

MANOR OF THE DAMNED

*Survive the night in a cursed estate, where the halls shift with every step.
Escape alone or with those you entered with, but trust no one.*

SETUP

Game Components:

- Segmented Manor Playing Board
- x3 Six-Sided Die
- x1 Twenty-Sided Die
- x16 Soul Cards
- x24 Room Tiles
- x32 Fate Cards

Getting Started:

Begin with the player wearing the darkest color, then proceed in order of lightness.

Character Selection:

- Draw a number of *soul cards* based on the player count (see *Figure 1* below).
- Players take turns secretly selecting one *soul card* from the deck, then pass the remaining cards to the next player in turn.

Rolling for Stats:

- Each player rolls 3d6, re-rolling any results of 1 or 5.
- Players choose how to distribute each number across their three stats – *Sanity, Courage, or Endurance* – as they prefer.

The game begins once all players have selected their characters and their stats have been randomly assigned.

Figure 1:

PLAYERS	SOULS IN PLAY
3	5
4	6
5	7
6	9

GAMEPLAY

Objective:

Players must survive the night, avoiding mysterious threats in the manor (1 hour = 6 turns, 36 turns total). As they move, they'll 'discover' new areas by drawing and placing random tiles. Players can work together or alone, with the goal of as many surviving all 36 turns as possible. If at least one player survives until 6 AM, they win—though multiple players can share victory.

Board Tiles:

There are 2 different types of tiles players can encounter, used to build a unique and ever-changing board with each game:

- **Chambers:**
 - Large rooms within the manor where players will encounter a variety of challenges, puzzles, or events.
 - These tiles feature multiple paths to navigate, often leading to key objectives or dangerous threats.
 - Each chamber can vary in theme, from eerie libraries to dark dining halls.
- **Corridors:**
 - Narrow hallways that allow movement between chambers.
 - Passages may contain minor hazards or traps but are primarily used for easy navigation.
 - These tiles offer faster routes or access to hidden chambers.

MANOR OF THE DAMNED

GAMEPLAY

Turn Selection:

At the start of each hour (every 6 turns), all players roll 1d6. The highest roll goes first, and the order continues until the player with the lowest roll. In case of a tie, those players roll again. This keeps the turns unpredictable and tense as everyone fights to survive.

Surviving the Manor:

Players must balance their *Sanity*, *Courage*, and *Endurance* stats with their *Health*.

- *Sanity*: Affects your resistance to fear and mental debuffs.
- *Courage*: Determines your effectiveness in combat and decision-making.
- *Endurance*: How much damage you can withstand and how far you can move.

Health represents your physical state. If it reaches 0, you are defeated. Health can be restored through certain actions but is always at risk from combat and environmental dangers.

Exploration (Movement):

On your turn, roll to determine how far you can move across the manor:

- Roll 1d20 to determine how many spaces you can move.
- Movement must follow the connected paths on the board and cannot skip over rooms.
- Movement is continuous, so you cannot stop or cut through walls.
- If you reach the end of a room with remaining movement, you can place one new room tile and continue exploring.
- Terrors and other events only happen when you land on a space, so higher rolls let you bypass dangerous encounters.

'Discovering' New Rooms:

Within a chamber or corridor, you can move to any adjacent space connected by a path.

- You cannot move directly backwards to the space you just came from.
- If you reach the edge of a chamber with remaining movement, you may draw and place a new room tile.
- If you do not reach the edge, you must wait until your next turn to attempt discovering a new room.

Types of Spaces:

As you explore chambers and corridors of the manor, you'll encounter various types of spaces that trigger different events and challenges. When you enter a new room, roll 1d20 to determine your movement and what you'll face:

a. Terrors

- Landing on this space forces you into combat with a deadly enemy.
- You'll need to use your stats, items, and luck to survive. The outcome depends on your ability to attack, defend, and strategize.

See ***Combat System*** on Page 3.

b. Omens

- Landing on this space prompts you to draw a Fate Card from the deck.
- Fate Cards can provide rewards, curses, or unexpected challenges, so follow the instructions on the card immediately. Once used, place the card at the bottom of the deck for future use.

