The House

2 LOCATION 1

Arkham.

: Draw 1 card and gain 1 resource. (Limit once per turn.)

You feel uneasy about the method of your returning back here.

Illus. Scabeater [DA] 14/21 14

Illus. Scabeater [DA]

If all else fails, you may find that you have to simply destroy this home.

Arkham.

LOCATION

The House

Creaking Tunnels

3 LOCATION 3

You cannot move from the Creaking Tunnels while there are clues at this location.

While at this location:
During the upkeep phase, you cannot gain cards and you cannot gain resources.

As the tunnels twist unnaturally, whole days seem to pass. Pressing forward, the stones hungrily consume all warmth.

Illus. Noldofinve [DA] 15/21 15

Illus. Christopher Bradley

The place is silent. Just a few moments ago, at the graveyard, the cawing of crows was cacophonous. Now, as this stark building looms over you, only the light, brittle crunch of the pale stones beneath your feet can be heard.

The Mausoleum is not revealed when you move into it.

The Mausoleum is connected to the Graveyard.

LOCATION

Mausoleum

Attic

1 LOCATION 2

: Test (2). If you pass, attach a ***Liminal*** asset to this location. During this skill test:
Spend 1 action: +2 .

Forced – After you leave the Attic: Take 1 horror.

The barrel is small, but it will suffice. Getting to that hook dangling from the rafter though... that will be a grim task.

Illus. Alex Ruiz 16/21 16

Illus. Ar-Kombiar [DA]

An element of your barrier spell will require a certain... preparation. You wonder if the attic will have a suitable container.

LOCATION

Attic

Parlor

2 LOCATION 1

While you are at this location, all ***Ghoul*** enemies gain Hunter.

If a ***Threshold*** asset has horror on it:
: Test (5). If you pass, attach that ***Threshold*** asset to this location and remove that horror.

The room is quickly plunged into disarray as you prepare the final trigger for your incantation.

Illus. Iyghur [DA] 17/21 17

Illus. Yoann Boissonnet

Your instincts scream at you–if you're to successfully contain the pressure at this lair, the parlor is where the barrier must apply its own pressure.

You have the makings of a potent gate–and an equally potent seal. It should be possible to utilize these eldritch items in such a way as to invert their purpose. The right symbol upon a doorway, its essence stripped away and repurposed. The betweem-creature, so precious, will be the red conduit.

LOCATION

Parlor