

### **Episode 1 – Lullaby**

Unrest at an ancient Mi'kmaq burial site puts the team on high alert – but the playful spirit they find needs their help. Local elders make an unexpected connection.

### **Episode 2 – Bert**

A community kitchen serves up a mysterious presence; a cook enlists the team's help to find his old friend on the other side, and to their surprise they discover he's not alone.

### **Episode 3 – Mother Dearest**

A tangled web of kidnapping, murder and execution traps the spirits of two young brothers and their mother in an old jail. As the team sets out to restore peace, a heartbreaking personal connection is made.

### **Episode 4 – Seeking Refuge**

The team encounters a spirit from the 1600s with fierce maternal instincts and a broken heart. To help her, they must piece together the puzzle of her tragedy and loss.

### **Episode 5 – The Bishop's Wife**

A ghostly female form is known to haunt a majestic gothic cathedral – the team makes a connection and is shocked by her true identity.

### **Episode 6 – Lost at Sea**

A picturesque seaside town is beset with angry spirits; to find out why, the team enlists the help of a local, who's fluent in Newfoundland slang, to connect with a fellow fisherman lost at sea years earlier.

### **Episode 7 – 'My Buds'**

A young punk rocker gives a shout-out from the other side to encourage his friends in the arts scene; but the connection is interrupted by a more sinister message.

### **Episode 8 – The Fall (Capitol Theatre)**

Jeff senses the presence of a lost child in a beautiful old theatre; however, the spirit attempts to force a personal connection that sets Erin on edge.

### **Episode 9 – The Dinner Party (Minister's Island)**

A railroad magnate's mansion relives its past glory with a spectral dinner party. As the spirits gather for brandy, cigars and billiards, the appearance of an imposing spirit signals the end of the party.

### **Episode 10 – One True Norseman (L'anse aux Meadows)**

The team investigates a 1000-year-old Viking settlement in northern Newfoundland; laughter, tears and music are shared around a fire as the team 'has a time' with a beloved spirit.

### **Episode 11 – If you go into the woods (McNabs Island)**

On an abandoned island dotted with fortress ruins, spirits taunt the team with cryptic messages; a young man has an intense experience with the other side.

### **Episode 12 – Return of Lucky (Peggy's Cove)**

In the lighthouse at Peggy's Cove, a familiar trickster spirit plays cruel mind games with the team and threatens one of them; they ask an elder to help them banish it.

### **Episode 13 – Lucky**

The team explores their battle with the malevolent spirit that's dogged them for six years, since the show's very beginning; Tom reveals his personal struggles.