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3



EX





VAMPIRES



2



4



EX





VAMPIRES





VAMPIRES



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WEREWOLVES





WEREWOLVES





WEREWOLVES



2



3



EX





GOLEMS





GOLEMS



3

2

EX



GOLEMS





ZOMBIES



2



4





ZOMBIES





ZOMBIES



2



3



-1





MANIACS





MANIACS



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-1





MANIACS



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3



EX





ALIENS



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EX



ALIENS



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ALIENS



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3



EX





MUMMIES



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MUMMIES



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EX



MUMMIES

BURST OF ENERGY



Your Monster has 1 additional Action this turn. This Action cannot have already been performed this turn, and may not be performed again this turn.





BURST OF SPEED

Move all of your Monsters
one Zone.



The background is a dark, stylized illustration. A large, dark, segmented arm or limb is shown crashing through a window frame. Outside the window, a bright, glowing orb (the moon) is visible against a dark blue night sky. The scene is lit with a cool blue tone, and there are some white, starburst-like effects around the point of impact.

CRASH THE PARTY!

Your active Monster can Smash one Door in its current zone without rolling Action dice. Take the Door for the Reckoning. This is a free Action.





FLASH FORWARD

Look at the top three Nocturnal Event cards, then return them to the top of the deck in any order.





FURY!

Move your active Monster by
up to 2 zones (following normal
Move rules).



HIGH AND LOW

The background of the card is a dark, atmospheric illustration. It depicts a window with a wooden frame. Outside the window, a bright full moon is visible against a dark blue night sky. A shadowy, elongated figure is perched on a ledge or branch in the foreground, looking towards the window. The overall color palette is dominated by dark blues, greys, and a touch of orange from the moon's light.

Search the room. Roll 2 additional dice (on top of your regular dice and any other bonuses you may have, up to a maximum of 5 dice).
This is a free Action.



JUST FRIENDS



Move any Father in play to the same zone as any Mother from a different monster family, or vice versa. You may ignore Doors and Barricades.



NEVER SPLIT UP!



Move one Victim to a room containing another Victim. You may ignore Doors and Barricades.



ROLL THE BONES!

The background is a dark, moody illustration. It features a window with a wooden frame. Outside the window, a large, pale full moon is visible against a dark blue night sky. A thick, gnarled, and twisted branch or vine extends diagonally across the window from the left side. The window panes are slightly cracked and show some reflections. In the lower right foreground, there is a dark, rounded object that looks like a small pot or a piece of furniture. The overall color palette is dominated by dark blues, greys, and browns, with the bright moon providing a focal point of light.

Re-roll any one of the Action dice you just rolled.



The background is a dark, moody illustration. It depicts a figure, possibly a victim, running through a window or a doorway. The scene is set at night, with a bright, glowing light source (like a moon or a large window) visible through the glass panes. The figure is in motion, leaving a trail behind them. The overall color palette is dominated by dark blues, greys, and a bright white/yellow light source.

RUNNING!

Move a Victim by up to 2 zones.
(The Victim may run through
an empty zone without hiding.)



STAND YOUR GROUND!

The background is a dark, moody illustration. It features a window with a wooden frame, through which a bright, full moon is visible against a dark blue night sky. A large, dark, twisted branch or root extends diagonally across the window from the top left towards the center. The overall tone is mysterious and ominous.

If defeated, your active Monster
is not ejected from the zone
this time.





TRADING PLACES

Swap the positions of any two Monsters in play of the same type (e.g. a Child with another Child). You may ignore Doors and Barricades.



BOOBYTRAP!

A boobytrap just went off.
Roll 1 Reaction die immediately.
If successful, your Search is over
and your active Monster cannot
perform any more actions
this turn.







EXPLOSION!

A homemade bomb just exploded! Your Search is over. Roll 1 Reaction die immediately. If successful, your active Monster is ejected from the room but may continue its turn.



POTATO MASHER



A grenade just exploded!
Your Search is over.

Roll 1 Reaction die immediately.
If successful, all Monsters in the
room are ejected from the room.
The active Monster may continue
its turn.





AMBIDEXTROUS

Victims (except for the dog) may receive up to two Object cards during this round.

MONSTER SLAUGHTER

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BARRICADES

Give each player a Barricade.

During this or any subsequent round, each player may barricade one (intact or smashed) Door during one of their turns.

