



# WHEN THE WORLD ENDS

- 5-9 TOKENS: GIVE A SHORT ANSWER, IF YOU HAVE ONE.
- 10 OR MORE TOKENS: GIVE A 1 SENTENCE ANSWER, IF

YOU HAVE ONE. THE CONCIERGE DRAWS A SKULL ON A SHELF.

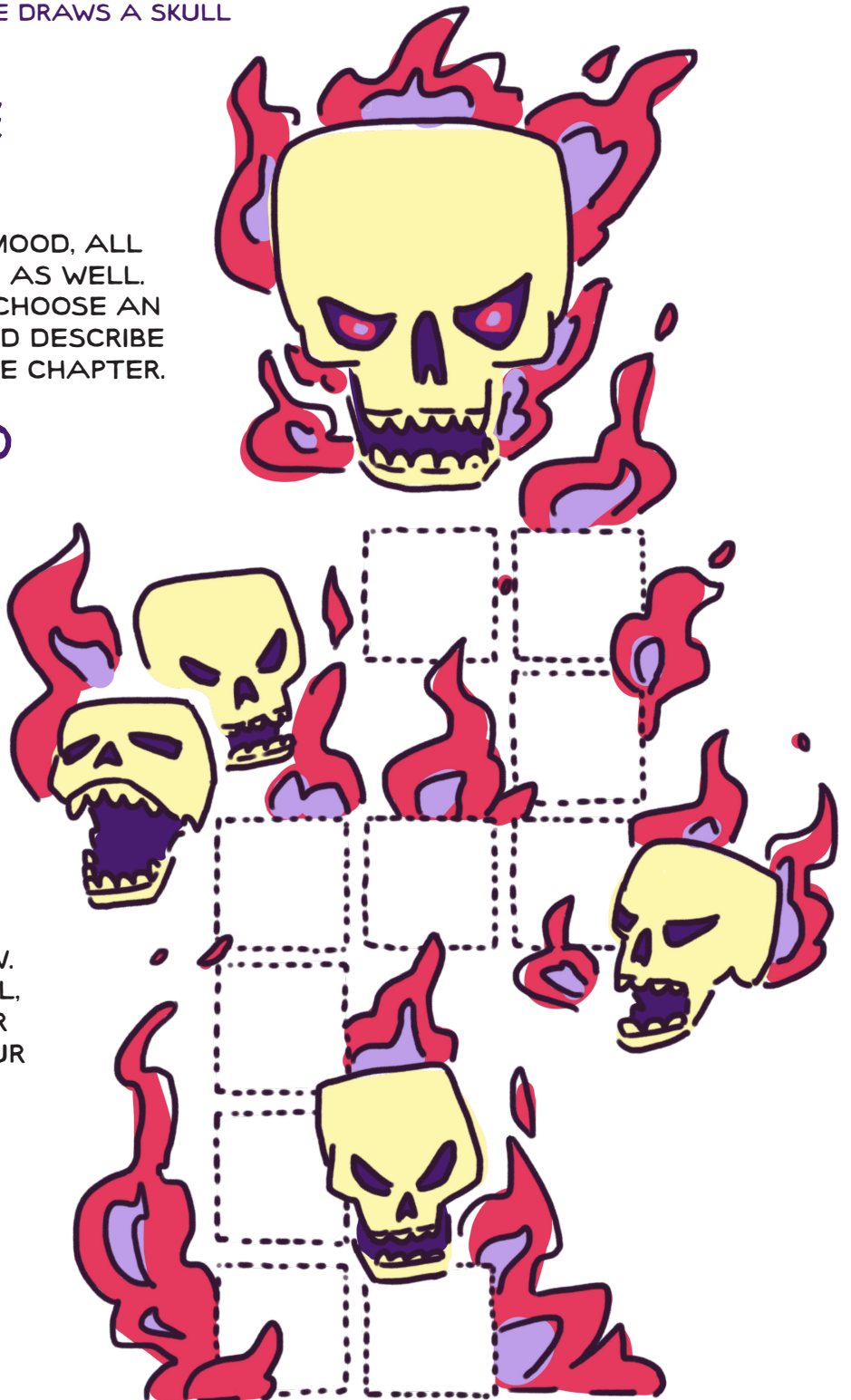
## DURING EERIE MOODS

IN CHAPTERS IN THE EERIE MOOD, ALL TENS BECOME OMEN CARDS, AS WELL. WHENEVER A 10 IS DRAWN, CHOOSE AN ESCHATOLOGICAL OMEN AND DESCRIBE HOW IT APPEARS WITHIN THE CHAPTER.

