

## MASTER

### ► BAT LORD ◀



**Combat Score:** 20  
**Loser:** Forfeit 8 Willpower  
**Influence Item:** Spear  
**Haunt:** Bedroom

*Setup:* 2, 4, 6, 8, 9, 15, 16, 18, 19, 20, 21, 22, 26, 28, 29, 30, 31, 32, 33, 34

## MASTER

### BAT LORD & ACOLYTE\*



\*The Envoys must also destroy the Bat Lord's sidekick to win.

**Combat Score:** 20  
**Loser:** Forfeit 8 Willpower  
**Influence Item:** Spear  
**Haunt:** Bedroom

*Setup:* 2, 4, 6 - 10, 12, 14, 15, 16, 18, 19, 20, 21, 22, 24, 26, 28, 29, 30, 31, 32, 33, 34

## MASTER

### ► CONTINH ◀



**Combat Score:** 18  
**Loser:** Forfeit 7 Willpower  
**Influence Item:** Silver Ring  
**Haunt:** Arboretum

*Setup:* 1, 2, 4, 6, 8, 9, 14, 15, 19, 21, 22, 26, 28, 29,

## MASTER

### ► DECEIVER ◀



**Combat Score:** 21  
**Loser:** Forfeit 8 Willpower  
**Influence Item:** Steel Manacles  
**Haunt:** Library

*Setup:* 1, 4, 6, 8, 9, 10, 13, 14, 15, 17, 19, 20, 21, 25, 26, 27, 28, 29, 30, 32, 33

## MASTER

### ► PHANTOM ◀



**Combat Score:** 18  
**Loser:** Forfeit 7 Willpower  
**Influence Item:** Bronze Mallet  
**Haunt:** Ballroom

*Setup:* 6, 8, 9, 13, 15, 16, 17, 18, 19, 21, 26, 27, 28, 29, 30, 32, 33, 34

## MASTER

### ► MUMMY ◀



**Combat Score:** 19  
**Loser:** Forfeit 8 Willpower  
**Influence Item:** Scroll  
**Haunt:** Drawing Room

*Setup:* 3, 6, 8, 9, 10, 11, 15, 18, 19, 20, 21, 23, 24, 25, 26, 28, 29, 30, 32, 33

## MASTER

### ► RAKSHASA ◀



**Combat Score:** 18  
**Loser:** Forfeit 7 Willpower  
**Influence Item:** Bamboo Blowgun  
**Haunt:** Dining Room

*Setup:* 3, 4, 6, 8, 9, 11, 14, 15, 18, 19, 21, 24, 26, 27, 28, 29, 30, 32, 33

## MASTER

### ► SPHINX ◀



**Combat Score:** 17  
**Loser:** Forfeit 6 Willpower  
**Influence Item:** Copper Club  
**Haunt:** Kitchen

*Setup:* 6, 7, 8, 9, 10, 14, 15, 16, 19, 21, 24, 26, 28, 29, 30, 32, 33

## MASTER

### ► VAMPIRE ◀



**Combat Score:** 20  
**Loser:** Forfeit 8 Willpower  
**Influence Item:** Wooden Stake  
**Haunt:** Cellar

*Setup:* 1, 2, 4, 6, 8, 9, 10, 14, 15, 16, 18, 19, 21, 22, 26, 28, 29, 30, 32, 33

## MASTER

### VAMPIRE & ACOLYTE\*



\*The Envoys must also destroy the Vampire's sidekick to win.

**Combat Score: 20**

**Loser: Forfeit 8 Willpower**

**Influence Item: Wooden Stake**

**Haunt: Cellar**

**Setup: 1 - 6, 8, 9, 10, 11, 13, 14, 15, 16, 18, 19, 21, 22, 23, 26, 28, 29, 30, 32, 33**

## MASTER

### WEREWOLF ◀ ▶



**Combat Score: 19**

**Loser: Forfeit 7 Willpower**

**Influence Item: Revolver**

**Haunt: Music Room**

**Setup: 2, 6, 7, 8, 9, 10, 14, 15, 16, 19, 21, 22, 24, 26, 28, 29, 30, 32, 33**

## MASTER

### ZOMBIE MASTER ◀ ▶



**Combat Score: 19**

**Loser: Forfeit 7 Willpower**

**Influence Item: Glass Box**

**Haunt: Boiler Room**

**Setup: 1, 3, 4, 6, 8, 9, 11, 13, 14, 15, 18, 19, 21, 22, 23, 26, 28, 29, 30, 32, 33**

## ITEM

### ♦ BAMBOO BLOWGUN ♦



With Iron Dart.

