

MANSIONS OF MADNESS[®]

SECOND EDITION

HORRIFIC JOURNEYS

The soft, repetitive clink of Agnes' metal necklace caught Jim's attention. She was fidgeting again. "Not much longer now," his voice echoed. He barely made out the forms of Agnes and Trish where they crouched in the shipping crate.

"Thanks, Jim," Agnes whispered, her clammy hand taking his in the dark. "I am not used to traveling, especially like this. We are pretty far from Velma's, y'know."

"Seems so," Jim answered. Outside the crate, the heavy footsteps of a passerby grew louder, until they stopped just outside. Trish drew her gun.

A large crack broke the silence as the front of the crate fell away. Trish leapt forward, shoving her gun between the ribs of whoever had discovered them. "Whoa, now," came a rough, familiar voice.

Jim dropped Agnes' hand, scrambling forward. "Trish! Trish, that's Silas. He's the sailor I told you about. The one we were waiting for."

"You're eight minutes late." Trish did not lower her gun. "Now, what exactly are we here to see?"

Behind Silas, a grotesque hand appeared from nowhere. It lowered through the air, leaving a portal to a strange place in its wake. The wider the rift became, the clearer Jim saw the creature shambling toward them. It had a chitinous, humanoid body, and it stank like an hours-old corpse. Trish redirected her gun and fired two shots in quick succession.

The figure fell back into the alien landscape, and Silas sighed. "Another one. Come on, there isn't much time. We need to get to the bridge."

EXPANSION ICON

Each card and tile in this expansion is marked with the *Horrific Journeys* expansion icon to distinguish these components from the cards and tiles in *Mansions of Madness Second Edition*.



EXPANSION OVERVIEW

Horrific Journeys is an expansion for *Mansions of Madness Second Edition* in which the investigators find themselves far from home facing increasingly dangerous threats. Reality deteriorates along the idyllic rails of the New England countryside. In the skies far above the Atlantic, a dangerous ritual has begun aboard a dirigible. On a luxury ocean liner, a sudden explosion throws everything into question. Wherever they find themselves when evil emerges, the investigators will not finish their journeys unchanged.

This expansion unlocks three new scenarios, many new mythos events, and a new puzzle. It introduces a new type of card, Agendas, and a new type of feature token, Rift / Water. The expansion also includes new tiles, monsters, investigators, and cards to further expand your investigations.



COMPONENTS

The *Horrific Journeys* expansion contains these components:

- 18 Map Tiles
- 4 Investigator Cards and Matching Figures
- 7 Monster Tokens and Matching Figures
- 6 Agenda Cards
- 13 Common Item Cards
- 7 Unique Item Cards
- 15 Spell Cards
- 8 Condition Cards
- 4 Damage Cards
- 4 Horror Cards
- 6 Person Tokens
- 43 Rift / Water Tokens
- 4 Door Tokens

ASSEMBLING MONSTERS

To assemble the monster figures, attach the Formless Spawn to the large base and all other figures to the small bases. The Formless Spawn figure included in *Horrific Journeys* requires additional assembly. Players must use glue to attach the Formless Spawn figure to its base. We recommend super glue to assemble this figure quickly. Players should read all safety instructions included with any glue or other hobby materials they choose to use for assembly.

USING THIS EXPANSION

When playing with the *Horrific Journeys* expansion, add Rift / Water tokens to the general token pool. If playing the “Hidden Depths” scenario with three or more players, shuffle the Agenda deck and place it faceup in the central play area. Otherwise, return all Agendas to the box. Add all other expansion components to their respective decks or pools of *Mansions of Madness Second Edition* components. Remember to update your app and go into your collection manager to add this product to your collection.

ADDITIONAL RULES

AGENDAS

Agendas represent the hidden allegiances of players in the “Hidden Depths” scenario. Agendas are **only** used when playing “Hidden Depths.”

- When playing “Hidden Depths” with two investigators, do not use Agendas.
- When an investigator gains an Agenda, they claim the card faceup (art side up).
 - Each Agenda has a required number of players, which is indicated on the bottom-right corner on the back of the card. When an investigator gains an Agenda, if the number of players is less than the required number of players, they discard that card and gain a different Agenda.
- Investigators cannot look at the back of any card in the Agenda deck unless an effect specifically allows it.



Agenda card face

RIFT

A Rift is a feature that represents a weakness in the barriers of reality.

- After an investigator in a space containing a Rift performs an action other than the move action, if there is a Rift in their space, they become Lost in Time and Space (a new condition included in this expansion).
 - Whenever an investigator forfeits an action while in a space containing a Rift, they become Lost in Time and Space.
- As an action, an investigator may attempt to close a Rift by testing their lore (📖). For each success, they may discard a Rift from their space or a space they move into later during the round.
 - Rifts discarded by this effect do not cause an investigator to become Lost in Time and Space.
- A Rift cannot be placed in a space that contains a Rift.



Rift token

WATER

Water is a feature that slows down investigators and monsters.

- Whenever an investigator or monster moves into a space containing Water, that investigator or monster immediately forfeits any remaining movement.
 - Aquatic, flying, and phasing monsters do not forfeit their remaining movement.
 - When Water is placed in a space that contains Fire, discard Fire from that space.
- Fire and Water cannot be placed in a space that contains Water.



Water token

LINE PUZZLE

A line puzzle is a type of puzzle in which an investigator attempts to connect the left side of the puzzle to the right side of the puzzle.

- The pieces of a line puzzle are displayed in a grid and randomized.
- As a puzzle step, an investigator can swap any two adjacent pieces by dragging one of them over the other (1) or can rotate any single piece ninety degrees by selecting it, then tapping the arrow in the direction they would like the piece to rotate (2).
- A piece is adjacent to another piece if it is directly above, below, to the left, or to the right of that piece.



- The puzzle is solved when a continuous line is created from the left side of the puzzle to the right side of the puzzle (4).



MOVING TILES

During the game, tiles can move about the board.

- When a tile is moved, it is removed from its current position on the board and placed in the central play area as indicated by the app.
 - When a tile is moved, all figures, tokens, and cards on that tile maintain their positions on that tile.

FREQUENTLY ASKED QUESTIONS

Q. Can anything affect an investigator while they are Lost in Time and Space?

A. An investigator that is Lost in Time and Space is not affected by any other game effects unless that effect specifically allows it.

Q. Can an investigator that is Lost in Time and Space win the game?

A. Yes.

Q. Does anything automatically happen when I enter a space containing a Rift?

A. No.



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