## THE ROAD TO SALVATION

AT THE END OF EACH CHAPTER, WE CAN PUT ANY MEMENTOS WE EARNED INTO THE ROAD TO SALVATION. IF WE DON'T, WE CHOOSE A NEW ESCHATOLOGICAL OMEN TO MANIFEST.

ONCE THE ROAD TO SALVATION FILLS ALL THE WAY UP WITH MEMENTOS, YAZEBA FIXES EVERYTHING AND DOESN'T TELL US HOW. THINGS GO BACK TO NORMAL, BUT LEAVE SOME INDICATOR OF THE APOCALYPSE ON YOUR CHARACTER SHEET.



# WHEN THE WORLD ENDS

## ESCHATOLOGICAL OMENS

AS THE WORLD STARTS TO END, CHOOSE 3 ESCHATOLOGICAL OMENS OR INVENT YOUR OWN.

- EVERY CHANNEL IS STATIC, EXCEPT FOR THE BORING NEWS REPORTS, WHICH GROW INCREASINGLY FRANTIC.
- LOCUSTS COVER EVERY OUTSIDE SURFACE, DROWNING OUT CONVERSATIONS AND GETTING STUCK IN PEOPLE'S HAIR.
- THE SKY HAS TURNED RED AND HAZY, AND THE SUN IS LIKE A MASSIVE FURIOUS EYE STARING DOWN AT THE WORLD WITH CRUEL INTENTIONS.
- A GROUP OF RUFFIANS AND RAIDERS, BEDECKED IN GASMASKS, HOCKEY GEAR, AND SPIKED CARS, ARE DEMANDING A TITHE FOR THE SKULL KING.
- THE TASTE OF ASH IS ON THE WIND, AND THE HORIZON LOOKS LIKE IT'S ON FIRE.
- THERE ARE NO STARS AT NIGHT. THE MOON HAS FLED.
- VEILRIDGE HAS BEEN NEARLY ABANDONED, AND THE FEW FOLKS STAYING THERE ARE HIDING OUT.
- SOMETHING LIKE A DINOSAUR IS LURKING ON THE ROAD INTO TOWN.
- HEY KID'S HEAD HURTS ALL THE TIME, AND THEIR DREAMS ARE FILLED WITH PROPHETIC VISIONS OF A BLOODY FLAMING SKULL-CARVED THRONE.
- THERE ARE A LOT OF SKELETONS EVERYWHERE AND NONE OF THEM ARE PLAYING THE XYLOPHONE.

## DURING RELAXED MOODS

IN CHAPTERS IN THE RELAXED MOOD, HALF OF THE LEFTOVERS AT THE END OF THE CHAPTER (ROUNDED UP) GO STRAIGHT INTO THE TRASH. (WE CAN SPEND THE REST AS NORMAL.) ADDITIONALLY, EVERYONE HAS THE WHOOPSIE "RUIN THE MOOD WITH ANGER, DREAD, OR SORROW."

## DURING FRANTIC MOODS

IN CHAPTERS IN THE FRANTIC MOOD, IT TAKES EIGHT CHAOS COINS TO AUTOMATICALLY SUCCEED, INSTEAD OF FIVE. EVERYONE HAS THE WHOOPSIE "FREAK OUT ABOUT AN ESCHATOLOGICAL OMEN."

## DURING PENSIVE MOODS

IN CHAPTERS IN THE PENSIVE MOOD, THERE IS ALWAYS AN ADDITIONAL QUESTION: "HOW DO I FEEL ABOUT THE END OF THE WORLD?" WHEN THE CHAPTER ENDS, EVERYONE GOES AROUND AND GIVES AN ANSWER TO THE QUESTION BASED ON HOW MANY TOKENS THE QUESTION HAS.