**Envoys:** Meet the Rakshasa for Dinner in the dining room and combat him with this item. If you lose, you're dinner!

**Combat Bonus: 1 (4 v Rakshasa)**  
**Special Influence: Rakshasa**

## ITEM

### ♦ COPPER CLUB ♦



**Envoys:** carry the Copper Club to the kitchen where you'll find the Sphinx. Then win the fight.

**Combat Bonus: 1 (4 v Sphinx)**  
**Special Influence: Sphinx**

## ITEM

### ♦ BRONZE MALLET ♦



**Envoys:** Go to ballroom and break the statue with the Mallet (without a fight). Before the Phantom appears, the first Minion to your right can play one of his Minion cards.

**Combat Bonus: 1**  
**Special Influence: Phantom**

## ITEM

### ♦ GLASS BOX ♦



With Man's Head and Hands.

**Envoys:** take this box to the Boiler room and simply cast it into the flames. Beware! As you enter the room, all Minions may play 1 card.

**Combat Bonus: none**  
**Special Influence: Zombie Master**

## ITEM

### ♦ REVOLVER ♦



With Silver Bullets.

**Envoys:** Go to the Music Room and try to shoot the Hairy Monster (by rolling the die). If you get 9 or 10, you win! Otherwise, fight the Werewolf in normal Combat.

**Combat Bonus: 2 (5 v Werewolf)**  
**Special Influence: Werewolf**

## ITEM

### ♦ SCROLL ♦



**Envoys:** Read the Scroll near the Sarcophagus in the Drawing Room. Watch out! Minions have the right to move their pawns on the board and attack you if they can.

**Combat Bonus: none**  
**Special Influence: Mummy**

## ITEM

### ♦ SILVER RING ♦



*Envoys:* To overcome the Evil Spirit, wear this ring in the Winter Garden and place it in the hollow of the oak to summon the Continh.

*Combat Bonus:* 0  
*Special Influence:* Continh

## ITEM

### ♦ SPEAR ♦



*Envoys:* the Bat Lord waits in the Bedroom; take the Spear to it and win the fight!

*Special Influence:* Bat Lord

## ITEM

### ♦ STEEL MANACLES ♦



*Envoys:* You can engage in combat against the Deceiver at any time. If you win, put him in these handcuffs and take him to the library - before his Minions can stop you!

*Combat Bonus:* 1 (4 v Deceiver)  
*Special Influence:* Deceiver

## ITEM

### ♦ WOODEN STAKE ♦



*Envoys:* the Vampire waits in the Cellar. Take the Wooden Stake to it and win the fight!

*Combat Bonus:* 1 (5 v Vampire)  
*Special Influence:* Vampire

## MINION

6

### RESTLESS DEAD



Take Another Full Turn

9

Hold/Play at the End of Your Turn.

## MINION

9

### NASTY GROWL



Your “bark” is venomous. If any player tries to attack, move their pawn 5 tiles; the attack is thwarted.

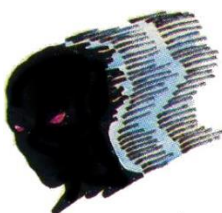
6

Hold/Play When Attacked.

## MINION

15

### SUPERNATURAL SPEED!



Move your pawn 3 tiles in any direction if you are attacked.

51

Hold/Play When Attacked.

## MINION

19

### TREACHERY!



This card cancels any card played by an Envoy to protect against your attack, including the *Sphere of Protection*.

61

Hold/Play When an Envoy Plays a Defensive Card during Combat.

