

# MANSIONS OF MADNESS<sup>®</sup>

SECOND EDITION

## SANCTUM OF TWILIGHT

*Lily Chen's fist passed harmlessly through the specter. The creature's grotesquely elongated fingers slashed at her in return, but she moved around them like a river running around a stone. Her Wing Chun style could not affect the restless spirit before her, but Lily could not give up. She adjusted her stance and drew a complicated sigil in the air with her open palm. When she struck next, the creature froze. Bound as it was, it could do nothing but stare at her with vacant, angry eyes.*

*Sensing another presence, Lily pivoted, preparing to strike again. An old, fat white man in an expensive suit raised both his hands in the air with a smile. Lily halted her strike but maintained her pose. "Identify yourself," she demanded.*

*"Well"—the man's voice was gruff but contained a practiced, jovial charm—"Master Yuanjing was right. You really must have been his best student." The man slowly lowered his arms. "My name is Charlie Kane. Your old master told me you might be able to help me with a small issue here in Arkham. Have you heard of the Order of the Silver Twilight?"*

## EXPANSION OVERVIEW

*Sanctum of Twilight* is an expansion for *Mansions of Madness Second Edition* in which the wealthy and upstanding members of the Silver Twilight Lodge wield forbidden arcane powers alongside their city-wide influence. Underneath a veneer of respectability, the true Order of the Silver Twilight performs rituals with mysterious motives.

This expansion unlocks two new digital scenarios and new digital mythos events. It introduces a new type of token, Restraints. The expansion also includes new tiles, a new monster, new investigators, and new cards to be used to further expand your investigations.

## COMPONENTS

The *Sanctum of Twilight* expansion contains these components:

- 5 Map Tiles
- 2 Investigator Cards and Matching Figures
- 2 Monster Tokens and Matching Figures
- 10 Common Item Cards
- 6 Unique Item Cards
- 10 Spell Cards
- 7 Condition Cards
- 2 Damage Cards
- 2 Horror Cards
- 20 Restraint Tokens
- 10 Person Tokens
- 7 Clue Tokens
- 2 Wall Tokens

## EXPANSION ICON

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



## USING THIS EXPANSION

When playing with the *Sanctum of Twilight* expansion, add Restraint tokens, a new type of component, to the general token pool. 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

### 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.

### OVERLAPPING TILES

During the game, tiles can be placed in such a way that they overlap other tiles.

- When an overlapping tile is placed, all figures, tokens, and cards maintain their positions on the board unless an effect specifically instructs otherwise.
  - In this expansion, overlapping tiles cannot cover an entire space on the board. If a figure or card is on the part of a space that would be covered by another tile, investigators choose as a group where to move those components within that space so they are not covered by the overlapping tile.
- Any part of a tile underneath another tile is no longer part of the board.
- Investigators follow the normal rules of movement when moving into or out of spaces on overlapping tiles.

### RESTRAINT

Various game effects cause investigators to place Restraints.

- A monster in a space that contains a Restraint does not need to be evaded.
- Spaces can contain multiple Restraints.
- When a monster activates, investigators as a group may choose to discard a Restraint from the monster's space. If they do, the monster forfeits its movement.
- When investigators discard a Restraint, it is returned to the Restraint pool.
- Restraints are not possessions. They cannot be picked up, dropped, or traded.



*Restraint Token*



## CREDITS

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