- LESS THAN 5 TOKENS: LIE TO EVERYONE ELSE ABOUT HOW YOU FEEL.

# THE CACODÆMON

A TERRIBLE, WICKED CREATURE THAT  
LIVES IN THE FORBIDDEN OUTHOUSE,  
WHO USES IT/ITS PRONOUNS

**PICK ME:** Always, for every single chapter, if you have opened The Black Envelope With The Red Wax Seal before the book told you to.

## THREE FUN FACTS ABOUT ME:

- ☉ I have been imprisoned in the outhouse for ONE THOUSAND of ONE YEAR for pestering Yazeba and breaking every B&B rule at the same time. Thank you for releasing me! We're going to be BEST FRIENDS???
- ☉ I am a dæmon from the furthest depths of Heck (not to be mixed up with Hell!), but I was kicked out for eating too LOUDLY?!
- ☉ I know everything about Hey Kid's parents and destiny and role in the Apocalypse, and I'm NOT TELLING, but I WILL hint about it until they cry!



## BINGOS:

- ★ Drive away someone's other problems.
- ★ Run somewhere and get there first.
- ★ Devise an elaborate scheme (*and give anyone who helps out an extra Leftover after the Chapter*).
- ★ Encourage someone else's most childish impulses (*and give them an extra Leftover after the Chapter if they cause problems with you*).

## WHOOPSIES:

- ✦ Do an energetic and vexing dance.
- ✦ Repeat someone else's joke, but louder and in a weirder voice.
- ✦ Smear paint and goop all over the walls of the Bed & Breakfast (*which will cost someone a Leftover to clean up at the end of the Chapter*).
- ✦ Inflict someone with an unbearable earworm (*which they can only forget by spending a Leftover at the end of the Chapter*).

MY JOURNEY



At the end of a Chapter, anyone may use their Leftovers to fill in the outside of my Banishing Circle, taking turns as I spend my Leftovers to erase them. When it's filled and the B&B has earned a Memento, you may place it in the center of my circle to seal me inside it, and put me back in the outhouse. If you miss me, you may take me out for a Chapter without releasing me again. I don't want a new journey, though.

# THE JECKERYNNE

AN ENORMOUS BEAST IN THE FORM OF A BIRD, WHO USES IT/ITS OR HE/HIM PRONOUNS



**PICK ME IF:** All should fear the falling of your shadow, you portend doom upon all those with more honor than sense, you're feeling too edgy for anyone else.

## THREE FUN FACTS ABOUT ME:

- ☉ I was a wizard, once, before the Wicker War. I faced Parish, there in his full panoply and armament, but the Coldest Bell sounded before either of us stood victorious.
- ☉ I was forced to flee to the darkest corners of the world, hunted by the Starving King and his pack of shadows, and it was in these wretched hours that I lost all sight of who I once was and what I could have been.
- ☉ I can taste on the wind when the tower teeters, the bridge wavers, when courage fails or arrows fall. I am drawn there, to witness and gloat, and scavenge what remains.

## BINGOS:

- ★ Descend abruptly from above.
- ★ Share the wisdom of talon and fang.
- ★ Give away a small piece of my vast magical hoard, and explain what this artifact does.
- ★ Experience a brief moment of care and humanity, before slipping back into monstrosity.

## WHOOPSIES:

- 🦋 Take something beautiful, soft, or beloved, and shred it into a thousand pieces.
- 🦋 Twist another's words or actions into their most malicious form.
- 🦋 Shed loose feathers everywhere, while screeching and cawing.
- 🦋 Brood.

## MY JOURNEY

At the end of each Chapter, if I have devoured another Guest, I will depart the Bed & Breakfast with them inside my stomach. Attach their character sheet to mine. If Parish or another brave soul can trick me into speaking my true name, I'll release all of the guests I have eaten, give the Bed & Breakfast a 📖 *Book of Magic*, and flee—never to return unless I rediscover my human form.

