

MANSIONS OF MADNESS

CALL OF THE WILD™
EXPANSION
RULES OF PLAY

Expansion Overview

Welcome to *Call of the Wild*, an expansion that takes *Mansions of Madness* into dark, untamed corners of the wilderness.

The main feature of this expansion lies in its five revolutionary stories. Each story provides a startlingly unique experience, from investigating a murder in a backwoods village, to a surprising role reversal that requires the keeper to explore and solve puzzles. Each story shakes the foundation of what players expect from *Mansions of Madness*.

Call of the Wild also includes new monsters, investigators, and a plethora of cards that further enhance the *Mansions of Madness* experience.

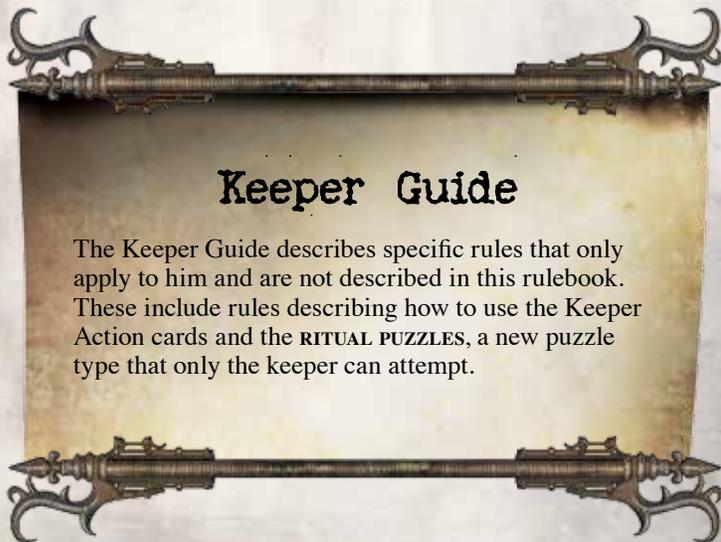
Using This Expansion

The *Call of the Wild* expansion includes five stories about investigation and insanity in the untamed wilderness. Each of these stories provides a unique stand-alone experience.

Players can use the new investigators, Trauma cards, and Combat cards when playing **any story**, even those not found in this expansion. To do so, a player adds the new components to his *Mansions of Madness* game.

Players use all other components in this expansion only when playing the stories included in *Call of the Wild*. The Investigator and Keeper Guides list the specific components players use in each story.

Before playing *Call of the Wild* for the first time, assemble each of the monsters onto a monster base. A drop of glue may be needed to hold some of the figures in place. Then insert the matching monster token into each monster's base (see "Unique Monsters" on page 10 for special rules for the "Dunwich Horror" monster tokens).



Component List

- 1 Rulebook/Investigator Guide
- 1 Keeper Guide
- 105 Large Cards consisting of:
 - 34 Keeper Action cards
 - 31 Event cards
 - 24 Combat cards (8 for each of the 3 decks)
 - 7 Objective cards
 - 5 Ally Character cards
 - 4 Investigator Character cards
- 190 Small Cards consisting of:
 - 42 Exploration Cards
 - 31 Ally Story Cards
 - 24 Mythos Cards (4 decks of 6)
 - 20 Clue Cards
 - 16 Trait cards
 - 12 Spell Cards
 - 10 Delusion Cards
 - 9 Trauma Cards (6 mental, 3 physical)
 - 8 Trail Cards
 - 7 Starting Item Cards
 - 6 Mania Cards
 - 4 Lock cards
 - 1 Obstacle card
- 5 Sheets of punchboard consisting of:
 - 13 Monster Tokens
 - 11 Threat Tokens
 - 11 Map Tiles (2 large, 3 medium, 6 small)
 - 11 Damage Tokens
 - 10 Special Story Choice Markers
 - 10 Horror Tokens
 - 8 Curse Tokens
 - 6 Pit Feature Markers
 - 6 Ritual Puzzle Pieces
 - 6 Ritual Clue Tokens
 - 5 Ally Tokens
 - 1 Ritual Setup Tile
 - 1 Boat Feature Marker
- 4 Plastic Investigator Figures
- 11 Plastic Monster Figures and bases consisting of:
 - 2 Dark Druids
 - 2 Child of the Goats
 - 2 Goat Spawns
 - 2 Nightgaunts
 - 1 Dunwich Horror
 - 1 Dark Young
 - 1 Wizard

Component Breakdown

This section describes each of the new component types in detail. Component types that appear in the *Mansions of Madness* base game are not repeated in this section.

