

AGES 12+

BETRAYAL^{AT} HOUSE^{ON THE} HILL.

A Strategy Game by Bruce Glasses - 2nd Edition

RULEBOOK

A haunting experience for 3 to 6 explorers.

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GAME OVERVIEW

In *Betrayal at House on the Hill*, each player chooses an **explorer** to investigate a creepy old house. As you explore the house, you discover new rooms. Each time you enter a new room, you might find something . . . or something might find *you*. Explorers change over the course of the game (for better or worse), depending on how they deal with the house’s surprises. The house is different each time you build it.

At some random point during the game, one explorer triggers a scenario called a **haunt**. When the haunt is revealed, one explorer becomes a **traitor** bent on defeating his or her former companions. The rest of the explorers become **heroes** struggling to survive. From then on, the game is a fight between the traitor and the heroes—often to the death.

This game has fifty haunts, and each one tells a different story. All are yours to explore as you live or die in the House on the Hill.

GAME COMPONENTS

- 1 rulebook
- 2 haunt books (*Traitor’s Tome* and *Secrets of Survival*)
- 44 room tiles
- 1 Entrance Hall/Foyer/Grand Staircase tile
- 6 plastic explorer figures
- 6 two-sided character cards
- 30 plastic clips
- 8 dice
- 1 Turn/Damage track
- 13 omen cards
- 22 item cards
- 45 event cards
- 149 tokens, including:
 - 12 large circular monster tokens
 - 91 small circular monster tokens (*red, orange, yellow, green, blue, purple, magenta*)
 - 14 square event and room tokens
 - 14 pentagonal item tokens
 - 18 triangular Trait Roll tokens

OBJECT OF THE GAME

Explore the house and make your explorer stronger until the haunt begins. After that, your goal is to complete your side’s victory condition first, either as a traitor or a hero.

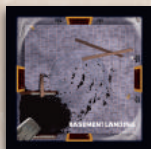
SETUP

- **Set aside the *Traitor’s Tome* and *Secrets of Survival* haunt books.** You’ll use them after the haunt is revealed.
- **Each player chooses a character card.** There’s a different explorer on each side of a character card. Pick one.

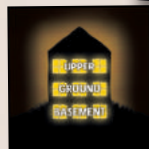
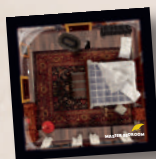


- **Attach 4 plastic clips to your explorer card.** Each one should point to one of the explorer’s starting values for his or her Might, Speed, Knowledge, and Sanity. The starting value is colored green.

- **Shuffle** the omen cards and put them face down in a stack where everyone can reach them. Do the same with the item cards and the event cards.
- Find the **Basement Landing, Entrance Hall/Foyer/Grand Staircase, and Upper Landing** room tiles. Place them from left to right reasonably far apart.



- **Mix all the rest of the room tiles together** and put them face down in a stack. (Don't worry about which floor is shown on the back of the tiles.)
- **Each player puts his or her explorer's plastic figure in the Entrance Hall.** (Each explorer's figure matches the color behind an explorer's picture on his or her character card.)
- **Put the dice in a pile** within easy reach. You'll need them throughout the game.
- **See who goes first.** The explorer who has the next birthday goes first. (Look on your explorer's character card to see his or her birthday.) Players take turns clockwise following the first explorer.



After setup, the table should look something like this.



HOW TO PLAY

Starting with the first player and going to the left, each player takes a turn exploring the house.


A Note on Terminology: For simplicity's sake, these rules use "you" to refer to the character taking the action or affected by the card or tile, whether an explorer (which includes heroes and the traitor) or a monster. Rules that affect a particular kind of character (such as an explorer) use that term.

Traits

Each explorer has four **traits**, shown as lines of numbers on the character card: **Might, Speed, Knowledge, and Sanity**. Speed and Might are **physical** traits, while Sanity and Knowledge are **mental** traits.

Many cards, tiles, and other game effects adjust your traits up and down. When an effect increases or decreases a trait, you slide the plastic clip as many spaces as the effect says. For example, Zoe Ingstrom's starting Might is 3. If an effect increases her Might by 2, you would slide the clip 2 spaces toward the maximum value, raising her Might to 4. Each trait has a **maximum value**, the highest number in the line, which can't be exceeded even if an effect would increase it.



Each trait also has a **skull symbol**  below its lowest number in the line. Once the haunt begins, if any of your traits drops to the skull symbol, your explorer dies. Before the haunt starts, no one can die—that is, no trait can go below its lowest number in the line (it stays at the lowest number instead).

Zoe's starting Sanity is 5. If an effect reduces her Sanity by 2, you would slide the clip 2 spaces toward the skull symbol, dropping her Sanity to 3. (If her Sanity drops by more than 2, Zoe will die unless the haunt has not yet begun.)



Damage: Many cards, tiles, and other game effects can deal damage to your explorer. When you take **physical damage**, you can divide it between Might and Speed as you choose. You slide the clips for those traits a total number of spaces equal to the amount of damage you took.

Attacks against Sanity or Knowledge deal **mental damage**. This works just like physical damage, but you divide the damage as you choose between Sanity and Knowledge instead of Might and Speed.

ON YOUR TURN . . .

. . . you can do as many of the following actions as you want, in any order:

- **Move.**
- **Discover** a new room.
- **Use** item and omen cards.
- **Attempt a die roll.**
- **Make an attack** (once during your turn after the haunt starts).

Before the haunt starts, you must make a **haunt roll** at the end of your turn if you draw an omen card (see "Making a Haunt Roll," page 15). The game has a few new twists after the haunt starts (as described in "The Haunt," page 15).

Move

On your turn, you can move up to a number of spaces equal to your character's current **Speed**. You can perform actions (such as using an item or attacking) in the middle of your movement. However, whenever a game effect makes you draw a card for any reason, you must stop moving for the rest of your turn.



Example of Moving

In this example, if your explorer has a Speed of 3, you can move from the **Entrance Hall** to the **Foyer**, then from the **Foyer** to the **Kitchen**, and then from the **Kitchen** to the **Dining Room**. If you're feeling more adventurous, you could go through one of the empty doorways in the **Entrance Hall** or **Foyer** and discover a new room. If the new room you find doesn't require you to draw a card, you can keep going . . . but if it does, you have to stop.

Discover a New Room

When your explorer enters a doorway, and there isn't a room on the other side, look at the top tile on the room stack. If it has the name of the floor you are on (**ground, basement, or upper**), turn it over and connect it to the doorway you just entered. Then move into that room. You have discovered it.

Add each new tile as logically as you can, creating adjacent rooms by connecting **doors** whenever possible. If it's impossible to match up all doors, you instead create a **false feature**, such as a blocked door or boarded-up window (not uncommon in a haunted house).

Possible floors



Special Rooms

Some room tiles have rules printed on them that summarize their effects. Most of those rooms have additional rules or further explanations described in this section. These tiles have an asterisk (*) printed beside the room's name.

Chasm, Catacombs, Vault, and Tower

These are all **barrier rooms**. A barrier room has two parts and can stop you from moving to the other side of the room. Crossing a barrier requires a **trait roll** printed on the tile (one of Might, Speed, Sanity, or Knowledge). You can attempt this roll once during your turn. Crossing the barrier doesn't count as moving a space. If you fail the roll, your movement ends. On your next turn, you may attempt another roll to cross, or you can go back the way you came.

Explorers can't fight or interact in any way with an explorer in the same room but on the opposite side of the barrier. Monsters always ignore barriers, but if a monster ends its movement in a barrier room, the traitor must decide which side of the barrier it's on.

If a tile or card causes you to land in a barrier room, you decide which side of the room to end up in. If the arrival requires placing a square token in the new room (such as with the Collapsed Room or the Secret Passage), then that token is permanently on the side of the room you chose.

Entrance Hall, Foyer, and Grand Staircase

The Entrance Hall, Foyer, and Grand Staircase are all on the same tile, but they count as three separate rooms. Moving from one room to an adjacent room on the tile counts as 1 space of movement. The Grand Staircase and the Upper Landing are two separate rooms.

Coal Chute

When you enter this tile, you move immediately to the Basement Landing. Entering the Coal Chute and sliding to the Basement Landing counts as moving 1 space. A turn can't end with a character on the Coal Chute tile.

Collapsed Room

Only the explorer who first discovers the Collapsed Room needs to make the Speed roll printed on the tile. Thereafter, any explorer entering the room can either ignore the room's ability or use it intentionally to get to the basement. Falling to the basement doesn't count as moving a space, but the explorer still takes the damage.

Only the first explorer to fall to the basement from the Collapsed Room draws and places a basement tile. Put the square Below Collapsed Room token on the room where he or she landed. Place the new basement tile adjacent to any basement room already in play. If there are none, place it adjacent to the Basement Landing. If all the basement tiles have already been placed, choose one to land in.

If the first character to enter the Collapsed Room is a monster, instead of drawing a new tile, choose an existing basement room and put the monster's token there.

Junk Room

If this room lowers your Speed as you exit it, and your new Speed would mean you don't have enough movement left to leave, you still make it out. You stop moving on the tile adjacent to the Junk Room instead.

Mystic Elevator

This tile moves as soon as you enter it. Roll 2 dice and put it adjacent to a connecting door on the appropriate floor.

Special Rooms *continued*

(If there isn't one, leave the tile where it is.) If you roll the floor the Mystic Elevator is on, you can move the tile to a different connecting door on that floor. You can use the elevator only once a turn.

Monsters and the traitor can both use the Mystic Elevator to go wherever they wish without rolling. However, the tile still moves only once during each entire traitor/monster set of turns, the first time either a traitor or monster enters it. In other words, if the traitor uses the Mystic Elevator during his or her turn, then it will not work if a monster enters it on its next turn. A hero must roll for the destination floor each turn he or she enters the Mystic Elevator, or at the end of each entire turn that hero

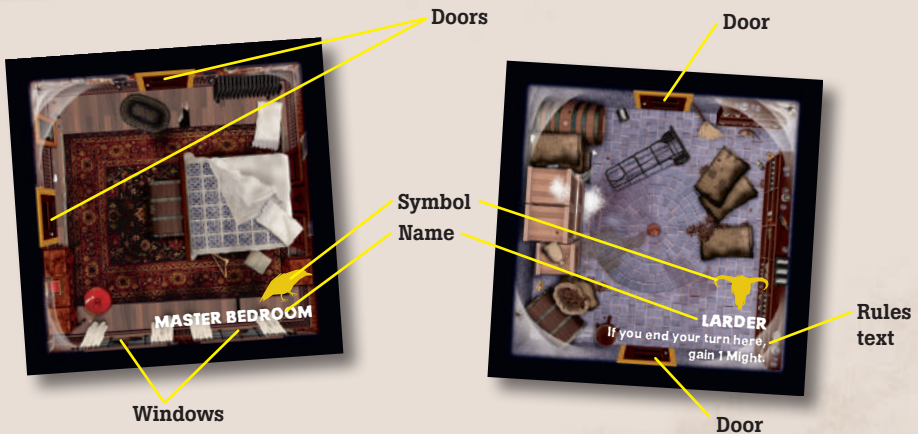
spends on that tile without moving.

If one or more explorers are already in the Mystic Elevator and another explorer enters it and rolls a 0, all the explorers in the elevator take the damage.

If an effect of another tile or card leads to the Mystic Elevator (such as the Collapsed Room or Secret Passage), the token placed by that effect stays on the Mystic Elevator tile even if it moves.

Vault

If a tile or card (such as the Collapsed Room) causes you to land in this room, you arrive outside the locked vault door. Once the vault has been opened, put the square Vault Empty token on it. The traitor doesn't open the vault door automatically: He or she must attempt a roll to open it.



Discover a New Room *continued*

You can't move through false doors. False windows don't count as windows for the purposes of any card effect or haunt, unless a haunt says otherwise.

If the top tile can't go on the floor you're currently on, set it aside face down in a discard pile. Keep setting tiles aside until you find one that works on your floor. (Some tiles work on more than one floor.)

You can move through a door if it connects to another door in an adjacent room. Doors are always open. The one exception is the **front door**. It's always locked. You can't leave the house or use the front door unless a haunt says otherwise. ("Outside" rooms such as the Patio are still part of the house.)

Staircases connect floors. The **Grand Staircase** always connects to the **Upper Landing**. The **Stairs from Basement** always leads to and from the **Foyer** through a secret door. (You can't use the Stairs from Basement until you discover that room in the basement.)

Can I Seal Off a Floor by Placing a Tile?

You can't place a tile in such a way that it seals off a floor (that is, leaves no way to connect other rooms to that floor). If the only possible placement of a tile would seal off a floor, discard that tile and draw new ones until you draw one that leaves a free doorway. If all the remaining tiles for a floor would seal off the floor, then the person whose turn it is rearranges the floor until there are more free doorways.

The Mystic Elevator's movement might seal off a floor, even if it later moves away from that floor. If a roll for the Mystic Elevator would cause it to seal off a floor, then the tile does not move.




Some room tiles have symbols, representing an omen, item, or event card (see "Drawing Event, Item, and Omen Cards" on the next page). Room tiles also might have rules text printed on them, which applies each time an explorer enters (or, in some cases, exits) the room. If a room has both rules text and a symbol, draw the card for the symbol first. Then follow the instructions on the tile.


Some rooms affect movement. Many rooms have additional rules, which are clarified in "Special Rooms" on pages 7-8.


What Happens if We Get to the End of the Stack of Room Tiles?


If you go through the whole stack of room tiles, shuffle the tiles you set aside in a discard pile and start a new stack with them, then continue with the new stack. If you run out of room tiles for one of the floors of the house (ground, basement, or upper), you can't discover any more rooms on that floor—you've found them all.

Drawing Event, Item, and Omen Cards

Some rooms have **symbols** printed on them that match symbols on the cards   . The first time you discover a room with a symbol, you must end your move in that room and draw the appropriate card. Only the first player to discover the room draws the card (and ends his or her movement there).

If the room has an **event** symbol (a spiral ), draw an event card. Read it out loud. Follow its instructions, which might require you to attempt a die roll. Then discard the card unless it says otherwise or has an ongoing effect.

If the room has an **item** symbol (a bull's head ), draw an item card. Read it out loud. Place it face up in front of you; you now have the item in your possession. (You're carrying or wearing it.) You can use the item once immediately and once on each of your turns, unless the card says otherwise.

If the room has an **omen** symbol (a raven ), draw an omen card. Read it out loud. Place it face up in front of you; you now have the omen in your possession. You might have to do something immediately. At the end of your turn, if the haunt has not yet begun, you must make a **haunt roll**. (See "Making a Haunt Roll," page 15.)

If you discover a new room because of a tile's or card's effect, and that new room has a symbol on it, you draw the appropriate card for that new room. If a room is added to the board through some other means (such as a haunt's instructions), the first player who enters that room does not draw a card.

Even though your movement ends when you draw a card, you can still take other actions on that turn (such as using an item).



Use Item and Omen Cards

All explorers can **use** items. Some monsters can too, if the haunt's rules allow it. You can use an item once at any point during your turn. **Most omen cards are treated like items:** You keep the card in front of you and use it just like an item. There's no limit to the number of items you can carry.

Once during your turn, an explorer (or monster that can carry items) can do **each** of the following:

- **Trade an item** to another explorer in the same room (assuming you both agree).
- **Drop any number of items.** (If you do, put a pentagonal Item Pile token in that room.) Another explorer (or you, for that matter) can later pick up some or all of the items in the pile.
- **Pick up one or more items** from a pile of items. Remove the Item Pile token if all of the items are picked up.

Some items can't be traded (or stolen), but they can be dropped or picked up. The item card's text will state whether you can take a certain action with that item.

The Bite, Dog, Girl, and Madman aren't items, so they can't be dropped, stolen, or traded. (Their cards say this.)

For each item, an explorer (or monster that can carry items) can perform only **one** of the following actions with that item during a turn.

- **Use** the item.
- **Trade** the item to another explorer.
- **Drop** the item.
- **Steal** the item (see "Special Attacks" on page 13).
- **Pick up** the item.

Using an item means making any attack or die roll with it or taking any other action in which the item is involved in any way. For example, an explorer couldn't attack with the Spear and then trade it to another explorer on the same turn.

If an item would adjust one of your traits above the maximum number for the trait printed on your character card, make a note of how much that item puts that trait "over the top." If you lose that item, you lose from that "over the top" number, not from the printed maximum. For example, if an item adds 2 to your Might, but you gain only 1 Might before hitting the maximum, you'd lose only 1 from your maximum Might if you lost that item.



Item Tokens

Many haunts put one or more **item tokens** in the house, which have special rules for their use. Unless the haunt says otherwise, item tokens can be traded, dropped, or stolen just like item and omen cards.

Weapons: The Axe, Blood Dagger, Revolver, Spear, and Sacrificial Dagger are weapons. Weapons can be used only while making an attack, not while defending (see “Make an Attack,” page 13). You can use only one weapon per attack, but you can carry more than one. Using a weapon during an attack is optional.

Companions: The Dog, Girl, and Madman omen cards are companions that follow the explorer who has **custody** of them. Companion omens don’t have physical or mental traits.

What Happens if the Rules in the Book and the Rules on a Card Conflict?

If this happens, use the rules on the card.

Attempt a Die Roll

Many times during the game, you’ll need to roll one or more **dice**. Each die has faces with 0, 1, or 2 dots, as shown here.

There’s no limit to how many times in a turn you can roll dice. For example, you might need to make a die roll for a card you drew by moving onto a room tile that also requires a die roll. You can’t, however, attempt the same roll more than once per turn. (For example, you can’t keep rolling on the same turn to try to open the Vault.)

If a card, tile, or other game effect instructs you to roll a specific number of dice, do so and add the number of dots on each die to get the **result** of the die roll. Then do what the effect says for that result.

Damage Rolls: If an effect says to “take 1 die of physical damage,” roll a die. You take damage to Might and/or Speed equal to the number of dots rolled. For effects that cause more than 1 die of damage, simply add the dots on all the dice you roll. Taking mental damage works the same way, except that you distribute the damage between Knowledge and Sanity as you choose.



Trait Rolls: Sometimes a card, room tile, or haunt tells you to attempt a roll based on one of your explorer's traits (Might, Speed, Knowledge, or Sanity). When that happens, roll dice equal to the number your explorer *currently* has in that trait. For example, if your explorer must attempt a Sanity roll, and she currently has a Sanity of 4, roll 4 dice and add the dots together to get the result. Whether you succeed or fail, the card or tile's text will tell you the results of your attempt. An attack roll isn't a trait roll, even though it involves Might or some other trait (see "Make an Attack," below).

Task Rolls: Some haunts require you to make a roll to succeed at a particular task (such as exorcism). You can attempt only one such roll per turn. That's true even if different types of rolls could satisfy that task (such as either a Knowledge roll or a Sanity roll to succeed at the exorcism).

Make an Attack

You can't attack anyone until after the haunt starts.

Once during your turn, you can attack an **opponent** in the same room. (An opponent is an explorer or monster that wants to stop your movement or interfere with you.) When you make an attack, roll a number of dice equal to your Might. Your opponent does the same. Whoever rolls a higher result defeats his or her opponent and inflicts **physical damage** against the other explorer or monster. The amount of damage equals the difference between the two rolls. (For example, if you roll a 6 and your opponent gets a 5, you would inflict 1 point of physical damage.) If there's a tie, no one gets hurt.

Sometimes an effect lets you make an attack with a trait other than Might. You do this the same way as a Might attack, except you and your opponent use the other trait. For example, if you make a Speed attack, you and your opponent roll dice based on Speed. Speed attacks also deal physical damage.

When an effect lets you attack with Sanity or Knowledge, then you inflict **mental damage**.

You can't use a trait to attack an opponent who doesn't have that trait. For instance, if a monster doesn't have Sanity, you can't make a Sanity attack against it.

Sometimes when you defeat your opponent, you do something other than inflicting damage. For instance, you might be able to steal an item (see "Special Attacks," below).

Monsters are only **stunned** when you defeat them, not killed, unless a haunt specifies otherwise (see "How Monsters Work," page 18). You can attack a stunned monster if there's another benefit from doing so (such as stealing an item from it or killing it with a special item). Stunned monsters still roll dice to defend, but if the attacking hero loses, he or she takes no damage.

You can both make a **haunt-specific action** (as described in the haunt's rules) and attack on your turn.

Special Attacks

Distance Attacks: The Revolver's ability is an example of a distance attack. It allows you to attack someone in another room within your **line of sight**—a path that leads through an uninterrupted straight line of doors. You take no damage if the subject of your distance attack defeats you. Some monsters can also make distance attacks.

Stealing Items: If you attack someone and inflict 2 or more points of physical damage, you can **steal** a tradable item or omen instead of inflicting the damage. (The item's or omen's card says if it can't be traded.) You can't steal an item or omen by making a distance attack.

Some haunts have special rules for stealing items.



Example of Combat

Let's say your explorer, Jenny LeClerc, just attacked a Werewolf. She has a Might of 4, so you roll 4 dice for her attack. You get a 5 on your attack roll. The traitor rolls an 8 for the Werewolf! Jenny has to take 3 points of physical damage. You choose to lower her Might 2 spaces (to 3) and her Speed 1 space (it stays at 4) by sliding the plastic clips to the new numbers. Jenny's still alive, but she's hurt!

THE HAUNT

Once the haunt begins, the game changes dramatically. Now it's a desperate struggle to win before your opponent does!

Making a Haunt Roll

Before the haunt starts, you must roll 6 dice at the end of your turn each time you draw an omen card. This is called a **haunt roll**. If you roll less than the total number of omen cards all players have drawn this game, the haunt starts. The player who starts the haunt with this roll is called the **haunt revealer**.

For example, if you draw an omen card on your turn, and it's the fifth omen card drawn during the game, you need a result of 4 or less on your haunt roll to start the haunt.

After the haunt starts, if you discover a room with an omen symbol, you still draw and keep an omen card, but you don't make a haunt roll.

Revealing the Haunt

When a player makes a haunt roll and starts the haunt, that player (the haunt revealer) looks at the **haunt chart** on the first two pages of the *Traitor's Tome* booklet. The chart shows which haunt has been revealed—and who is the traitor.

Room	Bite	Book	Crystal Ball	Dog	Girl
Abandoned Room	18	7	12	38	1
Balcony	24	7	32	5	16
Catacombs	4	7	23	46	1
Charred Room	24	33	23	38	30


In this example, the haunt revealer had the Girl omen card, and her explorer was in the Catacombs. You will be playing Haunt #1: "The Mummy Walks."

The chart lists omen cards across the top and rooms along the left side. Look at the name of the omen card that was drawn before the haunt roll and the room that the haunt revealer's explorer was in when the omen was drawn. Find the corresponding haunt number. This is the haunt you're going to play.

The haunt's entry below the chart states which player becomes the **traitor**. Give the *Traitor's Tome* to that player. The haunt revealer is not necessarily the traitor.

Special Cases: If two or more people could be the traitor, and one of them is the haunt revealer, then that person is the traitor. If neither one is the haunt revealer, then the player closest to the haunt revealer's left is the traitor.

Optional Rule: Selecting the Haunt

This optional rule lets you avoid repeating haunts you've already played. If you consult the chart and get a haunt that you've revealed already and you don't want to do again, look for the next room with an omen symbol  closest to the haunt revealer. Match that room to the original omen on the chart to find a new haunt number. Continue going from room to room in this way until you find a haunt that you haven't revealed yet. If you get through all the placed rooms without success, look at the next omen card you have and do the same thing.

Haunt Setup

Do the following at the start of the haunt.

- The traitor takes the *Traitor's Tome* and leaves the room. He or she reads *only* the haunt that is starting now. That player also needs to know the rules described in "The Traitor's New Powers" (page 17) and "How Monsters Work" (page 18). If the player doesn't know those rules, he or she should take the rulebook when leaving the room and read those sections (or have another player explain them).
- The rest of the players become **heroes**. They look up the haunt with the same number in *Secrets of Survival* and read it together. (The heroes should also briefly discuss their plan for survival.)
- When everyone is ready (including the traitor), the traitor returns to the room. The heroes and the traitor do anything the haunt tells them to do in the "Right Now" section. (For example, sometimes you'll have to put tokens in the house or draw cards.)


Heroes and Secrets

Don't tell the traitor what your goals are, unless you're sure he or she already knows them or you're doing something required by the haunt. Sometimes you have an advantage over the traitor because that player doesn't know what you're trying to do. You can still play these haunts again and again after you know how they work, but until then, the heroes shouldn't disclose the Secrets of Survival for their haunt.

Playing the Haunt

The first turn always starts with the player to the traitor's left and goes clockwise (next to the left away from the traitor). Each of the heroes takes a **hero turn**. After each hero has taken a turn, the traitor takes his or her **traitor turn**. After the traitor's turn, any monsters controlled by the traitor get a **monster turn**. (This means that the traitor gets two turns: one for his or her actions and one for the monsters.) Then the first hero to the left of the traitor takes a turn, and so on.

The heroes and traitor are all still explorers. They can do the same things they did before the haunt was revealed, except they don't make further haunt rolls (even if one of them draws an omen card). The traitor has to tell the heroes what he or she is doing each turn, but not why; the same condition applies to the heroes.

After the haunt begins, explorers can die. If any of your explorer's four traits moves down to the skull symbol , then that explorer dies. Sometimes during a haunt, a hero's "death" turns that explorer into a traitor instead. Certain haunts require something to be done a number of times equal to the number of explorers. That number includes any explorers who died.

What Happens if a Haunt's Rules and the Regular Rules Conflict?

If this happens, use the rules in the haunt. All of these rules are in effect unless a haunt says otherwise.

Sometimes the traitor is transformed or otherwise disposed of at the start of the haunt, but the traitor still gets a turn after all the heroes do. Even if the traitor dies, as long as the monsters can complete the haunt's goals, the monsters still get their turn (under the traitor's control).

During a haunt, if someone in the house makes a Knowledge roll to learn something and succeeds, all the other heroes learn that information as well.

Moving Past Opponents

For each opponent in a room with it after the haunt starts, an explorer or monster must use 1 extra space of movement to leave that room. (Heroes slow down the traitor and monsters, and vice versa.)

No matter how many penalties you have on a turn, you can always move at least 1 space. This is also true if a monster rolls a 0 for movement (see "How Monsters Work," page 18).

Stunned monsters don't slow an explorer's movement in this way.

The Traitor's New Powers

When your explorer becomes a traitor, if you are being impeded by a previously drawn event card (such as the Debris or Webs), you are freed from that effect. In addition, you can use the following abilities (unless a haunt says otherwise).

- **You can use any beneficial text on a room tile while ignoring any harmful text.** You can pass through the Revolving Wall without rolling. You can choose where the Mystic Elevator goes when you use it. You still slide to the Basement Landing when you move onto the Coal Chute.
- **You can choose not to be affected by an event card or the Bite omen card.** If you choose to be affected by a card, you do so after reading it but before making any rolls or doing any other action stated on the card. You then have to accept the result of any rolls or penalties.
- **After you finish your turn, you move and attack with all of the monsters, if any.** Even if the traitor dies, you still control the monsters. (In some haunts, the monsters are still able to complete a haunt's goals after the traitor is dead.)

Haunts with a Hidden Traitor

A few of the haunts feature a **hidden traitor**, whose identity is secret from all the other players. When a haunt calls for a hidden traitor, count out small monster tokens of one color, numbered from 1 up to the number of players. Shuffle the tokens and deal out one to each player, face down (with the "S" showing). Whoever gets the token numbered 1 is the traitor. Play continues clockwise from the person to the left of the haunt revealer.

Haunts with hidden traitors do not appear in the **Traitor's Tome**. Instead, the goal and abilities of the traitor are described under the haunt in **Secrets of Survival**, which everyone reads.

Unless the haunt says otherwise, the hidden traitor can reveal him- or herself to the others at any time by turning the token numbered 1 face up. (For example, the traitor might do this in response to a trap or a hazard in the house, to prevent the effect or damage using normal traitor rules.)

Whenever an explorer dies, that player turns over his or her token to reveal his or her identity. No other player (except the traitor) can reveal a face-down token at any time. You might say that you aren't a traitor, but the other players have only your word for it.

Unless the haunt says otherwise, any explorer can attack any other explorer at any time, under real or feigned suspicion of being the traitor. (Of course, the traitor benefits from sowing suspicion and mistrust among his or her fellow explorers.)

Unless the haunt says otherwise, everyone must converse only where everyone at the table can hear them; they can't leave and have side conversations elsewhere.

How Monsters Work

Monsters behave a little differently than explorers do. All of the following rules are in effect unless a haunt says otherwise. Each monster moves and takes all its actions before the next one goes.

- **Monsters move differently.** At the start of a monster's turn, roll a number of dice equal to its Speed. The result is the number of spaces that monster can move that turn. For groups of the same type of monster (Bats or Zombies, for instance), just roll once for the whole group. Each monster of that type can move that many spaces that turn.
- **Most monsters can't be killed.** If a monster would take any damage, it is **stunned** and misses its next turn. When a monster is stunned, flip its token over to the side with the "S." At the end of the monster's next turn, flip it back. Stunned monsters can't slow an explorer's movement. Even if a haunt says to do something other than stun monsters when they take damage, they can still be stunned by effects that specifically stun monsters.
- Like explorers, **a monster can attack only once during its turn.** Monsters often use traits other than Might to attack. They can't make any of the special attacks listed on page 13 (unless a haunt says otherwise).



- Like the traitor, **monsters can ignore any harmful text on a room tile.** A monster still slides to the Basement Landing when it moves onto the Coal Chute. It can pass through the Revolving Wall without rolling. Monsters can freely move up or down from the Coal Chute and Collapsed Room, and they can climb up to the Gallery. However, monsters cannot benefit from text on a room tile that increases a trait (such as the Larder or Gymnasium).
- **Monsters can use the special movement options described on cards** (such as the Secret Stairs and Secret Passage).
- **Monsters can't explore new rooms.**
- **Monsters can't carry items** (unless the haunt says otherwise). If a monster that is allowed to carry items is stunned, it drops all items; place an Item Pile token in the room. The monster can't pick up the items until it has a turn in which it is no longer stunned.
- If a monster gets stuck in the basement with no way to reach the heroes, on the traitor's turn that player may search the room tiles for the Stairs From Basement tile and place it next to any open basement doorway. (Shuffle the room stack afterward.) This rule doesn't apply if the haunt allows monsters to explore new rooms.

What Happens to My Stuff if I Die?

*If you have a **companion** (the Dog, the Girl, or the Madman), the companion's card and token (if any) stays in the room where your explorer died. Set aside that omen card. If another explorer enters the room, he or she gains custody of that companion (and takes that omen card). Any other items you have drop to the floor. Put an **Item Pile** token there and set aside their cards. Other explorers can go to the room to pick up your items (and take those cards).*

WINNING THE GAME

The first side (the traitor or the heroes) that completes its goals for the haunt wins the game. A haunt's goal is described under "You Win When . . ." and doesn't necessarily require killing the traitor or heroes.

At least one hero must survive for the heroes to win. However, some haunts' goals allow the traitor to win the game even after he or she dies. For instance, the monsters that player controls might be able to win without the traitor's help.

When one side completes its goals for the haunt, someone from the winning side reads the "If You Win . . ." section from that side's haunt book out loud.

GLOSSARY

This section defines certain game terms contained in this rulebook, the haunt booklets, and the various cards and tiles.

A special game term is in **bold** the first time it appears.


adjacent: Rooms are adjacent if they share a side. Diagonal is never adjacent.


attack: Explorers (and monsters) can't attack until the haunt starts. Once during your turn after the haunt starts, you can make an attack roll against an opponent.


attack roll: You and your opponent both roll dice equal to your Might. Whoever gets the higher result inflicts physical damage against the loser equal to the difference (on a tie, no one gets hurt). See "Make an Attack," page 13.

distance attack: Some weapons or special items in a haunt allow you to attack an opponent in another room within your **line of sight** (see that entry, page 22). You take no damage if your attack roll is less than the opponent's.

card: There are three different types of cards: event, item, and omen. Explorers draw cards as they discover new rooms. Whenever you draw a card, read its text out loud and follow any instructions.

event card: An event card has a spiral symbol . After following its instructions, discard the card unless it says otherwise or has an ongoing effect.

item card: An item card has a bull's head symbol . Place it face up in front of you; you now have the item in your possession. See "Use Item and Omen Cards," page 11.

omen card: An omen card has a raven symbol . Place it face up in front of you; you now have the omen in your possession. You might have to do something immediately. At the end of your turn, if the haunt has not yet started, you must make a haunt roll. Most omens are like items.

character: Explorers, monsters, and haunt-specific opponents (such as Dracula) are all characters.

character card: There are six character cards in the game, each with two different explorers (one on each side of the card). A character card shows the character's name, portrait, traits, and other information.

companion: The Dog, Girl, and Madman omen cards are companions that follow the explorer who has custody of them. Companion omens don't have physical or mental traits.

damage: Losing an attack, as well as many card, tile, and haunt effects, can cause an explorer to take damage. Damage can be physical or mental. For each point of damage you take, you decrease the appropriate traits or combination of traits by that many spaces on your character card.

physical damage: Might and Speed are physical traits. You divide physical damage as you choose between those two traits.

mental damage: Knowledge and Sanity are mental traits. You divide mental damage as you choose between those two traits.

discover: When an explorer moves through a door that has no room connected to it, draw a new room tile from the stack and put it beside that door. The explorer then moves into the room and discovers it. See "Discover a New Room," page 6.

die roll: Many cards, rooms, and haunt rules require a player to attempt a die roll of $X+$ for his or her explorer, where "X" is a variable number. (For example, you might have to make a Knowledge roll of $4+$.) There's no limit to how many times in a turn you can roll dice, but you can't attempt the same roll more than once per turn. Each die has 0, 1, or 2 dots on it. Roll the stated number of dice and add up all the dots; if the result is equal to or greater than the stated number, the roll succeeds. See "Attempt a Die Roll," page 11.

trait roll: These die rolls are based on one of the explorer's (or monster's) traits: Might, Speed, Sanity, or Knowledge. Roll as many dice as the character's current total in that trait (not the starting value if that trait has changed).

task roll: Some haunts require you to make a roll to succeed at a particular task (such as an exorcism). You can attempt only one such roll per turn.

door: Doors connect rooms. You can move through a door if it connects to another door in an adjacent room. Doors inside the house are always open.

front door: Unlike other doors, the front door (in the Entrance Hall) is always locked. You can't leave the house or use the front door unless a haunt says otherwise.

explorer: Each player controls a character called an explorer. Explorers include the traitor and the heroes after the haunt begins.

false feature: Sometimes it's not possible to match two doors or windows in adjacent rooms. When that happens, you instead create a false feature. You can't move through false doors. False windows don't count as windows.


figure: Each character card has a matching plastic figure, corresponding to the color behind the portrait, to represent that explorer in the game.

haunt: An explorer triggers the haunt scenario on a successful haunt roll. A haunt describes how to win the game and includes new rules, including monsters. During the haunt, explorers can die. See "The Haunt," page 15.

hero: After the haunt begins, all the explorers other than the traitor become heroes struggling to survive the perils of the house and the plans of the traitor.

traitor: After the haunt begins, one explorer becomes a traitor who turns on

his or her former companions. A few of the haunts feature a **hidden traitor** whose identity is secret from all the other players (see "Haunts with a Hidden Traitor," page 17).

haunt roll: Before the haunt begins, you must make a haunt roll at the end of your turn whenever you discover a room with an omen symbol . Roll dice equal to the number of omen cards in play. If the result is lower than that number, the haunt begins.

haunt revealer: The player whose omen roll triggered the haunt is called the haunt revealer. The haunt revealer looks up the haunt on the Haunt Chart to see who the traitor is.

haunt-specific action: Many haunts require explorers to take special actions, such as an exorcism roll or destroying an object. You can take a haunt-specific action and attack on your turn.

item: Explorers can carry and use item cards and many omen cards. Items can also be picked up, dropped, traded, or stolen. See "Use Item and Omen Cards" on page 11.

item token: Many haunts put one or more pentagonal item tokens in the house, which have special rules for their use. Unless the haunt says otherwise, item tokens can be traded, dropped, picked up, or stolen just like item and omen cards.

weapon: The Axe, Blood Dagger, Revolver, and Sacrificial Dagger item cards, and the Spear omen card, are weapons. You can use a weapon only while making an attack, not while defending. (See "Make an Attack," page 13.) You can use only one weapon per attack, but you can carry more than one. Using a weapon during an attack is optional.

line of sight: If you can draw a path to an opponent that leads through an uninterrupted straight line of doors, you have line of sight to that opponent.

move: Each turn, explorers and monsters can move through the house. A character can move as many spaces (rooms) as his or her current Speed. Monsters roll a number of dice equal to their Speed and can move as many spaces as the result. You can take actions (such as using an item or attacking) in the middle of your movement.

opponent: An opponent is an explorer or monster that wants to stop your movement or interfere with you during a haunt. Monsters and the traitor are opponents of the heroes, and vice versa. For each opponent in a room with it after the haunt starts, an explorer or monster must use 1 extra space of movement to leave that room.

room: The House on the Hill consists of a number of rooms that you discover and move through. Each room counts as 1 space of movement. Passages (such as the Dusty Hallway) and outside areas (such as the Patio) still count as rooms.