## MINION

26

### CURED!



Gain 5 points of Willpower. You are now an Envoy.

97

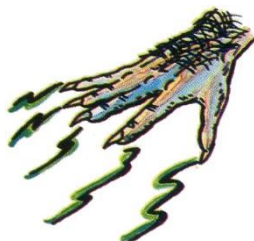
Play Immediately on Yourself.

**MINION****28****HYPNOTIC  
SUGGESTION**

Summon an Envoy of your choice  
to your location.

**87**

Play Immediately against any  
Envoy.

**MINION****29****TELEKINESIS**

Steal any Player's Item.

**67**

Play Immediately.

**MINION****30****SECRET MESSAGE**

You are summoned by the Master.  
Return to the Crypt.

**00**

Play Immediately on Yourself.

**MINION****32****DESTRUCTION!**

Take all the tiles or all cards of a  
player of your choice and shuffle  
them back into the deck.

**70**

Hold/Play at the Beginning of  
Your Turn.

**MINION****33****CURED!**

Gain 5 points of Willpower. You  
are now an Envoy.

**00**

Play Immediately on Yourself.

**ENVOY****1****FLAPPING WINGS**

You hear wings flapping above  
you, but you see nothing except  
the moonlight. Lose 3  
Willpower.

**1**

Play Immediately on Yourself.

**ENVOY****2****DARK PASSAGE**

Move your pawn up to 3 tiles in any  
direction, then roll a die. If you roll  
a 1, lose all your Willpower: you're  
a Minion now.

**7**

Hold/Play at the End of Your  
Turn.

**ENVOY****3****RESTORE WILLPOWER**

Gain 3 points of Willpower and  
give them to the Envoy of your  
choice.

**0**

Hold/Play Anytime.

**ENVOY****4****HYPNOSIS**

Hypnosis allows you to control  
the next turn of a Minion of  
your choice: Play his cards, the  
tiles and move his pawn.

**4**

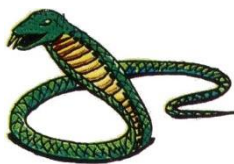
Hold/Play at the End of Your  
Turn.



# ENVOY

5

## SNAKE PIT



You have fallen into a Snake Pit. Stay there until you roll the number or greater of the tile you are on. You may make one escape attempt per turn. Lose 1 Willpower for each card played by a Minion while you are in the Pit.

S

Play Immediately on Yourself.

# ENVOY

6

## WOLVES ATTACK!



Lose 1 point of Willpower for each card drawn by other players, until your next turn.

9

Play Immediately on Yourself.

# ENVOY

7

## SPHERE OF PROTECTION



Cancel any Evil Way or Minion card.

L

Hold/Play Anytime.

# ENVOY

8

## WILLPOWER REGENERATION



Gain 3 points of Willpower and give them to the Envoy of your choice.

8

Hold/Play Anytime.

# ENVOY

9

## RAT BITE



The rat is rabid. You lose 1 Willpower point for each card played against you by a Minion - unless the card is cancelled or if you become a Minion.

6

Play Immediately on Yourself.

# ENVOY

10

## STRENGTH OF WILL



Cancels *A Giant Tick*, *Panic Attack*, *Rat Bite*, and *Flesh Wound*.

01

Hold/Play at the End of Your Turn.

# ENVOY

11

## A GIANT TICK



... Clings to your neck. Lose 1 point of Willpower for each card played by a Minion until your next turn.

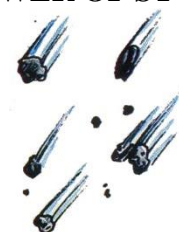
11

Play Immediately on Yourself.

# ENVOY

12

## SHOWER OF STONES



Stones fall from the sky. Lose 1 point of Willpower for each card drawn by all other players until your next turn.

12

Play Immediately on Yourself.

# ENVOY

13

## ADRENALINE RUSH



Take another Full Turn immediately.

13

Hold/Play at End of Your Turn.

# ENVOY

14

## TELEPATHIC IDENTIFICATION



Cancels *Panic Attack* or *Dark Stranger*.