Delusion Cards

These cards represent negative mental instability of ally characters. These cards are only used in “Story 1: A Cry for Help,” and are described in the special rules section of the Investigator Guide.



Trail Cards

These cards represent hidden locations and dangers. These cards are only used in “Story 3: The Mind’s Veil,” and are described in the special rules section of the Investigator Guide.



Mania Cards

These cards represent the side effects brought about by traumatic mental harm. These cards are only used in “Story 5: A Matter of Trust,” and are described in the special rules section of the Investigator Guide.



Ally Story Cards

These cards represent the rumors, information, and events that investigators can reveal by talking to allies.



Ally Character Cards

These cards list each ally’s starting health, starting sanity, and skills. The back of each card includes a brief background story about the ally.



Horror Tokens

These tokens are placed on Character cards to mark how much horror the investigator or ally has been dealt. Some of the horror tokens in this expansion display the number five, representing that they are worth five horror each.



Ally Tokens

These tokens are used to mark which space on the map each ally currently occupies.



Curse Tokens

These tokens represent supernatural bad luck, brought about by a wide variety of arcane effects. Investigators and allies acquire curse tokens from a variety of game effects. The keeper can use these tokens to force the investigator to reroll a skill check.



Ritual Clue Tokens

These tokens are used by investigators to secretly choose the keeper’s objective. They are only used in “Story 4: The Dunwich Horror,” and are described in the special rules section of the Investigator Guide.



Ritual Setup Tile and Puzzle Pieces

The ritual setup tile and puzzle pieces are used by the keeper to attempt ritual puzzles. The Keeper Guide describes in detail how to use these components.



Pit and Boat Feature Markers

These feature markers represent pits that figures can fall into and boats that investigators can use to move over impassible borders.



Special Story Choice Markers

These markers are used by the keeper in certain stories to secretly track the choices he made during setup. The Keeper Guide describes in detail how to use these markers.



Call of the Wild Expansion Icon

All cards in this expansion are marked with the *Call of the Wild* expansion icon to allow easy distinction from other *Mansions of Madness* cards.

Call of the Wild Rules

The remaining pages of this rulebook describe all of the rules required to use the components included in *Call of the Wild*. Read these pages in detail before playing any of the stories included in this expansion.

Two Player Game

The stories found in *Call of the Wild* play best with 2-4 investigators.

When playing a game with two players (i.e., 1 investigator and 1 keeper), the investigator player controls **two different investigators**. This is played exactly like a standard two-investigator game except that the single investigator player makes all decisions for both investigators.

Map Tiles

This expansion includes 11 new map tiles which are used in the *Call of the Wild* stories. These tiles function similarly to the tiles from the base game but with the new features described in this section.

Outdoor Rooms

Most map tiles in *Call of the Wild* represent large outdoor areas. Though many of these areas are outdoors, they are referred to as **ROOMS**.

Some cards refer to **OUTDOOR** rooms. A room is considered **OUTDOORS** if **1 or fewer** sides of the room are completely covered by solid brown walls. This excludes walls that are on adjacent tiles.



The “Covered Bridge” is an indoor room. The other two rooms on this tile are outdoor rooms.

Impassible Borders

Some map tiles in *Call of the Wild* feature spaces separated by a dashed line. A dashed line indicates an impassible border, such as a steep change in elevation or a raging river. Investigators and monster cannot move across an impassible border unless allowed to by a specific game effect. However, an impassible border does not interrupt line of sight.



An example of an impassible border

Submerged Spaces

Two spaces, the centers of “The Pond” and “The Marsh,” have a blue wave icon, denoting that these spaces are **SUBMERGED**.



If a figure is in a submerged space that does not contain a boat feature marker at the start of its owner’s turn, the figure is dealt 2 damage and is immediately moved over an impassible border to an adjacent space of its owner’s choice.

Flying monsters (see “Flying Monsters” on page 5) are immune to this effect and are not dealt damage nor forced to move out of submerged spaces.

If an ability or effect allows a figure to move **through** a submerged space, it is unaffected as long as it is not in the space at the start of its owner’s turn.

If an effect allows the keeper to move an investigator to any space, he cannot move the figure into a submerged space.

Room Borders

In order to allow large tiles to have multiple rooms, *Call of the Wild* introduces yellow room borders.