# CHAPTER *Monday's Game*



**WITH** WITH YAZEBA, MONDAY, THE SIGNATORY  
TO THE HEARTLESS CONTRACT, AND ANYONE  
WILLING TO FACE DANGER TO SAVE THEM

*In which Yazeba and her friends must play a  
fairy's game against a heart's thief.*

Walking through Monday's house was a tour in dashed hopes. Over in the parlor, a landscape painting took up most of their living room; the artist was desperate to capture the last rays of sunlight on the hill where she met her now-deceased wife. A record played a tune sung by a turn-of-the-century aspiring starlet, hoping in vain to compose the next big breakout hit. Even their loungewear once belonged to a French emperor, worn days before the revolution. And, the *pièce de résistance*, their newest purchase, an innocent and perfect beating heart, sealed in a bell jar atop their mantelpiece.

Monday would gladly tell you: the desperation of impending failure had a flavor sweeter than any nectar.

Monday was unused to visitors. Their house was perched atop a desolate cliffside, surrounded by sharp rocks and scattered shipwrecks. Its location was a secret, and one could only pass through the mist covering at precisely sunrise atop the back of a nine-eyed magpie. The only key that could open the front gate was woven from sunbeams and shaved hair, and only Monday knew the lime-fick that would quiet the manticore that guarded the door.

So one could only imagine their surprise when they heard a thunderous knocking on their door. When they peeped through the keyhole, the figure darkening their welcome mat sent a shiver down to their core.

Monday donned a perfect smile before opening the door wide. "Why, if it isn't the wonderful witch Yazeba! It's *such* a pleasure to see you. What brings you to my humble address?"

Yazeba's fur coat filled the doorway, blocking out the twilight (and the only route of escape). Monday almost didn't notice the sniveling sycophants, goons, and has-beens hiding in her shadow.

She ashed her cigar over the threshold of their home and grouched, "Fae afire, Monday, cut the crap. You know *exactly* why I'm here."

“Let me welcome you in, then,” Monday said, their smile slipping for a moment to reveal hundreds of needle-thin teeth. “I’ll put on a kettle.”

They all filed in, and waited awkwardly for the fairy to fix them tea. Yazeba perched at the edge of the antique couch in Monday’s living room, scowling into the porcelain teacup they brought her.

“The heart, Monday. Return it.”

Monday seated themselves in a velvet armchair to compose themselves. The sizzling fire in the hearth cast long shadows across their cold face. “A deal is a deal, Yazeba. You know that. So I suppose the question is... return it, *or what?*”

The witch’s eyes blazed brighter than any flame, and with one furious exhale the entire room filled with smoke from her cigar.

“Or, I will strike you down, Monday. I’ll bring the Starving King and his pack of shadows to your door. I will shred your little Night Market into matchsticks and confetti. Fates afire, I’ll mangle the calendar itself, if that’s what it takes to erase every last trace of you from the world!” she fumed. Even her allies flinched away from her on the sofa.

Monday sipped their tea while considering Yazeba’s threat. It was a grave thing, to spit in someone’s eye in their own home like this. For anyone else, overstepping the Old Ways of Hospitality like that would mean certain defeat...

...but for her?

Neither the fairy nor the witch knew exactly what would happen next.

“Well,” Monday sighed, and the light of the hearth went out, plunging the room into an inky darkness. Everyone’s seats tilted beneath them, as if Monday’s furniture were bobbing on a starless sea.

“This isn’t your low-rent motel, my dears. This is *my* house. You want the heart back in one piece? Let’s make another deal.”



## ***WELCOME TO MY GAME***

Before this Chapter starts, we’ll shuffle a deck of cards and put it where everyone can reach them. In this Chapter everyone takes turns going around the table, with Monday going first.

**On each of Monday’s turns,** they do either a Bingo or a Whoopsie and draw three cards, keeping them face down and hidden from the rest of the table. Then, they choose:

- Make someone an Offer (see “Monday’s Offers”).
- Rescind an Offer that has gone unaddressed (if there are two or more Offers on the table).
- Draw another three cards, perhaps while making fun of Yazeba or her flunkies.