14

Hold/Play when Necessary.

# ENVOY

15

## THE MASTER APPEARS



...And the Master hungers for blood! Take a look at the Master card and Fight!

15

Play Immediately on Yourself.

# ENVOY

16

## FAST TALKING



Trade 1 Tile with any Minion, or rearrange any 2 board tiles (except *Gate* or *Crypt*) legally.

16

Hold/Play at the Start of Your Turn.

# ENVOY

17

## WILLPOWER REGENERATION



Gain 5 points of Willpower and give them to the Envoy of your choice.

17

Hold/Play Anytime.

# ENVOY

18

## SPHERE OF PROTECTION



Cancel any Evil Way or Minion card.

18

Hold/Play Anytime.

# ENVOY

19

## ADRENALINE RUSH



Take another Full Turn immediately.

19

Hold/Play at End of Your Turn.

# ENVOY

20

## VENTRILOQUIST



Move any Minion one tile in any direction. The Minion runs the sound of your voice.

20

Hold/Play Anytime.

# ENVOY

21

## SPHERE OF PROTECTION



Cancel any Evil Way or Minion card.

21

Hold/Play Anytime.

# ENVOY

22

## WILLPOWER REGENERATION



Gain 3 points of Willpower and give them to the Envoy of your choice.

22

Hold/Play Anytime.

# ENVOY

23

## SECOND CHANCE



Cancels a battle lost against a Minion: both opponents reroll the dice.

87

Hold/Play if you are Defeated in Combat.

# ENVOY

24

## REMOVED BY BATS



If a Minion is sitting to your right, they may move your pawn 5 tiles. If the player on your right is an Envoy, discard a card.

47

Play Immediately.

# ENVOY

25

## INTERCEPTION



The ground opens. A dead hand shoots up from the earth and grabs your ankle. Lose 1 point of Willpower. No further movement allowed this turn.

57

Play Immediately on Yourself.

# ENVOY

26

## WILLPOWER REGENERATION



Gain 5 points of Willpower and give them to the Envoy of your choice.

97

Hold/Play Anytime.

# ENVOY

27

## PLAGUE!



Pustules appear on the skin of the victim and begin to bleed. The victim loses 5 Willpower.

77

Play Immediately on Any Other Envoy.

# ENVOY

28

## UNCOMMON VALOR



Your fierce defense drives your opponent 5 tiles away (you choose location) before they can strike.

87

Hold/Play When Attacked.

# ENVOY

29

## TRICK



Steal an Item from your opponent after a fight, even if you lose.

67

Hold/Play after Combat.

# ENVOY

30

## WILLPOWER REGENERATION



Gain 3 points of Willpower and give them to the Envoy of your choice.

08

Hold/Play Anytime.

# ENVOY

31

## MARTIAL ARTS



Your opponent automatically loses the fight.

18

Hold/Play if you are Attacked.

# ENVOY

32

## SCARED TO DEATH!



Lose half your Willpower and move your pawn up to 3 tiles, without throwing the dice.

7€

Hold/Play at the End of your Turn.

# ENVOY

33

## TELEPATHIC MESSAGE



Summon any Envoy to your location immediately by playing this card.

€€

Hold/Play at the End of your Turn.

# ENVOY

34

## LUCKY RABBITS FOOT



Gain 3 extra points of Willpower.

4€

Play Immediately on Yourself.

# EVIL WAY

1

## AMNESIA



The victim must pass any Item in their possession to the player on their left, then shuffle all their other cards back into the deck.

1

Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Player at the Start of Your Turn.

# EVIL WAY

2

## HALT!



Victim loses next turn.

2

Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Player at the End of Your Turn.

# EVIL WAY

3

## ZOMBIE ATTACK!



Combat Score: 15  
If you lose the combat, forfeit 4 Willpower; forfeit 6 Willpower if you are on a Graveyard tile.

€

Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Player at the Start of Your Turn.

# EVIL WAY

4

## INFLUENCE



During their turn, victim must attack closest Envoy, then complete turn normally. Winner forfeits 1 Willpower; loser forfeits 3.