Each room tile has the name of one or more floors printed on its back: ground, basement, or upper. You can place the tile in any legal location on any of the possible floors it lists.




Some room tiles include rules text that is triggered whenever an explorer enters, leaves, or takes a special action in those rooms. Many room tiles also have symbols that match card symbols. Only the first explorer to discover the room is affected by the symbol.

barrier room: A barrier room has two parts and can stop you from moving to the other side of the room. The Chasm is an example.

stack: Game cards and room tiles are shuffled together and placed face down in stacks that players draw from.

steal: If you attack an opponent and inflict 2 or more points of physical damage, you can steal a tradable item or omen from that opponent instead of inflicting the damage. See "Special Attacks" on page 13.)

stunned: Unless a haunt says otherwise, monsters usually aren't killed when defeated. If a monster would take any damage, it is instead stunned and misses its next turn. Stunned monsters can't slow an opponent's movement.

symbol: All cards have a symbol printed on them. A raven silhouette  represents an omen, a bull's head  represents an item, and a spiral  represents an event. Some room tiles have symbols printed on them that match card symbols. The first explorer to enter such a room must stop moving there and draw the corresponding card.

token: Tokens are cardboard pieces that represent special items or features.

monster tokens come in seven colors; they are numbered for easy tracking. Special monsters are large circular tokens with the monster's name printed on them.

item tokens are pentagonal and also are numbered.

trait roll tokens are triangular. They keep track of special task rolls during haunts.

event/room tokens are square. They mark special features produced by cards or room tiles, such as the Hidden Stairs or Mystic Slide.

trait: Each explorer has four traits, shown as lines of numbers on the character card: Might, Speed, Knowledge, and Sanity. Each trait has a starting value, which is highlighted, and a maximum value, the highest possible number for that character. See "Traits," page 4.

physical traits: Speed and Might are physical traits.

mental traits: Sanity and Knowledge are mental traits.



turn: Before the haunt starts, each player takes a turn in order, starting with the player whose explorer has the next birthday and going to the left from there. During a turn, you can move, discover rooms, use items, and attempt die rolls. After the haunt starts, you can also make an attack once per turn.

After the haunt starts, the first turn starts with the player to the traitor's left and goes to the left from there. Each of the heroes takes a hero turn. After each hero has taken a turn, the traitor takes his or her traitor turn. After the traitor's turn, any monsters controlled by the traitor get a monster turn.

use: All explorers can use items (and many omens), as well as some monsters. Using an item means making any attack or die roll with it or taking any other action in which the item is involved in any way. You can use an item once at any point during your turn.

window: Some rooms have windows on one or more sides, in addition to doors. You can't normally move through a window, but some haunts have special rules for them. Rooms with windows are the Bedroom, Grand Staircase, Master Bedroom, Chapel, and Dining Room.

What If There Isn't a Rule for That?

Many hours went into playtesting this game, but it's still possible you'll run into situations where the game rules or haunt books don't clearly answer a question about game play. Don't let that slow you down. In such cases, come to an agreement as a group for what makes the most sense and go with it. (If that doesn't work, flip a coin to decide.) Then continue your experience in the house.

QUESTIONS?

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secrets
of
Survival

**DO NOT
READ**

UNTIL THE
HAUNT SCENARIO
BEGINS!





The Mummy Walks

Dust billows into the room and a shadow passes over your heart. You hear one of your friends scream, a sound of delight and horror. A cold, damp voice shivers in your mind. "I lost my bride more years ago than you could possibly comprehend. My tears are dust, but my love is still as strong as the sun. Now my love is reborn to me. There is nothing you can do to keep us apart—and if you turn against me, I will rip your soul from your body and swallow it whole."

Right Now

- Set aside 2 triangular Knowledge Roll tokens.
- The traitor loses the Girl card and any bonuses from it. Instead, he or she puts a small magenta monster token (representing the Girl) in any room on the same floor as the room where the haunt was revealed and at least 5 tiles away from the Mummy. If no rooms are at least 5 tiles away, he or she places the token as far away as possible on that floor.
- When an explorer enters the same room as the Girl token, that player takes the Girl card.

What You Know About the Bad Guys

The traitor is trying to get the Mummy married to the Girl.

You Win When . . .

. . . you banish the Mummy back to the land of the dead before it marries the Girl.

How to Banish the Mummy

- If the Book is not yet in play, the next hero to discover a room with an omen symbol searches through the omen stack and takes the Book card instead of drawing normally. Then shuffle that stack.
- A hero must speak the Mummy's true name from the Book to banish it. You must follow these steps, in order, to do this. Each hero can attempt only one step each turn.
 1. Attempt a Knowledge roll of 6+ to discover the Mummy's true name in one of the following rooms:
 - the room with the Sarcophagus (studying hieroglyphics);
 - the Research Laboratory (scanning the archaeological team's notes); or
 - the Library (researching the Mummy's history).

If you succeed, take a Knowledge Roll token.

2. On a turn after any hero discovers the name, if you possess the Book, you can attempt a Knowledge roll of 6+ to look up the Mummy's name and learn the spell that will banish it. If you succeed, take a Knowledge Roll token.
3. Once the heroes have two of these tokens, a hero must Carry the Book to the same room as the Mummy. Any hero in the same room as both the Book and the Mummy can try to defeat the Mummy in Sanity combat to complete a spell that banishes it forever.

- The Mummy is immune to Speed attacks (such as those using the Revolver and Dynamite)

If You Win . . .

A hot, dry wind whispers through the room as you slam the ancient tome shut. The mummy shuffles toward you, its eyes dead holes of despair. As its hands close around your throat, their wrappings disintegrate. The creature moans as more and more of its body crumbles and blows away in the hot wind. "My bride . . . my only love . . . no . . . more . . ."

As the last of the mummy disappears, the wind stops. You are alone.

Haunt



The Séance

A dread chill descends upon the house, and mist rises in lazy coils from the floor. A voice clatters through the air. "I must rest . . . put my soul to rest . . . or die . . ."

Right Now

Set aside a number of triangular Knowledge Roll tokens equal to the number of players. Set aside an equal number of triangular Sanity Roll tokens and a pentagonal item token (representing the Corpse).

What You Know About the Bad Guys

The traitor is trying to summon a Ghost before you do.

You Win When . . .

. . . you either defeat the Ghost after the traitor takes control of it, or you bury the Ghost's bones after you summon it.

How to Summon the Ghost

You are racing against the traitor to summon the Ghost. To summon it, you must conduct a séance.

- Each hero can attempt a Knowledge roll or Sanity roll of 5+, but only while he or she is in the Pentagram Chamber. During your turn, you can attempt only one of these rolls.
- Each time one of these rolls succeeds, put a Knowledge Roll or Sanity Roll token (depending on the trait used) in the room where the haunt was revealed. When the heroes have placed a number of those tokens equal to half the number of players (round down), they've summoned the Ghost.
- If the heroes succeed with their summoning before the traitor does, they control the Ghost (follow the instructions in the next section). If the traitor completes the séance first, he or she gains control of the Ghost.

If You Summon the Ghost First . . .

Ghost's declaration (read aloud):

"Bury my bones!"

- Put the Ghost token in the room where the last séance roll succeeded. It stays there until you lose control of it.
- Set up the Turn/Damage track with a plastic clip on 1. At the end of each subsequent turn of the player who completed the séance, advance the clip to the next number on the track. You have until the start of Turn 5 to bury the Ghost's bones.
- Once during each hero's turn, if he or she is in the Attic, Bedroom, or Master Bedroom, the hero can attempt a Knowledge roll of 5+ to find the bones. If you succeed, put the Corpse token on your explorer's character card.
- Carry the Corpse token to the Crypt or the Graveyard. While you are in one of those rooms, you can attempt a Knowledge roll of 5+ once during your turn to find the right gravestone and bury the bones.
- While you're doing this, the Ghost can't attack anyone. If you fail to bury the bones by the start of Turn 5, the traitor gains control of the Ghost, following the instructions in the *Traitor's Tome*. If this happens, burying the bones is no longer enough to placate the Ghost; now you must destroy it.

Special Attack Rules

- No one can attack until after the séance has been completed.
- While the traitor controls the Ghost, you can make only Sanity attacks against it, and only if you possess the Ring or you are in the Pentagram Chamber. A successful Sanity attack destroys the Ghost.
- If the Ghost attacks a hero and is defeated, it is not harmed.

If You Win . . .

The mists recede, and the terrible cold clutching at your heart slowly fades. A feeling of calm and contentment rises up in its place. A soul is at peace.

Haunt

2



Frog-Leg Stew

A cackling, rasping laugh echoes through the house. "No, no, no! Mustn't hide from me, my naughty little monkeys! You've been very bad little toadlings, stealing Ooma's book. Very bad. I'm afraid Ooma's going to have to whack your little noses off—or something worse, much worse."

What You Know About the Bad Guys

The Witch has cast a spell that makes her invulnerable. She can also turn people into Frogs.

You Win When . . .

. . . you kill the Witch.

How to Kill the Witch

You must use the spellbook (represented by the Book card) to cast a *Form of Mortal* spell on the Witch. This will make her vulnerable to attacks. The spell requires a mandrake root (represented by a pentagonal item token).

To kill the Witch, you must follow these steps, in order. Each hero can attempt only one of these steps each turn.

1. Find a mandrake root. If you discover a new room with a mandrake root in it, the traitor will place a Root token in that room. Some might also be in existing rooms.
2. If you're in a room with a Root token, you can attempt a Knowledge roll of 4+ to dig up the mandrake. If you succeed, put the token on your character card.
3. If you have a Root token and the Book while you're in the same room as the Witch, you can attempt a Knowledge roll of 6+ to cast *Form of Mortal*. If you succeed, you can then attack the Witch normally. After you cast the spell on her, any successful attack will kill her. If you fail the roll, you keep the Root token and can try again next turn.

Frogs

- A hero who is turned into a Frog drops all items and discards any companions. That hero's Might and Knowledge are reduced to their lowest numbers above the skull symbol. A Frog can't attack, draw cards, or discover rooms. Another explorer who isn't a Frog can pick up and carry a Frog like an item. (Frogs can't do anything while being carried.)
- If you're in the same room as a Frog while you have the Book, you can attempt a Knowledge roll of 4+ to turn the Frog back into a human. The restored hero's traits return to their starting values.

Special Attack Rules

- The Witch is invulnerable and can't be attacked until you cast *Form of Mortal* on her.
- Explorers can attack the Cat when it appears.

If You Win . . .

The witch screams, "Noooooo! You can't do this! Make them stop, my sweetmeat! You'll regret this! I'll crawl into your nightmares and make you bleed! Your brain will itch until you scratch a hole in your skull just to let some out! I'll—"

Just as you're ready to smash a lamp over your head to shut out her grating voice, she is gone . . . for now.

Haunt

3

The Web of Destiny

The web was so large your mind refused to see it. Now you are entangled in it, your face and body pressed into the sticky strands. Already the web is beginning to harden against your skin. If you don't get out soon, you might never escape. At the edge of your vision, you see a shadow detach itself from the ceiling. No, not a shadow—a spider gliding across the web. It hovers over you, and you feel your stomach catch fire. Looking down, you see a stinger stabbing into your belly. You scream . . . but will anyone hear?

Right Now

- The haunt revealer has been caught in a sticky web. That character is now a **trapped explorer**. The trapped explorer can't move but can still attempt to destroy the web by attacking it. He or she can also use or trade items.
- If the Medical Kit hasn't been found yet, any hero who has the opportunity to draw an item card may search through the item stack and take the Medical Kit card instead of drawing normally. Then shuffle that stack.
- Set aside a number of triangular Might Roll tokens equal to the number of players.
- The trapped explorer has been infested with giant spider eggs. Eventually, they're going to hatch.

What You Know About the Bad Guys

A tremendously large Spider has awakened. It wants to protect the trapped explorer until its eggs hatch.

You Win When . . .

. . . the trapped explorer has been freed, the eggs have been destroyed, and at least one hero exits the house.

How to Destroy the Web and Eggs

As long as the eggs have not been destroyed, none of the trapped explorer's traits can drop to the skull symbol.

- You can destroy the web by making Might attacks. The web defends with Might 4. If you defeat it, put a Might Roll token in that room instead of inflicting damage. You don't take damage if the web defeats you. When that room has a number of Might Roll tokens equal to the number of players, the web has been destroyed. The trapped explorer can then move and act normally.
- If you're in the same room as the trapped explorer while you have the Medical Kit, you can attempt a Knowledge roll of 4+ to destroy the eggs. If you have the Healing Salve, you can use it to destroy the eggs without a Knowledge roll.

How to Exit the House

After the trapped explorer is free and the eggs have been destroyed, heroes can exit the house. You can attempt a Knowledge roll (picking the lock) or a Might roll (breaking the lock) of 6+ to open the front door in the Entrance Hall. If you succeed, draw an event card and end your turn. On subsequent turns, all heroes who are still alive can exit the house from the Entrance Hall by spending 1 space of movement.

If You Win . . .

Brushing cobwebs from your eyes, you stumble from the manor. Looking back, you see a light flickering from a window above you. You can just make out a shiver of movement . . . then another. Time to leave—now.

Haunt

4



I Was a Teenage Lycanthrope

A scream rips through the mansion, growing louder and more terrified, until you're sure you'll have to scream too if it doesn't stop. Just as you think you can't take any more, the scream quivers and deepens, turning into a howl of pure rage. Your shadow shakes as you realize you stand bathed in the light of the full moon.

Right Now

- Set aside a number of small red monster tokens equal to the number of players in the game.
- Set aside one pentagonal item token (representing Silver Bullets).

What You Know About the Bad Guys

The traitor is a Werewolf that will become more and more powerful. A Werewolf can infect others with lycanthropy, turning them into Werewolves as well.

You Win When . . .

. . . all of the Werewolves are dead. You do not need to kill the Dog to win.

How to Kill Werewolves

You must find the Revolver and create Silver Bullets. To do this, you must follow these steps. Each hero can attempt a step only once each turn.

1. If you don't have the Revolver, you can find it in the Attic, Game Room, Junk Room, Master Bedroom, or Vault. While you are in one of those rooms, you can attempt a Knowledge roll of 5+. If you succeed, search the item stack for the Revolver card and take it. Then shuffle that stack. You can search multiple times in the same room, but you can't search more than once during your turn.

2. Go to the Research Laboratory or the Furnace Room. While there, you can attempt a Knowledge roll of 5+ to create Silver Bullets. If you succeed, take the Silver Bullets token. One explorer can work on creating Silver Bullets while another explorer is looking for the Revolver. (These two tasks can be done in either order.)
3. The hero who created the Silver Bullets must give them to the hero with the Revolver (or vice versa).
4. A hero with the Silver Bullets and the Revolver can kill a Werewolf or the Dog (see below).

You Must Do This on Your Turn

If you are attacked by a Werewolf or the Dog and take damage, you have been bitten and might be affected by the curse of lycanthropy. At the start of each your subsequent turns, you must attempt a Sanity roll of 4+ to resist the curse. If you fail, you become a Werewolf, and you are no longer a hero. (You must then read this haunt in the *Traitor's Tome* and do everything described under "Right Now.")

Heroes who have been bitten but have resisted becoming Werewolves still win if the Werewolves are killed . . . at least until the next full moon.

Special Attack Rules

If a hero who has Silver Bullets defeats a Werewolf or Dog once using the Revolver, the Werewolf or the Dog is killed. (The Revolver never runs out of bullets.)

If You Win . . .

Clouds scud across the full moon, blocking its light. The house grows dark and quiet as you stand over the battered body of your dead friend. You had to do it to survive—but can you live with the knowledge of what you have done?

Haunt

5



The Floating Eye

You're not certain if what you sense is a whine almost too high to hear or a thrumming almost too deep to feel. Maybe it's both. Cool blue lights pulse once, then again. Someone screams, "The masters have come for us! The great Eyes will consume our brains!"

Right Now

Set aside a number of triangular Might Roll tokens equal to the number of players.

What You Know About the Bad Guys

Aliens can use a mind-control ability to manipulate heroes. They can do this to all the heroes in a room, so stay spread out if you can.

You Win When . . .

. . . you disable the Spaceship so it can't take off with your friends.

You Must Do This on Your Turn . . .

. . . if you are under an Alien's control. The traitor will move you toward the room with the Spaceship. At the beginning of your next turn after you enter that room, you board the Spaceship and are out of the game. You cannot attack or take other actions while an Alien is controlling you.

Special Attack Rules

- You can free a hero from an Alien's mind control by attacking and defeating that hero (with normal combat or Sanity combat using the Ring). If you defeat that hero, he or she takes only half damage (rounded down). You take damage normally when that hero defeats you. Once freed, a hero can't be controlled again.
- You can attempt a Might roll of 5+ to damage the Spaceship. Each time you succeed, put a Might Roll token next to the Spaceship token. When the Spaceship has a number of Might Roll tokens next to it equal to the number of players, the Spaceship is disabled and the heroes win.
- Aliens are immune to Speed attacks (such as those using the Revolver or Dynamite).

If You Win . . .

With the help of your so-called friend, those alien things almost captured you. Even now, as you crouch in the bushes, you can see the eyes searching, ever searching. You can feel them calling to you. For a second, your body edges back toward the house. Then you turn and run, stumbling for the road and safety.

Haunt

6



Carnivorous Ivy

A dry, rasping sound echoes through the house. At first you're sure giant rattlesnakes are coming to get you, but then you see the tendrils of vines pressing against the windows. As the glass cracks and bursts, you realize the plants are coming—coming for you.

Right Now

Set aside a pentagonal item token to represent the Plant Spray.

What You Know About the Bad Guys

Each Root/Tip pair in the house is a Creeper. Creepers will try to grab you. The carnivorous plants feed on fertilizer made from dead bodies.

You Win When . . .

. . . you use the Plant Spray to kill a number of Creepers equal to the number of players.

How to Create Plant Spray

Carry the Book to the Research Laboratory or the Kitchen. Once during your turn, if you are in one of those rooms and are carrying the Book, you can attempt a Knowledge roll of 5+ to create the Plant Spray. When you succeed, take the Plant Spray token. You can create Plant Spray only once. If it's destroyed, you can't make more.

Special Attack Rules

- You can automatically kill a Creeper by taking the Plant Spray into a room with a Root or Tip token and using it instead of making an attack that turn. (You have enough Plant Spray to attack all the Creepers.)
- Roots can't attack and are not affected by normal attacks, only by the Plant Spray. Tips can attack and be attacked normally.
- If a Tip defeats a hero in physical combat, the hero takes no damage. He or she is instead grabbed by the Tip and drops all items, which remain in that room. The Tip then ends its movement.
- When you defeat a Tip in combat, it is stunned and drops any grabbed hero it's carrying.
- Roots don't slow hero movement, but Tips do.

You Must Do This on Your Turn . . .

. . . if you are grabbed. You cannot use items, but you can still make an attack against the Tip that is grabbing you. If you defeat the Tip, it is stunned and drops you. You can then move and take the rest of your turn. If the Tip defeats you, you do not take damage, but your turn is over.

If You Win . . .

The tendrils writhe and thrash about, shattering vases, pictures, and furniture alike. For a second, it feels as if the vines will shake the house down, but then they slither away, shrinking back into the ground. The only sound you hear is sobbing. But who's crying? Oh—it's you.

Haunt

7



Wail of the Banshee

First you hear a faint sound from outside the room, as if someone were scrambling up the walls or scraping long talons across them. A few seconds later, you catch a glimpse of tattered silver robes swirling across the edge of your vision. You turn to run to the door just as you hear something enter the room behind you. The creature sighs. The sound creeps across the room, and you feel a terrible chill boring into your heart. Death is nigh.

Right Now

Set aside a number of triangular Knowledge Roll tokens equal to the number of players. Set aside an equal number of triangular Sanity Roll tokens.

What You Know About the Bad Guys

The traitor has used the Spirit Board to summon a baleful Banshee. While carrying the Spirit Board, the traitor is immune to the Banshee's wail.

You Win When . . .

. . . you successfully perform an exorcism to banish the Banshee.

How to Banish the Banshee

You must perform an exorcism before the Banshee kills you all. This requires a number of successful **exorcism rolls** equal to the number of players. Each roll requires a specific room or item, and each one requires a Sanity roll or a Knowledge roll. Each hero can attempt only one exorcism roll during his or her turn.

- You can attempt a Sanity roll of 5+ to perform an exorcism while in the Chapel, Crypt, or Pentagram Chamber, or while carrying the Holy Symbol or Spirit Board.
- You can attempt a Knowledge roll of 5+ to perform an exorcism while in the Library or Research Laboratory, or while carrying the Book or Crystal Ball.

Each time you succeed at an exorcism roll, put a Sanity Roll or Knowledge Roll token (depending on the trait used) on the item card or room tile you used for that part of the exorcism.

If any hero successfully uses an item or room as part of an exorcism roll, no hero can use that item or room in an exorcism again. (For example, if you successfully perform a Sanity roll in the Chapel, then no one can use the Chapel again.)

When the heroes have placed a number of these tokens equal to the number of players, the Banshee is banished.

Special Attack Rules

The Banshee can't be attacked. Stealing the Spirit Board from the Traitor will cause him or her to be affected by the Banshee but will not grant immunity to the hero who carries the Board.

If You Win . . .

The shrieking grows closer and closer. Then the walls begin to shake. When you glance into a nearby mirror, you can see your hair turning white. The screeching is coming from just outside the door! The doorknob turns as you cry out the last words of the exorcism. Then . . . silence.

Haunt

8



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The Dance of Death

Every clock in the house strikes midnight—even though you're sure it isn't that late. As the clocks quiet, a lone fiddler plays a haunting melody that floats through the air, calling you to dance. The music makes your soul shrivel, but it also makes your lips curl up into a smile. How can something be so awful and so wonderful at the same time?

Right Now

- This haunt doesn't begin with a traitor—only heroes. Each hero has a chance to become a traitor during his or her turn.
- If the Pentagram Chamber and Stairs from Basement aren't in the house, the haunt revealer searches the room stack for them and places them in the basement. You can connect these rooms as you choose, but the Pentagram Chamber must be placed as far from the haunt revealer as possible. Do the same for the Ballroom, connecting it to the ground-floor room of your choice. Then shuffle the room stack.
- Set aside a number of triangular Sanity Roll tokens equal to the number of players.

What You Know About the Bad Guys

Somewhere in the house, a Dark Fiddler is playing music that bites into your brain. A dance of death has begun in the Ballroom.

You Win When . . .

. . . you banish the Dark Fiddler.

How to Banish the Fiddler

To banish the Dark Fiddler, the heroes must complete the following steps, in order. You can attempt only one step during your turn.

1. The hero carrying the Holy Symbol moves to the Pentagram Chamber. That hero can't voluntarily give the Holy Symbol to anyone else.
2. A hero in the Pentagram Chamber with the Holy Symbol can attempt a Sanity roll of 5+ to defy the Dark Fiddler. You don't need to be carrying the Holy Symbol to attempt this roll, as long as you are in the same room with it. If you succeed at this roll, put a Sanity Roll token in that room.
3. When the Pentagram Chamber has a number of Sanity Roll tokens equal to the number of explorers at the start of the haunt, the heroes have successfully banished the Dark Fiddler.

You Must Do This . . .

. . . at the start of your turn. You must attempt a Sanity roll of 4+ to resist the Dark Fiddler's lure, unless you are carrying the Holy Symbol.

If you fail the Sanity roll, and you're in the Ballroom, you become insane. You are now a traitor. (Read this haunt in the *Traitor's Tome*.)

If you fail this roll in another room, you take 1 Sanity damage instead. If your Sanity is reduced to the skull symbol, you don't die; instead, you become a traitor (and must read this haunt in the *Traitor's Tome*). Otherwise, you must move toward the Ballroom by the shortest route through discovered rooms. You may perform other actions normally along the way if you wish. If your Sanity drops to the skull symbol for any other reason in this scenario, you also become insane and turn traitor.

Special Attack Rules

The Dark Fiddler can't be attacked.

If You Win . . .

The fiddler plays faster and faster as you defiantly chant the words to banish him. Rain falls from the ceiling, pelting down upon the pentagram and the fiddler within. As he plays on, you notice his face beginning to melt like wax in fire. The terribly beautiful music continues as the fiddler melts, fading only when the last remnant of his body disappears in the driving rain.

Haunt

9



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Family Gathering

The madman cocks his head, listening.
"Do you hear it?" he asks his companion.
"Under the floor, where I put them.
My family."

The floor buckles and cracks, and two corpses heave up into the light. One fixes the madman's traitorous companion with a maggoty smile. As the corpse closes on its victim, the house shudders, as if in birthing pain. Then the dull beat of footsteps echoes throughout the house.

What You Know About the Bad Guys

The Madman and the Zombies want to kill you. You can trap the Zombies by luring them into the rooms that were important to them in life.

You Win When . . .

. . . you trap all of the Zombies.

How to Trap Zombies

You can lure the Zombies into their favorite rooms by taking advantage of their single-mindedness.

- Zombies don't move very fast, and a Zombie always moves toward the closest hero that it can see.
- You can trap the Zombies in the Master Bedroom, Chapel, Conservatory, Game Room, Library, and Attic.
- If a Zombie enters or starts a turn in one of those rooms, it must attempt a Knowledge roll of 4+ to avoid being trapped there. If it fails, it makes no attacks this turn and remains peaceably in that room for the rest of the game without making any further rolls. (Turn its token face down to mark that it has been trapped.)
- Once a Zombie is trapped in a room, that room cannot be used to trap another Zombie.

If You Win . . .

"Sorry, Mama!" screamed the madman.

A sob bubbled from between the rigor-locked gums of one of the shuffling corpses.


You left Mama behind that night, but sometimes you think you can still hear her sobs trickling up through the floorboards.

Haunt

10



Let Them In

 *Outside the window, the mist roils. Are those shapes taking form in the vapors? From elsewhere in the house, you hear the madman scream, "At last! Throw wide the windows!"*

The sound of windows opening, one after another, follows. A cold wind plays through the house, stirring your hair and whispering seductive threats in your ear.

Right Now

Set aside a number of triangular Sanity Roll tokens equal to the number of players. Set aside an equal number of triangular Knowledge Roll tokens.

What You Know About the Bad Guys

- The traitor and the Madman are trying to let in the Specters.
- The Specters are going to try to kill you. They can't be attacked physically.

You Win When . . .

. . . you banish all the Specters, either through an exorcism or by defeating each of them individually with Sanity attacks (using the Ring card).

How To Perform An Exorcism

You can perform an exorcism to banish all of the Specters. This requires a number of successful **exorcism rolls** equal to the number of players. Each roll requires a specific room or item, and each one requires a Sanity roll or a Knowledge roll. Each hero can attempt only one exorcism roll during his or her turn.

- You can attempt a Sanity roll of 5+ to perform an exorcism while in the Chapel, Crypt, or Pentagram Chamber, or while carrying the Holy Symbol or Ring.
- You can attempt a Knowledge roll of 5+ to perform an exorcism while in the Library or Research Laboratory, or while carrying the Book or Crystal Ball.

Each time you succeed at an exorcism roll, put a Sanity Roll or Knowledge Roll token (depending on the trait used) on the room tile or item card you used for that part of the exorcism.

If the heroes successfully use an item or room as part of an exorcism roll, no hero can use that item or room in an exorcism again. (For example, if you successfully perform a Sanity roll in the Chapel, then no one can use the Chapel again.)

When the heroes have placed a number of these tokens equal to the number of players, the Specters are banished.

Special Attack Rules

- You can make Sanity attacks against a Specter if you have the Ring. If you defeat it, it's banished. If you defeat a Specter when it attacks you, the Specter is stunned.
- While the Madman is focused on letting in the Specters, he won't attack explorers. He can still defend himself if attacked.

If You Win . . .

The rites have been observed. The exorcism succeeded. The windows are shut. The specters have been banished. But . . . what's that flicker of motion outside the window? Best not to let them in again.

Haunt

11



Fleshwalkers

The crystal ball pulses with an image of the room you stand in, complete with a crystal ball that shows the image of the room you stand in, containing a crystal ball that shows the image of the room you stand in, and so on, as if you're falling into a well of identical images.

Then a new image forms within, this time of the entrance hall, where people are arriving through the front door. They look familiar . . . One of the newcomers glances up, locking eyes with you through the crystal ball. You blanch in recognition. They are your eyes.

It is your *doppelgänger*—your evil twin.

Right Now

- Put a number of small monster tokens (representing Evil Twins) in the Entrance Hall equal to the number of players. Use tokens of different colors, each corresponding to a specific hero.
- The player to the left of the haunt revealer goes first.

What You Know About the Bad Guys

This haunt has no traitor—just heroes. The Evil Twins are just like you, but they want to kill you.

You Win When . . .

. . . your hero is alive and all of the Evil Twins are dead.

The Evil Twins Must Do This . . .

. . . after the haunt revealer's turn. They act on the monster turn.

An Evil Twin always rolls for movement as a monster and moves toward its matching hero by the shortest possible route. If an Evil Twin ends its turn in a room with any hero, it attacks. If it is in a room with more than one hero, it will always attack its counterpart if possible. Otherwise, determine which one it attacks randomly.

If a player's hero is killed, that player takes control of that hero's Evil Twin and uses it to attack other explorers.

Evil Twins

- Each Evil Twin has trait values equal to its counterpart's trait values at the start of the haunt. Those traits don't change.
- Evil Twins can't carry items or take custody of companions.

Special Attack Rules

- If you don't possess the Crystal Ball when you attack or defend against your Evil Twin, you lose 1 additional point in each of your traits, regardless of who defeats whom. If your Evil Twin defeats you, you also take damage normally. If you defeat your Evil Twin, you stun it as normal. If you fight someone else's Evil Twin, you do not lose the additional point.
- If you possess the Crystal Ball, you kill your Evil Twin if you defeat it.
- If you defeat another hero's Evil Twin, you stun it **unless** you possess the Crystal Ball and that hero is dead. In that case, you kill the Evil Twin when you defeat it.
- The Crystal Ball holder can attack stunned Evil Twins. A stunned monster defends itself with its regular number of dice but inflicts no damage if it rolls higher than its attacker.
- You may take the Crystal Ball from another hero in the same room on your turn if the hero is willing to let you have it.

If You Win . . .

Shuddering, you back away. Your body lies dead on the floor. Not your body, you tell yourself. Your doppelgänger. You had to kill it. It meant to replace you, right? It was you or it, right? Right?

Haunt

12

Perchance to Dream

Wake up, wake up! Why won't the dreamer wake up? One of your fellow explorers has fallen asleep in the bedroom. You poke and prod, and then deliver a stinging slap. Nothing wakes the dreamer. In a terrible place like this, that can't be good.

The dreamer thrashes, crying out, "Come back! Don't do it!" Must be a nightmare.

Right Now

Set aside a number of triangular Sanity Roll tokens equal to the number of players. Set aside an equal number of triangular Might Roll tokens.

What You Know About the Bad Guys

The dreamer's subconscious mind has released Nightmares into the house. If enough Nightmares escape the house, you'll lose. You don't know how many need to escape, so you must stop as many as you can. (The traitor has written down that number based on rules in the *Traitor's Tome*.)

You Win When . . .

. . . you wake the dreamer before an unknown number of Nightmares escape into the world. (The traitor knows that exact number.)

How to Wake the Dreamer

You must bring the Holy Symbol to the dreamer's room and use it to wake that explorer.

1. Carry the Holy Symbol to the room with the dreamer's body in it.
2. As long as the Holy Symbol is carried by a hero in the room, any hero in the room can attempt a Sanity roll or Might roll of 5+ to wake the dreamer. After each success, take a Sanity Roll or Might Roll token (depending on the trait used). The dreamer awakens when the heroes have a number of these tokens equal to the number of players.
3. The Smelling Salts card can't be used to awaken the dreamer.

Special Attack Rules

- Nightmares inflict mental damage instead of physical damage.
- If you attack a Nightmare and defeat it, it's killed instead of being stunned.

If You Win . . .

The roaming nightmares lose all cohesion and vanish. The dreamer ceases thrashing, but gives voice to one final scream in a deep, hellish voice: "NOOOOO! Don't make me go back!"

Your friend wakes, blinking, and in a normal voice says, "I had the strangest dream."

Haunt

13



The Stars Are Right

The bookshelves of this old mansion are packed with sinister tomes. Horrible titles speak of evil, death, madness, and the names of Things That Should Not Be. Why did your companion bring you to this macabre collection? What forbidden knowledge would she hope to gain?

Your questions are answered when rhythmic chanting echoes through the corridors. The cult that inhabits this house is shouting to summon an ancient creature—and the loudest voice is that of your traitorous companion. The traitor is here to complete the ritual by bringing the cultists everything they need . . . including human sacrifices.

Right Now

Set aside a number of pentagonal item tokens (representing cans of Paint) equal to the number of players. Put one in each of the following rooms, in order (as many as you can): Kitchen, Larder, Junk Room, Storeroom, Research Laboratory, Attic. If there are more Paint tokens than there are rooms, you may put more than one token in a room, again in order. If none of these rooms are in play, search through the room stack until you find one of them and put it in play on a legal floor, then put all Paint tokens on it. Then shuffle that stack.

What You Know About the Bad Guys

The traitor is working with a fanatic cult. The Cultists are trying to summon their god by bringing sacrifices into the Pentagram Chamber. They can sacrifice items and a few specific omens—along with the explorers' corpses. You don't know how many sacrifices are needed, so you must stop the Cultists as quickly as possible.

You Win When . . .

