

MANSIONS OF MADNESS[®]

SECOND EDITION

PATH OF THE SERPENT

Daniela swore as the smooth handle of the machete slipped around in her sweat-covered hand as the blade got tangled in the vines. "You didn't tell me the jungle would fight back so much, Ursula."

Ursula just laughed, her pretty smile making Daniela flush as she clumsily pulled the machete free. Ursula pointed to her hand. "If you keep gripping it that tightly, you'll get blisters. Grip it with your thumb and forefinger and let gravity do most of the swing work for you. Come here, I'll show—"

"Lesson's over," Leo called from where he was helping the old man, Norman, navigate a tangle of kapok roots. "We have five miles to go before nightfall. We can't afford to keep dilly-dallying."

The twang of a bow was the only warning before primitive arrows flew into the clearing! Strange creatures—like humanoid snakes with long tails in place of legs—slithered from between the thick, towering trees.

"You trespassss too far," one hissed. "You will not leave thisss jungle alive." The creature nocked another arrow, but two gunshots rang out and the creature fell, dead.

Leo aimed his smoking pistol at another one of the creatures. "Remember, we still have five miles yet. We better make this quick."

Ursula drew out her survival knife. Norman was flipping through a thin book and muttering. As one of the snakes charged, Daniela took a deep breath, loosened her grip, and raised the machete.

EXPANSION OVERVIEW

Path of the Serpent is an expansion for *Mansions of Madness Second Edition* in which investigators find threats in the jungle more dangerous than a dwindling water supply or starving jaguar. In the darkness between the trees, a deadly predator stalks its next meal. An ancient temple rises from the green, where no human hands ever worked to craft it. Even Arkham is not safe when a sudden rumble transforms one New England manor into an impossible tropical landscape.

This expansion unlocks three new scenarios, new mythos events, and a new puzzle. It introduces a new type of feature token, Overgrowth / Rubble. The expansion also includes new tiles, monsters, investigators, and cards to further expand your investigations.

EXPANSION ICON

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



COMPONENTS

The *Path of the Serpent* expansion contains these components:

- 17 Map Tiles
- 4 Investigator Cards and Matching Figures
- 8 Monster Tokens and Matching Figures
- 16 Common Item Cards
- 5 Unique Item Cards
- 15 Spell Cards
- 12 Condition Cards
- 3 Damage Cards
- 3 Horror Cards
- 5 Person Tokens
- 27 Overgrowth / Rubble Tokens
- 8 Door Tokens
- 8 Wall Tokens

ASSEMBLING MONSTERS

The Ancient Basilisk figure comes in four pieces that must be assembled as shown below. Allow any glue used in the process of assembly to dry before attaching the Ancient Basilisk to its base.



Ancient Basilisk during assembly



Ancient Basilisk after assembly

Players must use glue to attach the Ancient Basilisk figure to the large base and the Temple Guardian figures to the medium bases. We recommend super glue to assemble these figures quickly. Players should read all safety instructions included with any glue or other hobby materials they choose to use for assembly. Finally, attach all other monster figures to the small bases.

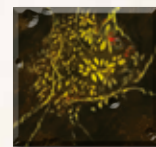
USING THIS EXPANSION

When playing with the *Path of the Serpent* expansion, add Overgrowth / Rubble tokens 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

OVERGROWTH

Overgrowth is a feature that represents thick, tangled foliage that works against the investigators.

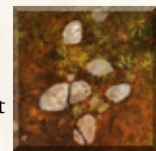


Overgrowth Token

- When an investigator would move out of a space containing Overgrowth, they must test their observation (👁️). The difficulty of the test is equal to the number of Overgrowth tokens in the investigator's space. If they pass, they move out of the space with no additional effect. If they fail, that investigator drops one random Item, then moves out of the space.
- When an investigator with a *Bladed Weapon* moves into a space containing Overgrowth, they may discard one Overgrowth token from that space.
- As an action, an investigator with a *Bladed Weapon* may discard all Overgrowth tokens from their space.
- When Fire is placed in a space that contains Overgrowth, discard all Overgrowth tokens from that space.
- Overgrowth cannot be placed in a space containing Fire.

RUBBLE

Rubble is a feature that represents large amounts of crumbling stone that hinder the investigators.



Rubble Token

- An investigator in a space containing Rubble cannot perform the Search, Explore, or Interact actions.
- When an investigator with a *Heavy Weapon* moves into a space containing Rubble, they may discard one Rubble token from that space.
- As an action, an investigator may attempt to remove Rubble by testing their strength (💪). For each success result (🎲) they roll, they may discard one Rubble token from their space. If that investigator has a *Heavy Weapon*, they may instead discard all Rubble tokens from their space, regardless of their test result.

RING PUZZLE

A ring puzzle is a type of puzzle in which an investigator attempts to align matching symbols across four concentric rings.

- There are three outer rings and one inner ring. Each ring has six sections that contain one symbol.
 - Each ring contains the same symbols in the same order, but some of the symbols are hidden (1). The identities of hidden symbols must be deduced by the player.
 - Each symbol may be used any number of times.
- As a puzzle step, an investigator can rotate any of the three outer rings by selecting that ring, then tapping the arrow on the right hand of the screen in the direction they would like the piece to rotate (2).
- A ring rotates one section at a time.
- The inner ring (3) cannot be rotated.



- The puzzle is solved when the outer rings are in the same position as the inner ring, so that each matching symbol, hidden or not, is aligned, as in the example shown below.



FREQUENTLY ASKED QUESTIONS

Q. Can Daniela use her ability even when another investigator solves a puzzle?

A. Yes.

Q. Does Leo's ability allow an investigator to move one space even if they're not within range?

A. Yes.

Q. Do the Walls and Doors in this expansion work exactly like the Walls and Doors in the base game?

A. Yes.

Q. Can the Walls and Doors in this expansion be used interchangeably with the Walls and Doors in the base game?

A. Yes.



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