4

Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Player at the End of Your Turn.

# EVIL WAY

5

## THE ACOLYTE APPEARS ► MASTER OF ZOMBIES ◀



Combat Score: 19  
Loser: Forfeit 7 Willpower  
Influence Item: Glass Box  
Haunt: Boiler Room  
Envoys: Attacks Immediately  
Minions: Ignores

5

All Players: Place Face Up next to Crypt.

# EVIL WAY

7

## SHH!

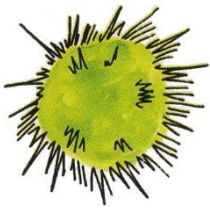


A deathly silence falls across the Estate. The Envoys cannot communicate with each other or play cards together, until your next turn.

L

Envoy: Play Immediately on Self.  
Minion: Hold/Play Anytime.



**EVIL WAY 8****WISPS**

The wisps envelop you and attract attention to yourself! Draw 5 cards one by one, and apply any effects immediately.

**8**

*All Players: Play immediately on Self.*

**EVIL WAY 10****FLESH WOUND!**

A cut opens in your neck. Blood flows. Lose 2 Willpower at the beginning of each turn, until you are healed.

**01**

*Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Player at the Start of Your Turn.*

**EVIL WAY 11****ZOMBIE ATTACK!**

**Combat Score: 15**  
If you lose the combat, forfeit 4 Willpower; forfeit 6 Willpower if you are on a Graveyard tile.

**11**

*Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Player at the Start of Your Turn.*

**EVIL WAY 12****THE ACOLYTE APPEARS****► SPHINX ◀**

**Combat Score: 17**  
**Loser: Forfeit 6 Willpower**  
**Influence Item: Copper Club**  
**Haunt: Kitchen**  
**Envoys: Attacks Immediately**  
**Minions: Ignores**

**12**

*All Players: Place Face Up next to Crypt.*

**EVIL WAY 13****STOP TIME**

Take 3 Extra Turns.

**13**

*Envoy: Give to a Minion.  
Minion: Play immediately on Self*

**EVIL WAY 14****DARK STRANGER**

A Shadowy Stranger follows you everywhere. Place this card face up in front of you until it is cancelled.

**14**

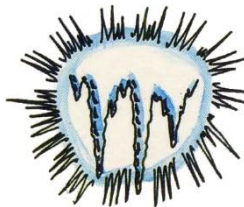
*Envoy: Play Immediately on Self.  
Minion: Hold/Play at Start of Your Turn.*

**EVIL WAY 16****TERRORIZED!**

The victim loses 5 Willpower.

**16**

*Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Envoy at the Start of Your Turn.*

**EVIL WAY 17****ANXIETY**

The victim loses 4 Willpower.

**17**

*Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Envoy at the Start of Your Turn.*

**EVIL WAY 18****SWARM**

**Combat Score: 13**  
If you lose the combat, forfeit 3 Willpower.

**18**

*Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Envoy at the Start of Your Turn.*

## EVIL WAY 20

### FOG



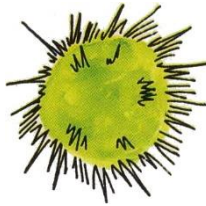
All other players lose their way and move their pawn 3 tiles in the direction of your choice.

07

Envoy: Give to a Minion.  
Minion: Hold/Play at the End of Your Turn.

## EVIL WAY 21

### WISPS



The wisps envelop you and attract attention to yourself! Draw 5 cards one by one, and apply any effects immediately.

17

All Players: Play immediately on Self.

## EVIL WAY 22

### AMBUSH!



Wolves, bats and rats attack *each* Envoy.

Combat Score: 17  
Defeated: lose 4 Willpower.

77

Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Player at the Start of Your Turn.

## EVIL WAY 23

### HUMAN REMAINS



A severed hand grabs at your throat...

Combat Score: 5  
Defeated: lose 3 Willpower.

37

Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Envoy at the Start of Your Turn.