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BURST OF ADRENALINE

Players defending Victims roll one additional
Reaction die during this round.

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CONFUSION



The Monsters are confused! Their Successes count as Failures and vice versa during this round.

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COPYCAT

During this round, each active Monster can use another family's Special Ability **in addition** to its own during its turn. The active player must announce which Special Ability they will be using **before starting** their turn.

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FRENZY

The background of the entire page is a dark, starry night sky. A large, bright full moon is positioned in the center. Silhouettes of jagged trees are visible on the left and right sides. A bat is flying in the upper right corner. The word 'FRENZY' is written in a large, bold, yellow font with a black outline and a jagged, dripping effect, located on the left side of the page.

During this round, each Monster played can add one die to one of its actions.

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HASTE

The background of the card is a dark, starry night sky. A large, bright full moon is centered in the background. Silhouettes of trees and branches are visible in the foreground, framing the moon and the text area.

All Monsters roll one less die when performing actions during this round.

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KNOCK KNOCK

A Surprise Visitor enters the cabin!

Put any one Surprise Visitor in the living room, set it up (card, cube, marker, etc.) like you did for the Guests. Visitors stay in play until killed or the game ends.

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OPEN WOUNDS

During this round, if a Monster injures a Victim, that Victim loses one extra health point at the end of the turn (give the active player one extra Flesh token).

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PANIC



The Victims panic! Their Successes count as
Failures and vice versa during this round.

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RAGE

For the duration of the round, all active Monsters must play 3 Regular Actions. All 3 must be different. (Bonus Actions and free Moves may be played in addition to these 3.)

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OUTTA HERE

Any Party Guests or Surprise Visitors revealed during this round are placed in the Tool Shed if possible. (Only used with the Tool Shed.)

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SWITCHEROO

At the start of this round, each player may move two Death Order markers, but cannot move their Favorite Meal marker or any marker representing a dead Party Guest.

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TELEPORTATION

For this round, active Monsters may teleport to any zone instead of using 1 (and only 1) free Move (they do not Smash closed Doors when they teleport).

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EX





CLOWNS



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EX





CLOWNS



3



2



EX





CLOWNS



2



3





GHOSTS



2



4





GHOSTS



3



2





GHOSTS



2



3





TRITONS



2



4





TRITONS





TRITONS





CRITTLINS





CRITTLINS





CRITTLINS



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CRITTLINS



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2





CRITTLINS

FOOTHOLD TRAP

You found a Foothold Trap and may place it in your current zone during any one of your turns. The next time a Victim tries to Fight Back in the same zone as the trap, they roll 2 additional Reaction dice (on top of any other dice they have, up to 5), then discard the trap.





BEAR TRAP

You found a Bear Trap and may place it in your current zone during any one of your turns. No Monster can Move out of the zone while it is in place. It can only be broken with the Smash action and 2 Successes (discard it when broken).







BLACKOUT

All Victims in any one zone
(of your choice) hide immediately,
even if Monsters are present.



BURY IT!

Look at the top 2 cards of the room pile for your current zone. You may place 0, 1 or 2 of these cards on the bottom of the pile in the order of your choice.





FOUND IT

Take any card from the discard pile and add it to your hand.

After this retrieved card is played, it is removed from the game for good.



MONSTROUS INSTINCT



Pick a number between 1 and 5.
All the other players secretly
show you the Party Guests they
placed in that position in their
Death Orders.



SNEAK ATTACK!



Instead of a regular Attack, you may perform a Sneak Attack with this card. Your Victims can't use their special abilities against a Sneak Attack (all other Attack rules apply).



EXHAUSTION

The background of the entire page is a dark, starry night sky. A large, bright full moon is positioned in the center. Silhouettes of jagged trees are visible on the left and right sides. A bat is shown in flight on the right side, and a branch with leaves is on the left side.

During this round, none of the Monsters
can use their special abilities.

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DEVOURING HORDE

When a Monster is in a zone with other Monsters from its family, it gets 1 additional die per family member present in the zone (up to a maximum of +2 dice).

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NOWHERE TO HIDE

Victims can't hide during this round
(but can remain in hiding until found if they were
hiding when the round started).

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STAND AND FIGHT

During this round, Monsters can use one (and only one) free Move as a free Attack instead.

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STICK TOGETHER



During this round, when two or more Victims are together in a room, they each get an additional Reaction die.

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