

Detached Tentacle

2 1 2

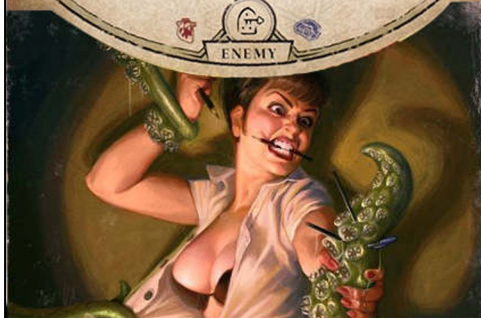
Forced - When Detached Tentacle attacks, exhaust it in your threat area. It does not ready during the upkeep phase.

► **Ready Detached Tentacle.** You may only use this action if Detached Tentacle is in your threat area. If you perform any other action while Detached Tentacle is exhausted, suffer 1 damage and 1 horror.

Forced - When Detached Tentacle leaves play, it is set aside.



ENEMY



Detached Tentacle

2 1 2

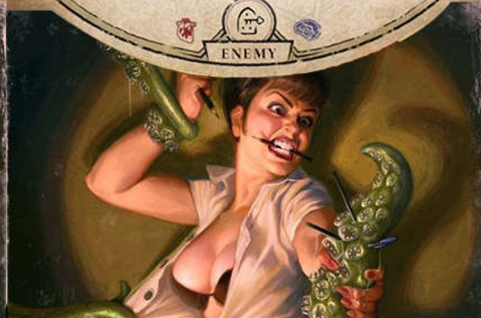
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ENEMY



The Dunwich Horror

5 6 4

Monster. Spawn. Elite.

Massive. Aloof.

If the Dunwich Horror spawns at your location, it loses Aloof while at this location. When the Dunwich Horror engages you, test (3). If you fail, suffer 1 Horror for each point you failed by.

Forced - At the end of the enemy phase, remove 1 Visible token, then if there are no Visible tokens on this card, play it at the Invisible Location.

The Horror has +2 Health per Investigator.



ENEMY



Feast of Crows

1 1 3

Hunter.

Creature.

Forced - When Feast of Crows engages you, test (2). If you fail, reveal the top two cards of your library and remove them from the game. If a skill is removed, suffer 1 damage. If a weakness is removed, put it into play instead.

Forced - If you fail any skill test against Feast of Crows, place it in an adjacent location.



ENEMY



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ENEMY



TREACHERY

Foetid Yellow Ichor

Obstacle.

Revelation - attach to your location with 1 clue and 1 specimen token on it.

► **Test (2).** If you succeed, gain this clue and specimen, then take 1 direct horror and shuffle Foetid Yellow Ichor back into the Encounter Deck.

Investigators at this location suffer -1.

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TREACHERY

Freak Weather

Weather.

Revelation - Place Freak Weather in your Threat Area. Investigators cannot use move actions while Freak Weather is any Threat Area.

Forced - At the start of next Mythos Phase, place Freak Weather in the encounter discard pile.