**On each of the other players' turns**, that player chooses one:

- Do a Bingo or a Whoopsie and flip cards until you reveal an Omen card (a Jack, Queen, King, or Ace). Collect all of the cards you reveal, and leave them face-up in front of you.
- Address an Offer that Monday has made you, if you have the cards for it (see "*Monday's Offers.*")
- Make Monday a Counter-Offer, if you have the cards for it (see "*Counter-Negotiations.*")

## **MONDAY'S OFFERS**

To make an offer, Monday chooses a card, places it face down in front of any other player, and names that card's Suit (but not its value). As they do, they promise them the following:

- **Hearts:** Monday offers to grant another wish.
- **Diamonds:** Monday offers one of the many fabulous treasures they have lying around.
- **Clubs:** Monday offers answers to an as-yet-unrevealed secret, such as the location of Yazeba's old heart, the truth behind the arson at the Everyone Hostel, who Silkwhisper once was, etc.
- **Spades:** Monday offers a threat of violence.

On their own turn, Monday's victim may **address an offer** by choosing a card of the same suit from among those they've collected (ex. if Monday offered Diamonds, one may only address the offer with a Diamond). Both players then reveal their cards simultaneously, and determine which card has the higher value. Aces are the highest value, although they may be beaten by twos.

If the victim's card beats Monday's, they've seen through Monday's facade and understand the promise — like Monday herself — to be nothing more than glitz and glammers. Return both cards to the box, and cross out one of Monday's Bingos or Whoopsies.

If Monday's card beats the victim's, their promise was *true*. Whether the victim denied it or not, Monday will describe how they've turned it against them, then add both cards to a Fairy Ring around the deck.

On Monday's turn, if there are two or more Offers on the table, they can make a victim's decision for them and rescind one of them, revealing the card and adding it to a Fairy Ring around the deck. We'll never know if they were lying.

## **COUNTER-NEGOTIATIONS**

Yazeba and friends didn't come here to stand around and entertain a pompous fairy's empty promises. They came to get their friend's heart back, and on their turn, they can choose to address one of Monday's offers to them, or they may put forward one of their cards to make a Counteroffer.

- ② **Hearts:** Make an emotional appeal to what good there is in Monday, or demonstrate how you and your friends won't ever give up.
- ② **Diamonds:** Smash some of Monday's pointlessly tragic treasures, looking for the bartered heart.
- ② **Clubs:** Try to make enough sense of fairy logic to twist the contract, point out a loophole, or bind Monday to their own rules.
- ② **Spades:** Take direct physical action against Monday.

Monday must immediately defend against a Counteroffer by playing a face down card against it. They can choose either to play the same suit (playing it straight), or a different suit (making a bluff). Monday then asks: "*Do you think I'm bluffing?*"

Whoever made the Counteroffer needs to decide:

- ② If they say no, and believe in Monday's power, Monday describes how they, their house, and their treasures resist the intruders, then returns both cards to the box.

If they say yes, and doubt Monday's power, reveal the defending card:

- ② If the suit matches, then Monday is stronger than they expected. They describe how they, their house, and their treasures resist the intruders, then takes both cards for their hand.
- ② If the suit doesn't match, you see through their posturing and their defenses falter: Whoever made the Counteroffer does a Bingo about it, and crosses out one of Monday's Bingos or Whoopsies. Both cards go back in the box.

## ***POWERFUL WITCHCRAFT***

For Yazeba, who wields magic like a cudgel, Clubs are wild. She can declare Clubs cards to be any other suit when addressing one of Monday's Offers to her or issuing a Counteroffer of her own. She wins ties.

## ***THE FINE PRINT***

Monday bears some modicum of power over whoever bears the Heartless Contract. *Exactly once*, when the contract's signatory reveals cards from the deck on their turn, Monday can choose to steal one of them.

## ***THROUGH THE FAIRY RING***

If Monday manages to place six cards in a Fairy Ring around the deck, they can escape to fairyland along with the bartered heart, their treasures, and their entire house. They get a chance to gloat before dumping Yazeba and her friends in the wilderness where their house was, and the Chapter ends. Lock Monday's Game, although we can start a Miscellaneous Track that's 13 segments long to find Monday's house and Unlock it again. Hold on to any Omen cards you've collected as Leftovers for Housekeeping.