. . . you desecrate the pentagram before the god is summoned.

How to Desecrate the Pentagram

You can desecrate the pentagram by finding cans of paint (Paint tokens) and throwing them on the floor of the Pentagram Chamber.

- Pick up the Paint tokens scattered around the house. You can carry only one Paint token at a time.
- You can throw a Paint token into the Pentagram Chamber from an adjacent room with a connecting door. Doing this counts as 1 space of movement.
- You must throw every Paint token in the house into the Pentagram Chamber to desecrate the pentagram.

Special Attack Rules

If your explorer is killed, tip that figure over in its room to mark his or her corpse. A Cultist or the traitor can then pick up your explorer's corpse like an item and carry it. (That player takes your figure to show that it's being carried.) While the traitor or a Cultist is carrying your corpse, it uses 2 spaces of movement to enter a room.

If You Win . . .

The house shakes, and you hear glass shattering around you. The walls sweat as the cultists' dread god draws near.

Just as your world is about to be torn away from you, paint splashes across the wooden floor, desecrating the pentagram. You stop the horrible ritual. The world is safe, for now, but the echoes of the cultists' chant still burn in your mind. Clutching at your head, you feel blood dripping steadily from your damaged ears.

In time your body will heal . . . but will your soul?

Haunt

14



Here There Be Dragons

One of your fellow explorers stoops, picks up a scrap of paper from the floor, then mumbles something you can't quite hear. Before you can ask your friend what it is, the front doors burst open.

An enormous dragon roars in, rampaging and snorting fire! Your friend frowns, then points, yelling, "Eat 'em, dragon! Eat them all!"

What You Know About the Bad Guys

The Dragon wants to kill you all. It can breathe fire and bite. You'll need special weapons and armor to defeat such a ferocious beast.

You Win When . . .

. . . you slay the dragon.

How to Slay the Dragon

The Dragon is so tough that you'll need the Antique Armor (a pentagonal item token), the Shield (another pentagonal item token), and the Spear card to have much chance at success. (The Antique Armor and Shield are both somewhere in the basement.)

Antique Armor: The Antique Armor is a unique item that's different from the Armor item card. The Antique Armor can't be stolen with a special attack. You can't wear the Antique Armor and the Armor at the same time.

- You can use a full turn to put on the Antique Armor or take it off and give it to another character. You can't move or do anything else during that turn.
- While you wear the Antique Armor, you take 5 less physical damage from attacks. It is heavy, though; you move 1 fewer space during your turn while wearing it. (Remember, you can always move at least 1 space every turn.) The Antique Armor doesn't protect you against fire or heat damage.

Shield: When you carry the Shield, you're immune to fire and heat damage, but it's very heavy: you move 1 fewer space each turn while you're carrying it. If you're both wearing the Antique Armor and carrying the Shield, you move 2 fewer spaces each turn. (Remember, you can always move at least 1 space.) Every hero in the same room as the hero carrying the Shield is immune to the Dragon's fire breathing attack.

Spear: The Spear is particularly good against the Dragon. In addition to the Spear's Might bonus, when you are attacking or defending against the Dragon with a Might attack, add 4 to the result of your roll.

Special Attack Rules

- If you're hit by the Dragon's fire breathing attack, you can choose to discard an item and take 2 less physical damage. You can do this with multiple items at once, each time reducing the damage taken by 2.
- The traitor keeps track of the amount of damage you inflict against the Dragon and announces when it has been slain.

If You Win . . .

The dragon quivers, then lies still as tendrils of smoke rise up from its nostrils. Its carcass is bloodied from combat, but not nearly so bloody as your friends.

Now you must deal with the traitor, who stands grinning like an idiot. As you advance, your former friend realizes you mean to make restitution.

"But this is a dream!" protests the traitor. Rather poignant, for last words.

Haunt

15



The Phantom's Embrace

Your companion was always a little too obsessed with that girl, jealous of her friendship with you. Now he's trapped the poor girl inside the house. You hear her scream, her voice rising in pitch, higher and higher. Then silence. Just as you fill your lungs to shout for the girl, a deep laugh echoes from below. As it fades, you hear a quiet ticking. It sounds like the timer on a bomb. Just like it, in fact. What madness is this?

What You Know About the Bad Guys



Your traitorous companion has summoned a Phantom to guard the Girl. She's hidden in the basement somewhere, and the traitor has set a trap for you. You can hear a bomb ticking away. You don't have much time.

You Win When . . .

. . . you rescue the Girl and then either defuse the bomb or escape with the Girl from the house before it blows up.

How to Rescue the Girl

First you must find the Phantom and rescue the Girl. Then you need to find and defuse the bomb—or get out quick.

- The Phantom (and the Girl) will appear in the next basement room you discover with an event  or omen  symbol. The traitor places their tokens in the room.
- Instead of drawing a card for that room, you must attack the Phantom. If you defeat the Phantom, you kill it and gain custody of the Girl. If the Phantom defeats you, then you take damage normally and it escapes with the Girl (both tokens are removed from the house). The Phantom will again show up in the next basement room you discover with an event or omen symbol.
- If the entire basement has been explored, the traitor chooses any basement room and puts the Phantom and the Girl there. The Phantom never moves to the same room twice.

How to Defuse the Bomb

Once during your turn, you can attempt a Knowledge roll of 7+ in the room where the Phantom was defeated to defuse the bomb.

How to Escape from the House

You can attempt a Knowledge roll (picking the lock) or a Might roll (breaking down the door) of 6+ to open the front door in the Entrance Hall. If you succeed, draw an event card and end your turn. On subsequent turns, all heroes can move 1 space out the front door from the Entrance Hall to escape.

If You Win . . .

The girl sobs in your arms as you flee the ancient manor house. You can still hear that infernal ticking, even though you've escaped. Glancing back at the mansion, you see a lone shape standing in an upper window. The shape raises a hand to the glass just as you pass through the iron gates of the estate.

Haunt

16



A Breath of Wind

As you move through the room, some of the debris begins to shake. You stoop to examine it, but it lifts off the floor, quickly followed by more. Soon, a cloud of broken objects spins through the air, and you hear a cackle of insane laughter as pieces of junk begin to launch themselves towards you.

Right Now

Set aside several pentagonal item tokens to represent Candles.

What You Know About the Bad Guys

They are trying to kill you.

You Win When . . .

. . . you exorcise the Poltergeist.

How to Perform the Exorcism

This exorcism ritual requires the burning of Candles.

- Once each turn, if you are in the Kitchen, Dining Room, Chapel, or Gallery, you can attempt a Speed roll of 3+ to find a Candle. (More than one Candle can be found in the same room.) If successful, place a Candle token on your character card.
- If you are carrying a Candle, you may discard it in any room on the floor where the haunt was revealed and attempt a Knowledge roll of 5+. If successful, place the Candle token in that room; no more Knowledge rolls may be made in that room. If you fail, the Candle is lost; return the token to the set-aside pile. Once a Candle token has been placed in a room, it cannot be picked up by the Poltergeist or the traitor. When you have placed a number of Candle tokens equal to the number of heroes when the haunt was revealed, you exorcise the Poltergeist.
- A hero with the Candle item card can use (and discard) that item instead of a Candle token when attempting a Knowledge roll. Put a pentagonal item token in that room on a success.

Special Attack Rules

- The Poltergeist is immune to Might attacks, and it cannot be harmed by the Revolver. The Dynamite does affect it (the *Traitor's Tome* describes what happens).
- Any hero in the room with the Poltergeist may attack it with Speed. If you defeat it, you inflict no damage, but you can steal one item it is carrying. If it defeats you, take 1 die of physical damage (instead of normal combat damage).
- A hero carrying the Ring, the Skull, or the Bell can attack the Poltergeist with Sanity. If you defeat it, decrease the Turn/Damage track by the difference in your rolls. If it defeats you, take 1 die of mental damage (instead of normal combat damage).

If You Win . . .

The candle sputters and burns your hand as you numbly recite the words for the final time. With a sickening crash, the airborne debris flies in all directions, overturning tables and denting the walls. Then, all is still.

Haunt

17



United We Stand

You heard your friend scream, but by the time you arrived, he was already a monster, flesh flowing and bubbling across bones like molten rubber.

Flesh like that can't be cut or torn with normal weapons. But fire—fire will melt it all away. A big enough fire will burn away your monstrous friend and all the horror of this house forever.

Right Now

If the Stairs from Basement tile is not in the house, search the room stack for it and place it in the basement. Then shuffle that stack.

What You Know About the Bad Guys

The traitor hungers for your flesh, and only burning down the house will kill the monster.

You Win When . . .

. . . the house fire kills the traitor.

How to Burn Down the House

- You need to discover and move to the Furnace Room. Once there, make a Knowledge roll of 5+. On a success, you set the furnace to overheat.
- At the end of the subsequent turn of the hero who set the furnace to overheat, the Furnace Room explodes. Turn its tile over so that its back is showing. Any explorer (including the traitor) in the room is killed.
- From then on, at the end of every explorer's turn (including the traitor's), a new room catches fire, killing anyone in it. (Flip the tile over.) A room can't catch fire unless it is adjacent to one that has already burned. The adjacent rooms don't need to have connecting doors. Dead heroes' players cannot cause the fire to spread, but the traitor must always do so.

- When the fire reaches the Stairs from Basement, a subsequent explorer can choose to destroy the Foyer. The fire then spreads from there to the Entrance Hall and Grand Staircase. (Mark these rooms with pentagonal item tokens to show they have been destroyed.) The fire can also spread from the Basement Landing up the Coal Chute, or from a basement room up to the Collapsed Room.
- When the fire destroys the Foyer, the Entrance Hall and the Grand Staircase, the house collapses, killing anyone left inside.

How to Escape the House

- You can attempt a Knowledge roll (picking the lock) or a Might roll (breaking down the door) of 4+ to open the front door in the Entrance Hall. If you succeed, draw an event card and end your turn. On subsequent turns, all explorers can move 1 space out the front door from the Entrance Hall to escape.
- The traitor can't initially move through the front door—the escaping heroes bar it behind them.

If You Win . . .

The house collapses into a blazing inferno. A fitting end for such an evil place, you think, and the horrible thing your friend became. Still, as you stare at the red-hot flames, you can't help but admire the secret lost in them. After all, aren't we all stronger when united?

Haunt

18



A Friend for the Ages

You have long heard that this house is the home of an ancient evil force. The gallery is lined with many antique paintings, beautifully framed but now collecting dust. As you gaze at the works of art, your eye falls upon one that looks strangely familiar. You see the face of one of your friends, but marred by age and mortal wounds. Beneath the painting is a dusty placard reading: "To a friend for the ages. May death itself refuse you while this ward endures."

Right Now

- Take a number of pentagonal item tokens (representing cans of Paint) equal to the number of heroes + 2.
- Also set aside a number of triangular Knowledge Roll tokens equal to the number of heroes.
- Place the Paint tokens in the following rooms: Attic, Abandoned Room, Collapsed Room, Patio, Statuary Corridor, Storeroom, and Wine Cellar. Place one Paint token in each room. If there are more rooms in play than you have Paint tokens, place the tokens in the rooms farthest from any explorer. If you have more Paint tokens than there are suitable rooms in play, set the extra tokens aside. Each time an eligible room is discovered, put a Paint token in it.

What You Know About the Bad Guys

The traitor is protected by a mystical portrait, which absorbs all his or her ills and infirmities. He or she is trying to protect it at all costs.

You Win When . . .

. . . you break the portrait's spell by repainting it, or the traitor is dead.

How to Repaint the Portrait

- Paint tokens can be picked up, dropped, traded, and stolen like regular items, but cannot be carried by the Dog. Each explorer can carry only one Paint token at a time.
- If you are in the Gallery and carrying a Paint token, you can attempt a Knowledge roll of 4+ on your turn to repaint the portrait. If this roll is successful, discard the Paint token and place 1 Knowledge Roll token in the room. A hero cannot do this more than once per turn.
- When you have placed a number of Knowledge roll tokens in the Gallery equal to the number of heroes when the haunt began, the spell is broken.

Special Attack Rules

The traitor cannot be harmed by normal means. If you defeat the traitor in physical combat by 2 or more, you can steal an item from him or her. (See "Special Attacks" on page 13 of the rulebook.)

Exception: When a hero wearing the Amulet of the Ages defeats the traitor in combat, the traitor's traits take damage as normal.

If You Win . . .

As you make the last stroke, you feel the painting finally yield to your brush and give up the power it contains. Your traitorous companion staggers, hair growing long and white, face wrinkling, until the ancient body simply falls apart. In a moment, nothing remains but a pile of dust.

But as you look at the new portrait before you, you wonder . . . where have you seen that face before?

Haunt

19



Ghost Bride

An apparition in white lace shimmers into view. "You've left me alone these long years," speaks a feminine voice, "but I waited. For you. For our wedding." The ghost glides toward one of your fellow explorers and says, "Once you are dead like me, we will be together . . . forever."

The ghost fades, but the faint sound of an organ playing a wedding march sighs gently through the house.

Right Now

- If the Crypt isn't in the house, search the room stack for it and put it in the basement. Then shuffle the room stack
- Put a pentagonal item token in the Crypt to represent the Corpse.

What You Know About the Bad Guys

The Ghost Bride thinks one of the explorers is her new groom.

You Win When . . .

. . . you find the wedding ring (the Ring card) and the body of the real groom (the Corpse token), then present them to the Ghost Bride in the Chapel before she marries your friend.

How to Stop the Wedding

You must discover the groom's name and his buried body. Then you must take the Corpse and the Ring to the Chapel so you can put the Ghost Bride's soul to rest.

To do all this, you must follow these steps, in order. Each hero can attempt only one step each turn.

1. You can attempt a Knowledge roll of 5+ while in the Bedroom, Dining Room, or Library, or while carrying the Book (her old diary), to figure out the real groom's name.
2. You can then attempt a Knowledge roll of 4+ in the Crypt to locate the body of the real groom.
3. Once the body is discovered, you can attempt a Might roll of 4+ in the Crypt to disinter it.
4. Once the body is disinterred, take the Corpse token and carry it to the Chapel. The body is heavy: While you're carrying it, entering a room counts as 2 spaces of movement. You can trade the Corpse token to another explorer as you would pass an item.
5. Carry the Ring to the Chapel. It doesn't matter whether the body or the Ring reaches the Chapel first.

Once you have the Corpse and the Ring in the Chapel, the Ghost Bride will appear there and finally rest in peace.

Special Attack Rules

The Ghost Bride makes Sanity attacks. She cannot be damaged or stunned by any means, except for Sanity attacks from the Ring.

If You Win . . .

Crypt dirt cakes your neck and grits your eyes, but you found what you sought: the shriveled, mummified corpse of a long-buried groom. You force the ring onto its fragile finger. Finally, you heave your burden across the threshold of the chapel, where it falls with a sickening crunch, scattering bones and hair.

The apparition in white lace appears and hovers over the corpse. From the broken form rises an apparition in black. Linking hands, the two fade slowly, lovingly, from existence.

Halloween

20



House of the Living Dead

What's all that racket? It sounds like something coming up through the floor or the walls. Oh, dear God! Decaying bodies, rot-blackened teeth, grave breath! Yellow and black pus-filled corpses snatch at you with death-gaunt arms. They're everywhere!

They're going to feast on your flesh, ripping off chunks of it with their blackened teeth. But you won't die. Eternally hungry, your mutilated corpse will join the undead as another mindless zombie.

You must stop them somehow!

What You Know About the Bad Guys

They are slow (but tough) Zombies. They want to kill you all. An ancient Zombie Lord controls them.

You Win When . . .

. . . you destroy either the Zombie Lord or all the Zombies.

Special Attack Rules

If you're killed, you become a Zombie on your next turn. The traitor will then tell you your new traits. Read this haunt in the *Traitor's Tome*.

- You can destroy a Zombie by defeating it in combat with any weapon that requires a Might attack. Dynamite can also kill Zombies. Otherwise, you stun a Zombie when you defeat it. If you take damage from a Zombie, it doesn't matter whether you have one of these weapons or not.
- Whenever you have the opportunity to draw an item card, you can draw three item cards, choose one, and put the others on the bottom of the stack.
- If you are carrying the Holy Symbol, all Zombies that make Might attacks against you roll 2 fewer dice. (The Holy Symbol doesn't affect the Zombie Lord.)

- You can damage the Zombie Lord only if you are carrying the Medallion. The Medallion holder does not need to use a weapon to damage the Zombie Lord, but any weapon he or she wields can damage it normally. The traitor keeps track of the damage done to the Zombie Lord and announces when it has been destroyed.
- The attacks of heroes who are not carrying the Medallion have no effect on the Zombie Lord (they do not even stun it).

If You Win . . .

The noise of flesh being rent by those corpse-gray hands . . . the horrible, horrible chomping sounds that followed . . . you can hear them still. It is a sound that will wake you in the dead of night for years to come. Each time you hear it, you almost imagine something shifting in the walls. Then you roll over and go back to sleep. Checking for the origin of those sounds never leads to anything good.

Haunt

21



The Abyss Gazes Back

The house shudders and groans. A wave of heat envelops you. Another shudder, and then the sound of wood tearing and concrete collapsing. One of your fellow explorers screams, "Hang on, everyone! We're all goin' to HELL!"

A flickering glow paints the walls, and gray mist rushes into the room. A portion of the house crumbles and falls down into a burning lake of fire. You scramble to safety, desperately wondering how to prevent the house from collapsing into Hell and taking you with it.

Right Now

Set aside a number of triangular Sanity Roll tokens equal to the number of players. Set aside an equal number of triangular Knowledge Roll tokens.

What You Know About the Bad Guys

The traitor welcomes the Abyss—and wants to make sure everyone else goes along for the ride.

You Win When . . .

. . . you successfully perform an exorcism to keep the house from collapsing.

How To Perform the Exorcism

You must perform an exorcism to keep the house from being sucked into the Abyss. This requires a number of successful **exorcism rolls** equal to the number of players. Each roll requires a specific room or item, and each one requires a Sanity roll or a Knowledge roll. Each hero can make only one exorcism roll each turn.

- You can attempt a Sanity roll of 5+ to perform the exorcism while in the Chapel, Crypt, or Pentagram Chamber, or while carrying the Holy Symbol or Ring.
- You can attempt a Knowledge roll of 5+ to perform the exorcism while in the Library or Research Laboratory, or while carrying the Book or Crystal Ball.

Each time you succeed at an exorcism roll, put a Sanity or Knowledge Roll token (depending on the trait used) on the room tile or item card that you used for that part of the exorcism. An token still counts toward your total even if the room or item with which it was accomplished is destroyed.

If you successfully use an item or room as part of an exorcism roll, no hero can use that item or room in an exorcism again. (For example, if you successfully perform a Sanity roll in the Chapel, then no one can use the Chapel again.)

When the heroes have placed a number of tokens equal to the number of players, the house stops collapsing.

You Must Do This on Your Turn

At the end of your turn, the traitor will tell you to turn over one or more room tiles in the house. These rooms have collapsed and are now part of the Abyss.

Dealing with the Abyss

- The traitor is keeping track of the passage of time with the Turn/Damage track.
- If you're carrying the Holy Symbol and you're in a room adjacent to a destroyed room, you can sacrifice the Holy Symbol instead of turning over room tiles. (The adjacent room must have a connecting door.) When you do, discard that card; you no longer need to turn over those tiles. Doing this also prevents the house from collapsing until the end of your next turn. It does not, however, stop the Turn/Damage track from advancing.
- If you're in a room when the Abyss engulfs it, you must attempt a Speed roll of 4+. If you succeed, you can escape by jumping to an adjacent discovered room with a connecting door (if there is one) that is not collapsing. If the roll fails, or if there isn't a room you can use, you are sucked into the Abyss and killed.
- If an event or the Mystic Elevator sends you to a room or floor that has collapsed, then you plummet into the Abyss and are killed.
- The Entrance Hall, Foyer, and Grand Staircase each count as a separate room. Use a pentagonal item token to mark when each is sucked into the Abyss.

If You Win . . .

The last incantation is over. The exorcism is finished. You wait, mentally pleading, praying, promising anything if only you are saved . . .

The house ceases rumbling. The gray mist pulls back. The red glow is extinguished. You sigh. Hell won't claim you today.

Haunt
22



Tentacled Horror

Ropy lengths of muscled tissue flail into view. Jagged, horn-rimmed suckers cover the boneless arm, pulsing and clicking like disembodied teeth. The rubbery length scuttles across a fellow explorer's leg, then tightens convulsively. Horn-rimmed suckers saw at your friend's limb, nearly severing it, before he is pulled out of sight as if being reeled in. Your friend's screams grow fainter in the distance before abruptly stopping. Then the tentacle returns.

Right Now

Set aside 3 triangular Might Roll tokens.

What You Know About the Bad Guys

A Tentacled Horror is searching for you. Each of its Tentacles is represented by an Arm token and a Sucker token. If a Sucker pulls you to its matching Arm, you'll be killed at the start of the next monster turn, unless you're rescued first. The Tentacles grow stronger over time.

You Win When . . .

. . . you destroy the creature.

How to Destroy the Creature

Find the Head of the Tentacled Horror and destroy it by doing the following:

- The hero carrying the Crystal Ball must use it to find where the creature's Head is. Make a Knowledge roll of 4+ to gaze into it successfully; an unsuccessful roll results in the negative consequences listed on the card. If the roll is successful, instead of searching for a card, roll 4 dice to determine where the Head is located.

Result	Room
0	Larder
1	Kitchen
2	Organ Room
3	Chasm
4-5	Underground Lake
6	Conservatory
7	Crypt
8	Furnace Room

- The Crystal Ball shatters after it's used to find the Head. Discard that card.
- If the room has not been discovered yet, search through the room stack until you find it. Then give it to the traitor, and tell that player to connect the room to any unexplored doorway on an appropriate floor. Shuffle the room stack.
- Place a small monster token in that room to represent the creature's Head.

Special Attack Rules

- Arms can't attack or be attacked. Suckers can attack and be attacked normally.
- If a Sucker defeats a hero in physical combat, the hero takes no damage. He or she is instead grabbed by the Sucker and drops all items, which remain in that room. The Sucker then ends its movement.
- When you defeat a Sucker in physical combat, it is stunned and retreats. It drops any hero it is grabbing. Then put the Sucker token in the same room as the matching Arm token.
- Arms don't slow hero movement. Only Suckers do.
- The creature's Head can attack heroes. Each time the Head would take damage, instead place a triangular Might Roll token in that room. When the heroes have placed all 3 tokens, they destroy the Head.

You Must Do This on Your Turn . . .

. . . if you are grabbed. You cannot use items, but you can still make an attack against the Sucker that is grabbing you. If you defeat it, the Sucker drops you and retreats, but for the rest of the turn, each room you move into counts as 2 spaces of movement. If you tie or are defeated, you take no damage, but your turn is over.

If You Win . . .

The sucker-rimmed tentacle lashes back and forth in agony, bringing down part of the ceiling and then one wall. A scream begins far below your senses and ripples up through the scale, ascending beyond your puny hearing. The creature's last call penetrates dimensions you cannot imagine.

Finally, That Which Should Not Be is no more. You suspect you'll meet it again only in your dreams.

Haunt
23



Fly Away Home

You hear a shushing, sandpapery sound growing louder outside the house. Looking out a window, you see a great swarm of bats with glowing red eyes.

You pull the curtains and back away from the terrible sight. But then you hear it. A thump . . . then another . . . then a horrid, choking laugh. Shush, shush, shush.

They're here.

Right Now

If the Organ Room isn't in the house, search the room stack for it and put it in the house. Then shuffle the stack.

What You Know About the Bad Guys

The traitor has let bloodsucking Bats into the house. The Bats have already killed the traitor. Now they want to kill you.

You Win When . . .

. . . you drive away the Bats by making appropriate noises with the pipe organ (in the Organ Room), and then kill any Bats that are attached to explorers.

How to Drive Away the Bats

You must start the pipe organ in the Organ Room to confuse the Bats and drive them away, and then kill the Bats that remain. To do this, you must follow these steps, in order. Each hero can attempt only one step each turn.

1. Move to the Organ Room. Once there, you can attempt a Might roll of 5+ to start the pipe organ.
2. Once any hero has started the pipe organ, you can attempt a Knowledge roll of 6+ in the Organ Room to make the appropriate noises that will drive away all the unattached Bats. Doing this also prevents any more Bats from entering the house. (A hero whose hobby is Music can attempt a Knowledge roll of 5+ instead to create those noises with the pipe organ.)
3. Finally, attack and kill any Bats that are attached to heroes.

You Must Do This . . .

. . . at the beginning of your turn. Take 1 point of physical damage for each Bat that is attached to you. If you are wearing the Armor, you take 1 less damage from the total.

Special Attack Rules

- You can attack a Bat that is attached to you or another hero, using Might. If you defeat the Bat, it's killed instead of being stunned.
- Unattached Bats don't affect hero movement. However, you move 1 fewer space during your turn for each Bat that is attached to you. (You can always move a minimum of 1 space.)

If You Win . . .

The last of the bloated bats crumples to the ground, and the room seems to grow brighter. Looking up, you see the faint light of dawn gleaming in the east. The shushing outside fades to silence. You shake in relief, knowing you won't have to spend another night here.

Haunt

24



Voodoo

You crack a journal you found, seeing that instead of a diary, each page contains a taped-down photograph of what looks for all the world like a voodoo doll. All of the pictures have been defaced. Each one has a big red mark slashed through the image. Weird. But wait—the last few pictures are not defaced. That one sort of looks like one of your friends! And this one sort of looks like you . . .

What You Know About the Bad Guys




The traitor has hidden voodoo dolls throughout the house. Each one is linked to a hero. The dolls are in dangerous places. As the Turn/Damage track advances, the effects of these voodoo dolls will get worse.

You Win When . . .

. . . you destroy all of the dolls and at least half (rounding up) of the heroes who began the haunt are still alive.

How to Destroy the Dolls

First, you must follow the traitor's hints to find the rooms with the dolls. Then you must find the dolls and destroy them, following the steps below. (You can ask the traitor to repeat any of the hints.)

In this haunt, explorers do not have to stop when they enter a previously unexplored room with a symbol   . You can explore as many new rooms as you wish, drawing a card only if the room where you end your movement has a symbol. You must also draw a card if you search for a doll in a newly discovered room with a symbol.

- Move to a room where you think any voodoo doll is hidden. (The traitor's clues will help you figure out which rooms have dolls.)
- Attempt a Knowledge roll of 2+ to search for a doll in the room. If you succeed, ask the traitor if that room contains a doll; he or she must answer truthfully and tell you which doll it is. (You won't find the doll unless you're in the right room.) You can search only one room during your turn.
- Once you find a doll, you can automatically destroy it if it corresponds to you. You can find the location of any doll, but you can destroy only your own doll.

If a hero dies, that hero's doll is also destroyed.

If You Win . . .

You snatch up the doll, looking into its button eyes. Eyes, for all their lifelessness, still eerily like your own. No! You dash the doll, over and over, upon the floor. The button eyes shatter. The stitching bursts. Finally, even the material splits, leaving only rents of fabric and debris. The doll is destroyed.

Wait—what have you done? That wasn't the brightest thing to do with a voodoo doll. You don't feel well . . . but it could have been much worse.

Haunt

25



Pay the Piper

Those damned noises! You pound your hand against the wall, and the skitter, scritch, scratch instantly ceases.

"You see?" you tell your friends.

"Vermin infest the walls. Insects, maybe, or rats."

Seconds later the skitter, scritch, scratch begins anew, louder than before. That must be some infestation!

One of your fellow explorers listens to the sounds with an expression of joy so extreme it almost seems like pain. Your friend's gaze finds yours. You never noticed before how ratlike your friend looks. Your traitorous companion says one word in a horribly high voice, one you've never heard used before: "Feed!"

Small bodies flood from under the baseboards! Rats! Swarms and swarms of rats! It's you or them.

Right Now

Before the traitor places Rat tokens in the house, put any explorer who is in the Pentagram Chamber in a room adjacent to it instead. That room doesn't need to have a connecting door.

What You Know About the Bad Guys

The traitor is performing a wicked rat-thing ritual in the Pentagram Chamber. You can stop the ritual only by quickly killing every Rat in the house. Watch out for swarms of Rats attacking together.

You Win When . . .

. . . you destroy all the Rats or you kill the traitor before he or she gets to the Pentagram Chamber.

Special Attack Rules

- If you inflict damage against a single Rat, you kill it.
- The heroes can't affect the traitor in any way while he or she is in the Pentagram Chamber. Neither the Rats nor the heroes can enter the Pentagram Chamber.

If You Win . . .

Rat bites bleed on your arms, legs, and scalp. The vermin nearly overwhelmed you. You can still feel their tiny, warm, furry, jostling bodies, all straining to scratch, bite, and swarm. But the swarms are dead at last. You hope you're finally safe.

. . . skitter, scritch, scratch . . .

Haunt

26



Amok Flesh

Your friend mumbled something about a "contaminated sample" when you showed him the nifty crystal sphere. Did he recognize it? You hold the sphere to your eye, peering into its depths. A clot of something baby-pink is caught in the center.

The crystal pulses in your hand. Startled, you drop it. The glass shatters like a dropped egg. A fleshy blob now lies exposed amid the splinters, like a quivering yolk . . .

. . . a yolk that bubbles and expands, doubling its size every few seconds! You almost trip as you back away. The blob surges forward, as if trying to take advantage of your fall. If you hadn't caught yourself, it would have rolled right over you.

Will it never stop growing?

Right Now

- The player whose explorer is carrying the Crystal Ball card discards that card. Whoever is in that room should move away quickly, because that's where the Blob will start growing.
- Set aside a number of triangular Knowledge Roll tokens equal to the number of players. Set aside an equal number of triangular Sanity Roll tokens.

What You Know About the Bad Guys

The Blob is spreading. If you end up in a room with a Blob token, you'll be turned into a Blob-person. (Your new goal will be to help the traitor win.)

You Win When . . .

. . . you destroy the Blob.

How To Destroy the Blob

- Once during your turn, if you are in a room adjacent to a Blob token (with a connecting door), you can attempt a Knowledge roll of 3+ to examine the Blob. Each time this roll succeeds, put a Knowledge Roll token on your character card.

- Finding the Blob's weakness requires a number of successful Knowledge rolls equal to the number of players. When the last roll succeeds, set aside all those tokens again.
- Once the Blob's weakness has been found, you'll need to find the proper chemical formula to kill it. Creating the formula requires a number of ingredients equal to the number of players. Once during your turn, you can attempt a Knowledge roll of 3+ to search for an ingredient in any of the following rooms: Attic, Conservatory, Furnace Room, Gardens, Library, either Laboratory, Junk Room, Kitchen, Larder, Storeroom, an open Vault, and the Wine Cellar. Put a Knowledge Roll token on your character card after each success to represent the item found. Then put a Sanity Roll token in that room; the Knowledge roll can't be attempted in that room again.
- You can use 1 space of movement while in an adjacent room (with a connecting door) to throw an ingredient into the Blob. When you do this, transfer a Knowledge Roll token from your character card to the Blob token's room. Once a number of ingredients equal to the number of players has been thrown into the Blob, the entire Blob is destroyed.

If You Win . . .

You grasp the beaker tightly, its paraffin wrap preventing the green contents from sloshing out. You hope that your solution is right. You won't get another chance.

The burbling screams of the half-digested blob sound in the next chamber. With a quick prayer, you toss the beaker into the rolling expanse of pulsating flesh. The blob absorbs the beaker instantly.

The house shakes as if caught in an earthquake. The blob is quivering, evaporating, steaming away as it consumes itself in a violent convulsion!

All that remains are pools of fetid liquid, cast-off bits of clothing, bits of bone, a few stray teeth, and strands of half-dissolved skin.

Haunt

27



Ring of King Solomon

As you idly study the ring, your eyes suddenly catch inscriptions you'd missed earlier. Did they just appear? The strange marks look almost like pictograms, but even as you stare at them, they rearrange themselves into a language you can read:

"King Solomon's Ring."

The letters morph once more:

"Demons Bow to You."

And, then, one last shift:

"The Hellgate is Open."

The house quakes. A hot, sickly sweet wind blows through the house. A scream, promising an eon of pain, sounds from another room. You've never heard anything so terrible, nor can you imagine what sort of creature could give voice to something so purely malicious.

Except, perhaps, a demon from Hell.

What You Know About the Bad Guys

Demons are entering the house through a portal from Hell. They want to kill everyone. Different Demons have different physical and mental traits.

You Win When . . .

. . . you destroy the Demon Lord. To do this, you must defeat the Demon Lord twice while you are carrying the Ring. Each attack can use Might or Sanity.

Special Attack Rules

- If you make a Sanity attack against the Demon Lord using the Ring, add 2 to the result of your roll. Defeating the Demon Lord the first time stuns it. Defeating it a second time destroys it. (If the Demon Lord attacks the hero carrying the Ring and loses, that also counts as one of the two defeats needed.)
- If you make a successful Sanity attack against any other Demon using the Ring, you gain control of that Demon. (You can control more than one Demon.) You can move it and attack other Demons or the traitor with it during your subsequent turns. If another hero takes the Ring, he or she controls any conquered Demons as well. If the Ring is dropped or stolen by the traitor, all controlled Demons become uncontrolled.
- If you defeat a Demon or Demon Lord but don't have the Ring, you stun the monster as usual.

If You Win . . .

King Solomon's Ring blazes upon your finger as the demon lord finally succumbs.

Again the house quakes. The hot, sickly sweet wind wavers, slows, then reverses. The Hellgate becomes a Helldrain—the stench, the heat, and the reddish flames are sucked back. Tendrils of fire snake forth from the portal, each brutally grabbing hold of a demon. Screaming again, now like souls tortured beyond the breaking point, the struggling demons are pulled into the maw.

As the last shrieking demon disappears through the portal, the Helldrain collapses like an eye closing. Silence descends. Hell is done with you.

But, you wonder, idly studying the ring . . . are you done with Hell?

Haunt

28

Frankenstein's Legacy

Your fellow explorer pores over the yellowed pages of the book, paying no attention to your surroundings. Your friend mumbles something about death, bodies, and reanimating dead flesh. What madness!

Then your friend looks up, the unholy light of zeal clear in eye and countenance. "To the laboratory!

"Tonight, I shall realize the dream of necrotic revitalization! Limbs once dead shall twitch, a brain once lifeless will wake, and a body once moribund will rise. Tonight, the dead shall walk!"

Right Now

- Set aside 5 pentagonal item tokens to represent Torches.
- Set up the Turn/Damage track with a plastic clip at 0. You'll need it to keep track of Torch hits.

What You Know About the Bad Guys

Your traitorous companion has animated Frankenstein's Monster. To test its strength, the traitor will command it to kill you all. The Monster is very tough, so you should do your best to avoid it. Fortunately, it does have one weakness: fire.

You Win When . . .

. . . the Monster is dead.

How to Kill the Monster

There are two ways to kill Frankenstein's Monster:

1. **Death by Fire:** Go to the Charred Room, Furnace Room, Pentagram Room, or Kitchen to find and light a torch. Put a Torch token on your explorer's character card. There's no limit to the number of Torches you can find, but each explorer can carry only one at a time. When in the Monster's room or an adjacent room with a connecting door, you can attempt a Speed attack to throw the Torch at the Monster. If you defeat the Monster, it takes one Torch hit. Advance the Turn/Damage track by 1 and discard the Torch token. This attack does not stun the Monster. If it defeats you, you lose the Torch; return it to the pile of set-aside tokens. Each hero can throw only one Torch per turn. The Monster is killed once it has been hit by a number of Torches equal to the number of players.
2. **Death by Falling:** The Monster isn't very bright. It must always move toward the closest explorer it can attack. Lure it into the Tower or Chasm. Then you can attempt a Might roll of 6+ in one of those rooms to push the Monster to its death. You can attempt this roll once during your turn.

