## Bioluminescent Mycetophilidae

2 | 1 | 4

*Creature.*

Nocturnal. Aloof. Hunter.

Each investigator at Bioluminescent Mycetophilidae's location gets -1, -1, -1, and -1. When Bioluminescent Mycetophilidae would be discarded, defeated, or removed from play, shuffle Bioluminescent Mycetophilidae back into the Encounter Deck.

ENEMY

1/1

## Attracting Attention

Surge.

**Revelation** - Each Bioluminescent Mycetophilidae enemy in play moves once toward you.

1/1  1

## Attracting Attention

Surge.

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1/1  1

## Arthropodic Devastation

*Terror.*

Peril.

**Revelation** - You must either (choose one): Take 2 horror, or search the Encounter Deck for a Bioluminescent Mycetophilidae and spawn it at a location of your choice.

1/1  1

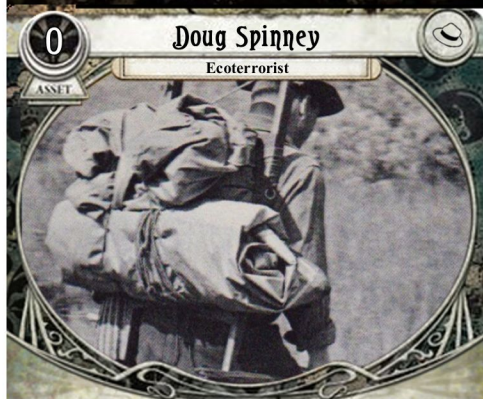## Arthropodic Devastation

*Terror.*

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**Revelation** - You must either (choose one): Take 2 horror, or search the Encounter Deck for a Bioluminescent Mycetophilidae and spawn it at a location of your choice.

1/1  1

## Doug Spinney

0

**Ecoterrorist**

*Ally.*

➡: **Parley**. Test 👊 (4). If you succeed, take control of Doug Spinney. You get +1 📖.

➡: **Parley**. Test 📖 (4). If you succeed, remove Doug Spinney from play.

🔄 If Doug Spinney would be killed, spawn him at the Logging Camp.

1  1

1/1  1

## Ranger Moore

0

**Arkham Forest Service**

*Ally.*

⚡: Take control of Ranger Moore. You get +1 👊 and +1 📖.

🔄 If Ranger Moore would be killed, spawn him at the Logging Camp.

2  2

1/1  1

## "Let him go."

Peril - Choose one:

-Each investigator discards down to 1 resource and 1 supply and ammo on each card they control that has supplies or ammo.

-Each investigator shuffles their hand into their draw deck and draws the same number of cards they just discarded.

1/1  1