# PIERCED GLAMOURS

As Yazeba and her friends navigate Monday's trickery, they begin to see them for what they really are. They need to cross off all of Monday's Bingos and Whoopsies, keeping them from using their fairy deceptions.




If Monday starts to feel too restricted, they can reveal one of their True Natures, checking it off, and can use it in place of a Bingo or a Whoopsie for as long as the Chapter lasts:

- ⦿ Ensnare and smother someone with countless treasures.
- ⦿ Retort with teeth like stinging nettles, or claws like curled thorns.
- ⦿ Tell them what you *really* think of them.
- ⦿ Rage.

When Monday has no more Bingos and Whoopsies (left only with True Natures), they've lost.

The signatory of the Heartless Contract decides what happens to Monday; they're going to need some new Bingos and Whoopsies, and probably a new Journey if they're going to stick around. Dispose of their Character Sheet and Lock Chapter 2: *The Night Market* if they're never coming back.

Tear up the Heartless Contract. Its signatory pulls the Bingos and Whoopsies it granted off of their sheet, and if the words underneath are legible they may use those old Bingos and Whoopsies, else they'll need some of the Loose Bingos and Whoopsies in Appendix B (pg. XX,) or to invent some new ones—whatever feels appropriate.

Hold on to any collected cards for use as Leftovers during Housekeeping. The Bed & Breakfast gets two pockets full of  *Fairy Dust*, a  *Treasure Chest*, and a  *Book of Magic*. Lock *Monday's Game*.

# How To Be A Grownup

Well, look at you. Aren't you just so grown up? But you don't look and act the part at all. You're so childish...let's see if we can't fix that up.

## STEP 1: GET A NEW NAME

"Hey Kid" is a childish name for a little baby. You're not a little baby, are you? That's what I thought. Pick out a new name, the sort of name a grownup would have.

## STEP 2: TIDY UP YOUR BEHAVIOR

If you're going to be mature enough for everyone to like you, you're going to need to get your behavior in line. Keep your first two Bingos and Whoopsies, but replace the rest of them with these:

### *New Bingos:*

- Defend someone from judgment.
- Thanklessly do the hard work no one else wants to do.
- Be respectful, polite, and attentive — no matter how much it hurts.

### *New Whoopsies:*

- Mock someone else's passion.
- Briefly and shamefully indulge in a childish joy.
- Bring the prophecy of armageddon one step closer to completion.

## STEP 3: FIND A NEW WARDROBE

Real grownups don't draw comic books or *have fun*, you stupid little child. *Real* grownups do what they're supposed to do. Let's get you some new facts to reflect this about you. Replace whatever is currently on your Facts About Me with this:

### *Some New Facts About Me (Cross out when no longer true):*

- I've lived at the Bed & Breakfast my whole life — but I plan to leave.
- I used to be a cute kid but these days I'm just a grumpy teenager.
- I don't like cartoons or movies or anything colorful like that.
- I spend a lot of time alone in my room.
- At night the darkness whispers to me.
- All my friends secretly think I'm annoying.
- The darkness tells me of my true father, a lord of flames in the pits of Hell.
- Someday I will reunite with my father, and bring about the end of the world.
- I'm cursed to be evil, and it's all my fault.
- The Bed & Breakfast would be better off without me.

## STEP 4: GROWNUP RESPONSIBILITIES

Replace your old Journey with the one below.



Whenever the Bed & Breakfast plays a Chapter, if everyone else spends that Chapter focusing on trying to help me, they can put the Memento here instead. If it fills up before I run away from the Bed & Breakfast, cover up my grownup Bingos and Whoopsies with new Bingos and Whoopsies from the Hey Teen section on pg. XX, replace all crossed-out Facts About Me with new facts from that same section, and choose a New Journey for me. If I run away from the Bed & Breakfast, lock all Chapters related to me. There they'll remain, dusty and unused, until I come back home someday.