This tile has two different rooms, divided by the yellow line.

Some spaces are separated by yellow (instead of white) lines. Whether solid or dashed, these lines represent separations between two rooms. Yellow lines may be moved over, shot over, and are treated as white lines except that they are separate rooms.

This distinction is important when exploring and when resolving effects that apply specifically to a room (or figures in a room). For example, a player in the “Forest Edge” does not need to make a horror test if a monster moves to the “Old Forest,” even though both rooms are on the same map tile.

With the introduction of these new borders, the definition of a **ROOM** is now: “An area of a map tile that has a name and is separated by solid brown walls, doors, **yellow room borders**, or the edge of a map tile.”

Note: Artwork on the map boards has no direct impact on gameplay. For example, investigators and monsters can freely move over unmarked obstacles, such as the fences surrounding the “Pig Pen” and cemetery. Likewise, the “Camp Site” map tile is **not** treated as having a camp fire feature marker unless a camp fire feature marker is physically in the room.

Flying Monsters

FLYING MONSTERS can easily avoid movement impairing obstacles. A flying monster is any monster that has the flying icon on its token. (**Additionally, treat all mi-gos from the base game of *Mansions of Madness* as flying monsters.**)



The flying icon

Flying monsters adhere to all rules governing monsters with the following exceptions:

- Flying monsters **can** move over impassable borders (see “Impassable Borders” on page 4).
- Flying monsters **are immune** to the effects of pit feature markers (as explained on the right).
- Flying monsters **may stay** in submerged spaces without ill effect (see “Submerged Spaces” on page 4).
- Flying monsters **can move** under the “Covered Bridge” room following the same rules as boat movement (see example on page 6).

Tokens

Call of the Wild includes one new type of status effect (curse) and two new types of feature markers (boats and pits). All other tokens found in this expansion function exactly as described in the *Mansions of Madness* base game.

Curse Tokens

Investigators and allies receive curse tokens through game effects. Each time a game effect curses an investigator or ally, he receives 1 curse token and places it on his Character card.



The keeper may discard a curse token from an investigator’s Character card to force him to reroll 1 die used in an attribute test. The investigator must use the second die result. The keeper **cannot use a second curse token** to force an investigator to reroll a die a second time. Curse tokens affect allies differently, as described on page 10.

Each investigator and ally may have multiple curse tokens. Curse tokens remain on Character cards and Ally Character cards until discarded by the keeper or a card effect.

Curse Tokens and Skill Points

If an investigator is forced to reroll a die, and has already used a skill point during this skill check, the skill point applies to the reroll as well.

When instructed to reroll a die the investigator can choose to spend a skill point before rerolling the die (assuming he has not already spent a skill point).

Features Markers

The two new types of feature markers follow the general rules for feature markers described in the *Mansions of Madness* rulebook. The specific rules for pit and boat feature markers are described in this section.

Pit Feature Markers

These tokens represent deep, treacherous holes in the ground which are hidden or difficult to navigate. At the start of the game, the keeper randomizes the pit markers and places them damage side down in a pile near the map.

Each time an investigator, monster, or ally **moves or is moved into a space containing a pit**, perform the following steps:

1. **Stop Movement:** The figure must end its movement in the space and cannot move further this turn for any reason.
2. **Take Damage:** The player flips the marker faceup and is dealt an amount of damage equal to the number shown on it.
3. **Replace and/or Discard Marker:** If the pit marker has a yellow arrow next to the damage value, the figure’s owner draws a random pit marker from the pool of unused markers and places it facedown in his space without looking at its damage value.



Regardless of whether the marker has this arrow, the figure’s owner then discards the **faceup** pit marker from his space. He shuffles it damage side down into the pile of unused pit markers.

Note: Flying monsters ignore pits when moving.

When an effect causes a player to place a new pit on the map, he draws a random pit marker from the pool of unused tokens and, without looking at its damage value, places it damage side down in the appropriate space. If there are 0 pit markers available in the pile of unused markers, **additional pit markers cannot be placed on the map**. This includes all effects, even replacing a pit marker that has a yellow arrow (see step 3 above).

Pits are only triggered when a figure **moves** into the space. If a figure is **placed** in a pit’s space (for example, by the “Unholy Followers” Keeper Action card), or a pit is placed in a figure’s space, there is no immediate effect.

If more than one figure moves into the space at the exact same time, (for example, when using a Boat feature), each of the figures is dealt the damage listed on the back of the pit marker.