If You Win . . .

Riiip! You feed another page of the book to the candle flame. These notes are a true abomination. You hope that the book's destruction will ensure that the secret of reanimation remains hidden for all time.

Riiip! There goes the introduction. The next few pages are filled with formulas and tables, diagrams and figures . . .

Yes. It all makes a certain horrid sense. A sudden light breaks upon you—a light so brilliant and wondrous, yet so simple, that you are dazzled by the book's possibilities. How surprising that you alone should be reserved to discover so astonishing a secret.

You burn your finger, just a bit, patting out the burning page.

Haunt

29



Tomb of Dracula

A sick certainty clutches your stomach as the coffin lid creaks open. There have been too many clues, too many coincidences, and too many revelations to doubt the reality of the pale hand now pushing the lid completely back. The hand is coarse and broad, with squat fingers. Hair grows from the palm. The nails are long and fine and cut to a sharp point. The girl standing beside you clutches your arm.

"We have to kill it," you yell, "kill it before it completely awakens!"

That's when you see the fresh bite marks on your friend's neck and the new fangs in your friend's mouth.

What You Know About the Bad Guys

The traitor and the Girl (now the Bride) are both Vampires in league with Dracula. Dracula is very powerful, but he awakens slowly. You have a couple of turns to act quickly before he is fully conscious. He and his minions will try to kill you or turn you into Vampires.

You Win When . . .

. . . Dracula and the Bride have both been destroyed.

How to Destroy Vampires

- If you use the Spear to defeat a Vampire with a Might attack, you stake its heart and kill it. Any other successful attack inflicts damage against the traitor, or stuns Count Dracula and the Bride, as normal.

- The traitor is keeping track of the number of turns that pass after the haunt begins. Immediately after the traitor advances the Turn/Damage track, one of the other explorers rolls a number of dice equal to the number of players. When the result of that roll is lower than the current turn number, the sun comes up.
- Vampires weaken as the day goes by. At the start of each traitor turn after the sun comes up, each Vampire (including Dracula, the Bride, and the traitor) loses 1 from each trait. Tell the traitor to keep track of Dracula's and the Bride's traits on a piece of paper. If a Vampire's trait drops to 0 or to the skull symbol, it immediately bursts into flames and is destroyed.

Special Attack Rules

If you defeat a Vampire, you inflict damage normally. If you are also carrying the Holy Symbol, you can force that Vampire to move 1 room away from you (through a connecting door) for each point of damage you inflict.

If You Win . . .

A stake through the heart, the light of the sun—these were your weapons against the blood-sucking scourge and its nightwalking children. Day has come. The vampires have been destroyed. The legend of Dracula remains just that: a legend.

They truly are gone, you think, idly rubbing a wound on your neck. Better have that looked at, just in case.

Haunt

30



Faint, illegible text from the reverse side of the page is visible through the parchment.

Airborne

A deafening shriek leaves you reeling. A second later, the house seems to crumple and then jerk into the air. But that would be crazy.

You rush to the window and see the madness is true: A bird the size of a 747 is carrying the house in its talons, presumably to feed its monstrous brood somewhere. Beneath you the ground gets farther and farther away. If you are going to live, you need to get out of this house fast—but you need some way to survive the fall.

You remember one of your friends mentioning some parachutes they stumbled over. You just need to find one. There might not be enough for everyone, but surely the others would agree that you deserve one.

Right Now

- Set aside a number of pentagonal item tokens equal to half the number of players, rounding down. These represent Parachutes.
- Remove any basement tiles in the house. If any explorers are in the basement, put them in the Mystic Elevator and put that tile beside any ground-floor door. Search the room stack for the Mystic Elevator if it is not in play, then place it on the ground or upper floor. Then shuffle that stack.


What You Know About the Bad Guys

This haunt has no traitor—only heroes. Even so, only some of you can survive.

You Win When . . .

. . . you exit the house with a Parachute. Heroes who do not find a Parachute are killed.

Finding a Parachute

- Heroes can still explore the house and find new rooms. They cannot enter the basement, however. (If the next room tile can only go in the basement, put it in the discard pile and draw tiles until you can place one.)
- Several Parachutes are hidden in the house. You can search for a Parachute by making a Knowledge or Speed roll of 4+ in any room with an omen  symbol. If you succeed on this roll, take a Parachute token and put it on your character card. Only one Parachute can be found in a given room.

- You cannot move any farther on the turn you find or steal a Parachute. You can carry only one Parachute at a time.

Special Attack Rules

- You can steal a Parachute from another hero by attacking with Might (resisted by Might as usual) or tricking your opponent with Knowledge (resisted by Knowledge). Unlike the normal rules for stealing items, you can take the Parachute if you win by 1 or more. The loser does not take any damage. The attacker's turn then ends, whether or not the attack was successful.
- You can attack other heroes to inflict damage instead of stealing a Parachute, using the normal rules. A dead hero carrying a Parachute drops it, and any other hero can pick it up.
- Heroes slow each other as if they were monsters.

Exiting the House

Once you have a Parachute, you can exit the house. To do this, move to the Entrance Hall, Balcony, Tower, Coal Chute, or Collapsed Room and spend 1 space of movement. Then make a Knowledge roll (to make sure you know how it works) or a Sanity roll (to psych yourself up) of 4+. On a success, you exit safely.

If You Win . . .

The air rushes past you like a hurricane. With a flood of relief you feel your parachute open above you and your fall slow. Then you hear a flapping noise. Looking up, you see some tears in the fabric of the chute. A few of the ropes seem tangled too. Perhaps the chute got damaged in all the fighting, but for now it seems to be okay. The tears don't seem to be getting any bigger. Not yet, anyway . . .

If You Lose . . .

Your so-called friends have left you to be food for the chicks of this demonic bird of prey. On the other hand, maybe if you landed on another human body, you'd survive the fall. Your friend over there looks pretty soft . . .

Haunt

31



Lost

The crystal ball flashes, and a thundering chord bursts out of the pipe organ. The house shakes and shifts, changing its contents and even its layout. The air thickens into a cloying, green, corrosive mist. Outside, the sky is mauve, the trees are pulsing tubular nightmares, and the pedestrians have rather more teeth than they should.

It would be a good idea to return the house to your home dimension before too many more layers of your skin scald and peel away.

What You Know About the Bad Guys

The traitor is an alien who has transported the house to its home dimension. The corrosive atmosphere will slowly kill you.

You Win When . . .

. . . you return the house to your own dimension.

You Must Do This . . .

. . . at the beginning of each hero's turn. Roll 2 dice; that hero subtracts the result from any trait or combination of traits.


How to Return the House

The pipe organ in the Organ Room is not just a musical instrument. It's also a dimensional transporter. You'll need to play the right song on the organ, resonating the proper frequencies for dimensional travel.

While in the Organ Room, you can attempt a Knowledge roll to play the right song. A hero can try to play the organ once during his or her turn. The following result will send the house back home.

Total Players	Result Needed
3	15+
4	16+
5	18+
6	20+

You can explore the house to find clues to the proper song. Found clues benefit everyone trying to play the organ. The same clue cannot be found more than once.

- Add 1 to the result for each room with an omen symbol  in the house.
- Add 2 to the result if you're playing the organ and have the Music hobby.
- Add 2 to the result if you successfully find the music books in the Library. Once during your turn in that room, you can attempt a Knowledge roll of 5+ to find the books.
- Add 2 to the result if you go to the Game Room and succeed at a Sanity roll of 5+ to view the exotic trophy animals and figure out which dimension you're in.
- Add 2 to the result if you go to the Tower and succeed at a Knowledge roll of 5+ to locate your new planet by looking at the stars.
- Add 2 to the result as long as the Madman is in the Organ Room. (He has made the journey between dimensions several times.)
- Add 2 to the result as long as the Book is in the Organ Room. (It's an extradimensional atlas.)

If You Win . . .

The organ produces yet another wheezing, anemic gasp. Again, nothing. Your nose bleeds continually now, your skin is falling away in great patches, and your vision is tunneled to a speck. One more chance . . .

You pound out the last chord on the pipe organ. This time, the sound thunders and resonates through the house. Again, the house shakes, shifts, and begins to change. The air clears, becomes transparent. It's dark outside.

The pain grows less. The bleeding slows. You've escaped! You have returned to your own dimension. But are you on your home planet? That remains to be seen.

Haunt

32



An Invocation of Darkness

Since opening the book, your friend has been cackling insanely, muttering something about a gate and the "space between the stars." He's clearly insane—the only way you'll be able to get him back to his right mind will be to destroy the sinister volume he carries.

Right Now

If neither the Chapel nor the Pentagon Chamber is in play, the person to the left of the haunt revealer searches the room stack for one of those tiles, then puts it on a legal floor of the house. (Try to put it as far from the traitor as possible.) Then shuffle the room stack.

What You Know About the Bad Guys

The traitor is using the Book to summon a hideous Elder God that will consume the world, starting with you.

You Win When . . .

. . . you destroy the Book. You also win if you kill the traitor before he or she finishes the summoning ritual.

How to Destroy the Book

- Before the Elder God has been summoned, you can steal the Book from the traitor. (See "Special Attacks" on page 13 of the rulebook.)
- After the summoning, the Book will be lying in the room the traitor used to perform the ritual. You can pick it up as normal.
- Carry the Book to the Furnace or the Chasm. Then spend 1 space of movement to throw the Book in, destroying it and banishing the Elder God.

If You Win . . .

You aren't sure that you'll ever fully recover from what you've seen here tonight. There are some things that humans were Not Meant to Know, and surely this is one of them. Maybe you can convince yourself that it was all a dream . . .

Haunt

33



Guillotines

Your head starts spinning. Gradually, you lose consciousness. You awaken. How long has it been? As you struggle to your feet, you hear a recorded voice.

"Hello. You don't know me, but I know you. I want to play a game. The door to this mansion will open in an hour, but none of you will be alive by then unless you're good at finding things.

"You will note that you each have a steel collar attached to your neck. This collar contains a blade held in place by a powerful spring. Whenever a timer attached to one of these devices goes off, the wearer will end up considerably shorter.

"Keys have been hidden throughout the house. It takes two keys to unlock each collar. Once you've unlocked them, you'll be free to go. Of course, some keys may be in rather inaccessible locations.

"Let the game begin."

What the Traitor Hears

"All the other people in this house were witnesses to your mother's traffic accident. Her car caught fire, but they were too afraid to drag out her unconscious body before the fuel tank exploded. Now you have a chance for revenge. Your collar doesn't work, but the others don't know that. Will they have courage to help you the way they didn't help her?"

Right Now

- Place pentagonal item tokens (representing Keys) in the following rooms, now or when they are discovered: Attic, Catacombs, Chasm, Collapsed Room, Crypt, Furnace Room, Gallery, Junk Room, Operating Laboratory, Pentagram Chamber, Tower, and Vault.
- Take red monster tokens, numbered from 1 up to the number of players. Mix the tokens up and deal one face down to each player (with the number hidden). The explorer with the red token numbered 1 is the traitor.
- Take pentagonal item tokens, numbered from 1 up to the number of players. Players keep these tokens face up (with the number showing).
- Set up the Turn/Damage track with a plastic clip at 0 if there are four or fewer players, or at 1 if there are five or six players. You'll use this to keep track of time.

What You Know About the Bad Guys

This haunt uses the hidden traitor rules described on page 17 of the rulebook. You all read this booklet, but one of you is a traitor.

Someone has locked you in a collar with a ticking timer, which is likely to decapitate you soon. As if that's not bad enough, one of your companions thinks you'd be better off headless.

Traitor: The traitor must reveal him- or herself if that explorer would be killed by a collar. Before then, he or she can collect Keys and even trade them to other players to gain their trust.

You Win When . . .

The heroes win when all the collars are removed and at least half the heroes (rounded up) are still alive. If more than half of the heroes are killed, the traitor wins.

A collar is removed when it is unlocked or detonates. A collar also counts as removed if its wearer was killed by other means, or if it is on a revealed or dead traitor.

Haunt

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How to Unlock a Collar

- You can take a Key token from a room after you have drawn and acted on any cards required by the room; taking a Key is not mandatory. The sidebar below clarifies the timing of the room's effects.
- You can't move after finding a Key, but you can attempt to use it or give it to another explorer. Each Key can be used only once to unlock a collar; discard that token afterward.
- If you are carrying at least two Key tokens, you can announce at any time during your turn that you are unlocking your own collar or the collar of anyone else in the same room. (Remember, though, that an explorer can't be traded a Key and use it to unlock his or her collar in the same turn.)
- Keys can't be used to unlock the collar of a decapitated explorer.

Crypt, Furnace Room: Take the Key after taking damage from the room's effect.

Gallery: You must jump down into the Ballroom (which must be in the house) to get the Key.

Collapsed Room: You must first make the roll to avoid falling. If you succeed, you get the Key; if you fail, you fall to the basement without it.

Vault: The first explorer to end a turn in this room after the Vault is open gets the Key.

Catacombs, Chasm, Tower: You must successfully make the roll to cross the room before you can pick up the Key. If you fail, you can try again next turn. If you succeed, you end up on the far side of the room and will need to roll again if you want to go back the way you came.

Attic, Junk Room, Pentagon Chamber: To collect the Key, you must attempt the roll required by the tile as though leaving the room. If you fail this roll, you take the stated damage and do not find the Key. Whether or not you succeed, you must still roll again if you try to leave the room.

Operating Laboratory: An X-ray shows that the Key is inside you! You must roll 3+ with each of your traits and also take 2 dice of physical damage to get the Key. If any of the rolls fail, you don't get the Key but still take the damage.

You Must Do This . . .

. . . at the end of each of the haunt revealer's turns. Advance the Turn/Damage track by 1. Then every explorer with an item token whose number is equal to or less than the current turn must roll 3 dice. If the result is less than the current turn number, that explorer is immediately killed.

Example: In a four-player game, if Professor Longfellow and Zoe Ingstrom have the item tokens numbered 1 and 2, then after two turns, both their players have to roll 3 dice. On a result of 0 or 1, that explorer dies.

If the Heroes Win . . .

As the last collar is released, the doors to the mansion open and you feel a cool breeze blowing through the hall. But who did this, and why? If enough people enjoy grisly torture, perhaps there'll be a sequel or five . . .

If the Traitor Wins . . .

As you look at the headless bodies of the people who left your mother to die, you feel as if you've learned a valuable lesson about life. Whoever did this must be some kind of profound moral teacher, and you feel the urge to follow in his or her footsteps. Either that, or you're both just nuts. Who can say?

Small Change

A couple of tabby cats have been prowling about the house. They look peeved but have left you alone. If cats are the scariest creatures here, you don't have much to worry about!

A sound of breaking glass jerks you away from your musings. You turn to see a broken vial on the floor. Silver liquid oozes out and turns into a sparkling cloud that surrounds you. You grow queasy and dizzy for a few moments . . .

When your head clears, you are staring up at the chair, its seat seemingly miles above you. That makes you roughly the size of a mouse. Then you hear a sound outside your room: ". . . meow . . ."

Right Now

Set aside a pentagonal item token to represent the Toy Airplane.

What You Know About the Bad Guys

The traitor has shrunk you and let the Cats into the house. They will try to eat you.

You Win When . . .

. . . at least half the heroes (rounding up) use the Toy Airplane to escape through the Balcony, Gardens, Graveyard, Patio, Tower, or any room with an outside-facing window.

Being Small

- All items and omens you are carrying have shrunk with you and function normally.
- You can't draw any cards. Discovering a new room with any symbol ends your turn.
- Each doorway counts as a space, so moving through a doorway to the next room counts as 2 spaces. You can stop in a doorway space.
- You must make a Might roll of 3+ to go up or down any stairs. If you fail, you end your turn but can try again next turn.
- You can't use the Collapsed Room or the Mystic Elevator. You are not affected by the Gallery, Gymnasium, or Vault.
- You need the Toy Airplane to leave the house.

Using the Toy Airplane

- The Toy Airplane is in the Bedroom, Master Bedroom, Storeroom, Attic, or Game Room. Once during your turn, you can attempt a Knowledge roll of 3+ to search one of these rooms. If you succeed, put the Toy Airplane token in that room.
- Once during your turn, you can attempt a

Knowledge roll of 4+ to start the Toy Airplane. If you succeed, it will stay on the ground until your next turn. During this time other heroes can board the Toy Airplane, but any heroes in it can be attacked by Cats.

- The Toy Airplane has a Speed of 5 when it is flying. The hero who started the Airplane moves it on his or her subsequent turns at the Airplane's speed instead of using regular movement. Like shrunken explorers, it counts doorways as separate spaces when moving.
- Picking up a hero on the ground with the Toy Airplane counts as 1 space of movement. When you do this, the hero in the plane with the highest Speed attempts a Speed roll:

Die Roll Result

- | | |
|-----|--|
| 4+ | You pick up the explorer. |
| 2-3 | You fail, but you can try again (counts as another space of movement). |
| 0-1 | You crash. The Toy Airplane is on the ground, and you must restart it. |

- You can't leave the house until all living heroes have been picked up. Spend 1 space of movement to exit a room's outside-facing edge.
- Flying heroes can attack or be attacked only with the Revolver, Ring, or Dynamite.
- Flying heroes do not need to make Might rolls to use stairs. They can go up or down through the Collapsed Room and Gallery, and they pass across the Chasm without rolling or taking damage.
- The traitor can't fly the Toy Airplane.

If a Cat Catches You

- If you are captured by a Cat, you have a chance to get away. At the start of your next turn, choose any trait. You and the Cat each attempt a roll using that trait; this is called a **contest**. If you roll higher than the Cat, you escape and take your turn normally. Otherwise, you are still captured and your turn is over.
- If another hero attacks and defeats the Cat, the Cat drops you and is stunned.
- Heroes currently captured by cats cannot be picked up by the Toy Airplane.

If You Win . . .

The little plane sputters and shakes before gliding smoothly out the window. You hear a yowl of frustration as you soar away from the vicious felines. You've escaped! Now all you have to do is find a way to get back to your old size before some hawk decides to make a meal out of you . . .

Haunt
35



Better with Friends

The medallion glows a bluish-black, pulsing steadily in the gloom. You feel the house shift as water rushes into the basement.

Didn't someone mention a boat stored in the attic? All of you immediately run up the stairs—all except the one who brought you here. Your traitorous companion doesn't seem interested in escaping.

The house is sinking! You don't have time to figure out why, but you might have enough time to escape.

What You Know About the Bad Guys

The traitor has lured you here to die. The house is sinking into an underground swamp, and you will drown unless you escape.

You Win When . . .

. . . at least half the heroes who started the haunt (rounding up) escape the house alive. You can't leave any living heroes behind in the house when you escape.

How to Escape the House

- The Rowboat is in the Attic. If the Attic is not yet in the house, you'll have to explore the upper floor until you find it.
- Pick up the Rowboat and carry it from the Attic to the Balcony or Tower. (Put the Rowboat token on your character card while you're carrying it.) The Rowboat is a heavy item, so while you're carrying it, each room you enter counts as 2 spaces of movement. (Only one hero can carry the Rowboat, but it can be traded.) The Dog cannot carry the Rowboat.
- As soon as all the living heroes are in the Balcony or Tower with the Rowboat, you escape. You can't escape while any living hero is still in the house.

Effects of Flooding

If any explorer (including the traitor) begins a turn on a flooded level of the house, the following effects apply:

- Partially Flooded:** Move 2 fewer spaces that turn.
- Fully Flooded:** Move 4 fewer spaces that turn and take 2 points of physical damage. This damage cannot be prevented or reduced in any way.
- No matter how flooded the house is, you can always move at least 1 space each turn.

Slowing the Flood

The traitor is using the Turn/Damage track to mark the passage of time. During your turn, you can drop the Medallion in a partially or fully flooded room to stop the sinking for one turn. When you do, discard that card. During the traitor's next turn, he or she does not advance the Turn/Damage track.

If You Win . . .

Paddling with all your might, you move the boat away from the foundering house. You can hear your friend screaming at you over and over: "Come back! Come back! Death is better with friends! Share it with me!"

Hmmm. That's one offer of hospitality you should refuse.

Haunt

36

Checkmate

You've finally figured out what the cramped handwriting in that old journal stated: "I, Ebenezer Slocum, have found the means to force Death itself to appear before me. I have prepared to challenge Death, and I will defeat it! Through study, I have enhanced my mind to its keenest. Oh, Death will not be proud this night!"

Looking around, you notice a body slumped at a chessboard. As you touch the body, it crumbles to dust. Seems Ebenezer wasn't quite as prepared as he thought.

Across the table, you see a dark, shadowy figure appear. The figure beckons toward one of you and points to the table. An ebony and ivory chess set sits between the two of you.

You hope you're better than Ebenezer was.

What You Know About the Bad Guys

Death has challenged you to a chess game. If there is no one in the room to play against Death at the beginning of the monster turn, the heroes forfeit the chess game and lose.

You Win When . . .

. . . you checkmate Death by getting a higher result than it does on a Knowledge roll. Once during each of Death's turns, one of the heroes can attempt this roll while in the same room.

How to Beat Death

Some items in the house can help you get a higher result on a Knowledge roll than Death can.

- Heroes can pick up Holy Seal tokens. If you pick up a Holy Seal, you can attempt a Sanity roll of 4+ to break it. You can break only one Holy Seal during your turn. Each time a hero breaks a Holy Seal, Death rolls 1 fewer die on its subsequent Knowledge rolls. If there are only three or four players, it rolls 2 fewer dice instead.
- The Book contains chess strategies. If the hero who is playing chess against Death is carrying it, he or she can add 1 die (to a maximum of 8 dice) to the Knowledge rolls.

Special Attack Rules

- Death can't attack or be affected in any way other than by being beaten at chess.
- Death does not slow hero movement.

If You Win . . .

"Checkmate."

Death stares fixedly at its King, then starts crumbling into dust. Death smiles, and you feel your hair turn white.

"Until next time," Death responds.


Haunt

37



Faint, illegible text from the reverse side of the page is visible through the paper.

Hellbeasts

 *ut of the corner of your eye, you see a red streak fly by. You turn, but it is gone. Then, from your other side, you see another fiery thing streak by. And another. And another.*

Turning, you see a flapping bat, its body and wings crackling with fire. But the bat isn't in pain or dying. It circles around you, the heat from its wings singeing your hair. One of your friends laughs with glee while you hear the others scream in horror.

This can't be good.

What You Know About the Bad Guys

The traitor commands a swarm of Firebats, and he or she wants you all dead. The Firebats can't attack you, but they'll burn you if you stay in a room with them.

You Win When . . .

. . . you successfully perform an exorcism to drive the Firebats from the house.

How to Perform the Exorcism

You must perform an exorcism before the Firebats kill you all. This requires a number of successful **exorcism rolls** equal to the number of players. Each roll requires a specific room or item, and each one requires a Sanity roll or a Knowledge roll. You can make only one exorcism roll during your turn.

- You can attempt a Sanity roll of 5+ while in the Chapel, Crypt, or Pentagram Chamber, or while carrying the Holy Symbol or Ring.
- You can attempt a Knowledge roll of 5+ while in the Library or Research Laboratory, or while carrying the Book or Crystal Ball.

Each time you succeed at an exorcism roll, put a Sanity roll or Knowledge Roll token (depending on the trait used) on the room tile or item card you used for that part of the exorcism.

If any hero successfully uses an item or room as part of an exorcism roll, no hero can use that item or room in an exorcism again. (For example, if you successfully perform a Sanity roll in the Chapel, then no one can use the Chapel again.)

When the heroes have placed a number of these tokens equal to the number of players, the Firebats are banished.

Special Attack Rules

- Firebats can't attack or be attacked.
- Firebats don't slow heroes moving through their room.
- The traitor will tell you how much damage you take for being in a room with one or more Firebat tokens.

If You Win . . .

The bats are gone, returned to whatever hell first bore them. The house still smolders in several places, and the scent of burnt flesh twists your stomach in knots. You stumble from the manor, vowing never to return to this dread place again. If the hellbeasts find a way back to this world, you don't want to be around to see it.

Haunt

38





The Heir

While exploring the house, you come across an interesting tale. Years ago, the Romanescus, an ancient royal family, made its last stand in this very house. All but one were murdered by their own guards.

Studying the family's genealogy, you realize that one of you is the heir to the Romanescu fortune. If the true heir sits on a throne in this house, then the fortune will be restored to the last Romanescu.

Looking around in amazement, you realize that one of your friends is missing. You pale as you think back on how that "friend" muttered something about "wrapping up a loose end" in the house.

Better find that throne and get the heir on it fast.

Right Now

The haunt revealer secretly chooses one other hero to be the heir. He or she then writes down that character's name on a piece of paper and shows it to the other heroes. If the heir dies, the traitor wins, so you'll want to keep the heir's identity secret.

What You Know About the Bad Guys

The traitor has filled the house with hidden Assassins.

You Win When . . .

. . . the heir sits on the throne and is carrying both the Spear and the Ring. The throne is in the Statuary Corridor. As soon as the heir enters that room with both items, you win.

If You Win . . .

As the heir settles on the throne, the lights dim, then grow more brilliant than ever. The ring grows until it becomes a crown, while the spear shrinks, becoming an old key. The heir smiles. "I know . . . everything. Come, let me take you to my family's treasure. I wish to reward my friends and new guardians."

Haunt

39



Buried Alive

The spirit board slides back and forth, back and forth across the letters, moving without anyone's aid. Everyone stares in horrified fascination as it spells out:

BURIED ALIVE.

Looking around, you realize that you haven't seen one of your friends since you entered this house. Some twisted magic must have prevented you from remembering! If your friend really is buried alive, you must find that person now.

Right Now

Set aside a number of triangular Might Roll tokens equal to the number of players.

What You Know About the Bad Guys

The traitor has buried a (nonplayer) friend of yours in a basement room. (The traitor will secretly write down that information.) You don't know which room the person is buried in, but you know that it was in the house when the haunt began.

You Win When . . .

. . . you find and dig up the buried person before he or she dies. The Spirit Board will help you.

How to Rescue Your Friend

- Each time you move into a room, you can search it by attempting a Knowledge roll of 3+ in that room. If you succeed at this roll, ask the traitor whether this is the burial room. That player must answer truthfully. You can search a room only once during your turn.
- Once you've found the burial room, you can attempt a Might roll of 4+ in that room to help dig up the buried person. You can attempt one roll during your turn. Each time a hero succeeds, put a Might Roll token in that room. To save the buried person, the heroes need to place a number of successful Might rolls equal to the number of players.

The Spirit Board

- Once the haunt begins, you can't use the Spirit Board to look at the top tile of the room stack. Instead, you can use it to find the buried person.
- The hero with the Spirit Board can't voluntarily give it away, trade it, or drop it. If that hero dies, the Spirit Board drops with all the character's items as normal. Any explorer can pick up the Spirit Board along with the other dropped items.
- The hero with the Spirit Board can use it once during each of his or her turns until the burial room has been found. When this happens, discard the Spirit Board card.
- When you use the Spirit Board to find the burial room, you can't move or take any other actions that turn. Attempt a Sanity roll to find the burial room and consult the table.

Die Roll	Result
0-2	No effect.
3-4	Move any explorer 3 spaces.
5-6	Heal the buried person. The traitor is keeping track of how much damage the buried person has taken. Roll 2 dice and tell the traitor to subtract the result from the buried person's damage total.
7+	The traitor must announce the room where your friend is buried.

If You Win . . .

Digging frantically, you finally free your trapped friend. Your companion's fingernails are broken—splintered from clawing at the wooden coffin—and blood runs down her shaking hands. Your friend hasn't made a sound since being freed. Slowly you help her out of the house, sure that with the proper care she will be good as new . . . someday.

Haunt

40

Invisible Traitor

You hear one of your companions whisper a strange word . . . and then scream. You've never heard a sound that horrid from a living being before.

You rush to your friend, but when you get there, you are alone. Then you hear a shuffling and a harsh, cold laugh.

You have a terrible feeling that one of your friends has turned into a foe.

What You Know About the Bad Guys

The traitor has turned invisible and has decided to kill you all.

You Win When . . .

. . . the traitor is dead.

Fighting Blind

- If a hero survives an attack by the traitor, that hero can attempt a Knowledge roll at the end of the traitor's turn.

Roll	Result
0-2	Nothing.
3-4	The hero knows if the traitor is still in the room. If the traitor left the room, that hero knows which exit he or she used.
5+	The hero detected the traitor's movement and knows which room he or she is in now.

- Once during your turn, you can attempt to attack the invisible traitor. If the traitor is in the same room as you, you fight normally. If the traitor isn't there, you fail and can't make another attack that turn.
- If you fire the Revolver or throw Dynamite into a room where the traitor is, resolve the attack normally.

Skull and Spirit Board

- If you are carrying the Skull at the beginning of your turn, you can attempt a Sanity roll of 4+ to track down the traitor. On a success, the traitor must tell you which floor he or she is on.
- If you are carrying the Spirit Board at the beginning of your turn, you can attempt a Knowledge roll of 4+ to track down the traitor. On a success, the traitor must tell you what symbol, if any, is printed on the room where he or she is.

If You Win . . .

The traitor lies dead, her body visible now that the evil has left it. She doesn't look so terrible now when you can actually see her.

You don't know why your friend turned against you. You just hope that whatever caused her transformation won't bring her back in some other, even more hideous form . . .

Haunt

41



Comes the Hero

A statue stands before you, its hand outstretched as if imploring you to place something in it. A message has been carved into the podium beneath the statue: "To Defeat the Undefeatable."

What could that mean? And why are you shivering uncontrollably? Something has just gone very wrong, and this statue might be your only means to stop things going from bad to worse.

Right Now

Place a pentagonal item token (representing the Statue) in the room where the haunt was revealed.

What You Know About the Bad Guys

An invincible traitor is using a ritual to open a gate to Hell. You're not sure how it works, but you suspect it involves human sacrifice.

You Win When . . .

. . . the traitor is dead.

How to Kill the Traitor

The traitor can't be attacked or harmed by normal means, so you'll need to employ an unusual method to stop him.

The Statue's hand is outstretched, and a plaque on its base has the words "To Defeat the Undefeatable." The statue is inanimate until you place an appropriate item in its hand during your turn. When that happens, the item is discarded and the Statue animates.

Item	Statue Becomes . . .
Holy Symbol	Judge
Axe	Warrior
Crystal Ball	Seer
Book	Wizard

Animated Statue

**Speed 8 Might 8 Sanity 8
Knowledge 8**

Once the Statue animates, it remains in whatever form it transformed into for the rest of the game. Tell the traitor what form it has taken.

- The Statue does not move normally. Instead, it must be activated by the mental powers of the heroes. Once during his or her turn, a hero who occupies the same room as the Statue can make a Knowledge or Sanity roll to move it. The hero can move the Statue a number of spaces up to the result of the roll.
- When the Statue is in the same room as the traitor, it doesn't attack. Instead, at the beginning of the traitor's turn, it lowers one of his or her traits by 1. The affected trait depends on the Statue's form.

Statue Trait Reduced

Judge	Speed
Warrior	Might
Seer	Sanity
Wizard	Knowledge

- If the traitor attacks the Statue and defeats it, it isn't stunned. Instead, the Statue can't lower a trait during its next turn. The Statue can still be moved to follow the traitor.

If You Win . . .

The statue fought as if defending not just you but all the world. The traitor lies vanquished, and you stand in awe of the statue's power. Now it sits, its fist pressed thoughtfully against its chin. No words appear beneath it. All is quiet.

Haunt

42

The Star-Sickness

Next to the spear, you find a note that reads: "Ever since I touched that meteorite, I can feel the change working in me. I have studied it and looked at it under a microscope, and have found a twisted DNA that never came from this world. But what is even worse is that I have heard the creatures inside my blood. Talking to me. Telling me how much better use they can make of my body than what I have done with it.

"I have sought an antidote serum, but I am out of time, and soon I will belong to the microbes entirely. Before that happens, if I can steel myself, I intend to run upon my spear like the ancient Romans and hopefully eradicate the alien spores once and for all.

"If I do not succeed, perhaps these notes will help whoever comes after. I pray, though, that this disease will die with me.

"You will know it by three stages. At first, it feels like a particularly virulent fever, as your immune system fights against it . . ."

Uh oh. You've been feeling stuffed up ever since you got here.

"In the second stage, the spores take over the host's mind."

Can you trust all your friends?

"And in the third stage . . . horror."

Right Now

- Take a set of small monster tokens of the same color, numbered from 1 up to twice the number of explorers, and mix them up. Each player takes two and looks at them but doesn't show them to anyone. Whoever has the token numbered 1 is the traitor. More traitors might appear as the haunt progresses. You remain a traitor even if you lose the token numbered 1 later on.
- If the Research Laboratory is not in the house, the haunt revealer searches the room stack for that tile and places it in a legal position. Then shuffle the room stack.
- Set up the Turn/Damage track with a plastic clip at 1. You'll use this to keep track of time
- Set aside a pile of triangular Knowledge roll tokens, as well as a pentagonal item token to represent the Serum.

What You Know About the Bad Guys

This haunt uses the hidden traitor rules described on page 17 of the rulebook. You all read this booklet, but one of you is a traitor.

The traitor has been infected with an alien virus and seeks to turn the rest of you into Aliens.

Anyone who holds the traitor token cannot reveal it at any time.

You Win When . . .

The heroes win when they have created the Serum and all living explorers have been inoculated.

If all the explorers are dead, or have become traitors or Aliens, then the traitor or traitors win. If the traitors win, the person who became a traitor most recently loses instead.

You Must Do This on Your Turn

The first time each turn you occupy a room with another explorer, you must give each other one of your face-down monster tokens, chosen at random. If there are multiple other explorers in the room, exchange with only one; he or she must be an explorer you have not previously exchanged with, if possible. You can make only one exchange during each of your turns.

If you receive the token numbered 1 during one of these exchanges, you permanently become a traitor, even if you trade away that token later.

The Haunt Revealer Must Do This . . .

. . . at the end of his or her turn each round. Advance the Turn/Damage track to the next number. Then roll a number of dice equal to the turn number. This is a physical attack using Might against every explorer in the house; each explorer resists the attack using Might as normal. Traitors are **not** immune to this attack—the alien disease battles everyone's immune system. There is no upper limit to the number of dice for this attack.

Haunt

43

Creating the Serum

- Once per turn, if you are in the Research Laboratory, you can attempt a Knowledge roll of 5+. Add 1 die to this roll for each other explorer in the room, and an additional die if the Book is present. If the roll is successful, put a Knowledge Roll token in the room.
- Explorers can also search for herbs to create the Serum in the Conservatory or Gardens, if these rooms are in the house. At the end of your turn in either of these rooms, you can attempt a Knowledge roll of 3+. If the roll is successful, take a Knowledge Roll token (representing the herbs) and place it on your character card. Treat this token as an item; it can be dropped, traded, or stolen. You can search for herbs each turn and carry more than one Knowledge Roll token at a time.
- It is possible to collect more Knowledge Roll tokens than the number of players.
- Creating the Serum requires collecting as many Knowledge Roll tokens in the Research Laboratory as the number of explorers. At least one token must be discovered in the lab; at least one other must be from collected herbs. Whoever creates or brings the last token to the room takes the Serum token.
- If you are carrying the Serum, you can inject it into yourself or another willing explorer in the same room by spending 1 space of movement. Once injected, any explorer who is not a traitor no longer exchanges face-down monster tokens with other explorers, and he or she is no longer attacked by the alien disease. If any injected explorer's traits are below their starting values, they are restored to their starting values.

