



THE ESOTERIC ORDER OF GAMERS

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EsotericOrderGamers

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Game:	GLOOM 1st Edition
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Print on card (ensure you are printing at 100% scale)
laminate and trim to size.

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Gloom

Setup

Each player chooses one of the 4 **families** (*Castle Slogar*, *Hemlock Hall*, *Dark's Den of Deformity* or *Blackwater Watch*) and places the 5 **Character cards** with the corresponding symbol face up in front of him. Unchosen families are not used.

Shuffle the rest of the cards and place them facedown as the **draw pile**. Each player draws **5 cards** to make a starting hand. If the pile runs out, shuffle the discards to make a new one. The player who has had the worst day goes first and play continues clockwise.

Turn Order

On your turn, **play or discard up to 2 cards**, then **draw back up to your current draw limit** (usually 5 cards). You are not forced to discard cards and cannot draw if you have over your draw limit. A *'free play'* does not count towards your 2 standard plays.

First play: Play or discard any 1 card from your hand, or pass.

Second play: Play any card except an *Untimely Death*, or discard 1 card from your hand, or pass.

Card Types

Characters have *Modifier* cards placed on top of them to change their *Self-Worth* scores, and *Untimely Death* cards can be played on characters with negative scores to secure those scores until the end of the game.

Modifiers are played on top of your own or other players' Character cards to contribute *Pathos* points to the Character's *Self-Worth* score, add a *Story Icon*, or give it a *Special Effect*. If a new card covers up previous points, icons or special effects they are overridden.



Beast



Blank



Death



Duck



Goblet



Lucre



Marriage

Story Icons



Special Effects always apply to the player controlling the character to which the Modifier is attached. *Story Icons* may interact with other cards.



Events trigger an immediate special effect and are then discarded.

Untimely Death cards may be played during your first play onto *any* Character with a current *Self-Worth* score less than 0. The Character is then turned over to the deceased side with the *Untimely Death* card on top of it and the pile is set aside. It may no longer have Modifier cards played on it, and only a few Event cards affect dead characters.

Winning

The game ends when one family has been completely eliminated. The player with the *lowest* number of total visible Pathos points on their *dead* family members—his *Family Value*—wins.

Unhappy Homes

Residence cards are each placed near their related family at the start of the game. **Mystery** cards can only be played on any *Residence* as either of your 2 plays. It gives that Residence player a special effect and Pathos points. A Mystery remains even if the requirements for playing it are lost, and you may discard one from your hand as a free play.

Unwelcome Guests

Unwelcome Guests Deal 1 or more *Unwelcome Guests* faceup at the start of the game. Guests 'follow' the card types noted on them. No matter where it currently is, a living Guest and all *Modifiers* on it immediately moves to join the family of the character on which one of its 'trigger' cards is played. It is considered a member of that family until it moves again.

Persistent Effect icons indicate the special effect continues being active even if covered by another card; it ends only when the attached character is killed.

Unfortunate Expeditions

Unfortunate Expeditions Set these cards to one side. When you play a *Modifier* or *Untimely Death* with an **Expedition** symbol, resolve the card's immediate effects, then place that color Expedition in the center of the table. Only one can be in play at a time, so it replaces any current Expedition. The Expedition's rules affect all players as long as it is in play.





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Cards: Basic Set

Events



Body Thief
A Tragic Misunderstanding
To Be Or Not To Be
A Stormy Night
The Root Of All Evil
A Second Chance
Misfortune Favors The Old
Til Death Do Us Part
Smoke And Mirrors
Twist Of Fate
A Chance To Begin Again
An Unpleasant Surprise

Untimely Deaths

Ran Out Of Air
Fell From On High
Died Without Cares
Was Eaten By Bears
Was Baked Into A Pie
Died Of Despair
Was Slain By An Heir
Was Devoured By Weasles
Was Choked By A Tie
Died Old And Alone
Was Pushed Down The Stairs
Choked On A Bone
Was Torn Limb From Limb
Was Consumed From Within
Was Overcome By The Measles
Never Returned
Was Burnt By A Mob
Drank Too Much Rye
Drowned In A Bog
Was Badly Burned