There can be a maximum of 1 pit marker in each space.



Boat Feature Marker

This token represents a motor boat, which investigators can use to cross rivers, streams, lakes and swamps.



In order to use this token, the investigator must have the “Boat Keys” Exploration card. An investigator with this card may use a boat marker in his space to **move to an adjacent space that shares an impassible border**. The boat feature marker is moved into the new space along with the investigator.

Spaces on either side of the “Covered Bridge” room are adjacent for the purposes of boat movement and flying monsters (see “Using a Boat Example” below).

If an effect allows an investigator to move, such as performing a “Run” action or using the “Levitate” spell, he may use a boat in his space as long as he has the “Boat Keys.”

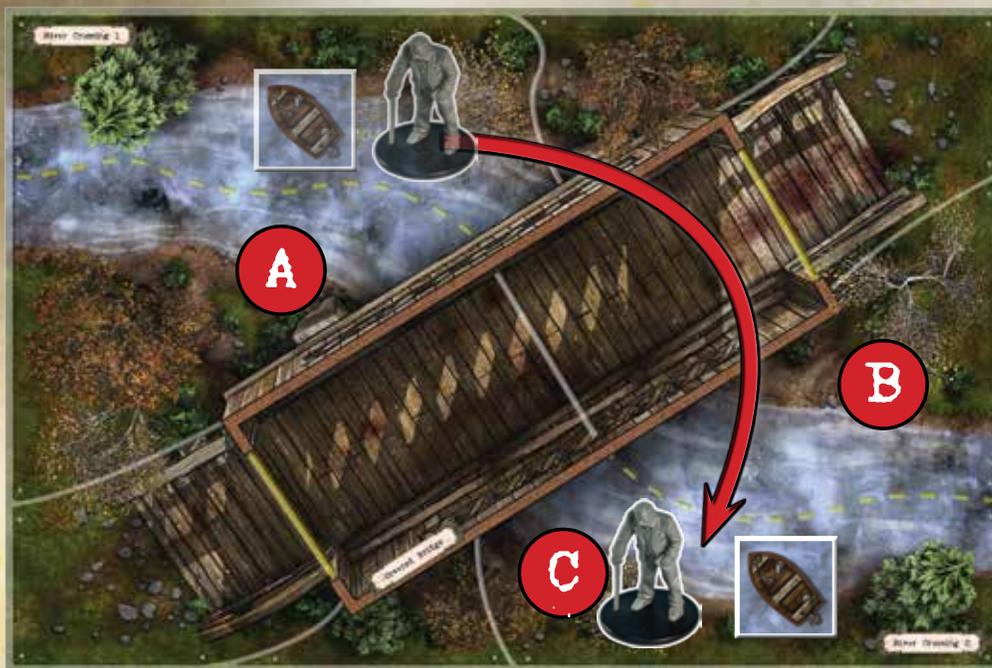
Each time an investigator moves using a boat, other investigators in the boat’s space may move with him. The player moving with the boat may forbid other players from moving with him. An investigator that moves along with the active player may stop moving with the boat at any point during the movement.

A figure using a boat is subject to evade and horror tests as normal, even if the player is moving with other investigators.

If an investigator that has the “Boat Keys” is moved by the keeper, the keeper **may** move the investigator using a boat feature marker, but the keeper cannot move other investigators as part of that movement.

Important: The boat must always be in a single space with an impassible border.

Using a Boat Example



Harvey Walters has the “Boat Keys” Exploration card. Since there is a boat feature marker in his space, he can use the boat to move to space “A”, “B”, or “C.” He decides to use one of his movement steps to move under the bridge to space “C.” He moves his figure to this space along with the boat feature marker. This is the way that a non-flying figure can move under the bridge.

Allies

Allies are story specific characters that are neither monsters nor investigators. They are not controlled by any specific player, but can interact with players in a variety of different ways.

Allies are **only used in stories 1, 3, and 4** as specified in “Map Setup” of the Investigator Story Guide.

Each ally is represented on the map by an ally token, which indicates the ally’s current space. Allies also have a Character card (placed near the map), and a deck of Ally Story cards (shuffled and placed next to its Character card).



Important: Allies are **not** monsters or investigators for the purpose of card effects and abilities. For example, if an investigator has the “All Alone” Trauma card, he does not make a horror test when entering a room containing an ally.

The rules for using allies are described in the following sections.