Special Attack Rules

In this haunt, all explorers can attack each other.

If a traitor dies for any reason other than being injected with the Serum, that player announces that he or she is a traitor and that a transformation to the third stage is taking place. The transforming traitor skips his or her next turn. On that player's subsequent turn, that explorer becomes an Alien. He or she drops any items (including Knowledge Roll tokens).

Aliens

Speed 4 Might 6 Sanity 4

- Aliens are not affected by the disease and cannot trade or be traded items or tokens.
- Aliens are treated as monsters for the purposes of movement and taking damage.
- If you are carrying the Serum, you can inject an unwilling explorer or an Alien in the same room with the Serum by defeating that character in physical combat using Speed. Doing so kills the traitor or Alien. A traitor who is injected is permanently killed and does not transform into an Alien.
- If you are carrying the Serum and are in the same room as a transforming traitor, you can inject the traitor by spending 1 space of movement. This also kills the traitor permanently.

If the Heroes Win . . .

You infected friends looked exactly like themselves, but they were somehow . . . different. As you go out into the world from the house, you know that you will look carefully at everyone you meet from now on—seeking the signs . . .

If the Traitor Wins . . .

You've heard there are billions of life forms like these on this planet! It's time to find a major population center and start reproducing in earnest.

Death Doth Find Us All

Ever since you entered this place, you've felt different. At first you thought it was your imagination, but now you're not so sure. You feel tired, shaking, almost ancient. Wiping the dust from a mirror, you stare at your face. Lines carve into your skin, far deeper than any you have seen before. Your hair has faded and your shoulders sag. You're aging worse than this awful old house. You'd better find a way to stop this before you lose your youth . . . or even your life.

Right Now

- Set aside 5 triangular Sanity Roll tokens and 5 triangular Knowledge Roll tokens.
- Set aside a number of pentagonal item tokens; these become **aging tokens**.
- Each hero (including the hero with the Medallion) puts one aging token on his or her character card now.
- Each hero's age is the starting age listed on his or her character card plus 10 years for each aging token on that card. The traitor will tell you the result of your aging.

What You Know About the Bad Guys

The traitor isn't aging. In fact, he or she seems to be younger than ever.

You Win When . . .

. . . you stop the supernatural aging process.

You Must Do This On Your Turn

For each decade you age, put an aging token on your character card. The traitor will tell you the effect of aging.

How to Stop the Aging Process

The heroes must complete the Ritual of Rejuvenation.

- Completing the ritual requires a number of successful **ritual rolls** equal to the number of players. Each roll requires a specific room, and each one requires a Sanity roll or a Knowledge roll. A result of 5+ succeeds. Each hero can attempt only one ritual roll during his or her turn.
- You can attempt a ritual roll only while you are in one of the following rooms: Catacombs, Charred Room, Crypt, Gallery, Kitchen, Pentagram Chamber, or Tower.
- Each time you succeed on a ritual roll, put a Sanity Roll or Knowledge Roll token (depending on the trait used) on the room tile you used for that part of the ritual.
- If any hero successfully uses a room as part of a ritual roll, no hero can use that room in the ritual again.

The Medallion

- If you are carrying the Medallion, subtract 1 from the number of decades you aged during the traitor's turn, to a minimum of 0.
- Each time a hero dies, whoever is carrying the Medallion ages 1 decade.

If You Win . . .

The spell has been cast. All is quiet. For minutes, no one moves or speaks. You stare at each other, waiting to see if your bodies will continue to age and fade. Soon you are all laughing and weeping hysterically. You are alive, yes, but part of your life has been stolen forever.

Haint

44



Tick, Tick, Tick

At first you didn't notice the ticking. Then, in a fleeting moment of silence, you heard it clearly: tick, tick, tick, like a macabre, mechanical heartbeat. Hearing the madman giggle, you realize that the ticking is coming from you. The traitor has planted a bomb on you!

Right Now

Each hero takes a pentagonal item token (representing a Time Bomb).

What You Know About the Bad Guys

The traitor is a demolitionist who has rigged each of you with a Time Bomb. You don't know how much time you have left. The traitor also holds a trigger capable of detonating the bombs, but only when in your room or a room adjacent to yours. (The adjacent room does not need to have a connecting door.) The bombs you are wearing are also ticking, though, so they might blow up if enough time goes by.

As if that's not bad enough, the traitor is working on the Big Bomb. You must stop the demolitionist before he or she kills you all.

You Win When . . .

. . . the traitor is dead and at least one hero survives.

How to Stop the Traitor

At least one of you needs to have your Time Bomb defused so you can kill the traitor before the Big Bomb explodes.

- Once during your turn, you can attempt a Knowledge roll of 7+ to deactivate the Time Bomb strapped to you. If you have the Madman card, you need only a 5+ on this roll. (He recognizes the mad genius in the design.) If your bomb is deactivated, discard your Time Bomb token. If the result of the roll is 2 or less, you activate the bomb, and all explorers in the same room explode and are killed. All of their item and omen cards are discarded.
- Instead of attempting to deactivate your own bomb, you can attempt to defuse someone else's, if you are in the same room and you have that hero's permission. The Knowledge roll of 7+ (5+ with the Madman) still applies, as does the penalty for rolling a 2 or less.
- The traitor will continue to work on the Big Bomb until killed.

If You Win . . .

The components of the demolitionist's massive bomb lie scattered and inert. Without the maniacal brain of the traitor to unify them, they are merely innocuous widgets of no great importance.

Haunt

45



The Feast

As you wander the corridors, you smell the aroma of a delicious banquet. You have been invited to a feast! As you try to guess the main course, your anticipation soon turns to horror. Human body parts scattered through the hallways, half-gnawed and overcooked, lead to a severed human head on a silver platter. One of your companions has betrayed you to the deranged cannibals inhabiting this mansion—and it looks like the traitor wants you to become the main course in this cannibal feast.

Right Now

- If the Attic isn't in the house, search the room stack for it and put it on the upper floor. Then shuffle that stack.
- Put a number of small magenta monster tokens (representing Victims) in the Attic equal to the number of heroes.
- All Victims begin play facing the same direction. (Turn each token so that its tip faces that way.)

What You Know About the Bad Guys

The traitor has lured you into a house inhabited by deranged Cannibal Freaks. When the traitor or a Cannibal Freak feasts on a Victim, that being becomes more powerful. The traitor and the other cannibals also want to feast on you.

You Win When . . .

. . . the traitor and all the Cannibal Freaks are dead, or all the Victims and all the heroes escape the house. If even one Victim or hero is killed, you can win only killing all the bad guys.

Each time you get a Victim out of the house, you'll make it harder for the traitor to win. Once a Victim has exited through the front door, remove that token from the game.

The Victims

Speed 2 Might 3 Sanity 3

- The player to the left of the traitor moves the Victims at the start of his or her turn. Unless a hero is in the same room as a Victim, that Victim moves 2 rooms straight ahead. If it can't move straight ahead, it turns to the next exit on its left and takes that exit. This is the only way that a Victim's facing can change.
- Victims react to house dangers and required rolls as if they were monsters. A Victim cannot go through an unexplored door.
- A Victim stops its movement if it enters the same room as a hero. A Victim won't move on its own as long as it's in the same room as a hero.
- If a hero begins his or her turn in the same room as a Victim, that hero can move with the Victim 2 spaces in any direction before continuing to move and taking actions for that turn. A hero can move only one Victim at a time, but a Victim can be moved multiple times in a round by multiple heroes.
- Cannibal Freaks and the traitor do not slow Victims; Victims do not slow Freaks or the traitor.
- You can attempt a Knowledge roll (picking the lock) or a Might roll (breaking down the door) of 5+ to open the front door in the Entrance Hall. If you succeed, draw an event card and end your turn. On subsequent turns, any hero can move out the front door from the Entrance Hall (at the cost of 1 space) with a Victim to escape. A hero can reenter the house (again at the cost of 1 space) to bring out more Victims.

Special Attack Rules

- Instead of being stunned, Victims and Cannibal Freaks are killed if defeated.
- Victims cannot attack. A Victim inflicts no damage if it defeats the attacker.

If You Win . . .

The body of the last slaving freak lies before you, still twitching in a pool of its own saliva and blood. You have won, but . . . ugh.

Haunt

46

Worm Ouroboros

Your friend shudders and drops to the floor. Blood and foam spill from your friend's open mouth. Then your friend's body splits in two, as if a giant zipper opened it from head to toe.

The Worm Ouroboros, the great snake that circles the world, has forced its way into your reality through the body of your . . . dead . . . friend.

What You Know About the Bad Guys

The traitor has transformed into the Worm Ouroboros: a giant, two-headed snake with a very long, large body. If it grows fully, there will be no stopping it. You need to kill it quickly.

You Win When . . .

. . . the Worm Ouroboros is dead.

How to Kill Ouroboros

You need to destroy both Ouroboros Heads to kill the Worm Ouroboros. To destroy a head, follow these steps in order.

1. Pick up the Skull in the room where the traitor dropped it.
2. Carry the Skull into a room with an Ouroboros Head token. While carrying the Skull, you can attempt a Sanity roll of 5+ once during your turn to cast a weakening spell on the Head. If you succeed, you lower its Might to 5, making that Head vulnerable to attacks for the remainder of the game. You cannot attack a Head until you have cast this spell.
3. After you successfully cast the spell on an Ouroboros Head, it takes 1 hit each time you defeat it. Each Ouroboros Head must be hit a number of times equal to half the number of players (rounded up). When this happens, it's destroyed. (The traitor keeps track of the number of hits.)

Special Attack Rules

- Ouroboros Head and Body tokens slow heroes' movement.
- Ouroboros Heads aren't affected by Speed attacks (such as those using the Revolver or Dynamite).

If You Win . . .

The great serpent writhes and thrashes in its death agonies. You wipe the blood from your face and sink to the ground. You have killed it. It is dead.

Wait! Did it twitch again? Is it coming back to life? Can a world-killer ever truly die? Just to be sure, you should leave the house now.

Haunt

47



Stacked Like Cordwood

While you were driving to this mansion, one of your companions spoke of a series of grisly deaths that took place here five years ago.

A group of teenagers had sneaked away from the safety of their summer camp to explore the House on the Hill. They hoped for an amorous interlude . . . until a madman slaughtered them one by one. Your companion told you that the murderer couldn't be killed and that his mangled body always returns to kill again.

Now one of you has seen the madman's picture hanging in the hallway. Judging from the portrait, he looks like he could be a relative of one of your companions—the one who told you the story. Peering through a doorway, you see your traitorous companion standing in a room with bodies stacked like cordwood.

And then you hear someone—or something—walk through the front door.

Right Now

Set aside a number of triangular Might Roll tokens equal to the number of players. Set aside an equal number of triangular Knowledge Roll tokens.

What You Know About the Bad Guys

The traitor is working with Crimson Jack, a supernatural serial killer. Jack can be permanently killed only with a cursed weapon hidden in the house. If you defeat him any other way, he will return stronger than ever.

You Win When . . .

. . . you find the cursed weapon and use it to kill Crimson Jack.

How to Find the Cursed Weapon

- You know there's a cursed weapon in the house: the Axe, the Spear, the Blood Dagger, or the Sacrificial Dagger (your choice).
- If the heroes don't have the cursed weapon, they must search for it. It's located in one of the following rooms: Library, Chapel, Vault, or Attic. Once during your turn, you can attempt a Knowledge roll of 3+ in any of these rooms to find it. (The Vault must be open.) If you succeed, search through the appropriate stack for a cursed weapon of your choice, take it, and shuffle that stack.
- The heroes must then figure out how to use the cursed weapon against Crimson Jack. If you are in the same room as the cursed weapon, you can attempt a Might roll or a Knowledge roll of 5+ to study it. If you succeed, put a Might Roll or Knowledge Roll token (depending on the trait used) on your character card. When the heroes have collected a number of those tokens equal to the number of players, they understand how the cursed weapon can be used to kill Crimson Jack.
- Thereafter, if any hero defeats Crimson Jack using the cursed weapon, Crimson Jack is killed permanently.

You Must Do This . . .

. . . at the beginning of your turn. Crimson Jack exudes an aura of fear. If you're in the same room as Crimson Jack, you must succeed on a Sanity roll of 3+ or lose 1 point from a mental trait and 1 point from a physical trait.

If You Win . . .

Crimson Jack shivers on the end of the weapon, but he keeps pushing his way forward, that terrible smile never wavering. Just as his hands reach for your neck, Jack fades from view, and your weapon falls to the floor.

As you leave, you look at Crimson Jack's portrait on the wall. The killer is gone . . . for now.

Haunt

48



You Wear It Well

You can hear one of your friends running through the House, laughing and sobbing at the same time. Just as you're starting to run toward your friend, you feel a powerful wind tear through your very soul, casting it out of your body.

You can still see the walls of the house around you, but they're fuzzy and indistinct. A silvery cord now stretches out of you, leading back to your unconscious body. All you want is to crawl back inside your own flesh, but how?

Right Now

- Tip over your explorer's figure; he or she is now unconscious. Place a small blue monster token in your room to represent your disembodied Soul. (Make note of the number on the token to distinguish heroes' Souls from one another.)
- Set aside a number of triangular Knowledge Roll tokens equal to the number of players. Set aside an equal number of triangular Sanity Roll tokens.
- If there is currently no way to move between the basement and the rest of the house, search through the room stack for the Stairs from Basement tile. Put that tile in the house and shuffle the room stack.

What You Know About the Bad Guys

The traitor is working with a powerful Astral Spirit. If it can possess an unconscious body, it will be immortal.

You Win When . . .

. . . you destroy the Astral Spirit. Once it has been destroyed, you return to your physical body.

How to Destroy the Astral Spirit

You can attack the Astral Spirit, but only with Knowledge or Sanity. Each time a hero's attack succeeds, put a Knowledge Roll or Sanity Roll token (depending on the trait used) on that hero's character card. When the heroes have collected a number of those tokens equal to the number of players in the game, the Astral Spirit is destroyed.

Souls

You are a disembodied Soul.

- You retain all of your traits.
- You can move through walls as though they were connecting doorways, but not through floors and ceilings. You can move freely up and down through the Coal Chute, Collapsed Room, and Gallery. You are not affected by any room text that mentions physical traits or physical damage.
- You can use your items, but you can't trade them to other heroes. You cannot pick up or acquire new items in any way. If your Soul is destroyed, your items are destroyed as well.
- You cannot explore new rooms.
- Whenever you attack or defend, you can use only Knowledge or Sanity.
- Anything that would inflict physical damage to your Soul inflicts mental damage instead.
- You can't use the Skull or any weapon card.

Special Attack Rules

- If you attack the Astral Spirit and lose, you do not take any damage.
- If you defeat the traitor with a mental attack, he or she is stunned but does not take damage.
- The traitor can attack your unconscious body, inflicting 2 dice of mental damage. You can't defend against this attack.

If You Win . . .

Your companion sends a devastating psychic attack through the astral spirit. The air shimmers, and you dissolve.

When you awaken, your body feels strange to you, as if you got a bit too drunk at a party and wore someone else's coat home. But at least it is your body. You're sure it will fit again soon.

Haunt

49



Treasure Hunt




You have long heard stories about a fortune hidden somewhere in this house. Now, in the center of the pentagram. You've just found a framed document. It contains the following message:

"I, Josiah Enders, being of sound mind and body, do hereby leave my entire fortune to whoever is clever enough to find it. The clues are scattered throughout the house. Good luck, and be careful!"

You'll do anything to get that treasure. Anything at all.

Right Now

This haunt has no traitor—just heroes. You all hope to find the hidden treasure, but there can be only one winner.

The haunt revealer takes 20 small red monster tokens, numbered from 1 to 20, then turns them face down and mixes them up. He or she places one token face down in each room in the house that has a symbol   . These tokens represent Clues to finding the treasure.

If there are more eligible rooms than tokens, the haunt revealer distributes the Clue tokens as evenly as possible between floors. If there are more Clue tokens than eligible rooms, set aside the unused tokens. Place a Clue token face down in a new room with a symbol after the room has been discovered and any event, item, or omen draws have been resolved.

You Win When . . .

. . . you find the treasure. Only one hero can win.

Searching for Treasure

- You can search for the treasure in any room that contains a face-down Clue token. To do this, spend 1 space of movement and make a Knowledge roll in the room. Then add to your roll the total number of Clue tokens you currently have, in addition to any bonuses granted by specific Clue tokens you are carrying. Traps (tokens 17–20) do not add to your roll. Consult the following table for the result of your search.
- You can search several rooms, or one room several times, during the same turn.

Die Roll Search Result

0	Ouch! You tripped. Take 2 dice of physical damage.
1–3	Nothing. Try again.
4–12	Take the Clue token and turn it face up. Consult the table on the next page for its effect.
13–15	The house begins to collapse! If this is the first time this result has been rolled, turn over an unoccupied room tile on the upper floor so that its back is showing. Otherwise, turn over a room adjacent to a room that has already collapsed. The adjacent rooms don't need to have connecting doors. If an occupied room collapses, all explorers in that room are killed. Once the entire upper floor has collapsed, start collapsing the ground floor, beginning with the Grand Staircase. Use pentagonal item tokens to mark the Grand Staircase, Foyer, and Entrance Hall as collapsed. If the entire first floor collapses, everyone in the basement dies. (If the Mystic Elevator's roll would take it to a floor where there are no uncollapsed rooms with open doorways, then it does not move.)
16 +	You find the treasure!

Clues

- Most clues provide hints about where to look in various rooms. Whenever you collect a Clue token, consult the table on the next page to find out if it grants a bonus in future searches. Some clues are risky and might kill you if you fail the Knowledge check. A few are actually traps—these don't grant bonuses but instead have a harmful effect.
- You can continue to search for the treasure in a room even after the clue for that room has been found.
- Explorers can trade Clue tokens, just like any other items.
- If you lose a Clue token, whether through trade or theft, you can no longer use its bonus until you get it back.

Haunt

50

Clue Result

- 1 **A map:** +7 Knowledge when searching the Catacombs.
- 2 **A wine label:** +7 Knowledge when searching the Wine Cellar.
- 3 **A bookmark:** +7 Knowledge when searching the Library.
- 4 **A note:** +7 Knowledge when searching the Dining Room.
- 5 **A water-stained map:** +6 Knowledge when searching the Conservatory or Underground Lake.
- 6 **A biblical quotation:** +6 Knowledge when searching the Crypt or Chapel.
- 7 **A picture of a secret drawer:** +5 Knowledge when searching the Attic, Kitchen, Storeroom, or Larder.
- 8 **A cryptic passage:** +4 Knowledge when searching any basement room.
- 9 **A plan** of the house, with an X in every room: +3 Knowledge on any search.
- 10 **A scientific formula:** Add your Knowledge to the roll when searching either Laboratory.
- 11 **A musical score:** Add your Knowledge to the roll when searching the Organ Room.
- 12 **A series of chess moves:** Add your Knowledge to the roll when searching the Game Room.
- 13 **"Some of the statues are hollow, if you can move them."** Add your Might to the roll when searching the Statuary Corridor.

Clue Result

- 14 **"You shall place your hand in the fire. . ."** Add your Sanity to the roll when searching the Furnace Room.
- 15 **"Have you ever considered looking outside the house?"** +6 Knowledge when searching the Tower, Balcony, or any room with an outside-facing window. *If your search roll is less than 13 when using this clue, you die!*
- 16 **"How good are you at climbing?"** Add your Might or Sanity to the roll when searching the Chasm. *If your search roll is less than 13 when using this clue, you die!*
- 17 **Trap!** A poison dart just struck you! From now on, take 1 point of damage to a trait of your choice at the beginning of each of your turns.
- 18 **Trap!** The ceiling begins to descend! You must attempt a Might or Speed roll of 4+. If you fail, you take 3 dice of physical damage.
- 19 **Trap!** The room fills with poisonous gas! Everyone on your floor (including you) must attempt a Might roll of 3+. Each explorer who fails the roll takes 3 dice of damage to any trait or combination of traits.
- 20 You find a **puzzle box** with sliding sides and two compartments. One side holds a piece of paper; the other holds a black widow spider. You may leave the Clue token here or try to solve the puzzle. If you try, make a Knowledge roll.
5+: Take two undiscovered Clue tokens from anywhere in the house.
0-4: Take 4 dice of damage to any trait or combination of traits.

Special Attack Rules

- Explorers can attack each another and can steal Clue tokens. (See "Special Attacks" on page 13 of the rulebook.)
- Damage taken in combat can never reduce any trait to the skull symbol. (However, damage from other sources, such as traps, can still kill you.)

If You Win . . .

Lounging in the Bahamas, sipping your daiquiri, you sometimes feel a bit bad about some of the things you did to get here. But not very often.



BETRAYAL^{AT} HOUSE^{ON THE} HILL[®]

A Strategy Game by Bruce Glasser—2nd Edition

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TRAITORS
TO ME

DO NOT
READ

UNTIL THE
HAUNT SCENARIO
BEGINS!



HAUNT

Room	Bite	Book	Crystal Ball	Dog	Girl
Abandoned Room	18	7	12	38	1
Balcony	24	7	32	5	16
Catacombs	4	7	23	46	1
Charred Room	24	33	23	38	30
Dining Room	24	3	27	5	16
Furnace Room	4	33	32	38	30
Gallery	18	3	19	19	19
Gymnasium	35	29	12	46	1
Junk Room	4	33	27	46	1
Kitchen	18	3	23	46	16
Master Bedroom	35	29	27	5	16
Pentagram Chamber	26	50	32	50	26
Servants' Quarters	35	29	12	5	30

Haunt Traitor

- 1 Haunt revealer
- 2 Haunt revealer
- 3 Lowest Knowledge* (except for the haunt revealer)
- 4 Highest Might* (except for the haunt revealer)
- 5 Haunt revealer
- 6 Lowest Sanity*
- 7 Father Rhinehardt (Gardening) or highest Sanity*
- 8 Haunt revealer
- 9 None (at first)
- 10 Haunt revealer
- 11 Haunt revealer
- 12 None
- 13 Lowest Sanity* (except for the haunt revealer)

Haunt Traitor

- 14 Haunt revealer
- 15 Lowest Speed* (except for the haunt revealer)
- 16 Left of the haunt revealer
- 17 Left of the haunt revealer
- 18 Haunt revealer
- 19 Left of the haunt revealer
- 20 Vivian Lopez (Old Movies) or left of the haunt revealer
- 21 Oldest explorer (except for the haunt revealer)
- 22 Left of the haunt revealer
- 23 Left of the haunt revealer
- 24 Brandon Jaspers (Camping) or lowest Speed*
- 25 Zoe Ingstrom (Dolls) or highest Knowledge*

* If two explorers tie in the same trait, and one of them is the haunt revealer, choose the haunt revealer. If neither player is the haunt revealer, choose the one who's closest to the left of the haunt revealer.

CHART

Holy Symbol	Madman	Mask	Medallion	Ring	Skull	Spear	Spirit Board
9	45	42	49	28	34	43	48
6	11	25	49	20	47	39	2
13	10	25	49	41	37	43	48
13	31	48	44	20	47	15	8
6	45	42	21	20	37	39	40
13	10	42	36	28	34	15	2
22	10	25	36	41	37	15	8
22	11	22	21	41	47	43	48
9	11	25	44	17	17	17	40
22	31	32	36	41	37	39	2
6	10	35	44	20	47	43	2
26	45	14	14	26	14	50	40
9	31	42	21	28	34	15	8

Haunt Traitor

26	Left of the haunt revealer
27	Highest Knowledge* (except for the haunt revealer)
28	Highest Knowledge* (except for the haunt revealer)
29	Haunt revealer
30	Haunt revealer
31	None (see <i>Secrets of Survival</i>)
32	Highest Sanity*
33	Haunt revealer
34	Hidden traitor (see <i>Secrets of Survival</i>)
35	Highest Knowledge*
36	Missy Dubourde (Swimming) or highest Speed*
37	Lowest Might*
38	Lowest Knowledge* (except for the haunt revealer)

Haunt Traitor

39	Highest Speed* (except for the haunt revealer)
40	Left of the haunt revealer
41	Haunt revealer
42	Highest Might*
43	Hidden traitor (see <i>Secrets of Survival</i>)
44	Youngest explorer (except for the haunt revealer)
45	Highest Knowledge* (except for the haunt revealer)
46	Madame Zostra (Cooking) or lowest Speed*
47	Haunt revealer
48	Left of the haunt revealer
49	Heather Granville or highest Knowledge*
50	None (see <i>Secrets of Survival</i>)

* If two explorers tie in the same trait, and one of them is the haunt revealer, choose the haunt revealer. If neither player is the haunt revealer, choose the one who's closest to the left of the haunt revealer.

The Mummy Walks

The wall in front of you shivers and slides away to reveal an ancient sarcophagus, its curved lid dusty and covered with hieroglyphs. The hieroglyphs glow softly, drawing you to them. A raspy voice slides into your mind, saying, "I lost my bride more years ago than you could possibly comprehend. My tears are dust, but my love is still as strong as the sun. Now my love is reborn to me. Mortal hands shall not keep me from reuniting with her."

As the voice fades, you smile. It's so clear. Your friends must die so the lovers can be reunited. As the lid slides off the sarcophagus, you turn to meet your new friend . . . your new god.


Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put the large circular Mummy token and a pentagonal item token (representing the Sarcophagus) in the room with you.
- ◆ You lose the Girl card and any bonuses from it. Set aside that card. Instead, put a small magenta monster token (representing the Girl) in any room on the same floor as the room where the haunt was revealed and at least five 5 tiles away from the Mummy. If no rooms are at least five 5 tiles away, place the token as far away as possible on that floor.
- ◆ When an explorer enters the same room as the Girl token, that explorer's player takes the Girl card.
- ◆ If you get the Girl, you can give the Girl token to the Mummy while you're in the same room. The Mummy then takes custody of the Girl.

What You Know About the Heroes

They're trying to banish the Mummy back to the land of the dead.

You Win When . . .

. . . the Mummy has custody of the Girl, is carrying the Ring or the Holy Symbol, and returns with them to the room with the Sarcophagus. You also win when all the heroes are dead. If neither the Ring nor the Holy Symbol is in play the next time you discover a room with an omen symbol , search through the omen stack and draw either card. Then shuffle that stack.



The Mummy

Speed 3 Might 8 Sanity 5

If the Mummy rolls a 0 or a 1 for its movement, it can use a secret passage to move to any space in the house.

The Mummy can carry items and take custody of the Girl, but the Girl and those items don't affect its traits. You can transfer items and the Girl to the Mummy if you are in the same space.

The Mummy Must Do This during Its Turn

The Mummy must attack one explorer in the same room (if it can).

Special Attack Rules

- ◆ The Mummy makes Might attacks but inflicts Speed damage until its opponent's Speed is at its lowest number. (This attack can't lower that trait to the skull symbol.) After that, its opponent takes Might damage instead until he or she is dead.
- ◆ When the Mummy defeats an opponent by 2 or more with an attack, it can steal an item from its opponent instead of inflicting damage. The Mummy can also take custody of the Girl in this way.
- ◆ The Mummy is immune to Speed attacks (such as those using the Revolver and Dynamite).

If You Win . . .

The girl sits crumpled in the corner, crying out to you for help. The mummy crosses the room and picks her up in its linen-clad arms. Slowly, tenderly, it breathes into the wailing girl's mouth. Her cries soften and her tears glow amber as her eyes turn upward.

"My priest, my love . . . we are together once more," croons the fragile girl, "and soon the world will worship us. Their flesh will be ours to burn, their souls ours to feast upon . . ."

The Séance

A dread chill descends upon the house, and mist rises in lazy coils from the floor. A voice clatters through the air. "I must rest . . . put my soul to rest . . . or die . . ."

As the words fade, the spirit board you are carrying begins to throb, matching the rhythm of your heart. Looking down at the board, you see the mist coil into letters on its surface:

KILL THEM ALL.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set aside a small purple monster token to represent the Ghost.
- ◆ Set aside 1 triangular Knowledge Roll token and 1 triangular Sanity Roll token.
- ◆ If the Pentagram Chamber isn't in the house, search the room stack for it and put it next to a basement doorway at least 5 tiles away from you or as far away from you as possible. Then shuffle that stack.

What You Know About the Heroes

They are trying to summon the Ghost before you do. If they succeed, they'll gain control of the Ghost and receive a quest to complete. If they fail, they'll try to destroy the Ghost instead.

You Win When . . .

. . . all the heroes are dead, regardless of who summons the Ghost first.

How to Summon the Ghost

You are racing against the other explorers to summon the Ghost. To summon it, you must conduct a séance.

- ◆ While you have the Spirit Board, you can attempt a Knowledge roll or a Sanity roll of 5+. During your turn, you can attempt only one of these rolls. On a success, take one token for the appropriate trait roll. When you've collected one Knowledge Roll token and one Sanity Roll token, you summon the Ghost.
- ◆ If you succeed with your summoning before the heroes do, put the Ghost token in the same room next to your explorer's figure. If the heroes succeed first, they will tell you what happens.

If You Summon the Ghost First . . .

Ghost's declaration (read aloud):
"I will have my revenge against the living!"

The Ghost

Speed 4 Sanity 6

- ◆ You control the Ghost if you summon it first or if the heroes summon it first but then fail in their quest. If your explorer dies, you still control the Ghost.
- ◆ The Ghost must move toward a hero during each turn you control it, attacking if it can.
- ◆ At the end of your first turn in control of the Ghost, the house begins collapsing. The first room to collapse must be the Attic; if the Attic isn't in the house, choose any unoccupied upper-floor room. After that, at the end of each explorer's turn, tell that explorer to choose a new room to collapse.
- ◆ To collapse a room, turn the room tile over so its back is showing. A room can't collapse unless it is adjacent to another collapsed room. The adjacent rooms don't need to have connecting doors. If an occupied room collapses, all explorers in that room are killed.
- ◆ Once the entire upper floor has collapsed, start collapsing the ground floor, beginning with the Grand Staircase. (Use pentagonal item tokens to mark each of the Grand Staircase, Foyer, and Entrance Hall as collapsed.) Once the ground floor is gone, collapse the basement, starting with the Basement Landing.
- ◆ If the Mystic Elevator's roll would take it to a floor where there are no uncollapsed rooms with open doorways, then it does not move.
- ◆ Only the Ghost can move through collapsed rooms. The Ghost can also move through walls as though they were connecting doorways, but not through floors and ceilings.

Special Attack Rules

- ◆ No one can attack until after the séance has been completed. If the heroes control the Ghost, they will tell you about special rules for attacking.
- ◆ The Ghost makes Sanity attacks, which inflict mental damage. Only a hero who possesses the Ring or a hero in the Pentagram Chamber can attack the Ghost, using Sanity only.
- ◆ If the Ghost attacks and rolls lower than a hero, it is not harmed.

HAUNT

2

If You Win . . .

The mists fill the house now, from top to bottom. You glide through them, as silent as the ghost hovering by your side. Your heartbeat slows and stills. Silence. Now there are two spirits destined to haunt this place together. Forever.

Frog-Leg Stew

From the shadows, a voice entices you.
"You'll help me, won't you, my plump little
goose? Nasty people all over my house,
and they've stolen my darling book, too!
Help me punish them, my sweetling!
There's a good little poppet!"

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set aside a small red monster token to represent the Cat. Also set aside 4 small orange monster tokens (representing Frogs)
- ◆ Put the large circular Witch token in the Entrance Hall.
- ◆ Put one pentagonal item token (representing a Root) in each of the Conservatory, the Larder, and the Kitchen, either now or when each room is discovered. (Don't announce which undiscovered rooms will get Root tokens.) You can't pick up Root tokens.

What You Know About the Heroes

They have the Witch's spellbook (the Book card). You should get it from them, especially since the heroes might use it to overcome the Witch's invulnerability.

You Win When . . .

. . . all the heroes are either dead or turned into Frogs.

You Must Do This During Your Turn

When the first explorer is turned into a Frog, put the Cat token in the room where the haunt was revealed. It moves on the next monster turn toward the nearest Frog.

If the Cat is in the same room with a Frog and defeats it with a Might attack, it eats the Frog (killing that hero). The Cat ignores Frogs that are being carried.



Speed 3 Might 3 Sanity 2



Speed 4 Might 3 Sanity 6

The Witch's Spells

The Witch can cast one of these spells on each monster turn. If you manage to take the Book from the heroes, you may also cast either of the first two spells on each of your turns.

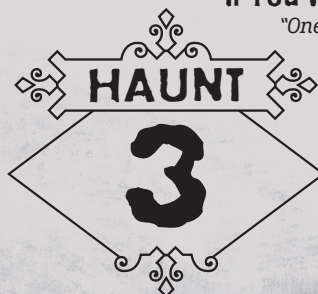
- ◆ **Skin of Frog:** The Witch can cast this spell on any hero in the same room. The Witch and that hero both make Sanity rolls. If the Witch gets a higher result than the hero, that hero turns into a Frog; he or she drops all items. Remove the hero's figure from the room and replace it with a Frog token. The hero's Might and Knowledge are reduced to their lowest numbers above the skull symbol. A Frog can't attack, draw cards, or discover rooms. Another explorer who isn't a Frog can pick up and carry a Frog like an item. (Frogs can't do anything while being carried.) Neither you nor the Witch can attack a Frog—she wants her pet to have a nice snack.
- ◆ **Breath of Dragon:** The Witch can cast this spell on any explorer within her line of sight (an uninterrupted straight line of doors) or in the same room. It inflicts 2 dice of physical damage, which cannot be resisted or reduced.
- ◆ **Wings of Raven:** The Witch can cast this spell to move herself to any room in the house. (Choose a room and put the Witch token there.) She can cast this spell on you instead, if she's in the same room.

Special Attack Rules

The Witch is currently invulnerable: She can't be attacked. She can't attack normally, either, but she can cast one spell each turn. She cannot pick up any items.

If You Win . . .

"One little froggy, two little froggies
. . . go on, my poppet, feed your
bad froggy friends to the
nice kitty-witty. There's my
precious gosling!"





The Web of Destiny

Your mind shivers as you feel a dark presence crawl inside it, making itself at home in your skull. You are yourself, yet you are also it—the spider. Already a plump mortal morsel wriggles within the strands of your new web. You can almost taste your human prey. Its struggles send shivers across the strands and up across your spider-belly. You feel your spider-self inject eggs into its body as it screams. Soon its struggles will stop and your babies will spill from its twitching corpse. But your instincts tell you that others will try to stop the birth . . . unless you stop them first.

Right Now

- ◇ If there are five or six players, your explorer is still in the game but has turned traitor.
- ◇ If there are three or four players, your explorer has been eaten by the Spider. Drop all your items and remove your figure from the game.
- ◇ Put the large circular Spider token in the same room as the explorer who has the Bite card.
- ◇ Set up the Turn/Damage track with a plastic clip on 1. You'll use it to keep track of time.

What You Know About the Heroes

The haunt revealer is caught in a sticky web and infested with giant spider eggs. That explorer can't move.