## EVIL WAY 24

### PANIC ATTACK



Something hunts you, clawing and biting at your heels at all times. Lose 1 Willpower at the start of each round (\*3 if the Stranger is following you).

47

Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Envoy at the Start of Your Turn.

## EVIL WAY 25

### ENORMITY



A giant praying mantis prays that you will be its next meal.

Combat Score: 14  
Loser: Forfeit 3 Willpower.

57

Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Envoy at the Start of Your Turn.

## EVIL WAY 27

### FLESHCRAWL



The flesh crawls off your bones! Lose 4 Willpower.

77

Envoy: Play Immediately on Self.  
Minion: Hold/Play on Any Envoy at the Start of Your Turn.

## EVIL WAY 31

### DISTORTION



Destroyed: *Blowpipe, Harpoon, Wooden Stake*. Take the Item card and shuffle back into the deck.

13

Envoy: Give to a Minion.  
Minion: Play Immediately against Any Player.

## EVIL WAY 34

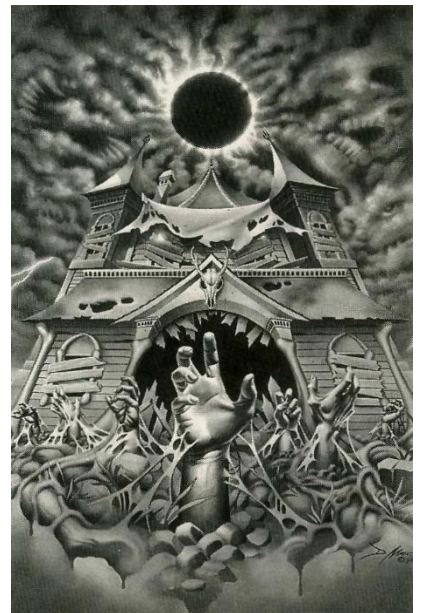
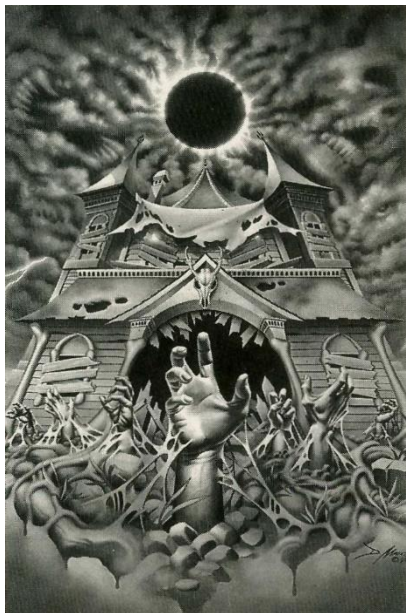
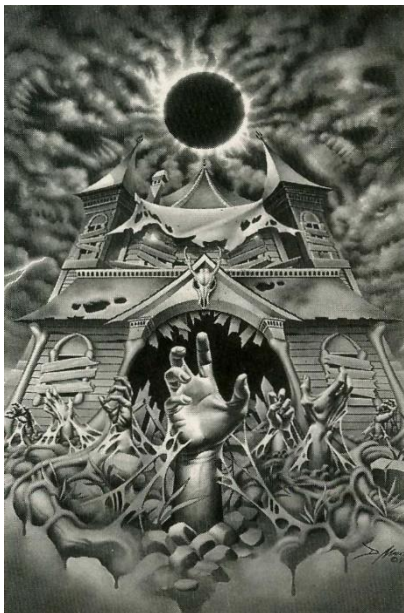
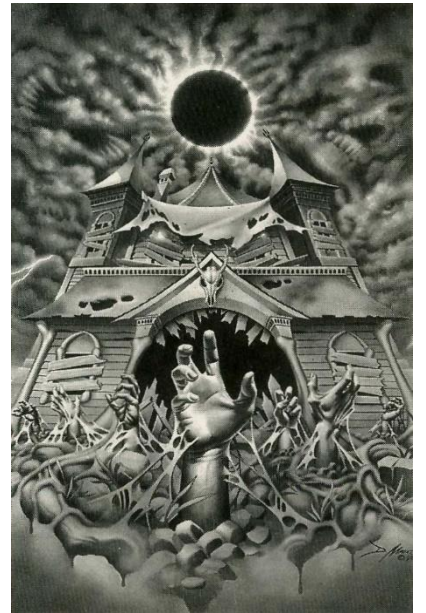
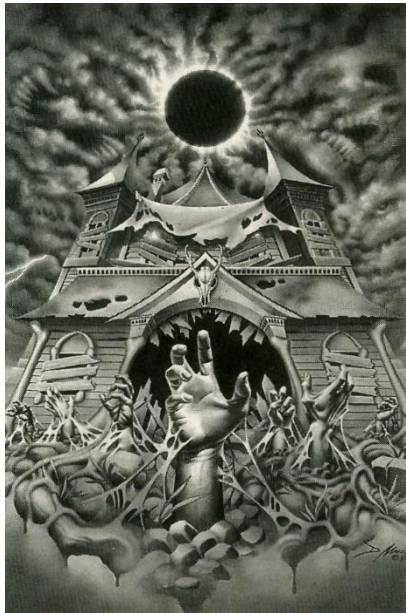
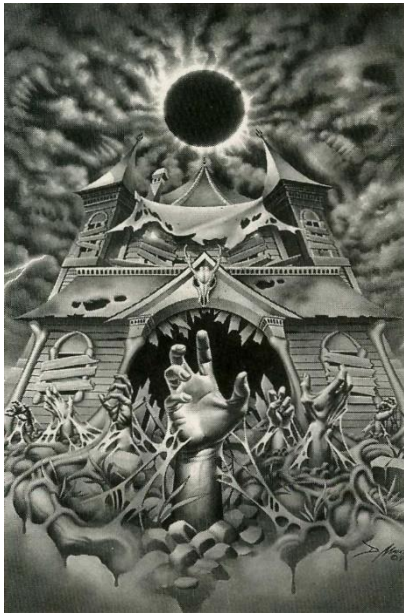
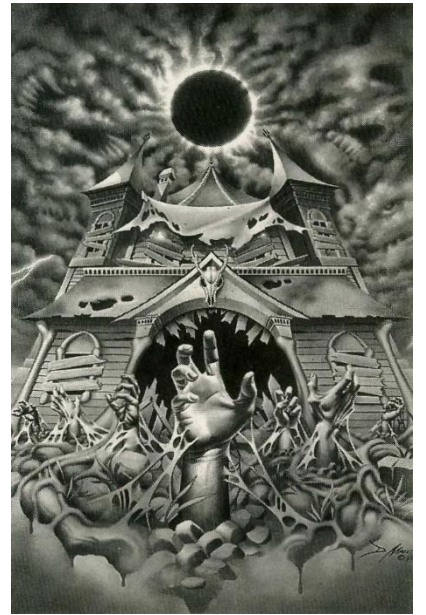
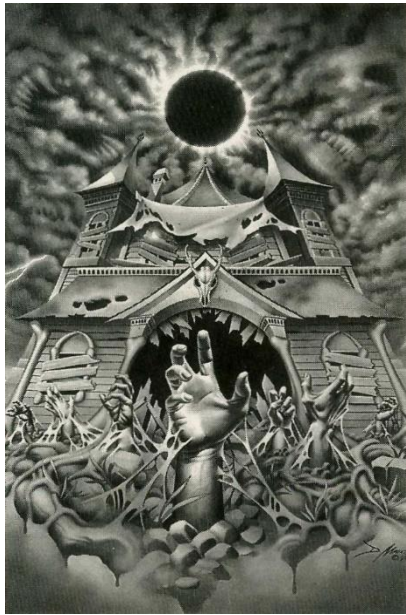
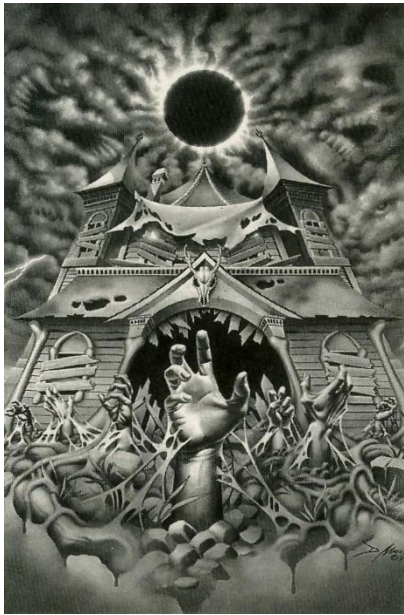
### HAUNT