Ally Phase

Immediately after each Investigator Trading Step, there is an Ally Phase in which investigators can interact with allies. During this phase, perform the following steps:

1. **Ally Action:** Each ally performs one of the following actions, **as decided by the investigator nearest the ally.**
 - Perform an attack.
 - Talk to an investigator in the ally’s room.
 - Do nothing.
2. **Ally Status Effects:** Each ally in a room affected by fire is dealt 2 damage. Then discard one stun token from each ally (see “Status Effects on Allies” on page 10).

If the ally is insane, it can perform an ally action. However, the keeper may also move and attack with the ally as if it were a monster (see “Insane Allies” on page 9).

Ally actions are described in the following sections, and in the “Ally Phase Example” on page 8.

Talking to an Ally

During the Ally Phase, each ally can talk to **one** investigator in its room. To do so, the investigator draws the top card of the ally’s Story deck and resolves it. The player **keeps** the card next to his investigator’s Character card unless the card instructs otherwise. If multiple investigators are in the room, they must decide as a group which one of them the ally talks to.

Important: An investigator cannot talk to an ally if he has **an uncompleted task belonging to that ally** (see “Tasks” on the right).

There are three types of Ally Story cards:

- **Rumors:** These cards consist solely of flavor text. Although they have no in-game effect, they provide insight into the story as well as direction for the investigators.
- **Events:** These cards have an immediate or lasting effect. Each time an investigator draws an *Event* Story card, it is immediately resolved and either discarded or placed by the player’s Character card as specified on the card.

- **Tasks:** The investigator player places this card by his Character card and receives a reward if he completes the instructions on it. Tasks often take multiple turns to complete and are discarded after completion. **Reminder:** Allies cannot talk to investigators that have one of that ally’s uncompleted tasks.

Only the investigator with the Story card can complete the corresponding task. Investigators may trade *Task* Story cards to other investigators in the same space during the Investigator Trading step (as if they were Exploration cards).

Performing Ally Attacks

Each time an ally performs an attack, the keeper draws the top card from the Combat deck matching the defending monster’s type. Allies always use the **top half of the card**, as if an investigator were attacking.

The player resolving the ally’s attack decides the target of the attack, as well as which weapon to use (see “Trading with Allies” on page 9). This player also makes any decisions presented on the combat card. For example, if it says “you may move 1 space,” he chooses where the ally moves (if at all).

Allies may attack monsters, investigators, and other allies. If attacking an investigator or another ally, the target is treated like a humanoid monster (i.e., draw from the humanoid combat deck and resolve the top portion of the card).

Stunned allies cannot attack.

Important: Allies **never roll dice** for skill tests. Instead, the test resolves depending on the ally’s **EXPERTISE** (see “Ally Tests” below).

Game effects that allow the keeper to make an investigator attack another investigator, such as the “Friend” Trauma card, can be used by the keeper to make an investigator attack an ally.

Ally Tests

Allies do not roll a die to perform a skill test. Instead, they pass or fail the test depending on their **EXPERTISE**.

If an ally must perform a skill test, and the ally has expertise in that skill (listed on its Character card), the ally passes the skill test. If the ally does not have expertise in that skill, the ally fails the skill test.

Example: A monster’s special attack forces an ally to test dexterity. If the defending ally has the “Dexterity” expertise listed on his Character card, he resolves the “Pass” effect. If he does not have this expertise, he resolves the “Fail” effect.

Important: Allies must perform Horror and Evade tests as if they were investigator figures, except that they automatically fail Horror and Evade tests, regardless of their expertise.

If an effect requires the ally to make a test against something other than a skill it automatically fails the test. For example if a Combat card requires the ally to test its remaining sanity, it automatically fails this test.

If a combat card deals damage based on an attribute, deal 1 damage. For example, if the card says “deal damage equal to half your strength,” this would deal 1 damage.

Ally Phase Example



2



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1. During the Keeper's turn, after resolving the Investigator Trading step, players resolve the Ally Phase. There are two allies in play, and the investigators decide that Corrina Jones will take her ally action first.
2. Harvey Walters and Jenny Barnes are both in Corrina's room. Since Corrina can only talk to one of them, they decide amongst themselves that she should talk to Harvey. Harvey draws the top card of Corrina's Story deck. Since it is a **Task**, Harvey keeps the card and Corrina cannot talk to him until this task is completed.
3. The investigators resolve Eric Colt's action. Jenny Barnes is the closest investigator, so she decides which action the ally performs. Since she is not in Eric Colt's room, he cannot talk to her. Instead, she decides to have Eric Colt perform an attack.
4. Eric Colt was traded a "Shotgun" on a previous turn; Jenny Barnes decides to have him attack the zombie in the adjacent space using the "Shotgun."
5. The keeper draws the top card of the Humanoid Combat deck, revealing a "Ranged Weapon" card. Since the "Shotgun" is a ranged weapon, they resolve this card.
6. The Combat card requires Eric Colt to test his marksmanship. Since he is an ally, the investigators refer to his Character card instead of rolling a die.