Modifiers

Was Blessed By The Bishop
Found Love On The Lake
Was Married Magnificently
Was Wonderously Well Wed
Was Delighted By Ducklings
Was Crippled By Creditors
Was Written Out Of The Will
Was Clever At Cards
Was Swindled By A Salesman
Landed A Legacy
Stole From A Stiff
Was Perturbed By The Pudding
Found Maggots In The Meat
Was Ruined By Rum
Found Fame At A Feast
Was Sickened By Salmon
Was Diverted By Drink
Was Driven To Drink
Starved In A Storm
Was Plagued By The Pox
Was Distressed By Dysentery
Was Greeted By Ghosts
Was Hunted By Horrors
Was Galled By Gangrene
Was Jinxed By Gypsies
Was Pestered By Poltergeists
Grew Old Without Grace
Contracted Consumption
Went Mildly Mad
Was Burdened By Boils
Was Mauled By A Manatee
Was Pierced By Porcupines
Was Marooned On The Moors
Was Terrified By Topiary





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Cards: Basic Set (continued)

Was Charmed By The Circus

Was Wounded By Wasps

Was Startled By Snakes

Was Pursued By Poodles

Was Menaced By Mice

Was Popular In Parliament

Had A Picnic In The Park

Was Chased By Children

Was Scarred By Scandals

Was Beaten By Beggars

Was Shunned By Society

Broke Many Bones

Was Put Into Prison

Was Trapped On A Train

Fell Down A Well

Was Cursed By The Queen

Was Mocked By Midgets

Was The Toast Of The Town

Was Chastised By The Church

Slept Without Sorrows

Was Disgraced At A Dance

Was Widowed At The Wedding

Suffered From Sores

Was Taunted By Tigers

Family (Hemlock Hall)

Lord Wellington-Smythe

Lola Wellington-Smythe

Goody Zarr

The Twins

Butterfield

Family (Dark's Den Of Deformity)

Darius Dark

Elissandre Deville

Thumbelisa

Samson O'toole

Mister Giggles

Family (Castle Slogar)

Lord Slogar

Elias E. Gorr

Grogar

Melissa Slogar

Professor Helena Slogar

Family (Blackwater Watch)

Angel

Balthazar

The Old Dam

Cousin Mordecai

Willem Stark





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Cards: Unhappy Homes

Events

Those Meddling Kids
A Cunning Plan
A Noble, Stupid Sacrifice
The Butler Did It
Digging Up The Past
Lucky Stiff

Untimely Deaths

Was Squashed By A Shoggoth
Was Boiled In Broth
Was Drowned By A Duck
Ran Out Of Luck
Disappeared In The Fog
Was Done In By A Twin

Modifiers

Was Knighted By Nincompoops
Was Comforted By Cocoa
Was Praised In The Papers
Starred On The Stage
Dallied With Dignitaries
Dined With The Duke
Was Spurned By A Spinster
Was Addled By Absinthe
Was Poisoned By Penguins
Was Tortured By Toddlers
Was Tickled By Tentacles
Was Robbed By Rascals
Was Mangled By Mimes
Washumbled By Hosting
Was Vexed By Vampires
Was Frightened By Fungus

Fell In Love With A Leper
Was Bedeviled By Doctors
Was Badly Betrothed
Was Betrayed By The Butler
Was Tried For Treason

Mysteries



And The Spurious Tricycle
And The Daring Detectives
And The Thing In The Attic
And The Sinister Surprise
And The Mournful Muse
And The Deadly Dress
And The Fatal Feast
And The Teatime Terror
And The Menacing Menagerie
And The Horrid Hospital
And The Hidden Hoard
And The Morbid Museum

Family (Le Canard Noir)

Marie Delacroix
Rosseau
Simon Simone
James Dewinter
Belladonna

Residences

Le Canard Noir
Castle Slogar
Hemlock Hall
Dark's Den Of Deformity
Blackwater Watch





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Cards: Unwelcome Guests

Events

Dead Man's Party
Fickle Friends
Haunted Housewarming
The Malevolent Masquerade
Suspicious Departure
Traveler's Troubles
Unfashionably Late

Untimely Deaths

Was Killed With Kindness
Was Shot In A Duel
Was Mixed Into The Gruel
Was Slain By The Host
Was Last Seen On The Coast
Slept With The Fishes
Fell Prey To Ill Wishes
Was Killed For A Jewel

