

Well



2 LOCATION **0**

Water. Excavated.

This location is connected to each adjacent location.

If you are at this location:
 ➤ After this card is revealed: Remove 2 damage from a *Waterskin* under your control.
A deep and troubling oppression is slaked away.

Illus. MajaArt91 [DA] v1.0 1/1 44
 Illus. Theobis Vhrs v1.0

This location is not revealed when you enter it.
 If this location is clear:
 ➤ : Reveal this location.

Water. Unexcavated.

LOCATION

Desert

Well



2 LOCATION **0**

Water. Excavated.

This location is connected to each adjacent location.

If you are at this location:
 ➤ After this card is revealed: Remove 2 damage from a *Waterskin* under your control.
You find yourself uncommonly grateful to the grace of whatever Gods might still remain benevolent towards you.

Illus. MajaArt91 [DA] v1.0 1/1 45
 Illus. Theobis Vhrs v1.0

This location is not revealed when you enter it.
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Water. Unexcavated.

LOCATION

Desert

Mirage



1 LOCATION **0**

Illusory. Excavated.

This location is connected to each adjacent location.

If you are at this location when it is revealed:
Forced – Test ♠ (5). If you fail, take 1 horror.
You rail against the Sun; you rail against your own mind; you rail against the entire cosmos and all its indifference.

Illus. Lemmy_x [DA] v1.0 1/1 46
 Illus. Theobis Vhrs v1.0

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 If this location is clear:
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Water. Unexcavated.

LOCATION

Desert

Gate



4 LOCATION **0**

Portal. Excavated.

Forced – After this location is revealed, shuffle the encounter discard pile and each encounter card from the *Desert Entities* encounter set into the encounter deck.
 ➤ : Attach a *Ritualistic* asset to this location.
*“And as I returned its look I forgot my triumph at finding it.”
 –HPL.*

Illus. SonjaPhotography [DA] v1.0 1/1 59
 Illus. CharEde [DA] v1.0

This location is not revealed when you enter it.
 If this location is clear:
 ➤ : Reveal this location.

Unexcavated.

LOCATION

Desert