Eric Colt has expertise in marksmanship and therefore passes the test. The "pass" effect of the Combat card is resolved and the card is discarded.

Now that all allies have resolved actions, the Ally Phase is over and the keeper proceeds to his Gain Threat Step.

Ally Movement

Ally tokens only move as a result of specific card effects or abilities. When moving, allies move to adjacent spaces following the same rules for movement as investigators.

Allies **cannot move into rooms that have Lock cards**, nor can they move into hiding spaces. Allies also cannot move while stunned.

Trading with Allies

Investigators can trade Exploration and Starting Item cards to allies during the investigator trading step. Investigators may wish to trade with allies for a number of reasons, such as giving the ally a weapon to defend itself, or to fulfill certain tasks (see “Talking to an Ally” on page 7).

To trade a card to an ally, the investigator must be in the ally’s space. Then, he places the card faceup next to the ally’s Character card. Investigators cannot take Exploration or Starting Item cards **from** allies, unless allowed by a card or ability.

Allies cannot use the abilities on Exploration and Starting Item cards except when using a **Weapon** (see “Performing Ally Attacks” on page 7), or if the card specifically describes a benefit for allies.

Players may perform multiple trades during the same turn. For example an investigator can trade a card to an investigator in his space, and then that investigator can trade the card to an ally in his space.

Attacking Allies

Monsters can attack allies following the same rules as attacking investigators. Note that allies do not perform tests like investigators (see “Ally Tests” on page 7).

Investigators can attack allies following the same rules as attacking Humanoid Monsters.

Any ability that affects “figures” (i.e., does not specify monster or investigator), also affects allies. For example, the “Flamethrower” deals 4 damage to each figure in the chosen space. This affects each monster, investigator, and ally in the space.

Cards that specifically affect monsters or investigators cannot be used against allies. For example, the special Action of the “Lantern,” “Knife,” “Guitar,” “Holy Water,” “Dynamite,” and “Typewriter” cannot be used against allies because they specifically target monster figures (and are not attacks). Cards that have the **ATTACK** keyword (such as “Handcuffs” and “Shriveling”), **can** be used against allies.

Ally Damage and Horror

Allies can be dealt damage and horror from a variety of sources. All damage and horror dealt to allies is tracked by placing the damage/ horror tokens next to the ally’s Character card.

Trauma and Mythos cards cannot be played on allies.

Killed Allies

When an ally has damage tokens that equal or exceed its health, the ally is killed. Remove the ally token from the map, and it may no longer move, attack, or talk to investigators. The ally drops all of its Explorations and Starting cards in its room following the same rules for killed investigators.

Insane Allies

When an ally has horror equal to or greater than its sanity, it is insane.

During the Ally Phase, investigators may perform ally actions with insane allies as normal (see “Ally Phase” on page 7).

There are two effects that apply to insane allies as follows:

1. **Keeper Actions:** During the Keeper Action step, an insane ally is considered a monster (**instead of** an ally). For example, the keeper may move insane allies using the Command Minion Keeper Action card. The keeper **cannot** move the ally using “Frighten Villager” if it is insane nor can he attack with the ally using “Possess Villager” (because the insane ally is considered a monster, not an ally).
2. **Keeper Attacks:** During the Monster Attack step, the keeper may perform one attack with the ally (following the “Performing Ally Attacks” rules listed on page 7).

Healing Allies

Allies can be healed by any effect that can heal an investigator. The player resolving the healing effect chooses and targets an ally instead of an investigator. The player must follow all restrictions for the ability, for example, the card may require him to be in the same room as the ally.

Other Card effects that specifically apply to investigators have no effect on allies.



Status Effects on Allies

Status effects function slightly differently for allies than for investigators.

