Adams

2016 Tim Cox

9/10

57

# Residential Block

## Terror.

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

*The houses are on fire!*

Illus. Matthew Batchelder

2016 Tim Cox

10/10

58

# Residential Block

## Terror.

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

*The houses are on fire!*

Illus. Matthew Batchelder

2016 Tim Cox

10/10

58

# Residential Block

## Terror.

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

*The houses are on fire!*

Illus. Matthew Batchelder

2016 Tim Cox

10/10

58



