

THIRTEEN GHOSTS OF BRIGMORE MANOR

Materials:

- ❖ Deck of cards
- ❖ 2D8
- ❖ Pens/paper to keep track of stats/items

Goal: Exorcise All 13 Ghosts

Character Creation:

- ❖ Pick two objects. One is your phobia (no duplicates) and the other is faith
- ❖ Fear counter starts at 0, flee the mansion at 25

Moving:

- ❖ You may only move one space at a time in any direction to enter a new room
- ❖ Place a random card on the table to build the map of the mansion

The Cards:

Hearts - Items that can counter fear. Single-use against any attack (item or ghost)

Diamonds - One-use weapons.

Clubs - Items that inflict fear damage once.

Spades - Ghosts (manifest as player's fear) 👻

Rank is Power (J-11, Q-12, K-13, A-20) 💪

Card power is halved if they don't relate to your character.

You must make up lore for everything you encounter.

Flip card over after the encounter resolves.

Jokers are wild card events, on a red joker, come up with a nice event, if it's black, make it spooky.

Fighting:

Roll 2d8 and add any used weapon's power. If the total beats the ghost's power, you win. Otherwise, add difference to your fear.