- **Stun:** A stunned ally cannot move or attack (but can talk). Each ally discards one of its stun tokens at the end of each Ally Phase step.
- **Curse:** The keeper may discard a Curse token from an ally while resolving a test to make the ally **automatically fail** the test (regardless of expertise). During combat, the keeper may wait to use the curse token until after he has read the Combat card.
- **Fire:** An ally in a room that is on fire is dealt 2 damage at the end of each Ally Phase. Fire does not affect ally movement, require horror tests, nor have additional effects on allies.
- **Darkness:** An ally in a room that is in darkness cannot perform attacks.

Allies and Feature Markers

Allies can only interact with feature markers as listed below:

- **Ladders:** Allies can use ladders when moving following the same rules as investigators.
- **Pits:** Allies must follow all rules that apply to pits.
- **Vents:** Allies **cannot** move through vents.
- **Hiding Spaces:** Allies **cannot** move into hiding spaces.

Allies **cannot** attack investigators that are in hiding spaces. (Likewise, investigators cannot attack other investigators that are in hiding spaces).

General Clarifications

This section describes minor rules clarifications. These rules override any rules listed in the *Mansions of Madness* rulebook.

Feature Marker Clarifications

Allies and investigators may move through a door that is covered by a barrier. To do so, simply remove the barrier from the door and place it in the space. Then move the ally through the door. Do not replace the barrier on the door after this movement.

There can be a maximum of one barrier marker on each door.

An investigator in a hiding space cannot be attacked by other investigators or allies.

The "Attack" Trait

Some spells and items, such as "Handcuffs," have the "Attack" trait on them. This trait signifies two important things:

1. An investigator does not need to perform an evade test to use the action printed on this card.
2. These cards may be used to attack allies (see "Performing Ally Attacks" on page 7), or other investigators if allowed by the story's special rules.

Automatically Fail

If one effect causes an investigator or ally to automatically fail a skill test, the test fails and cannot be passed for any reason. For example, if another effect also allows the test to automatically pass, the test still fails.

Unique Monsters

There is only 1 monster figure for some monsters in this expansion.

These unique monsters can be killed, but cannot be removed from the game (for example, by the "Camera" Starting Item card from the *Forbidden Alchemy* expansion).

The Dunwich Horror monster is special because it includes 3 monster tokens, but only has 1 monster figure. At the start of each game, the keeper chooses which token to use and slides it into the base. This monster's special attack requires the keeper to randomly draw one of the other two tokens to replace the token in the monster's base. The keeper may look at the token currently in the base at any time.

Unique monster figures are not considered "Named Monsters" unless specified in the story.

Automatic Kills

If an effect kills a **named monster** without dealing a specific amount of damage (for example, one of the “Shriveling” Spell cards), the effect instead deals **five damage**. If such an ability affects an ally or investigator, the ally or investigator is killed.

If the Objective card requires the investigators to kill a monster that was not given a specific name, it follows all rules for named monsters, including the rule described above.

This rule overrides the *Mansions of Madness* rulebook and should be used when playing any story (even non-*Call of the Wild* stories).

Spell Clarifications

Each investigator can have a maximum of 1 copy of the same Spell card at a time.

The “Voice of Ra” spell makes reference to “types of actions.” There are seven different types of actions: Attack, Run, Explore, Drop, Card Ability, Special Scenario Action, Feature Action.

Note that Actions with the word “Attack” are Attack actions, not Card Ability actions.

For example, the “Knife” Exploration card has two possible actions listed on it, an Attack action and a Card Ability action.

If a player’s turn ends immediately due to an effect, he cannot use “Voice of Ra.”

If a player moves using a “Levitate” spell, he may ignore pit markers in each space that he enters due to this movement.

Running out of Event Cards

If the last card in the Event deck has been resolved, and no player has won or lost the game, the game does not end. The keeper simply skips his Event Step, and players continue the game until one side has won or lost the game.

Effects that Move Investigators and Allies

Each time an effect allows an investigator player to move an investigator or ally, the investigator or ally must perform evade tests as normal (unless specifically stated otherwise). If the keeper moves an investigator or ally, the investigator or ally does not perform any evade tests, but may need to perform horror tests.

Frequently Overlooked Rules

- *Call of the Wild* Keeper Action Cards are kept **hidden** from investigators until used.
- Non-flying figures in a submerged space must move at the start of their owner’s turn (unless a boat is present). The figure is dealt 2 damage and immediately moves to an adjacent non-submerged space.
- Flying figures and investigators using boat movement may move under the Covered Bridge room.

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