

# Guest Room

1

**Flip:** Lose all remaining actions. On your next turn, you have zero actions.

# Guest Room

2

**Flip:** Lose all remaining actions. On your next turn, you have zero actions.

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3

**Flip:** Lose all remaining actions. On your next turn, you have zero actions.

# Guest Room

4

**Flip:** Lose all remaining actions. On your next turn, you have zero actions.

# Bathroom

5

**Enter:** This room has a secret passage. You may use an action to instantly move to any other room with a secret passage.

# Bathroom

6

**Enter:** This room has a secret passage. You may use an action to instantly move to any other room with a secret passage.

# Bathroom

7

**Enter:** This room has a secret passage. You may use an action to instantly move to any other room with a secret passage.

# Laboratory

8

**Flip:** Place Frank in this room. Discard all your batteries. Take the Misfortunes discard pile and reshuffle it back into the Misfortunes deck

# Master Bedroom

9

**Flip:** Everyone discards one Action card, or you discard all of your Action cards.

**Enter:** Clockwork keys may be used here.

# Library

10

**Flip:** Place the Witch here. Go to any unexplored room. If every place is explored, roll for the room. Shuffle the Misfortunes discard pile back into the Misfortunes deck.

# Lunarium

11

**Flip:** Roll the die. If it is 1-10, draw a Misfortune card. If it is 11-20, draw an Action card.

**Enter:** You may spend an action to perform the Flip action described above.

# Kitchen

12

**Enter:** This room has a dumbwaiter. You may spend an action to give a card to anyone in a room with a dumbwaiter.

# Dining Room

13

**Enter:** This room has a dumbwaiter. You may spend an action to give a card to anyone in a room with a dumbwaiter.

# Conservatory

14

**Flip:** Draw an Action card and a Misfortune card.

# Storage Closet

15

**Flip:** Lose all your actions, but draw an Action card.

**Enter:** You may spend an action to draw an Action card in addition to your normal draw.

# Indoor Pool

16

**Enter:** This room costs two Actions to leave.

# Parlor

17

**Flip:** You gain one more action this turn.

# Aviary

18

**Flip:** Discard an Action card and draw a new one.

**Enter:** You may perform the Flip event once per turn. This does not cost an action.

# Gymnasium

19

**Enter:** If you begin your turn here, you gain one free Action that can only be used to move.

# Garage

20

**Flip:** Go to any room of your choice. You can discover a new room this way.