Inanimate objects come to life! The victim loses 3 Willpower - and 5 if on a *Ballroom, Garden, Music Room, Orchard, Statue* or *Topiary* tile.

43

Envoy: Play Immediately on Self.  
Minion: Hold/Play at the Start of Your Turn.





## CHARACTER

**LINDA CLOUD**



**ENVOY**

### Sequence of Play

1: Card Play      2: Tile Play  
3: Movement      4: Combat  
5: End of Turn Card Play

## CHARACTER

**GINA DIAMOND**



**ENVOY**

### Sequence of Play

1: Card Play      2: Tile Play  
3: Movement      4: Combat  
5: End of Turn Card Play

## CHARACTER

**PROF. ELLSWORTH  
SMYTHE III**



**ENVOY**

### Sequence of Play

1: Card Play      2: Tile Play  
3: Movement      4: Combat  
5: End of Turn Card Play

## CHARACTER

**JEFFERSON TURNER**



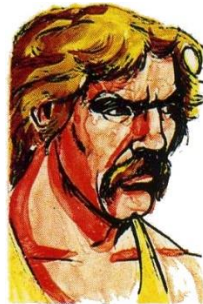
**ENVOY**

### Sequence of Play

1: Card Play      2: Tile Play  
3: Movement      4: Combat  
5: End of Turn Card Play

## CHARACTER

**PAUL WYSOCKI**



**ENVOY**

### Sequence of Play

1: Card Play      2: Tile Play  
3: Movement      4: Combat  
5: End of Turn Card Play

## CHARACTER

**PABLO 'BUBBA'  
RODRIGUEZ**



**ENVOY**

### Sequence of Play

1: Card Play      2: Tile Play  
3: Movement      4: Combat  
5: End of Turn Card Play



**CHARACTER**

**PROF. ELLSWORTH  
SMYTHE III**



**MINION**

**Sequence of Play**

- |                          |              |
|--------------------------|--------------|
| 1: Card Play             | 2: Tile Play |
| 3: Movement              | 4: Combat    |
| 5: End of Turn Card Play |              |

**CHARACTER**

**GINA DIAMOND**



**MINION**

**Sequence of Play**

- |                          |              |
|--------------------------|--------------|
| 1: Card Play             | 2: Tile Play |
| 3: Movement              | 4: Combat    |
| 5: End of Turn Card Play |              |

**CHARACTER**

**LINDA CLOUD**



**MINION**

**Sequence of Play**

- |                          |              |
|--------------------------|--------------|
| 1: Card Play             | 2: Tile Play |
| 3: Movement              | 4: Combat    |
| 5: End of Turn Card Play |              |

**CHARACTER**

**PABLO 'BUBBA'  
RODRIGUEZ**



**MINION**

**Sequence of Play**

- |                          |              |
|--------------------------|--------------|
| 1: Card Play             | 2: Tile Play |
| 3: Movement              | 4: Combat    |
| 5: End of Turn Card Play |              |

**CHARACTER**

**PAUL WYSOCKI**



**MINION**

**Sequence of Play**

- |                          |              |
|--------------------------|--------------|
| 1: Card Play             | 2: Tile Play |
| 3: Movement              | 4: Combat    |
| 5: End of Turn Card Play |              |

**CHARACTER**

**JEFFERSON TURNER**



**MINION**

**Sequence of Play**

- |                          |              |
|--------------------------|--------------|
| 1: Card Play             | 2: Tile Play |
| 3: Movement              | 4: Combat    |
| 5: End of Turn Card Play |              |