



**Terror.**  
**Forced** – Move a barricade (attached to a location in play) to a location to the left or right of its original location. If you cannot do this Home Invasion gains Surge.  
Icy cold hands break through the window pane and reach for the door handle.

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**Forced** – Deal 1 damage and 1 horror to any revealed family member.

*Blunder.*

**Fell Asleep**



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*Blunder.*

**Fell Asleep**



**Revelation** – Test (4) or (3). If successful, discard Taken. If you fail, remove any revealed/unrevealed family member from play, attaching them to the agenda deck.

*Endtimes.*

**Taken**



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*Endtimes.*

**Taken**