You Win When . . .

. . . either the Spider's eggs hatch (on turn 9) or all the heroes are dead.

You Must Do This . . .

. . . at the end of each of your turns. Advance the Turn/Damage track to the next number.

The Spider Must Do This during Its Turn

The Spider must move toward an explorer who isn't the haunt revealer and attack if possible. Neither you nor the Spider can attack the haunt revealer unless the eggs have been destroyed.



Turn	Speed	Might	Sanity
1	0	2	5
2	1	2	5
3	2	4	5
4	4	4	5
5	5	5	5
6	6	7	5
7+	6	8	5

Special Attack Rules

Once each time the Spider makes an attack, you can reroll each die that comes up blank. (For example, if you roll 4 dice for the Spider and 2 of them have no dots showing, you can reroll those two dice, but only once.)

If You Win . . .

. . . your spawn feasts on the tasty, tasty humans.



I Was a Teenage Lycanthrope

Moonlight streams into the room, caressing your skin. You stumble to a window and stare up at the full moon. Your mind begins to scream as it dies, even as your body howls with delight and newfound power.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put a small red monster token on your explorer's character card.
- ◆ You are now a Werewolf. Drop all your items. If you have the Girl or the Madman, you lose custody of them. Set those cards aside and adjust your traits accordingly. Use small monster tokens to represent them; they remain in the same room and can be collected by other explorers.
- ◆ Raise any trait below its starting value to that value. Then increase your traits by 1 point for each hero in the game. For example, if there are three heroes, you get 3 points total to spend on increasing your traits (not 3 points in every trait).

What You Know About the Heroes

You probably knew something about them, but you're now too wolfish to remember.

You Win When . . .

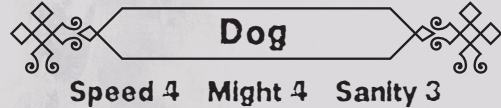
. . . all the heroes are either dead or have changed into Werewolves.

You Must Do This . . .

. . . at the beginning of each of your turns. You gain 1 Might or 1 Speed. You cannot raise a trait above the maximum printed on your character card.

The Dog

Put a small orange monster token in the same room as you. This token represents the Dog, a monster that you control. You don't need the Dog card; the Dog has its own rules for this haunt.



Special Attack Rules

- ◆ Whenever you or the Dog defeats a hero, that hero takes damage normally. At the start of each of that hero's subsequent turns, he or she must attempt a Sanity roll of 4+ to resist the curse of lycanthropy. If the roll fails, that hero becomes a Werewolf and is no longer a hero. That player then reads this haunt in the *Traitor's Tome* and does everything described under "Right Now."
- ◆ None of a Werewolf's traits can be reduced to the skull symbol unless it is attacked with a special item described in the *Secrets of Survival* booklet. All damage that it takes from any other source is halved (rounded up).
- ◆ Neither a Werewolf nor the Dog can carry items or use elevators.
- ◆ If you win and another Werewolf has killed a hero, that Werewolf's player wins too.

If You Win . . .

You glide through the house and out into the gardens, enjoying the soothing tang of blood upon your tongue. With a flick of your tail you leap the mossy wall and land beside the driveway. Already you can smell the ashen-sweat scent of more humans less than a mile away.

Tonight's hunt has only just begun.



The Floating Eye

Your masters are finally here. You grovel on the ground as a giant, floating eye descends from the ship and hovers just above you. It is time for your friends to discover the truth and bow before their new lords.

Right Now

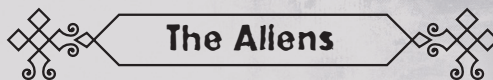
- ◆ If there are three or four players, set aside one small orange monster token to represent the Alien. If there are five or six players, set aside two tokens. Put the Alien token (or tokens) in the room where this haunt was revealed. Put a pentagonal item token (representing the Spaceship) there as well.
- ◆ Put your explorer's figure on the Spaceship token. Your explorer is now out of the game, along with all of that character's items and omens, awaiting transport.

What You Know About the Heroes

They're trying to keep you from abducting them. They have a way to free themselves from the Aliens' control.

You Win When . . .

. . . all the heroes are either dead or on the Spaceship.



The Aliens

Speed 4 Might 6 Sanity 6

Special Attack Rules

- ◆ The Aliens have a mind-control ability. Instead of making a Might attack, an Alien can make a Sanity attack against each hero in the same room as it. Resolve each attack separately. If a hero defeats the Alien during this special attack, neither takes damage. If an Alien defeats a hero, that hero doesn't take damage but falls under the Alien's control instead.
- ◆ Once an Alien takes control of a hero, you move that hero on his or her turn toward the room with the Spaceship token. The controlled hero does not need to make die rolls or take damage required by room tiles. Controlled heroes cannot attack or take other actions. After the controlled hero gets to the room with the Spaceship, he or she boards the Spaceship at the beginning of his or her next turn. That hero is then out of the game.
- ◆ The heroes know a secret way to free each other from an Alien's control. Aliens can control someone only once. When a hero is freed, he or she becomes immune to the Aliens' mind-control ability.
- ◆ Aliens are immune to Speed attacks (such as those using the Revolver or Dynamite).
- ◆ Aliens that are stunned can still maintain control of any heroes they have defeated in Sanity combat.

If You Win . . .

Your masters are pleased with your gift to them. Your friends will make most excellent subjects for xenobiological experiments. And, of course, the masters have promised to let you keep the eyes as souvenirs.



Carnivorous Ivy

You've always liked plants. Azaleas, asters, and vines—oh, yes, vines. Now you can feel tendrils creeping up the sides of the mansion and slithering through the windows.

You know you must help the vines grow and grow. What do plants need to thrive? Light, water . . . and fertilizer. What would make a nice fertilizer? Ah! Of course! Your friends!

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If you are carrying the Book, you must drop it. You cannot pick it up later.
- ◆ Set aside numbered pairs of small orange monster tokens (Roots) and small green monster tokens (Tips) equal to twice the number of players (up to a maximum of 10 pairs). Each pair of these tokens represents a Creeper.
- ◆ Put one Root token in each of the following **Creeper rooms**: Entrance Hall, Balcony, Bedroom, Chapel, Conservatory, Dining Room, Gardens, Grand Staircase, Graveyard, Master Bedroom, Patio, and Tower. You can't put more than one Root token in a room. If there are more Creeper rooms in play than Root tokens, you choose which rooms have Roots. If you have more Root tokens than Creeper rooms, you can place additional Roots when the appropriate rooms are discovered.
- ◆ Put a Tip token in each room with a Root token.

What You Know About the Heroes

They're up to something . . . something that can destroy your beloved vines. The heroes can make a special item using the rules in the *Secrets of Survival* booklet.

You Win When . . .

. . . all the heroes are dead or the special item they've made has been destroyed.

To destroy the special item, first steal it from whichever hero has it. (See "Special Attacks" on page 13 of the rulebook.) Then end your turn in the Chasm, Furnace Room, or Underground Lake to cast the item to its doom.



Creepers

Speed 2 Might 5 Sanity 3

- ◆ A Creeper can grow and expand. To grow a Creeper, you can move its Tip, but the Root never leaves the room where it started.
- ◆ If a Tip enters the Mystic Elevator, the Elevator won't function until the Tip leaves.
- ◆ Roots don't slow explorer movement, but Tips do.

Special Attack Rules

- ◆ Roots don't move and can't attack or be attacked, but Tips can.
- ◆ If a Tip defeats a hero in physical combat, the hero takes no damage. He or she is instead grabbed by the Tip and drops all items, which remain in that room. The Tip then ends its movement.
- ◆ Other Tips can't attack a grabbed hero, but you can.
- ◆ When a Tip starts its turn grabbing a hero, it moves 2 spaces that turn toward its matching Root instead of taking its normal movement. A Tip can take any path back to the Root. Tips carrying grabbed heroes can't attack.
- ◆ At the beginning of a Creeper's turn, any grabbed heroes at that Creeper's Root are killed and mulched. Remove that Creeper (Root and Tip).
- ◆ The Bell has no effect on grabbed heroes. The Spirit Board has no effect on Tips.

If You Win . . .

You lie in the master bedroom, watching the vines creep across the ceiling above you and slither across the sheets. The house is so peaceful now. Soon you will have to find more "friends" to feed your precious vines.

You always did have a green thumb.



Wail of the Banshee

First you hear a faint sound from just outside the room, as if someone were scrambling up the walls or scraping long talons across them. A few seconds later, you catch a glimpse of tattered silver robes swirling across the edge of your vision. You turn to run to the door just as you hear something enter the room behind you. The creature sighs.

The sound creeps across the room, and you feel a terrible chill boring into your heart. Death is nigh, but not for you. The spirit board protects you from your darling's deadly voice. If you can just be alone with her, you know she will agree to stay with you . . . for eternity.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put the large circular Banshee token in the room with your explorer. Decide which way it is facing (use the arrow printed on its token).

What You Know About the Heroes

They plan to silence the Banshee.

You Win When . . .

. . . all the heroes are dead.



The Banshee

Speed 8

The Banshee usually moves according to its own plan. It always moves as many spaces as its Speed roll. Each time you can move the Banshee, roll 2 dice to determine how it moves.

Die Roll Banshee's Move

- 0 Put the Banshee in any room up to 8 tiles away. It does not pass through any other rooms this turn.
 - 1 Choose which room the Banshee moves into first. For the rest of its movement this turn, it always turns left, if possible.
 - 2 Choose which room the Banshee moves into first. For the rest of its movement this turn, it always moves straight ahead, if possible. If the only options it has are turning left or right, determine randomly which way it goes.
 - 3 Choose which room the Banshee moves into first. For the rest of its movement this turn, it always turns right, if possible.
 - 4 This turn, you control the Banshee's movement, but its wail can affect only one explorer once.
- ◆ When turning, the Banshee "hugs" the left or right wall. For example, if it must turn left but can't, it will go straight; if it can't go straight, it will turn right; and if it's in a dead-end room, then it will leave the way it entered. The Banshee can't affect or be affected by the movement of others. Like any monster, it can't discover new rooms.

- ◆ If the Banshee enters the Upper Landing, the Collapsed Room, the Gallery, the Foyer (when Stairs from Basement is in play), or a room with the Secret Stairs, Secret Passage, or Wall Switch tokens, you decide whether to move it to the corresponding room elsewhere as its next move. If you move it elsewhere, you also decide its facing in its new room. The Banshee cannot use the Mystic Elevator.

- ◆ If the Banshee passes through or stops in a room with an explorer, it wails. Each explorer in the room must attempt a Sanity roll:

Die Roll Effect

- 6+ Take 1 die of mental damage.
- 3-5 Take 2 dice of mental damage.
- 0-2 Take 4 dice of mental damage.

- ◆ You are immune to the Banshee's wail as long as you have the Spirit Board. If you lose the Spirit Board, you can be affected by the Banshee's wail.

Special Attack Rules

The Banshee can't be attacked.

If You Win . . .

The banshee's silver hair wraps around you as you stare into her ice-cold eyes. Now it is just the two of you and your love's haunting song. Together. Forever.



HAUNT

8

The Dance of Death

Every clock in the house strikes midnight—even though you're sure it isn't that late. As the clocks quiet, a lone fiddler begins a haunting melody that floats through the air, calling you to dance. The music makes your soul shrivel, but it also makes your lips curl up into a smile. Your mind struggles and screams and then . . .

Why did you ever resist the power of the fiddler's beautiful music? Joy and wonder fill your soul. The dance must go on forever. You cannot bear to let anyone stop it.

Right Now

- ◆ This haunt doesn't begin with a traitor—only heroes. Each hero has a chance of becoming a traitor during his or her turn. **Do not read this haunt unless your explorer has turned traitor.**
- ◆ Raise any of your traits below its starting value to that number.

What You Know About the Heroes

They're trying to stop the music.

You Win When . . .

. . . the Holy Symbol has been destroyed. To destroy the Holy Symbol, first steal it from whichever hero has it. (See "Special Attack Rules" below.) Then end your turn in the Chasm, Furnace Room, or Underground Lake to cast the Holy Symbol to its doom.

You Must Do This On Your Turn

Dance until your feet go numb. Each turn, you must attempt a Might roll.

Die Roll Effect

3+ No effect.

0–2 You can't move this turn. Lose 1 Might.

Unlike the heroes, you don't need to attempt a Sanity roll at the start of each turn if you don't have the Holy Symbol.

Special Attack Rules

- ◆ All your attacks are whirling torrents of energy. You can't make Might attacks; you make Speed attacks instead.
- ◆ If you defeat a hero by 2 or more with a Speed attack, you can steal an item from your opponent instead of inflicting damage.

If You Win . . .

Hauntingly beautiful, driving, melodic, tragic, and joyous, the music fills the rooms of the ancient mansion. Dancers spin through the ballroom as the fiddler plays on. The dance is so joyous, so enticing, that the dancers would rather die than stop.

And so they shall.





Family Gathering

The madman cocks his head, listening. "Do you hear it?" he asks. "Under the floor, where I put them. My family."
The floor buckles and cracks, and two corpses heave into the light. One fixes you with a maggoty smile.

The madman grabs you from behind, holding you in place, whispering, "Mama and Papa . . . they're looking to adopt."

Right Now

The Madman has killed your explorer. Remove his or her figure from the house and put a yellow monster token (representing the Madman) in its place. Drop all your items.

- ◆ Get a number of blue monster tokens (representing Zombies) equal to the number of players. Put each token in a room with an omen symbol , but no more than one per room. If there aren't enough omen rooms, put each leftover Zombie token into any room that does not have an event symbol .
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of damage.

What You Know About the Heroes

They're trying to trap all the Zombies in special rooms throughout the house.

You Win When . . .

. . . all the heroes are dead.

Zombies

Speed 2 Might 6 Sanity 2 Knowledge 3

- ◆ You can move each Zombie as you choose, until it has line of sight to a hero. At that time, it must immediately move toward the closest hero it can see. If it sees two heroes the same distance away, you choose which one it moves toward. Once a Zombie starts moving toward a hero, it continues moving toward that hero for the rest of its turn. Once a Zombie cannot see any heroes, you may move it as you choose again.
- ◆ At the start of a Zombie's turn, if another hero is in line of sight who's closer than the hero it pursued last turn, it moves toward the closer hero.
- ◆ A Zombie attacks as soon as it's in a room with a hero.
- ◆ If a Zombie enters a room where the heroes can trap it, they'll tell you what happens.

The Madman

Speed 3 Might 5 Sanity 5

The Madman can take 5 points of physical damage before he is killed. Use the plastic clip on the Turn/Damage track to keep track of this. Whatever damage he takes has no effect on his traits.

If You Win . . .

The family is cross with you. The new children you promised Mama and Papa, the new siblings you pledged to Brother and Sister—they're all broken. They lie where the family finally caught and embraced each one, spilling fluids, organs, and shards of white bone across the floor.

You don't want the family cross with you. You hear Mama crying beneath the floorboards.

As you step out of the house, you call over your shoulder, "Don't cry, Mama! I know where to find more."



Let Them In

The others called your new friend mad. You thought so too, at first. But his slurred words and garbled instructions have suddenly fallen into place, and you understand.

The mist! The mist you've seen outside the windows. Things live there—you know that now. And they want in. A thrill of anticipation rushes through you as you wonder what they'll do once inside.

*The madman yells, "At last! Throw wide the windows!"
You obey.*

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ You lose any bonuses from the Madman card. Set the card aside. Put a small yellow monster token (representing the Madman) in the room with you.
- ◆ Put a small purple monster token face down in the Entrance Hall and in each room with an outside-facing window. These tokens represent Specters outside the house, waiting for you and the Madman to let them in. If a room is set up so that the window is false (faces another wall), do not place a Specter token there.

What You Know About the Heroes

If they succeed with an exorcism, they'll banish the Specters.

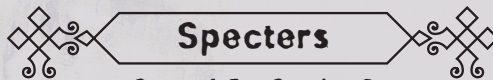
You Win When . . .

. . . all the heroes are dead.

How To Let the Specters In

- ◆ You must open windows and the front door (in the Entrance Hall) to let the Specters in. Both you and the Madman can do this. Opening a window or the front door counts as 1 space of movement.
- ◆ Once the front door or a window has been opened, turn over the face-down Specter token in that room. Specters can move and attack the same turn they are turned face up.
- ◆ If a room with an outside-facing window is discovered later, put a face-down Specter token in it. If a window becomes false (blocked by another room) before its Specter is released, remove that face-down Specter.

- ◆ Face-down Specters do not affect heroes moving through their rooms, and they are not affected by the Bell or Spirit Board.



Speed 4 Sanity 6



Speed 7 Might 7 Sanity 7

The Madman Must Do This . . .

. . . on the monster turn. The Madman moves by the shortest route possible to the closest face-down Specter token and then opens the window in that room (or the front door). Once all the face-down Specters have been turned over, the Madman continues exploring the house, looking for rooms with outside-facing windows.

The Madman can discover new rooms, but he still ignores all room features and does not stop and draw cards when he enters an unexplored room with a symbol. These rooms count as having been explored for other explorers.

Once all the room tiles listed above are in the house and all available Specters have been activated, the Madman can attack.

Special Attack Rules

- ◆ Specters can attack and be attacked only with Sanity attacks.
- ◆ If a hero carrying the Ring makes a Sanity attack against a Specter and defeats it, the Specter is banished.
- ◆ The Madman can't attack heroes before all the Specters are inside the house, but he can defend himself if attacked.

If You Win . . .

*It isn't until later, when you're washing the blood off your hands and rubbing the screams out of your ears, that you realize what it was, exactly, the things in the mist wanted.
Good thing you let them in.*





Fleshwalkers

This haunt has no traitor—just heroes. All the heroes must work together to destroy their Evil Twins. If your hero is killed, you can still control your Evil Twin and kill other heroes. The rest of the rules for this haunt are in *Secrets of Survival*.



Perchance to Dream

Your body has entered a new place—a very, very bad place—but a place where, you discover with a thrill of anticipation, you have a measure of control!

This is your chance to change everything. The thought seeps up from the back of your mind. Take a break; rest for a while. Why not lie down and take a little nap? It's such a nice bed . . .

The eyes of your fleshy cage close, and for the first time, your subconscious eyes open! Time to set your dreams free. Let the screaming begin.

Right Now

- ◆ Tip your explorer's figure over in the room it's in when the haunt is revealed. Your body is asleep. You can't move or take any actions. Drop all your items. Set aside the Dog, the Girl, or the Madman cards if you possess them and adjust your traits accordingly. You cannot be killed by this adjustment; reduce the affected trait to its lowest value above the skull symbol.
- ◆ Put a number of small purple monster tokens equal to the number of players (representing Nightmares) into the room with your sleeping body.
- ◆ Secretly count the number of **escape rooms** in the house. Some escape rooms have outside-facing windows (Grand Staircase, Master Bedroom, Bedroom, Chapel, and Dining Room). As well, the Conservatory, Entrance Hall, Gardens, Graveyard, Patio, Tower, and Balcony open to the outside and count as escape rooms. If a room is set up so that the window is false (faces another wall), it still counts as an escape room. If the number of escape rooms is lower than the number of players, go through the room stack and add rooms from those listed above to any appropriate floor until the number of escape rooms equals the number of players. Then shuffle that stack. Write down the number of escape rooms, keeping it secret from the other players.
- ◆ Set aside a number of **escape tokens** equal to the number of escape rooms in the house. (Any distinctive set of tokens, such as item tokens, will do.)

What You Know About the Heroes

They're trying to wake your physical body.

You Win When . . .

. . . a number of Nightmares escape equal to the number of escape rooms in the house when the haunt was revealed. When this happens, show the heroes the number you've written down.

How Nightmares Escape

- ◆ A Nightmare in an escape room escapes from the house by using 1 space of movement.
- ◆ Once a Nightmare escapes from any given room, no more Nightmares can escape from that room. Put an escape token in the room to show that it has been used. If new escape rooms are discovered, Nightmares can use them to escape, but they do not add to the total number of escapes you need.
- ◆ Whenever a Nightmare is killed or escapes the house, you can unleash another Nightmare. Put a Nightmare token into the room with your figure. (Reuse tokens as needed.)

Nightmares

Speed 5 Might 4 Sanity 4

Special Attack Rules

- ◆ Nightmares can attack explorers with Might but inflict mental damage instead of physical damage.
- ◆ If a hero attacks a Nightmare and defeats it, the Nightmare is killed instead of being stunned. If it is defeated while attacking, it is stunned as normal.

If You Win . . .

You look into the eyes of your body, but from the outside. With horror, that fleshy cage recognizes its own subconscious. It tries to scream, but the sound is muffled by living nightmares.



The Stars Are Right

Separating yourself from your friends, or victims as you like to think of them, you greet the zealous followers of your cult. Slowly, rhythmically, you begin to stamp your feet and chant. The others join in. Louder and louder your voices grow, praying to all that is evil and unholy that your sacrifices will be accepted tonight. The cult is praying that your dread god will appear before you . . . and bathe in the blood of your friends.

Right Now

- ◇ Your explorer is still in the game but has turned traitor.
- ◇ Put a number of small purple monster tokens (representing Cultists) in the Pentagram Chamber equal to the number of other players.

You Win When . . .

. . . either all the heroes are dead or you summon your god.

What You Know About the Heroes

The only way they can stop you from summoning your god is by desecrating the Pentagram Chamber. To do so, they will use the cans of paint (represented by Paint tokens) that are hidden throughout the house.

How to Summon the God

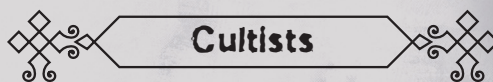
You must make sacrifices to summon your god. Build up a total of 13 **sacrifice points** by bringing the following sacrifices into the Pentagram Chamber.

Sacrifice	Points
Explorer's corpse	4
Girl, Madman, or Dog	2
Any other tradable omen or item	1

Item and omen cards that you sacrifice are removed from the game and kept in a separate pile. Keep track of sacrifice points on a piece of paper.

You can sacrifice the Girl, Madman, or Dog when you have that card and are in the Pentagram Chamber. You can't steal, carry, or sacrifice Paint tokens.

Cultists can carry items and explorers' corpses. Any items they carry do not affect their traits or give them abilities. They cannot carry Paint tokens.



Cultists

Speed 4 Might 4 Sanity 4

Special Attack Rules

- ◇ A Cultist can steal an item from an explorer, just like explorers can. (See "Special Attacks" on page 13 of the rulebook.)
- ◇ If an explorer is killed, tip that figure over in its room to mark his or her corpse.
- ◇ A Cultist can pick up a corpse and carry it like an item, but while it's doing this, it uses 2 spaces of movement to enter a room. You can also carry corpses with the same restriction as Cultists. Take an explorer's figure when you're carrying its corpse.

If You Win . . .

The house shakes and glass shatters as the universe screams. A wound rips through time and space, and through it, your god is reborn. Drenched in the blood of your friends, your god is beautiful and terrible, a wonder and a blight. The world is laid bare before him, and all within it are his children, his blood . . . his sacrifices.



Here There Be Dragons

You look at a child's drawing you found lying on the floor. Your finger taps the image of the fire-breathing dragon.

"I wish I had a dragon," you muse.

Unbelievably, the front doors burst open, and an enormous dragon roars in, rampaging and snorting fire!

You must be dreaming! You smile. These are the sorts of dreams you love. The ones where you get to call the shots. By their reactions, you see that your fellow explorers want to disbelieve what they see. Irritated, you decide that you'd rather keep this dream going for a bit. The best way to do that is to do away with the unbelievers.

"Eat 'em, dragon! Eat them all!"

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put the large circular Dragon token in the Entrance Hall.
- ◆ Put a pentagonal item token (representing the Shield) in the Chasm or the Crypt. Put a different-numbered pentagonal item token (representing the Antique Armor) in the Catacombs or the Underground Lake. If neither room for an item has been discovered yet, place the item in whichever room is discovered first.
- ◆ Get out the Turn/Damage track and a plastic clip, but don't mark a number yet. You'll use it to keep track of damage.

What You Know About the Heroes

They're trying to slay the Dragon.

You Win When . . .

. . . all the heroes are dead.



The Dragon

Speed 3 Might 8 Sanity 6

Use the Turn/Damage track to keep track of how much damage the heroes inflict against the Dragon. When it has taken damage equal to the number of players, the Dragon is killed. Taking damage does not affect its traits.

The Dragon is immune to Speed attacks (such as those using the Revolver and Dynamite). It can be damaged by a Sanity attack from an Explorer using the Ring.

Special Attack Rules

The dragon can attack twice during its turn, once with **fire breathing** and once by **biting**. It doesn't have to make both attacks at the same time, and it can do them in either order.

- ◆ **Fire Breathing:** Any explorer (including you) in the same room as and rooms adjacent to the Dragon must attempt a Speed roll. (The adjacent room must have a connecting door.)

In room with the Dragon:

4+ No damage.

0-3 Take 4 dice of physical damage.

In an adjacent room:

4+ No damage..

0-3 Take 2 dice of physical damage.

- ◆ **Biting:** This is a Might attack.
- ◆ **Toughness:** Whenever the Dragon is defeated, it takes 2 less damage.

If You Win . . .

You felt a little sick at first, especially when the dragon took its first big bite out of one of your friends. All that blood and icky stuff came spilling out. And you didn't feel too good when the dragon lit up one of your other friends like a huge, human-shaped torch, all screaming and writhing (for a little bit, until the shape collapsed and just burned).

Good thing this is all a dream.



The Phantom's Embrace

They thought they knew you. They thought you'd do whatever they told you to do, but they were wrong. They tried to take the girl away from you, and that was their biggest mistake.

Now she's safe from them. You summoned a phantom to guard her, keeping her hidden within the house. When they come to get her, you'll have a little surprise ready for them. Soon, your old "friends" won't be in any condition to boss you around again.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ The explorer with the Girl loses her, and she flees. Set aside the Girl card and a small magenta monster token (representing the Girl), and adjust that explorer's traits accordingly.
- ◆ Set aside a small purple monster token to represent the Phantom.
- ◆ Set aside at least 20 **distinctive tokens**. (Red or orange monster tokens work well for this.)
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.

What You Know About the Heroes

They're trying to save the Girl and themselves.

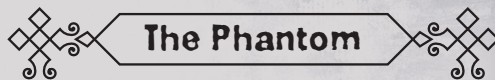
You Win When . . .

. . . either you blow up the house before the Girl escapes, or all the heroes are dead.

You Must Do This . . .

. . . at the end of each of your turns. Advance the Turn/Damage track to the next number. Then roll a number of dice equal to that number. Consult the following table to see if the house blows up.

# of Players	House Blows Up on:
3	8+
4	7+
5	6+
6	5+



The Phantom

Might 6 Sanity 5

- ◆ The Phantom appears each time the explorers discover a basement room with an event or omen symbol. When one of those rooms is discovered, put the Phantom token and the Girl token in that room. Then put one of the distinctive tokens in that room.
- ◆ After the Phantom appears, a hero can attack it. If the Phantom is defeated, it's killed and the explorers gain custody of the Girl. Otherwise, it escapes with the Girl—set both tokens aside. It shows up again (you put both tokens back) the next time a hero discovers a basement room with an event or omen symbol.
- ◆ The heroes can't use a special attack to steal the Girl.
- ◆ If the entire basement has been explored and the Phantom is still alive, choose any basement room to place the Phantom and the Girl in at the start of the monster turn.
- ◆ The Phantom never moves to the same room twice until each basement room has a distinctive token.

Special Attack Rules

The Phantom doesn't attack, but it can defend itself. If it defends successfully, it flees.

If You Win . . .

Tick, tock, tick, tock . . . BOOM!



A Breath of Wind

The trembling of the house and an echo of pained laughter inform you that your companions have disturbed your old friend, the poltergeist. Their insensitivity is appalling. Can't they just let him rest, after all he's suffered? Well, you'll just have to eliminate the disturbance . . .

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Place a small purple monster token (representing the Poltergeist) in the room where the haunt was revealed.
- ◆ Set up the Turn/Damage track with a plastic clip at 4.

What You Know About the Heroes

They are attempting to exorcise the Poltergeist.

You Win When . . .

. . . all the heroes are dead.

Helping the Poltergeist

You can help the Poltergeist by attacking your fellow explorers or by finding or stealing items for the Poltergeist.




Unlike a regular monster, the Poltergeist can pick up, steal, trade, and drop any number of items, just like an explorer. However, it ignores all the normal effects of items it carries.

- ◆ The Poltergeist starts with Might 4. Each time it picks up an item, advance the Turn/Damage track by 1. At the end of each monster turn, if the Poltergeist is in the Junk Room, Storeroom, Attic, Library, Wine Cellar, Research Laboratory, or Operating Laboratory, draw an item card for the Poltergeist and advance the Turn/Damage track by 1.
- ◆ Each time the Poltergeist loses an item, lower the Turn/Damage track by 1.

Special Attack Rules

- ◆ The Poltergeist can make a separate Might attack against each hero it reaches each turn (but it cannot attack a given hero more than once). When attacking, the Poltergeist's Might is equal to the current value of the Turn/Damage track (maximum 8). It can choose to steal an item (and add to its Might) if it would inflict 2 or more points of damage. The Poltergeist is not harmed if the hero wins the combat.
- ◆ The Poltergeist is immune to Might attacks and cannot be harmed by the Revolver. If the Dynamite explodes in the room with the Poltergeist, the Poltergeist drops all items it is carrying and is removed from play, but it can re-form on its next turn (see below).

Re-Forming the Poltergeist

At the start of each monster turn, the Poltergeist has the option to re-form in any room with an omen symbol . If it does, it drops any items it was carrying; set the Turn/Damage track to 3. The Poltergeist then appears in the omen room of your choice before continuing its turn. If it re-forms in the Junk Room, advance the Turn/Damage track to 4.

If You Win . . .

The cloud of levitating objects spins in glee as the final intruder falls to the floor. At last all is peaceful, and you can sit down for a quiet chat with your old friend . . .



United We Stand

At first, the pain is agonizing, but soon enough, it gives clarity—and understanding. The flesh is weak . . . but it can be molded, just like wax. The more malleable the wax becomes, the stronger you grow. Your flesh is flowing. Now all you need is more flesh. A lot more flesh.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Take the Turn/Damage track and two plastic clips. Set one along the top to 5, representing your new Might. Set the other along the bottom to the number of explorers + 1, representing your new Speed. Your mental traits remain unchanged.

What You Know About the Heroes

They want to kill you by melting your glorious flesh. They also want to escape by leaving through the front door. You can pull them back in with your enormous strength.

You Win When . . .

. . . you kill at least two of the heroes to absorb them and gain strength, then escape through the front door. Alternatively, you win if all but one of the heroes are dead (no one will believe his or her wild story).

Special Movement Rule

Roll a number of dice equal to your Speed to determine your movement each turn, instead of your normal movement. You can always move at least 1 space no matter what you roll.

Special Attack Rules

- ◆ You take no damage from physical attacks; your flesh is too strong.
- ◆ A hero using the Ring can attack you with Sanity. If the hero defeats you, he or she can move you in any direction as many spaces as the difference in die rolls instead of inflicting damage. If the Dynamite explodes in your room, you are stunned for one turn.
- ◆ If any heroes escape from the house, you can attempt to pull them back in. You must be in the Entrance Hall, a room with an outside-facing window (Grand Staircase, Master Bedroom, Bedroom, Chapel, and Dining Room), or a room that is open to the outside (Conservatory, Entrance Hall, Gardens, Graveyard, Patio, Tower, and Balcony). Make a Might roll against the Might of the strongest hero outside the house. That hero adds 1 to the roll for each other hero who is also outside. If you roll higher, you pull a hero of your choice back into the house and can then attack him or her normally (place the hero in your room). You can do this multiple times during a turn until you fail an attack.
- ◆ If you kill a hero, you absorb him or her into your body. Increase your Might by 1 and reduce your Speed by 1.

If You Win . . .

Flesh, flesh, glorious flesh! It bubbles and streams and swells over your every muscle and pore, growing larger and thicker, absorbing more and more victims! Will it stop? Can it stop? You don't know, and you don't care anymore. There is only flesh.



A Friend for the Ages

It has now been three centuries since you were given the portrait by a dear, dear friend. In it, you have stored your ills and infirmities, your age and your injuries—and also your morality, for you are now supremely evil. It has been your ward against all harm, and with it, you have had many happy opportunities to harm all those around you.

But it is no longer safe. You're certain they're after it. They want it for themselves. You must protect it . . . at any cost.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If any of your traits are below their starting values, raise them to their starting values.
- ◆ Then, do the following a number of times equal to the number of heroes in the game: Determine which of your traits above its starting value is the least above that value. (A trait at its starting value counts as 0 above that value.) You may choose from among tied traits. Increase that trait by 1.

What You Know About the Heroes

They are trying to kill you by repainting your portrait.

You Win When . . .

. . . you destroy at least three Paint tokens, or all the heroes are dead.

Destroying Paint Tokens

- ◆ The heroes will place Paint tokens in the House at appropriate times. These can be picked up, dropped, traded, and stolen like regular items, but they cannot be carried by the Dog. Each explorer can carry only one Paint token at a time.
- ◆ If you are carrying a Paint token on your turn, you can destroy it instead of making an attack.

You Can Do This . . .

. . . after you have finished moving on your turn. Since it is your house, you can search through the stack of room tiles, choose one, and put it in any legal place. Then shuffle that stack.

Your Portrait

You must not look upon your portrait. Whenever you enter or start your turn in the Gallery, you must attempt a Sanity roll of 4+. If you fail, you take 1 die of mental damage (this damage ignores your general immunity, as described below).

Special Attack Rules

- ◆ You cannot be harmed by normal means. Your traits cannot be reduced by events, room features, or damage, except where the haunt rules state otherwise. You can still take damage from entering the Gallery, as described above.
- ◆ When you acquire or lose an item, you increase or decrease your traits normally, as described on the card. (*Exception:* You take no damage if the Blood Dagger is stolen from you.)
- ◆ An opponent can steal an item from you during physical combat. (See "Special Attacks" on page 13 of the rulebook.)

If You Win . . .

The last of them struggle in desperation, but you know they cannot harm you. Your portrait still protects you, as you have protected it. Eventually, they all break against your limitless vitality. You shall endure . . . forever.



Ghost Bride

An apparition in white lace shimmers into view. "You've left me alone these long years," speaks a feminine voice, "but I waited. For you. For our wedding." The ghost glides towards one of your fellow explorers and says, "Once you are dead like me, we can be together . . . forever."

The ghost fades, but the faint sound of an organ playing a wedding march sighs gently through the house. Tears come to your eyes. You hate it when love is denied. You're going to see this wedding through.

Whether the groom wants it or not.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put a small magenta monster token (representing the Ghost Bride) in your room. You can move it on the monster turn.
- ◆ The Ghost Bride chooses as her groom the hero carrying the Ring, unless that character is female, in which case she chooses the oldest male hero. Then announce who the chosen groom is. (If there are no male heroes, choose one at random from the box and put his figure in the Entrance Hall. That character cannot move or take any actions during the scenario but can be attacked.)
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time after the wedding starts.
- ◆ If the Chapel isn't in the house, search the room stack for it and put it in the house. This room should be as hard as possible for the heroes to reach. Then shuffle the room stack.

What You Know About the Heroes

They're trying to stop the wedding.

You Win When . . .

. . . you get the Ghost Bride to marry her chosen groom.



