



0 **Charred Phalange**
A Curious Finger Bone



Item. Tool. Relic.
Charred Phalange cannot be discarded.
If your location has a **Threshold** asset attached to it:
➤ : Test ☠ (4). If you pass, flip this card. During this skill test: ⚡ Spend one action: +2 ☠.
The surface is smooth and obsidian hard, yet warm to the touch. When scraped across a surface, the abrasion leaves behind it an inky blackness of such depth that it makes you dizzy.

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0 **Consume Egress**
Thief of Essence



Sigil. Parasitic.
Consume Egress enters play under the scenario's control. Attach it to a **Threshold** asset.
Forced – After Consume Egress takes 1 or more horror: Deal 1 damage to a **Liminal** asset.
As this card leaves play, take all its horror and place that horror on the asset that this was attached to.

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0 **Malformed Beast**
A Living Link



Liminal.
Malformed Beast cannot be discarded.
Forced – If Malformed Beast is attached to a location, flip this card and attach that to the location instead.
It is handed to you in a rough, sticky sack, with bulges where nothing should bulge.

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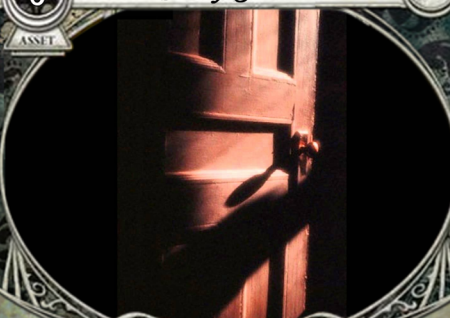
0 **Pendent Beast**
Liminal



Liminal.
Pendent Beast enters play under the scenario's control.
➤ Test ☠ (1) : If you pass, deal 1 damage to Pendent Beast.
Forced – When Pendent Beast takes 1 damage: Deal 1 horror to a **Parasitic** asset.
The thing whimpered limply as the hook pierced its flesh. Now, as you advance with small knife in hand, it howls.

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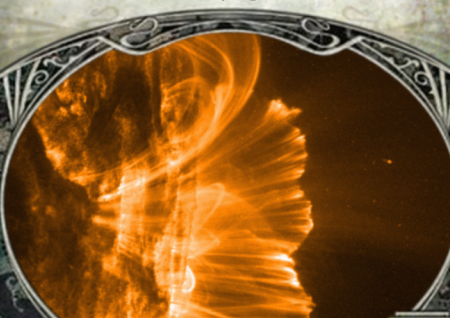
0 **Study Door**



Threshold.
Forced – If Study Door is attached to the Parlor, flip Study Door.
It seems you are not alone in the house—you can hear movement and muttering on the other side. Perturbed, yet also somewhat thankful, you note that the activity seems improbably distant, heard as though through an obstacle much more voluminous in dimension than a simple wooden door.

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0 **The Zealot's Seal**
Barrier



Barrier.
Forced – When The Zealot's Seal is put into play, attach it to your location, then remove all other locations (and cards/tokens at those locations) from the game.
Shifting light radiates around the barrier, the air itself crackling discordantly with a sound akin to endlessly tearing fabric.

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The Limens of Belief
EASY / STANDARD

–X. X is the current agenda.

–2. After you reveal this token: Take 1 damage and treat the chaos token's modifier as +0 for this skill test.

–3. If you fail this skill test, lose 1 resource.

The Limens of Belief
HARD / EXPERT

–X. X is the number of doom tokens on the current agenda.

–4. After you reveal this token: Take 1 damage and treat the chaos token's modifier as -2 for this skill test.

–3. If you fail this skill test, lose 2 resources.