MANOR OF THE DAMNED

COMBAT SYSTEM

Players may face 7 unique Terrors in the manor. These turn-based encounters require strategic thinking, as survival depends on outwitting the terror's strengths and unpredictable moves.

Universal Combat:

In order to ensure that both players *and* enemies engage in a fair and structured turn-based system, each encounter follows this basic sequence:

- 1) Initiative Roll:** Roll a d6 for both yourself and the foe; the higher roll attacks first.
 - If the player's Courage stat is 7 or higher, they attack first, regardless of the initiative roll.
- 2) Combat Phase:**
 - **Turn 1:** The Player/Terror with the higher initiative rolls 2d6 for their attack; the opponent rolls 1d6 for defense.
 - **Turn 2:** If the defender wasn't defeated, the roles switch. The new attacker rolls 2d6 for their attack, and the new defender rolls 1d6 for defense.
 - Repeat this sequence until one side is victorious.
- 3) Endurance:** If the player's Endurance stat is 5 or higher, they may reroll their defense once per turn.

Note: *Combat scenes are most enjoyable when roleplayed! Immerse yourself in the scenarios and tell stories to enhance the experience.*

Example: *"I step cautiously into the dark room, the smell of rot thick in the air, as the Butcher's hulking figure emerges from the shadows."*

Each Terror has its own distinct abilities and behavior, and understanding these traits is crucial to overcoming them:

a. Shapeshifter (6♥):

- Changes its form each turn, affecting the stat it targets.
- Roll 1d6: 1-2 for Courage, 3-4 for Endurance, 5-6 for Sanity.

b. Butcher (8♥)

- Draws power from fear and weakness in its victim.
- Heals 1♥ after each successful attack if the player's Courage stat is 3 or lower.

c. Slasher (5♥):

- Attacks twice per turn but with reduced damage.
- Inflicts Bleed debuff when escaped, causing -1♥ per turn for 2 turns.

d. Puppet Master (6♥):

- Controls the player's actions, causing them to act against their will.
- Roll 1d6 each turn: 1-2 they cannot attack or move.

e. Clown (4♥):

- Forces the player to second-guess their actions.
- If the player attacks first, the Clown can force them to reroll their attack.

f. Psycho (5♥):

- Grows relentless in pursuit of its prey.
- Gains +1 to attack every time it evades an attack from the player.

MANOR OF THE DAMNED

COMMON QUESTIONS

SETUP:

- ***“What if several players are wearing the same darkest color?”***
 - The group collectively judges which color appears darker.
 - If still undecided, roll 1d20 to break the tie; the lower number wins.
- ***“Do Soul Cards need to be shuffled?”***
 - Yes; Shuffle the deck of Soul Cards at the beginning of the game prior to drawing your characters.
 - After players secretly select their Soul Cards, the remaining cards are set aside and do not need to be reshuffled – or even touched – for the rest of the game.

GAMEPLAY:

- ***During Turn Selection: “What happens if several players roll the same initiative?”***
 - If 2 or more players roll the same number, they re-roll until the tie is broken.
- ***“Can I skip placing a new Room Tile?”***
 - No; If you reach the edge of a room with remaining movement, you *must* draw and place a new tile as part of exploration.

EXPLORATION:

- ***“Can I immediately backtrack to the space I just left?”***
 - No; Movement cannot reverse directly to the previous space during the same turn, as movement is continuous along connected paths.
 - You may revisit paths on a later turn.
- ***“Do I resolve events immediately upon entering a new space?”***
 - Yes; Events like Terrors or Omens are triggered as soon as you land on their corresponding space.
 - Actions must be carried out within the same turn.

COMBAT SYSTEM:

- ***“What happens if my Health reaches 0?”***
 - If at any point your health reaches 0 – whether through Terrors or Omens – the character dies and you are removed from the game.
- ***“Can I use my Endurance re-roll to improve attack rolls?”***
 - No; the Endurance re-roll is specifically for defense rolls.
- ***“What happens if Attack and Defense rolls tie during combat?”***
 - A tie results in no damage dealt, and the combat proceeds to the next turn in sequence.

FATE AND OMENS:

- ***“Can a Fate Card affect other players?”***
 - Yes; Some Fate Cards have effects involving other players. Follow the instructions on the card explicitly.