Ghost Bride

The traits of the Bride depend on the total number of players.

3-4 players

Speed 4 Sanity 6

5-6 players

Speed 5 Sanity 7

The Ghost Bride can move through walls as if through connecting doors, but not through floors or ceilings. She cannot be damaged or stunned by any means, other than Sanity attacks from the Ring. If she attacks and is defeated, her traits are not reduced.

Special Attack Rules

- ◆ The Ghost Bride makes Sanity attacks, inflicting mental damage against anyone other than the chosen groom.
- ◆ When the Ghost Bride attacks the chosen groom, she reduces his Might by dealing mental damage, as shown in the following table.

Mental Damage	Might
1-2	-1
3-4	-2
5+	-3

How to Get the Ghost Bride Married

- ◆ Kill the chosen groom. He then becomes a ghost under your control. He drops all items, including the Ring.
- ◆ Put the chosen groom and the Ghost Bride in the Chapel. This starts the wedding.
- ◆ At the end of each of your turns, advance the Turn/Damage track to the next number, beginning with 1. The wedding will be complete on Turn 3.

If You Win . . .

Weddings always make you cry.



House of the Living Dead

Tired, you lean back against the wall. Something's making a noise behind it. Tick. Tick-tick. Tick.

What the heck? Rats, maybe, or an insect? You remember when wasps got into the wall at your house. Damn vermin! You crouch down to peer into a large crack in the wainscoting. An ashen hand emerges, grasps you around the neck, and pulls you through. You die before you can scream.

Blink. Blink. Sniff. "Mmmm, hungry." Must eat flesh. Kill. Eat. EAT!

Right Now

- ◆ Your explorer is dead. Drop all your items and replace your explorer's figure with the large circular Zombie Lord token.
- ◆ Take a number of small red monster tokens (representing Zombies) equal to the number of players. Place them in the following rooms (in order): Crypt, Graveyard, Entrance Hall, Underground Lake, Gardens, Chapel, Conservatory, and Pentagram Chamber. If there are more players than the number of these rooms that have been discovered, put one additional Zombie token in each room, in order, until all tokens are placed.
- ◆ Once you've placed those Zombie tokens, put another Zombie token in each room that has one (again placing them in order).
- ◆ Take the Turn/Damage track and a plastic clip. You'll need it to keep track of damage.

What You Know About the Heroes

They'll fight you. Avoid explorers who have weapons, if possible.

You Win When . . .

. . . all the heroes are dead.

Zombies

Speed 2 Might 5 Sanity 2

Special Zombie Attack Rules

- ◆ Defeating a Zombie with a weapon that requires a Might attack kills it. Dynamite can also kill Zombies. Any other attack stuns a Zombie as normal.
- ◆ If a hero dies, he or she becomes a Zombie (and then has the same traits as a Zombie). That player reads the *Traitor's Tome* and continues to move that Zombie during his or her regular turn. If the traitor wins, and a player's Zombie has killed a hero, that player also wins.
- ◆ Zombies cannot operate the Mystic Elevator, but the Zombie Lord can.

Zombie Lord

Speed 3 Might 7 Sanity 2

Special Zombie Lord Attack Rules

- ◆ You control the Zombie Lord. It is governed by all the normal rules that govern monsters: It rolls for movement and cannot pick up items, explore new rooms, and so on.
- ◆ The Zombie Lord can be harmed only by an explorer carrying the Medallion. It takes damage instead of being stunned; 7 points of damage kills it. Use the Turn/Damage track to record damage. Damage does not reduce the Zombie Lord's traits.

If You Win . . .

Everyone is dead. Sniff. Still hungry. Sniff, sniff. The thought trickles into your dead, blasted consciousness, that even though not quite as juicy, the flesh of a zombie is still flesh.

You advance. "Mmmm, hungry."

Must eat zombie flesh. Kill. Eat. EAT!

HAUNT



21

The Abyss Gazes Back

You knock another hole in the floor with a savage kick. This time, instead of dust and rotting supports, you discover what you sought. The Abyss. Flames. A portal to Hell. Cackling, you rub your hands together.

Just in case the groaning floor of the widening pit doesn't alert everyone else in the house, you scream, "Hang on, everyone! We're all goin' to HELL!" A flickering glow paints the walls, and gray mist rushes into the room. A portion of the house crumbles and falls, down, down into a burning lake of fire.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Choose any unoccupied room in the basement that has an omen  or event  symbol. If there is no such room in the house, draw cards from the room stack until you draw the first legal basement room, then place it in the basement. This room is where the Abyss starts. Tell everyone. Shuffle the room stack.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll need it to keep track of time.

What You Know About the Heroes

They're trying to perform an exorcism to stop the house from being sucked into the Abyss.

You Win When . . .

. . . all the heroes are dead.

You Must Do This On Your Turn

- ◆ At the end of your first turn, the house begins collapsing into the Abyss. The first room to collapse must be the basement room tile where the Abyss starts. To collapse a room, turn the room tile over so its back is showing.
- ◆ You still collapse rooms on your turn (and can eventually win) even if you are killed.
- ◆ At the end of each of your turns, advance the Turn/Damage track to the next number, beginning with 1.
- ◆ If you draw an event card while you are in the basement, you can look through the event card stack and draw the Secret Stairs or Secret Passage cards if they are available, instead of drawing normally. Then shuffle the event stack.

Each Player Must Do This Every Turn

- ◆ Starting on Turn 2, at the end of each living hero's turn, that hero's player must collapse part of the house. A room can't collapse unless it is adjacent to another collapsed room. The adjacent rooms don't need to have connecting doors.
- ◆ The Abyss consumes rooms at the following rate:
 - Turn 2:** Each player collapses one room.
 - Turn 3:** Each player rolls 2 dice and collapses that many rooms.
 - Turn 4:** Each player rolls 3 dice and collapses that many rooms.
 - Turn 5 On:** Each player rolls 4 dice and collapses that many rooms.
- ◆ Once an entire floor has collapsed, start collapsing the next floor up, beginning with an unoccupied room of your choosing with an unexplored door.
- ◆ The Entrance Hall, Foyer, and Grand Staircase each count as a separate room. Use a pentagonal item token to mark when each is sucked into the Abyss.
- ◆ If any explorer (including you) is in a room when the Abyss engulfs it, that character must attempt a Speed roll of 4+. If the roll succeeds, the explorer escapes by jumping into an adjacent discovered room with a connecting door (if there is one) that is not collapsing. If the roll fails, or if there isn't a room that fits this description, the explorer is sucked into the Abyss and killed.
- ◆ If an event or the Mystic Elevator sends an explorer to a room or floor that has collapsed, then that explorer plummets into the Abyss and is killed.

If You Win . . .

Hell welcomes you. As the flesh sears and smokes away from your friends' bones, you can't help but try to smile. But your skin also sloughs away in the all-consuming fire. See what impulsiveness gets you?



Tentacled Horror

Ropy lengths of muscled tissue flail into view. Jagged, suckers cover the boneless arm, pulsing and clicking like disembodied teeth. The rubbery length scuttles across your leg, then tightens convulsively. Horn-rimmed suckers saw at your limb, nearly severing it. Blood sprays everywhere. The length constricts, and you are pulled, bumping and sliding through the house, as if being reeled in. You manage one last scream as the tentacles search for more victims.

Right Now

- ◆ Your explorer is dead. Remove his or her figure from the game. Drop all your items.
- ◆ Set aside numbered pairs of small orange monster tokens (representing Arms) and small green monster tokens (representing Suckers) equal to the number of players. Each pair of these tokens represents a Tentacle.
- ◆ Put one Arm token in any of the following **Tentacle rooms**: Furnace Room, Conservatory, Organ Room, Underground Lake, Gardens, and Chasm. If the number of Tentacle rooms currently in play is fewer than the number of players, search through the room stack and take appropriate rooms until you have as many as there are players, then connect the new rooms on appropriate floors. Shuffle the room stack. You cannot save any tokens for later.
- ◆ Put a Sucker token in each room with an Arm token.
- ◆ Set up the Turn/Damage track with a plastic clip at 1. You'll use it to keep track of time.

What You Know About the Heroes

They're looking for the Head of the creature to kill it. You must stop them.

You Win When . . .

. . . all the heroes are dead.

You Must Do This . . .

. . . at the end of each of your turns. Advance the Turn/Damage track to the next number.

Head

Might 6

The creature's Head can attack Heroes. It does not take damage when defeated in combat.

The heroes will tell you what happens in that case.

Suckers

Turn 1-2

Speed 2 Might 4 Sanity 7

Turn 3-4

Speed 3 Might 5 Sanity 7

Turn 5-7

Speed 3 Might 7 Sanity 7

Turn 8+

Speed 4 Might 8 Sanity 8

The Tentacles get stronger the longer the creature lives.

- ◆ If a Sucker enters the Mystic Elevator, the Elevator won't function until the Sucker leaves.
- ◆ Arms don't slow hero movement, but Suckers do.

Special Attack Rules

- ◆ Arms don't move and can't attack or be attacked, but Suckers can.
- ◆ If a Sucker defeats a hero in physical combat, the hero takes no damage. He or she is instead grabbed and drops all items, which remain in that room. The Sucker then ends its movement.
- ◆ A grabbed hero cannot be attacked by any other Suckers.
- ◆ When a Sucker starts a turn grabbing a hero, it moves 2 spaces that turn toward its matching Arm instead of taking its normal movement. A Sucker can take any path back to the Arm. Suckers carrying heroes can't attack.
- ◆ If a hero grabbed by a Sucker starts a monster turn in the room with its matching Arm, that hero is eaten and killed. Remove that Tentacle (Arm and Sucker) from the game.
- ◆ If a Sucker is defeated by any attack during a hero's turn, it is stunned and retreats. It drops any hero it is grabbing. Then put the Sucker token back in the same room as its matching Arm.
- ◆ The Bell has no effect on grabbed heroes. The Spirit Board has no effect on Suckers.

If You Win . . .

That which squats at the center of the house sups, sucking the marrow from the bones of its victims. The obscene, mind-numbing entity quivers joyfully.

Already stronger, it sends its probing tentacles farther than ever before . . . out the front door.

HAUNT

23

Fly Away Home

A *shushing, sandpapery sound grows louder and louder outside the windows of the house. Looking out, you see countless glowing red eyes staring at you. You begin to laugh and cry. You can feel your face warm as tears of blood begin to fall from your eyes. Yes, this is what your life has been for . . . to let in your masters and give them your blood.*

You open the windows wide.

Right Now

- ◇ Your explorer is dead. Remove his or her figure from the game.
- ◇ Set aside 24 small red monster tokens (representing Bats). Put 3 of them in the Tower or Attic. If neither room has been discovered, the haunt begins with fewer Bats.
- ◇ Put 3 Bat tokens in the Chasm or Catacombs. The same conditions apply.

What You Know About the Heroes

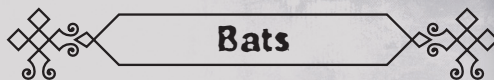
They're trying to find a way to drive off the Bats.

You Win When . . .

. . . all the heroes are dead.

Each Hero Must Do This . . .

. . . at the beginning of his or her turn. That hero takes 1 point of physical damage for each Bat token on his or her character card.



Bats

Speed 5 Might 2 Sanity 1

Throughout the haunt, more Bats enter the house.

- ◇ During the monster turn, roll a number of dice equal to the number of players. Set aside that many Bat tokens.
- ◇ During the monster turn, Bats enter the house. You can put Bat tokens in the Tower, Chasm, Conservatory, Entrance Hall, Gardens, Graveyard, Patio, Tower, Balcony, and any room with an outward-facing window (Grand Staircase, Master Bedroom, Bedroom, Chapel, and Dining Room). If a room is set up so that the window is false (faces another wall), you can still put a Bat token there. You can place only one Bat token in each of these rooms, unless there are more Bats than rooms. In that case, you choose which rooms each get an extra Bat token.
- ◇ Bats can continue to move after entering the house. Entering counts as moving 1 space.
- ◇ If you run out of Bat tokens, no more Bats can enter the house until some other Bats die. This means there can never be more than 24 Bats in the house at one time.

Special Attack Rules

- ◇ Bats don't attack normally. Instead, roll 1 die for each Bat attacking a hero. On a roll of 2, that Bat latches onto the victim. Put the Bat token on that hero's character card.
- ◇ Unattached Bats don't affect hero movement. For each Bat that is attached to a hero, that hero moves 1 fewer space that turn. (A hero can always move a minimum of 1 space.)

If You Win . . .

Slowly, the shushing of wings fades as dawn lightens the sky and the vampire bats roost in the house. Below them lie the dried-out husks of food vessels that once ran foolishly about the place. Already the vessels are turning to dust, joining the many others who gave their blood to the bat lords of the manor.



Voodoo

Time for all masks to come off. You've prepared for this night. You've collected the essence of each of your newest friends, oh so secretly. You've sewn the likenesses, oh so meticulously. You've placed each likeness in the house earlier, oh so perfectly.

And now, your friends are all here! All your friends, and all their dolls. A thrill of exhilaration threatens to send you into a peal of laughter from which you won't be able to stop. First things first. There's voodoo to do.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.
- ◆ Look at "Voodoo Doll Descriptions" for a list of dolls and possible locations. Select a doll for each hero. Then, on a piece of paper, write down which doll corresponds to which hero and which of the two listed rooms the doll is in. Don't tell the players where the dolls are located.
- ◆ If one of the listed rooms for a doll has been discovered and the other hasn't, you must choose the discovered room. Otherwise, you can choose either room.
- ◆ After you have chosen a doll for each hero, read aloud to each hero the quote for his or her doll in "Voodoo Doll Descriptions."

What You Know About the Heroes

They're trying to find the dolls and destroy them.

You Win When . . .

. . . more than half of the heroes who began the haunt are dead.

You Must Do This . . .

. . . at the end of each of your turns. Advance the Turn/Damage track to the next number, beginning with 1. Any doll that hasn't been destroyed affects its hero at that time. Read the quote for each doll in "Voodoo Doll Effects" aloud as it occurs.

Voodoo Doll Descriptions

- ◆ A **Wax Doll** is melting in the Furnace Room or in the ovens of the Kitchen. "You're burning up!"
- ◆ A **China Doll** is balanced precariously in the winds on the Balcony or the Tower. "The ground, far below, is waiting."
- ◆ A **Stone Doll** is sinking into the mud beside the Underground Lake or in the Graveyard. "Muck in your mouth. You're choking."
- ◆ A **Glass Doll** is resting between the unholy flickering candles of the Pentagram Chamber or in the Chapel. "Evil, evil everywhere. Unholy evil."
- ◆ A **Rag Doll** is entwined in the thorns of a rose bush in the Gardens or the Conservatory. "Stabbing punctures. Dirt and blood."

Voodoo Doll Effects

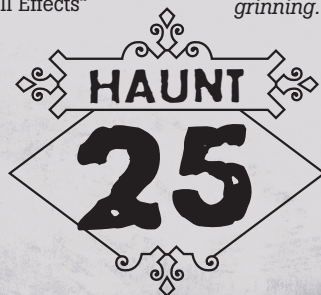
- ◆ **Wax Doll:** The hero takes 1 point of physical damage. "Fire burns good and evil."
- ◆ **China Doll:** Roll 4 dice. If the result is less than the turn number, the doll falls and shatters, killing the hero. "A strong wind pushes you."
- ◆ **Stone Doll:** The hero is slowly suffocating and must attempt a Might roll. If the result is less than the turn number, the hero loses 1 point in each trait. "You are sinking into grime. So dark. So dirty."
- ◆ **Glass Doll:** The hero takes 1 point of mental damage. "Unholy presence, where once there was goodness."
- ◆ **Rag Doll:** The hero must attempt a Knowledge roll. If the result is less than the turn number, the hero takes 2 points of physical damage. "Blood red, rose death."

If You Win . . .

You pick up your big red marker and uncap it. Opening your photo journal, you flip past all the earlier dolls to the last few pages.

Scratch, scratch, scratch. You draw a bright red slash through each of the pictures you taped into the book before your arrival at the manor. The feeling of accomplishment sets you to grinning. But it never lasts.

Time to find new friends.






Pay the Piper

You hear the skitter, scritch, scratch all the time, now. Your friends don't seem to notice. But you do.

Rats in the walls.

At first, you ignored the rats, but then you began hearing their whispery voices in your head. They promise friendship, trust, even devotion. All for you. Why? Because you are their friend, their kin. You are a wererat with special powers and responsibilities. The skitter, scritch, scratch of your rat cousins spells out what you must do.

Right Now

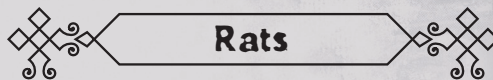
- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If any of your traits are below their starting values, restore them to their starting values now. Then add 1 to each trait.
- ◆ Set aside a number of small red monster tokens (representing Rats) equal to twice the number of players. Put one Rat token in each unoccupied room with a symbol  or  or . If there are more Rat tokens than there are eligible rooms, you can double them up in rooms as you choose. If there are fewer Rat tokens than rooms, you decide which rooms to put them in.
- ◆ Set aside 5 triangular Sanity Roll tokens.

What You Know About the Heroes

They're trying to kill all the Rats in the house, which would prevent you from completing your wicked rat-thing ritual.

You Win When . . .

. . . you either kill all the heroes or complete your ritual.



Rats

Speed 3 Might 2 Sanity 1

Special Attack Rules

- ◆ If a Rat is defeated, it's killed instead of being stunned.
- ◆ A group of Rats in the same room can make an attack together. When they do this, they add their Might scores together for one large attack against a single target (maximum of 8 dice). A group of Rats that attacks this way unsuccessfully doesn't take damage.
- ◆ While in the Pentagram Chamber, you can't be affected by the heroes in any way. Neither the Rats nor the heroes can enter the Pentagram Chamber.

How to Complete the Ritual

- ◆ Move to the Pentagram Chamber. Once there, you'll be safe as you work on the ritual.
- ◆ While in the Pentagram Chamber, you can attempt a Sanity roll of 3+ to perform the ritual. If you succeed, put a Sanity Roll token on your character card and put a Rat token (if any are available) in a room adjacent to the Pentagram Chamber. That room doesn't need to have a connecting door. The number of Sanity rolls needed to complete the ritual is based on the number of players:

Number of Players	Rolls Needed
3-4	5
5-6	4

If You Win . . .

Your lovely, lovely children lap up the spilled blood and tussle over the larger chunks, hissing at each other. Children will be children, after all. And children need to eat.



Amok Flesh

You hear the tinkling impact of breaking crystal. So. Your cloned tissue is free from its containment. Even now, you can hear the sound of its expansion. You wish for the thousandth time you hadn't used such unstable protoplasm in your experiments. But you did. You sigh.

Time to round up all your friends. You'd hate for any of them to hurt themselves running from your misplaced, growing, all-consuming flesh.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set aside at least 20 small orange monster tokens. You'll use them to represent a single, growing, enormous Blob that is taking over the house.
- ◆ The player whose explorer is carrying the Crystal Ball card discards that card.

What You Know About the Heroes

They're trying to destroy your precious Blob by finding objects that will hurt it and tossing them into its growing flesh. You can try to kill them or try to steal these objects.

You Win When . . .

. . . all the heroes are either dead or turned into Blob-people.

The Blob

- ◆ On the first monster turn, the Blob engulfs the room where the Crystal Ball was and each room with a connecting door adjacent to that room. Put Blob tokens in those rooms.
- ◆ Each monster turn thereafter, the Blob expands into each adjacent room through a connecting door. Put Blob tokens in those rooms. The expanding Blob can use all movement options, including doors, stairs, and special effects such as the Coal Chute, Collapsed Room, Secret Stairs, Secret Passage, and so on. However, it cannot use the Mystic Slide. The Blob can also expand up to or down from the Coal Chute, Gallery, and Collapsed Room. If the Blob enters the Mystic Elevator, the Elevator will no longer move.

- ◆ After expanding the Blob into all adjacent rooms, roll 1 die. If you roll a 2, expand the Blob a second time. (If you run out of Blob tokens, take tokens from inner rooms that explorers can't reach.)
- ◆ Blob tokens don't count as individual monsters. They don't attack and can't be affected by things that affect monsters.
- ◆ Anyone in a room with a Blob token (including you) immediately becomes a Blob-person and discards all items and omens. Put a Blob token on that explorer's character card to show that he or she is a Blob-person. The explorer's player now controls that Blob-person. That player's new goal is to help you win. (He or she reads the haunt in this book.)
- ◆ The Blob isn't affected by the Bell or Spirit Board.

Blob-People

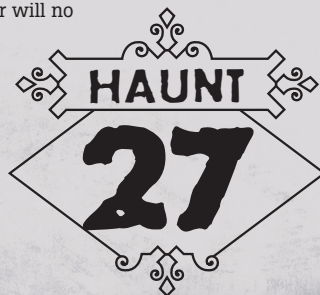
Speed 2

- ◆ A Blob-person cannot attack, be attacked, draw cards, use the Mystic Elevator, or discover rooms. It cannot carry or use items. It moves during its player's turn and can pass freely through rooms with Blob tokens.
- ◆ At the beginning of the monster turn, put a Blob token in any room a Blob-person occupies. The Blob doesn't expand from that room until it's connected to the greater Blob.

If You Win . . .

Your cloned tissue fills most of the house now. Your friends, the vermin in the walls, the moths fluttering around the light fixtures—they're all fused, flesh and soul, with the blob. Only one thing left to do now.

You fall back, arms spread wide, into the waiting embrace of bubbling flesh.



Ring of King Solomon

When you found pentagrams under the floor in your bedroom as a child, you also found the source of the nightly, blood-soaked dreams of pain, screams, and sickly sweet

terror.

Then the voices told you how to prepare for the Arrival.

At first, you promised to make preparations only if the dreams would stop. Later, when you were awake and alone, night after night with only the drab comfort of your own pale imagination for company, you promised to finish the preparations only if the dreams returned.

Now the Arrival is at hand. You're done with dreaming.

Hell has come.

Right Now

- ◇ Your explorer is still in the game but has turned traitor.
- ◇ Choose which room has the portal from Hell. It must be an unoccupied room with an event symbol (☪) at least 4 rooms away from the closest explorer. If there isn't an eligible room more than 4 rooms away, choose one as far away as possible.
- ◇ Put the large circular Demon Lord token in the chosen room. In the same room, place a number of small yellow monster tokens (representing Demons) numbered from 1 up to the number of heroes when the haunt was revealed (maximum 4).

What You Know About the Heroes

They're trying to kill the Demons.

You Win When . . .

. . . all the heroes are dead.

Each Demon Must Do This. . .

. . . on the monster turn. Demons hate all living creatures. Each Demon must always move full speed toward the closest hero it can attack, using the best route possible. It makes an attack during its turn, if it can. If several heroes are the same distance away, you decide which one the Demon moves toward and attacks.



Demons

Demon 1

Speed 3 **Might 5** Sanity 5

Demon 2

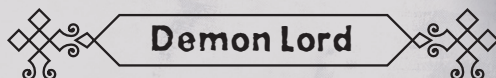
Speed 4 **Might 4** Sanity 4

Demon 3

Speed 5 **Might 3** Sanity 3

Demon 4

Speed 6 **Might 2** Sanity 2



Demon Lord

Speed 2 **Might 7** Sanity 7

Special Attack Rules

- ◇ A Demon can steal the Ring from the explorer carrying it instead of inflicting damage. (See "Special Attacks" on page 13 of the rulebook.) A Demon carrying the Ring can't use it, trade it to another Demon, or drop it, but an explorer who defeats that Demon in physical combat by 2 or more can steal the Ring back.
- ◇ Speed attacks (such as those using the Revolver or Dynamite) can't be used against the Demon Lord.

If You Win . . .

The Hellgate is open. You scrub the blood from your eyes with the heel of your palm. The sickly sweet tang in the air is just like that in your dream. The tangled bodies of your fellow explorers form a throne of flesh for the demon lord. The screaming has only just begun.

Just as you've always dreamed.



Frankenstein's Legacy

You flip through the book, reading random passages:
". . . To examine the causes of life, we must first have recourse to death. A churchyard is merely the receptacle of bodies deprived of life, now food for the worm. I alone have discovered this astonishing secret: That which was once dead may be reanimated!"

And then:

"The bones are collected from the charnel-house. The skin is harvested from men no more than three days dead. The parts, great and small, are stitched into the semblance of a human frame. It awaits only the proper voltage to walk, once more, *ALIVE!*"

You realize, with a growing sense of excitement, that you have stumbled upon a lab notebook detailing the reanimation of dead tissue. And you can finish this experiment. You must.

In the name of science.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put the large circular Frankenstein's Monster token in either the Research Laboratory or the Operating Laboratory. If neither room is in the house, search the room stack for either tile and put it on the upper level with the Frankenstein's Monster token on it. Then shuffle that stack.

What You Know About the Heroes

They think your Monster is an abomination and will try to kill it. They also know that the Monster is vulnerable to fire.

You Win When . . .

. . . all the heroes are dead.



Speed 3 Might 8

Frankenstein's Monster must always move at full speed toward the closest hero. If more than one hero is the same distance away from the Monster, you decide which one it moves toward. It must make an attack during its turn, if it can.

Special Attack Rules

- ◆ When making an attack roll, Frankenstein's Monster adds 2 to the result. There is no addition to the roll when the Monster is defending.
- ◆ Frankenstein's Monster is immune to Speed attacks (such as those using the Revolver and Dynamite).
- ◆ If you beat a hero by 2 or more with a Might attack, you can steal a Torch token from that hero instead of inflicting damage. (See "Special Attacks" on page 13 of the rulebook.) If you succeed, you automatically destroy the Torch.

If You Win . . .

As you harvest the skin from your former friends, you're careful not to tear too much, cutting in straight lines. You reflect on your good fortune. By reanimating the body you found in the lab (and benefiting from its subsequent actions) you find yourself with a surplus of skin, organs, teeth, and bone. With what you have now, you can recreate the experiment described in the book from scratch. Isn't science wonderful?



Tomb of Dracula

The girl seems helpless and alone. She comes toward you hesitantly. You reach out your hand to reassure her, but when she takes it, you shudder. No living hand could be as pale, as cold as hers. Then she opens her mouth, and you see the fangs.

A short while later you awaken. You feel terrific—better than terrific. But so very, very thirsty.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ You are now a Vampire. Add 1 to each of your traits.
- ◆ Put the large circular Dracula token in the Crypt or the Graveyard. If neither room is in the house, put the Dracula token in an unoccupied room at least 4 rooms from the closest explorer. (If there isn't one that far away, place it as far away as possible.)
- ◆ Discard the Girl card and put a small magenta monster token in your room to represent the Bride.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.

What You Know About the Heroes

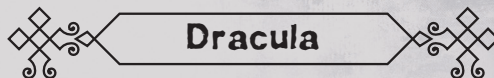
The sun is coming up soon. You need to kill the heroes quickly, because the Vampires will weaken as the sun moves higher. When this happens, the heroes will tell you how the sunlight affects the Vampires.

You Win When . . .

. . . all the heroes are dead or turned into Vampires. If you win and another player controlling a Vampire has killed a hero, that player also wins.

You Must Do This . . .

. . . at the start of your turn. Advance the Turn/Damage track to the next number, beginning with 1.



Speed 5 Might 8 Sanity 6



Speed 4 Might 4 Sanity 4

Vampires

- ◆ Dracula needs time to awaken. He doesn't move or attack normally until Turn 2 (he can still defend against attacks.)
- ◆ Each time Dracula, the Bride, or any other Vampire (including you) tries to enter the Chapel or any room with an hero carrying the Holy Symbol, it must attempt a Sanity roll of 6+. If it fails that roll, it can't enter that room. (If the Holy Symbol is in the Chapel, the Vampire rolls only once.)

Special Attack Rules

- ◆ **Domination:** When any Vampire (including Dracula, the Bride, and you) attacks a hero of the opposite sex, it can attempt a Sanity attack to dominate the hero. If it defeats that hero, that hero takes Speed damage instead of mental damage. If the hero defeats the Vampire, the Vampire takes no damage. A Domination attack can also be made from an adjacent room with a connecting door. If the attack succeeds, you can also move the defeated hero into the Vampire's room.
- ◆ Once a hero's Speed has dropped to the skull symbol due to Domination, that explorer becomes a Vampire and is no longer a hero. (Have the player read this haunt in the *Traitor's Tome*.) Raise that character's Speed to its starting value. The newly created Vampire then adds 1 to each trait and is controlled by its player. It acts on its player's turns.
- ◆ Vampires can also attack and kill heroes normally. A hero killed by a Vampire does not become a Vampire.

If You Win . . .

More succulent than any fruit, the elixir of life throbs through your body like the dying heartbeat of your protesting meal. But as always, the well runs dry.

Dracula will know where to find more.





Airborne

T

his scenario has no traitor—only heroes.
You are all trying to escape the house.
Refer to the *Secrets of Survival* booklet.





Lost

The crystal ball flashes, and a thundering chord bursts out of the pipe organ. The house shakes, shifts, and changes. The air thickens into a cloying, green, corrosive mist. Outside, the sky is mauve, the trees are pulsing tubular nightmares, and the pedestrians have rather more teeth than any on Earth.

Sighing in relief, you slip the mask from your face, revealing your true features. You're home!

All that's left is to collect the specimens. If you can keep them from fleeing back to their own dimension, the atmosphere itself should kill and pickle them nicely.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set aside all the room tiles that have been played in the house so far, except for the starting tiles and any occupied rooms. Remove any Secret Passage, Secret Stairs, or Wall Switch tokens connecting to rooms that have been set aside.
- ◆ If the Organ Room isn't in the house, search the room stack for that tile and put it into the house attached to a starting tile of your choice.
- ◆ Shuffle together all the tiles you set aside and all the undrawn tiles from the room stack and discard stack.
- ◆ The occupied room tiles are still in the house. Move them next to the starting tiles of their appropriate floors.
- ◆ Set aside 5 triangular Knowledge Roll tokens.

What You Know About the Heroes

They're trying to find a way to reactivate your dimensional transporter in the Organ Room and return the house to their home. They are also taking damage every turn from the poisonous atmosphere of your planet.

You Win When . . .

. . . all the heroes are dead.

How to Prevent the Heroes' Escape

You can alter the transporter controls to make them human-proof. You can attempt to make a Knowledge roll of 4+ in the Chapel, the Game Room, either Laboratory, and the Pentagon Chamber. If you succeed, put a Knowledge Roll token in that room. You can put only one of these tokens in each of these rooms. Tell the heroes that each Knowledge Roll token you have placed subtracts 3 from Knowledge rolls to activate the transporter.

If You Win . . .

You trundle your specimens down to the laboratory. You know just which bell jars you'll use for storage. Oh! You might have to saw a few of the specimens down to size before you stuff them into their jars. But that's OK. They're already dead.



An Invocation of Darkness

It's all right here: the ritual that will bring about the hideous reign of a dark god who will rule the planet for a thousand years! At first you are repulsed, but the more you read, the more you are unable to resist the book's spell. You must go to the appropriate location and open the gate that will summon the elder god.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set aside the large circular Demon Lord token to represent the Elder God.
- ◆ Set aside 5 triangular Knowledge Roll tokens.
- ◆ If any of your traits are below their starting values, restore them to their starting values. Then, for each trait, roll 2 dice and increase that trait by the result.
- ◆ You take an extra turn immediately after the haunt is revealed. Play then proceeds clockwise from the player to your left as normal.

What You Know About the Heroes

They are trying to destroy the Book, to stop the summoning or banish the Elder God.

You Win When . . .

. . . all the heroes are dead.

How to Summon the Elder God

- ◆ Carry the Book to either the Chapel or the Pentagram Chamber.
- ◆ After taking the book to one of those rooms, you must make Knowledge rolls of 5+. Each roll uses 1 space of movement.
- ◆ You can still attempt the Knowledge rolls even if the Book has been stolen from you (fortunately, you have a good memory). You still have to be in the Chapel or the Pentagram Chamber.
- ◆ Whenever a roll succeeds, take a Knowledge Roll token. When you have accumulated 5 tokens, an extradimensional portal opens in your room and the hideous Elder God comes through. The bad news is, the Elder God kills you immediately. Remove your explorer's figure from the board. Drop all items you were carrying, which remain in that room. The good news is, on your next turn you control the Elder God and can start hunting down your hapless former friends.

Elder God

Speed X Might 12 Sanity 7

The Elder God's Speed is equal to the number of players when the haunt was revealed.

If You Win . . .

Nothing can stop you! Ia, ia! Let the age of humanity come to an end!





Guillotines

This haunt uses the hidden traitor rules described on page 17 of the rulebook. All players read this haunt in the *Secrets of Survival* booklet.



Small Change

Now that your experimental subjects are all safely in the house with your cats, it's time for the real fun to begin! Dropping the beaker of Shrinkital, you watch as the silver liquid turns to gas. Miraculously, it shrinks you and your subjects down to the size of mice. Already you hear your cats padding towards the frightened subjects. It looks as if you and your cats will really enjoy this little experiment, one you like to call "The Digestive Response of Domestic Felines to the Introduction of Homo Sapiens Minutus."

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If there are three or four players, put one small red monster token (representing a Cat) in the Entrance Hall. If there are five or six players, put one Cat token in the Entrance Hall and another in the room where the haunt was revealed.




What You Know About the Heroes

They're trying to escape the house in a Toy Airplane.

You Win When . . .

. . . more than half of the heroes who began the haunt have been killed by Cats.

Being Small

- ◆ All items and omens you are carrying have shrunk with you and function normally.
- ◆ You can't draw any cards. Discovering a new room with any symbol    ends your turn.
- ◆ Each doorway counts as a space, so moving through a doorway to the next room counts as 2 spaces. You can stop in a doorway space.
- ◆ You must make a Might roll of 3+ to go up or down any stairs. If you fail, you end your turn but can try again next turn.
- ◆ You can't use the Collapsed Room or the Mystic Elevator. You are not affected by the Gallery, Gymnasium, or Vault.



Cats

Speed 6 Might 7 Sanity 5
Knowledge 5

Cats count each doorway as a space, the same as explorers do. A Cat can catch only one hero at a time.

Special Attack Rules

- ◆ You can't attack explorers. (You want your Cats to eat them instead.)
- ◆ When a Cat defeats a hero, it plays "cat-and-mouse" with that hero for a turn instead of inflicting damage. On that hero's next turn, he or she has an opportunity to escape (the heroes will tell you how). If anyone defeats the Cat before the Cat's next turn, the Cat drops the captured hero and is stunned. Otherwise, it swallows and kills the hero at the start of the next monster turn. Captured heroes are not affected by the Bell.
- ◆ A Cat in the same room as the Toy Airplane can attempt a Speed roll of 7+ to bat it down. A Cat can then immediately attack a hero in the Toy Airplane. You can also attempt to knock down the Plane, needing a Speed roll of 5+. (The heroes can attempt to restart the plane on their turns.)

If You Win . . .

It will take months to analyze all of the data, but one thing is clear—your cats consider this experiment a great success!



HAUNT

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Better with Friends

Many years ago, you drowned in the underground swamp beneath this house. Since that time, you have existed as a ghost, alone and lost in your watery grave. Then you found the medallion. Its power gave you the chance to return to mortal form and find others who might share your twilight existence with you.

You have carefully selected and brought your new friends to the house. Now it is time for them to join you in death. Already you hear the water filling the basement. You must not let them escape.

Death is better with friends.