Modifiers

Was Bothered By Banshees
Borrowed From Bootleggers
Was Captured By Constables
Was Cheated By Chums
Was Condemned By The Court
Was Crammed Full Of Crumpets
Was Detained By Detectives
Was Deprived Of Desert
Was Doomed By Debauchery
Was Fined By The Feds
Was Harassed By Houseguests
Was Looted By The Lodgers
Was Masticated By Mastiffs

Was Muddled By Morphine
Was Nagged By Nightmares
Was Pelted With Produce
Stabbed A Stranger
Took Ill At Teatime
Was Persuaded By Parrots
Was Seduced By A Strumpet
Was Tormented By Ticks
Wanted To Wander
Brought In A Boarder
Regaled A Relative
Lured A Lover
Purchased A Peerage
Was Rescued By Rodents
Was Spoiled By Spooks
Had A Tryst On A Train

Family (Malone Mob)



Boils Malone
Bulletproof Bonnie
Chopper Johnson
Little Miss Mina
Pencils Pierre

Residences

The Broken Arms

Unwelcome Guests

Unhappy Holmes
Whiskers
The Poor Relations
The Woeful Widow
The Loathsome Uncle





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Cards: Unfortunate Expeditions

Events

A Curious Curse
An Expeditious Retreat
Lucky Ticket
Turning the Tables
Jungle Fever
Mystery Tour
Ghost Ship

Was Pummeled By Pygmies
Was Scared By Scarabs
Was Shanghaied By Shipmates
Stowed Away On A Steamer
Suffered On Safari
Tarried In A Tar Pit
Took A Tragic Tour
Was Trapped In A Tomb
Was Zonked By A Zombie
Befriended A Bedouin
Bribed The Bartender
Cracked The Code
Discovered A Diamond
Eloped With Edward
Found A Fine Fossil
Married A Mermaid
Supped With A Shiekh

Untimely Deaths

Went Down With the Ship
Cashed In His Last Chip
Was Shredded By A Shark
Disappeared In The Dark
Was Sautéed By Savages
Was Crushed By Cabbages
Was Interred In Style

Modifiers

Was Abducted By Apes
Was Belittled By Bellhops
Brawled In A Bar
Was Cornered By Cultists
Consumed A Companion
Cooked With Cannibals
Crashed On A Cruise
Was Disdained By Dodos
Was Dragged Off By Dingos
Disgruntled A Dinosaur
Was Gulled By A Guide
Mortified A Mummy
Played Host To A Parasite
Plundered A Pyramid

Family (Bumpersnoots)



Colonel Bumpersnoot
Lady Bumpersnoot
Little Timmy
Rascal
Bopobodongo

Residences

The Baobab

Expeditions

Secret Jungle of Secrets (Green)
Bermuda Quadrangle (Blue)
Deserted Desert (Yellow)
Edward's (Red)





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Cards: Unquiet Dead

Events

Brain Transplant
Gravedigging
Monster Mash
Plot Twist
Release the Hounds
Terrible Offer
Twice as Bright

Untimely Deaths

Went Down With A Curse
And Then It Got Worse
Became A Light Snack
Took It With Them
Was Run Down By The Pack

Modifiers

Had the dean for dinner
Made a match from scratch
Slept in Sleepy Hollow
Partook of a potion
Relaxed with a raven
Twinkled at twilight
Visited Van Helsing
Was wed to a werewolf
Crept through a crypt
Drank with Dracula
Forged a fortune
Had to hide from Hyde
Heard a hidden beast
Hit on a hunchback

Insulted the Institute
Lingered in the lagoon
Manufactured a monster
Preyed on the peasants
Reanimated a relative
Snacked on spiders
Terrified the townspeople
Was battered in the belfry
Was captivated by a Count
Was confined in a coffin
Was fixed by Frankenstein
Was scorned by schoolmates
Was fooled by a phantom
Was worried about wolves
Went mad in the moonlight

Undead Modifiers

Invented invisibility
Awoke as a wereduck
Became a bloodsucker
Got rather ghoulish
Was masterfully mummified
Was preserved by a painting
Wouldn't give up the ghost

Stories

The Aisle of Dr. Moreau
The Doodle of Dorian Gray
The Icebox of Dr. Caligari
The Tattle-Tale Heart
Grave Expectations



RIP



Pumpkin