Right Now

- ◇ Your explorer is still in the game but has turned traitor.
- ◇ Put a pentagonal item token in the Attic to represent the Rowboat. If the Attic isn't in play, put the Rowboat token there when the Attic is discovered.
- ◇ Set aside 4 triangular Might Roll tokens.
- ◇ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.

What You Know About the Heroes

The house and surrounding area are sinking into an underground swamp. The heroes will try to escape.

You Win When . . .

. . . either more than half of the heroes who started the haunt are dead, or the Rowboat is disabled.

You Must Do This . . .

. . . at the end of your turn. Advance the Turn/Damage track to the next number, beginning with 1.

Flooding

Depending on the turn, the house will be flooded to different levels. When you advance the Turn/Damage track to a new number, tell the other players which levels of the house are flooded and whether the flooding is partial or full.

Turn Flood Level

- 1 Basement partially flooded.
- 2 Basement fully flooded.
- 3 Basement fully flooded and ground floor partially flooded.
- 4 Basement and ground floor fully flooded.
- 5 Basement and ground floor fully flooded, upper floor partially flooded.
- 6 Whole house fully flooded for remainder of game.

Flooding affects all heroes but not you. The effects of flooding are defined in the *Secrets of Survival* booklet.

Special Attack Rules

You can attack the Rowboat once during your turn, but only with a Might attack. You can attempt a Might roll of 3+ to damage the Rowboat. Each time you damage the Rowboat, put a Might Roll token on your character's card. After you have accumulated 4 tokens, the next successful Might attack disables the Rowboat.

If You Win . . .

Your friends' lifeless bodies float beside your own, bumping gently into each other in the murky water. After a while, they open their eyes, and you lead them down into the cold, dark water. You lead them home.



Checkmate

You know what those fools are reading in Uncle Ebenezer's journal: "I, Ebenezer Slocum, have found the means to force Death itself to appear before me. I have prepared to challenge Death, and I will defeat it! I have studied and enhanced my mind to its keenest. Oh, Death will not be proud this night!"

Well, that old geezer's bones are still sitting by the chess set. You doubt these fools can do any better. Beat Death? Indeed!

Just in case, you'll do what you can to make sure none of them win this game. After all, you can't stand the thought of anyone being smarter than you, and there's no way you could beat Death at chess!

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put a small purple monster token (representing Death) in the same room as a hero of your choice.
- ◆ Take 5 pentagonal item tokens to represent Holy Seals. Place a Holy Seal token in each of the following rooms, either now or when they are discovered: Vault, Crypt, Research Laboratory, Operating Laboratory, and Game Room. Tell the heroes that there are five Holy Seals, but don't tell them which undiscovered rooms have them.

What You Know About the Heroes

One of them will try to beat Death in a game of chess. They'll use the Holy Seals to help. If they beat Death even once, you will lose.

You Win When . . .

. . . all the heroes are dead. You also win if there is no hero in the room with Death at the beginning of the monster turn. (If no one is there, the heroes forfeit their game of chess.)



Death

Knowledge 8

Death Must Do This . . .

. . . during the monster turn. Death plays chess against the explorer in the room with the highest Knowledge. Both attempt Knowledge rolls, but Death cheats. After its first roll that turn, it rerolls any dice that come up blank. (For example, if Death rolls 8 dice, and 2 of them show blank faces, those two blank dice are rerolled, but only once.)

Death and its opponent then compare results. If the result is a tie, nothing happens. If Death rolls a higher result, it captures a piece, as described in the following table.

Death Wins by	Effect
1-2	Pawn: Each hero loses 1 Sanity.
3-4	Significant piece: Each hero loses 1 Might.
5+	Death grimly intones, "Check." Each hero loses 1 Sanity and 1 Might.

Special Attack Rules

- ◆ Death can't attack or be affected in any way other than by being beaten at chess.
- ◆ You can't enter the room with Death or affect a hero there in any way, such as by using the Bell, the Revolver, or the Dynamite. (Your master doesn't like distractions from his game.) You can't pick up Holy Seals, but you can steal them from the heroes. (See "Special Attacks" on page 13 of the rulebook.)

If You Win . . .

Ha! The fools. You knew they couldn't beat Death at his own game. So what if you helped Death out a bit? The important thing is they're dead and gone, and you're still here.
Checkmate.



HAUNT

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Hellbeasts

Firebats are picky creatures. They only come out at night, and they can't breed without drinking human blood. Still, they're cute, and they're your pets. You've brought them the humans they need. Now all you have to do is make sure they can get to the blood.

Right Now

- ◇ Your explorer is still in the game but has turned traitor.
- ◇ Gather small red monster tokens to represent Firebats. Put a number of them equal to half the number of players, rounded up, in the room where the haunt was revealed.

What You Know About the Heroes

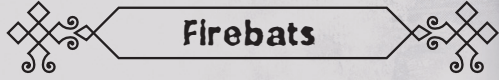
Their bodies contain the blood your Firebats need in order to breed. The heroes will try to find a way to stop you.

You Win When . . .

. . . all the heroes are dead.

You Must Do This . . .

. . . when you roll for how many spaces the Firebats move on the monster turn. Put as many Firebat tokens in the room where the haunt was revealed as the result of the roll. Firebats cannot move on the turn they appear.



Firebats

Speed 3

Special Attack Rules

- ◇ Firebats can't attack or be attacked.
- ◇ After you have moved all the Firebats, roll 1 die for each Firebat token in the same room as one or more heroes. All heroes in that room take physical damage equal to the result. (The Armor card can prevent only 1 point of that damage.)
- ◇ Firebats don't slow heroes moving through their room.

If You Win . . .

Your little batlings sup greedily on the humans scattered about the mansion. In no time, more firebats will grace the manor with their burning presence. The cycle of life . . . what could be more beautiful?





The Heir

They have come at last, as you knew they would—the only possible heirs to the ancient Romanescu fortune and power. Your family currently controls the fortune, but if the true heir sits on the throne in this house while holding the Romanescu ring and spear, he or she will take it from you. That must not happen.

Tonight your hidden assassins will kill the heir and keep your family in power.

Right Now

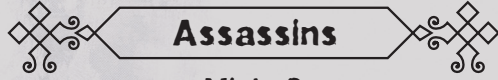
- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If the Statuary Corridor is not yet in play, search through the room stack until you find it and place it in the house. You should place it so that it is as hard as possible for the heroes to reach. Then shuffle that stack.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.
- ◆ You have a number of Assassins hidden in the house equal to the number of players. Secretly write down the rooms they're hiding in, with the following restrictions.
 - ◆ Each Assassin must be hidden in a room currently in play.
 - ◆ You can't put more than one Assassin in a room.
 - ◆ You can't put an Assassin in an occupied room or the Statuary Corridor.

What You Know About the Heroes

One of them is the heir, but you don't know which one.

You Win When ...

... the heir is dead.



Assassins

Might 2

Using Your Assassins

- ◆ When a hero moves into a room with an Assassin, you can choose to reveal the Assassin. If you do, make an attack immediately with the Assassin against the hero (even if it isn't the monster turn). The Assassin makes a sneak attack, rolling 2 dice, and deals that much physical damage: The hero doesn't get to defend against it.
- ◆ After attacking once, an Assassin takes poison and is killed. Mark off the Assassin on your sheet of paper.
- ◆ Whenever a hero dies, you can ask whether he or she was the heir. The player must answer truthfully.

You Must Do This ...

- ... at the end of your turn. Advance the Turn/Damage track to the next number, beginning with 1.
- ◆ At the end of Turn 3, new Assassins equal to the original number of players enter the house. Secretly write down where they're hiding. You can put an Assassin in any unoccupied room that doesn't already have an Assassin.
- ◆ At the end of Turn 6, place more Assassins just as you did on Turn 3.

If You Win ...

The heir is dead. Your family's stolen wealth is safe. Walking past the crumpled body, you drop a paper crown beside it. As the crown reddens with the heir's blood, you quietly shut the door.



HAUNT

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Buried Alive

The spirit board slides back and forth, back and forth across the letters, moving without anyone's aid. Everyone stares in horrified fascination as it spells out:

BURIED ALIVE.

Stupid board. Its little activity just broke the spell you used to keep your companions from realizing they're missing one of their own—the victim you buried alive just before entering the house.

If you don't do something, your fellow explorers might find your victim. That would never do! It's all well and good to torture someone, but if your victim doesn't die, it's like . . . well, it's like a nice dinner without dessert. And you love dessert.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.
- ◆ Choose an already discovered basement room in the house. Secretly write down your choice. The person you buried is in that room. If there are fewer than five rooms (including the Basement Landing) currently in the basement, draw and place basement rooms until there are five. Then write down which one is the burial room.

What You Know About the Heroes

They're trying to rescue the buried person.

You Win When . . .

. . . the buried person is dead.

You Must Do This . . .

. . . at the end of your turn. Advance the Turn/Damage track to the next number, beginning with 1. Then roll a number of dice equal to that number. The buried person takes that much physical damage. Keep track of the total amount: The buried person can take 12 points of damage before dying.

The Spirit Board

- ◆ The Spirit Board will help the heroes. The explorer currently carrying it can't trade or drop it.
- ◆ If you defeat the hero carrying the Spirit Board by 2 or more with a Might attack, you can steal the Spirit Board instead of inflicting damage. If you do so, the Spirit Board is immediately destroyed, and the card is discarded.

If You Win . . .

Ahhhh, yes. Your frantic companions were just too late. Somehow this whole exercise has made you a little peckish. Time for a late dinner . . . with dessert.



Invisible Traitor

Searching through this dusty old place, you notice a word carved into the back of the ring you're wearing. As you say the word aloud, a terrible pain spikes through your left eye and into your skull. Pain fills you, agony so terrible you claw at your own skin to stop it.

Then the pain is suddenly gone, and with it your conscience. You also seem to be missing your body. No, wait, you're invisible . . . an invisible hunter, ready to kill.

Yes, that's it—kill. Something always stopped you before, but now you are free to do as you wish. You feel just like a kid at Christmas. Time to open your friends . . . er, gifts.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Get a piece of paper. Choose any room currently in the house. Write down the name of that room—it's where you are now. Then remove your figure from the house.

What You Know About the Heroes

They're trying to find and kill you.

You Win When . . .

. . . all the heroes are dead.

How to Move

- ◆ Instead of moving your figure around the room tiles, write down the room where you end your movement. (Use your Speed and normal movement rules to figure this out.) If you exit a room with a hero in it, you don't spend an extra space of movement (as monsters do).
- ◆ You can still discover new rooms, but the heroes will obviously know where you are when you place new room tiles in the house.

Stealing Items

Once during your turn, you can attempt a Speed roll to steal an item from a hero if you end your movement in the same room. (This isn't a Speed attack, and your opponent can't defend against it.)

Roll	Result
4+	You take the item.
1-3	You fail, but you don't need to tell the players which hero you were trying to steal from.
0	You fail, and you must tell the players who you were trying to steal from.

Special Attack Rules

- ◆ The Ring no longer allows you to make Sanity attacks.
- ◆ Unless you are attacking with an item, all your attacks are sneak attacks. Instead of attacking normally, roll a number of dice equal to half the original number of heroes, rounded up. The hero you attack takes that much physical damage. Your opponent can't defend against this.
- ◆ If a hero guesses (or knows) what room you're in and attacks you, that attack is handled normally.
- ◆ You can both attempt to steal an item and attack on the same turn.

If You Win . . .

Your friends lie scattered across the manor. You stare at your face in the mirror, visible beneath a mask of blood. As you wipe the blood away, you fade once more from view. That was fun.

Maybe you'll try arson next. You've always wondered what it would be like to watch someone burn.



Comes the Hero

Immortality is something most people would pay anything for. That's why you're amazed that yours came so cheaply. All you need to do is open a little gateway to Hell, and your master will let you keep this gift forever.

Even though you're immortal, time's a-wasting. Best not to wait too long before opening the dread gate.

Right Now

- ◇ Your explorer is still in the game but has turned traitor.
- ◇ Raise any of your traits below its starting number to that number.
- ◇ If you don't already have a weapon card (such as the Revolver, Axe, or Blood Dagger), search through the item or omen stack and take the first weapon you come to. Then shuffle that stack.

What You Know About the Heroes

They're trying to stop you from opening the gate to Hell.

You Win When . . .

. . . you open the gate to Hell.

How to Open the Gate to Hell

You must take the following steps, in order.

1. You must sacrifice (kill) one of the heroes using a weapon, then bring the body to the Catacombs, Chasm, or Pentagram Chamber. You can pick up a body as you would pick up an item and then carry it. Tip over the hero's figure and put it on your card to show you are carrying it. The body is a dead weight; while carrying it, each room you enter counts as 2 spaces of movement. The Dog cannot carry a body.
2. Once the body is in one of those rooms, you can attempt a Sanity roll or Knowledge roll of 4+ to open the gate to Hell. You can attempt this roll only once during your turn.

Coping with Immortality

- ◇ Your traits will not go up or down, even if you gain or lose items, unless the heroes manage to find some special way to lower your traits.
- ◇ Items cannot be stolen from you.
- ◇ Explorers don't slow your movement.

Special Attack Rules

- ◇ You can't be attacked and don't take damage from card effects or room effects.
- ◇ You can attack as normal, but you don't take damage if defeated.

If You Win . . .

As the gate rips its way through the house and into your world, you can already hear the shrieks of the damned mingling sweetly with the cries of the yet-to-be-damned. Damnation and terror, death and destruction . . . and you're immune to it all. Enjoy.





The Star-Sickness

This haunt uses the hidden traitor rules described on page 17 of the rulebook. All players read this haunt in the *Secrets of Survival* booklet.



Death Doth Find Us All

How can the others not realize this house is alive? It is a living, potent creature. Like every living creature, it must eat to survive.

Long ago, you struck a bargain with the House on the Hill. Every ten years, you bring a new group of people to the house. Once they arrive, the house sucks the life from them, aging your friends until they are dust. In return, you gain ten more years of youth and vigor.

Already you see the lines appearing and the tremors in their limbs. It has begun.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ All the heroes immediately age 10 years, including the explorer with the Medallion. Consult the table below and tell each hero how to adjust his or her traits.

What You Know About the Heroes

They're aging fast, but they've found a Medallion that somehow thwarts the process.

You Win When . . .

. . . all the heroes are dead.

At The End Of Your Turn

Each hero rolls 1 die and ages that many decades. This happens even if you have been killed. Whenever a hero enters a new decade, consult the following table.

Decade	Effect
20s	Gain 1 Might and 1 Speed.
30s	Gain 1 Sanity and 1 Knowledge.
40s	Lose 1 Speed and gain 1 Sanity.
50s	Lose 1 point from a physical trait and 1 point from a mental trait.
60s	Lose 1 Might and 1 Speed, and lose 1 point from a mental trait.
70s+	Lose 1 point from each of your four traits.

The effects are cumulative. For example, if a character goes from his 40s to his 60s in one turn, he chooses to lose 1 Might and 1 Knowledge as he enters his 50s and then loses another point of Might, Speed, and Knowledge as he enters his 60s.

Feeding off Death

Whenever a hero dies for any reason, you immediately roll 3 dice and add the result to any trait or combination of traits.

The Medallion

You can't pick up, steal, or carry the Medallion.

If You Win . . .

Ashes to ashes, dust to dust. Death doth find us all . . . well, almost all. You feel just fine, thank you. Leaving the house, you shut the door again and say adieu—until next decade.



Tick, Tick, Tick

You giggle uncontrollably as you consider your handiwork. You have strapped a bomb to each of the explorers. Now they can't help but respect and serve you.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If you don't have the Dynamite card, either take it from the explorer who has it or search through the item stack, take that card, and shuffle that stack.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.

What You Know About the Heroes

You've strapped a time bomb to each of them. They're trying to defuse the bombs.

You Win When . . .

. . . either all the heroes are dead or you complete the Big Bomb.

The Big Bomb

You complete the Big Bomb on Turn 12. Then the Big Bomb explodes, and everyone dies.

You Must Do This . . .

. . . at the end of your turn. Advance the Turn/Damage track to the next number, beginning with 1. Then add that number to the total number of heroes still alive. Roll that many dice (maximum of 8). If the result is 8+, the closest living hero to your left with an active time bomb explodes. That hero is killed, along with every other hero in the same room. Any items and omens carried by those heroes are destroyed (those cards are discarded).

Special Attack Rules

- ◆ You cannot move; you must stay in whatever room you are in at the beginning of the haunt. (You're working contentedly on your Big Bomb.) If you are in the Mystic Elevator, it will no longer move.
- ◆ You have a proximity trigger to activate the time bombs. After the end of your first turn, any explorer wearing a time bomb who enters your room or a room adjacent to you immediately explodes, along with all of that character's items and omens. The rooms don't need to have connecting doors. All heroes in the same room with them (and their items and omens) also explode. You are not affected by these explosions.
- ◆ Once a hero's bomb is deactivated, he or she cannot explode from your die roll or from moving adjacent to you. You will need to either wait until the Big Bomb goes off or attack that hero if he or she enters your room.
- ◆ You can use the Dynamite in the room you're in (instead of using it to attack an adjacent room with a connecting door), but you aren't affected by it.

If You Win . . .

The bomb is beautiful. A true work of art. The culmination of all your skill and mad desire. It is time to show the world its glory!



The Feast

As you wander the corridors, you smell the aroma of a delicious banquet. You have been invited to a feast! As you try to guess the main course, your anticipation soon turns to fiendish delight. Human body parts scattered through the hallways, half-gnawed and overcooked, lead to a severed human head on a silver platter. Your friends in the House on the Hill have prepared your favorite meal.

You are a civilized cannibal, and the freaks in the house are ready to help you prepare the next course: the victims you brought here yourself.

Right Now

- ◇ Your explorer is still in the game but has turned traitor.
- ◇ If the Dining Room isn't in the house, search the room stack for it and put it on the ground floor. Then shuffle that stack.
- ◇ Put a number of small purple monster tokens in the Dining Room equal to the number of heroes. These represent Cannibal Freaks.

What You Know About the Heroes

Victims captured by the Cannibal Freaks have just escaped from the Attic. The heroes will probably try to save them.

You Win When . . .

. . . either all the Victims are eaten or all the heroes are dead. If even one Victim escapes through the front door, you can win only by killing all the heroes.

Cannibal Freaks

Speed 2 Might 4 Sanity 4

Special Attack Rules

- ◇ If a Cannibal Freak is defeated by an attack, it's killed instead of stunned.
- ◇ Victims cannot attack. If you or a Cannibal Freak defeats a Victim in combat, the Victim is killed, and the attacker can feast (see "Feasting" below). A Victim inflicts no damage if it defeats the attacker.
- ◇ You and Cannibal Freaks do not slow Victims; Victims do not slow you or Freaks.

Feasting

- ◇ When a Victim is killed, it becomes a Corpse (flip its token over to the stunned side to show this). When a hero is killed, tip over the dead hero's figure. If you're in the same room as a Corpse or dead hero at the start of your turn, you or a Cannibal Freak can feast on that body as long as there is no living hero in the room with you.
- ◇ If you spend an entire turn feasting on a Corpse or dead hero (taking no other actions), you add 1 to each of your traits. A Cannibal Freak can also increase its traits in this way. (Keep track of increased traits on a piece of paper.) Once a dead hero or Corpse has been eaten, remove it from play.

If You Win . . .

You raise the head of your victim high and chant the final ritual phrase: "Through flesh and bone and blood I am become flesh and bone and blood no more!" Power floods through your body, and you can feel mortality slip from your cells.

Immortality fills the empty vessel of your flesh. The cannibal freaks bow down and worship you.



Worm Ouroboros

You feel your body stretch. Your skull splits into two halves, and your torso separates down the middle, becoming an incredibly long snake. Your arms and legs merge into the serpentine body. You feel huge, and you want to grow even larger. You feel a need stronger than anything you have ever felt—a need so strong you feel you could crush the world. Maybe you'll start by crushing this house.

Right Now

- ◆ Remove your figure from the game. You are now a giant, two-headed snake monster: the Worm Ouroboros.
- ◆ You drop all your items in the room where the haunt was revealed. If you had custody of the Girl, Dog, or Madman, you devour them, and they are discarded.
- ◆ Put the two large circular Ouroboros Head tokens in the room where the haunt was revealed.
- ◆ Set aside 16 small green monster tokens (Ouroboros Body).

What You Know About the Heroes

They're trying to kill you.

You Win When . . .

. . . you put all 16 Ouroboros Body tokens inside the house. Then you'll be large enough to destroy the house and escape.



Speed 1 Might 6

- ◆ During your turn, roll separately for each Ouroboros Head to see how many spaces it can move. Put one Ouroboros Body token in each room an Ouroboros Head vacates if there were none in those rooms. Each room can have only one Ouroboros Body token.
- ◆ Ouroboros Heads can move through rooms that already have Ouroboros Body tokens; you just don't add more Ouroboros Body tokens to those rooms.

- ◆ Ouroboros Heads can't move through the Secret Stairs or Secret Passage, or into the Mystic Elevator.
- ◆ Each Ouroboros Head can discover new rooms. Ignore any symbols on those room tiles. Discovering a room with a symbol does not end a Head's movement (if it can move farther).

Special Attack Rules

- ◆ Once the heroes manage to complete a special ritual, they will be able to attack Ouroboros Heads. Each Head must be hit a number of times equal to half the number of players (rounded up). When this happens, the head is destroyed. You can keep track of hits with the Turn/Damage track or write them on a piece of paper.
- ◆ Only the Ouroboros Heads can attack, but both Ouroboros Head and Body tokens slow heroes' movement. Heroes do not slow Ouroboros Heads.
- ◆ Ouroboros Heads can't be stunned.
- ◆ Ouroboros Heads aren't affected by Speed attacks (such as those using the Revolver or Dynamite).

If You Win . . .

You have encircled the house. Your massive coils loop around it, crushing the timbers and preparing them for your supper. You grow larger and more powerful with the energies released. Soon, you will grow great enough to circle the world and capture it within your coils.

And after the world is yours, the stars must surely follow.



Stacked Like Cordwood

While you were driving to this mansion, you told your companions about a series of grisly deaths that took place here five years ago. A group of teenagers sneaked away from the safety of their summer camp to explore the House on the Hill. They hoped for an amorous interlude . . . until a madman slaughtered them one by one. You told them that the murderer couldn't be killed and that his mangled body always returned to kill again.

There's a good reason why you know so much. That madman was a distant relative of yours. He's coming back to the house again, and he's going to need victims . . .

Right Now

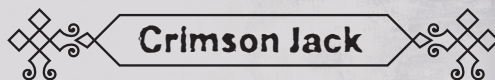
- ◇ Your explorer is still in the game but has turned traitor.
- ◇ Put the large circular Crimson Jack token in the Entrance Hall, right next to the front door.

What You Know About the Heroes

They're looking for a weapon capable of killing Crimson Jack.

You Win When . . .

. . . all the heroes are dead.



Speed 3 Might 3 Sanity 3

- ◇ If Crimson Jack is defeated, he is temporarily removed from the house instead of being stunned or taking damage. At the beginning of your next turn, Crimson Jack returns; put his token in the Entrance Hall again.
- ◇ Each time Crimson Jack returns, add 1 to each of his traits (write this down on a piece of paper).
- ◇ Crimson Jack projects an aura of fear. At the beginning of each hero's turn, if that hero is in the same room as Crimson Jack, he or she must succeed on a Sanity roll of 3+ or lose 1 point from a mental trait and 1 point from a physical trait.

If You Win . . .

Crimson Jack's hulking form looms over the body of your friend. He turns to you, his pale face distorted by a giant grin that never dies. But already you grow bored. Not to worry. You're sure you saw a frat house just down the road . . .



You Wear It Well

When you were only five years old, you found a spirit in your Mommy's bedroom preparing to steal her soul. You begged the spirit not to do it, and it didn't—for a price.

You've brought your friends here today to pay that price with their souls.

Now your friends are falling to the floor. The powerful spirit has forced their souls from their bodies, casting them out into astral space. Life isn't fair . . . but little kids need their Mommies.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put a small purple monster token (representing the Astral Spirit) in the same room as you.
- ◆ Set aside a number of triangular Sanity Roll tokens equal to the number of players.
- ◆ The Astral Spirit has forced the Souls of the heroes out of their physical bodies. Their bodies are now unconscious.

What You Know About the Heroes

They're trying to destroy the Astral Spirit. Once they do, they can enter their physical bodies again.

You Win When . . .

. . . either all the heroes' Souls are destroyed, or the Astral Spirit inhabits the soulless body of a hero.

How the Spirit Inhabits a Body

Once you destroy a hero's Soul, the Astral Spirit can attempt a ritual to enter that hero's soulless body.

- ◆ Once during each of its turns, the Astral Spirit can attempt a Sanity roll to affect a hero's body in the same room. To succeed, it must roll a result higher than the starting Sanity of the explorer whose body it's trying to inhabit. Each time it succeeds, put a Sanity Roll token next to that body.
- ◆ When a hero's body has a number of Sanity Roll tokens next to it equal to the number of players, the Astral Spirit inhabits that body, and you win.



Astral Spirit

Speed 3 Sanity 6

Knowledge 6

- ◆ The Astral Spirit can move through walls as though they were connecting doorways, but not through floors and ceilings.
- ◆ The Astral Spirit isn't stunned if defeated.

Defeating Explorers' Souls

- ◆ The Astral Spirit cannot attack an explorer's physical body. It can attack an explorer's Soul, but only with Sanity or Knowledge.
- ◆ You can attack a hero's unconscious body. That hero can't defend against your attacks. Roll 2 dice and inflict that much mental damage to the hero. If you reduce a hero's Knowledge or Sanity to the skull symbol in this way, you destroy the hero's Soul, but the Astral Spirit can't inhabit that body.

If You Win . . .

The body of one of your friends staggers upright, gasping as if just learning to breathe for the first time. There's nothing really different about your friend . . . yet everything is different. Your friend looks at you and whispers, "Ahhhh . . . it has been so long since I have worn a coat of flesh."

"You wear it well," you say. And the spirit does, it really does.



HAUNT

49



Treasure Hunt

This haunt has no traitor—just heroes. All the heroes are competing to find the hidden treasure. The rest of the rules for this haunt are in *Secrets of Survival*.



EXPLORERS



Heather Granville

Age: 18
Height: 5'2"
Weight: 120 lbs.
Hobbies: Television, Shopping
Birthday: August 2nd

Heather has always been perfect—perfectly petite, perfectly blonde, perfectly polite. Perfect, perfect, perfect. If even the teeniest, tiniest thing in her life isn't perfect, it gives Heather a headache. Sometimes her headaches get so bad it feels like something is trying to dig its way out of her skull. But even that doesn't wipe the perfect smile off of her face.

Heather's older sister is friends with Jenny—why, Heather doesn't really know. After all, Jenny's certainly NOT perfect. Heather knows Flash and Professor Longfellow from school. Vivian is a friend of her mother's, has been for years. Heather's greatest fear is that she isn't actually perfect after all.



Jenny LeClerc

Age: 21
Height: 5'7"
Weight: 142 lbs.
Hobbies: Reading, Soccer
Birthday: March 4th

Jenny is a quiet girl. She loves soccer, but sometimes she's too shy to cooperate with her teammates the way she should. Jenny's greatest pleasure is curling up alone in a tiny place reading a gigantic book—the older the book, the better. The books keep her from dwelling on her mother's disappearance, that day fourteen years ago when Mom went to the store and never came back, leaving Jenny alone. Alone forever.

Jenny's only real friend is Caitlyn, Heather's older sister. Jenny also knows Ox, since she grew up only a few doors away from him on Mulberry Lane. And Jenny knows Madame Zostra from the library, a place they both adore. Jenny's greatest fear is being trapped in a crowd or lost out in the open.



Ox Bellows

Age: 23
Height: 6'4"
Weight: 288 lbs.
Hobbies: Football, Shiny Objects
Birthday: October 18th

Ox Bellows was always a big kid. Never got beaten up. Always did the beating up . . . but only when he had to do it. (Well, except for that one time.) Ox doesn't like to think about that, but the blood and screams creep into his dreams on cold, lonely nights. His greatest fear is of the dark.

Ox has known Jenny since they were kids growing up on Mulberry Lane. He met Professor Longfellow at Greenwich University. Ox has known Father Rhinehardt all his life. He's been confessing his sins to the priest since he was small (except for that one sin he doesn't like to talk about).



Darrin "Flash" Williams

Age: 20
Height: 5'11"
Weight: 188 lbs.
Hobbies: Track, Music,
Shakespearean Literature
Birthday: June 6th

Flash isn't the most original name ever for someone as fast as Darrin. But he likes it. It's comfortable and it fits him, just like his favorite pair of track shoes.

Darrin lives to run and runs to live. When he's not running, Darrin feels like there's something coming for him . . . something Not Good. Even when he runs, the wind sometimes whispers in his ears, and he swears he can hear the Not Good Thing coming up behind him—fast. No wonder he's the star of the track team.

Flash knows Jenny from the neighborhood. She's okay, but she's real quiet. He's known Madame Zostra from his entire life. After all, he's her nephew. Zoe's his little cousin, but he's only met her a couple of times. Darrin's greatest fear is that he's going to be caught by the Not Good Thing (whatever it is).



Vivian Lopez

Age: 42
Height: 5'5"
Weight: 142 lbs.
Hobbies: Old Movies, Horses
Birthday: January 11th

Vivian's perfect day is to get up late, have coffee and doughnuts, and then ride one of her horses all day. Unfortunately, she doesn't get to spend too many days like that, since she's so busy trying to keep her little used book store from going under. Some days she gets so frustrated she just feels like burning the place down, or maybe just burning down the little shed out back . . . or the school. But she'd never do anything like that. Still, sometimes she has nightmares about striking the match . . .

Vivian is a friend of Heather's mother, Sarah. She also knows Madame Zostra and Father Rhinehardt as customers at her little book store, Something Written. For extra money, Vivian has been babysitting Missy Dubourde at least once a month for the past few years. Vivian's greatest fear is of fire . . . and her fascination with it.



Madame Zostra

Age: 37
Height: 5'0"
Weight: 150 lbs.
Hobbies: Astrology, Cooking,
Baseball
Birthday: December 10th

Madame Zostra, or "Belladina" (as her mother named her), has been a tarot and tea-leaf reader since college. She started out working part time sitting in the window of an occult bookstore, but now she has her own home astrology business. Although Madame Zostra reads cards for a living, she won't ever read her own cards. She is terrified that she'll see her own death in the cards, something she can't bear to think about.

Madame Zostra is familiar with Vivian and Father Rhinehardt from seeing them at Vivian's bookstore. Flash is her nephew, and she never fails to buy him birthday and Christmas gifts. She sees Jenny regularly at the library. Zoe's mother comes to Madame Zostra for tarot readings. Madame Zostra is terrified of death . . . particularly her own.



Missy Dubourde
 Age: 9
 Height: 4'2"
 Weight: 62 lbs.
 Hobbies: Swimming, Medicine
 Birthday: February 14th

Missy can't remember wanting to be anything except for a doctor. Her favorite gift ever in the whole wide world was her first doctor's kit. She practices "medicine" on anyone who will let her. She even cuts up dead frogs and stuff she finds in her yard. But sometimes that gets bad, and she dreams of dead frogs hip-hopping into her bed at night and smothering her. Then she screams.

Missy knows Peter (and his gross bug collection) from school. She knows Father Rhinehardt from Sunday school (he talks funny and smells like chocolate). Missy lives in the same neighborhood as Brandon. He delivers her family's paper, but she doesn't really know him. (She thinks he's cute, though.) Missy's greatest fear is of dead things coming back to life and hunting her.



Zoe Ingstrom
 Age: 8
 Height: 3'9"
 Weight: 49 lbs.
 Hobbies: Dolls, Music
 Birthday: November 5th

Zoe likes to play in her room with her dolls. Each doll has its own name, family, history, pets, and everything else a doll needs to be happy. Zoe helps her dolls play out little dramas, mostly happy ones, but sometimes the dolls get mad at each other and hit. Not that Daddies would ever hit Mommies. That doesn't happen. Leastways, you're not supposed to talk about it when it does. So, Zoe plays with her dolls.

Flash is Zoe's cousin, but she doesn't know him real well. Zoe's mom goes to Madame Zostra for tarot card readings. Zoe likes playing with her dolls under the table there. Zoe's family sometimes goes camping with Brandon's family. But Zoe doesn't like it, so she mostly stays in the tent and plays with her dolls. Zoe's greatest fear is of the boogeyman . . . whoever he is.



Peter Akimoto
 Age: 13
 Height: 4'11"
 Weight: 98 lbs.
 Hobbies: Bugs, Basketball
 Birthday: September 3rd

Peter's two favorite places in the world are the basketball court and under his house. He likes the basketball court because that's where he can play his favorite game. He likes being under the house because it's a great place to hunt for bugs, plus it's a good place to avoid his five older brothers. Sure, all older brothers pick on their younger siblings, but Peter's brothers really pick on him. But what's a few broken bones among family? Peter loves bugs and wants to be an entomologist when he grows up—an entomologist who never has to speak to his brothers.

Peter earns extra money taking care of Professor Longfellow's yard (and finding cool bugs – bonus!). He knows Missy from school. She likes to do pretend medical exams on him and check out his real broken bones, but she doesn't like it when he shows her his bug collection. Peter's greatest fear is that he'll get trapped somewhere and never be able to escape.



Brandon Jaspers
 Age: 12
 Height: 5'1"
 Weight: 109 lbs.
 Hobbies: Computers, Camping, Hockey
 Birthday: May 21st

Brandon loves computers and camping. He takes his new laptop with him wherever he goes. That way he can program AND camp at the same time. Cool. Brandon's never liked playing with regular toys, action figures, or that kind of thing. In fact, he hates puppets. He had a clown puppet when he was little, and some mornings when he woke up, he'd find it had moved closer to him. Once it even had a kitchen knife in its hand. Brandon's pretty sure his big brother, Chris, was messing with him. But he still hates puppets.

Brandon sometimes sees Zoe's family when they go camping. Zoe usually hides in the tent with her dolls, though. Yuck. Brandon delivers the newspaper to Professor Longfellow (in his big old freaky house) and to Missy's family. Brandon's greatest fear is of puppets, particularly clown puppets.



Professor Longfellow
 Age: 57
 Height: 5'11"
 Weight: 153 lbs.
 Hobbies: Gaelic Music, Drama,
 Fine Wines
 Birthday: July 27th

Professor Josiah Longfellow is very proud of his aristocratic roots. His family used to have money . . . at least until his father lost it all on gambling and alcohol. The Professor still lives with his aging mother in the rundown Victorian that used to be the finest house in town. His father disappeared one day. Ran out. His mother has a rather large life insurance policy, but of course, he doesn't want to collect on it any time soon, no matter how nice the money would be.

Professor Longfellow knows Ox, Flash, and Heather from the university. Brandon is his paperboy. Peter mows the yard and takes care of other petty chores around the house. The Professor's greatest fear is that he will lose everything he has, proving to everyone that he's no better than his deadbeat father.



Father Rhinehardt
 Age: 62
 Height: 5'9"
 Weight: 185 lbs.
 Hobbies: Fencing, Gardening
 Birthday: April 29th

Father Rhinehardt was born in München, Germany (or Munich, as Americans call it). He moved with his family to America when he was 15 . . . and then got beaten up for the next three years. Father Rhinehardt turned to religion for the reasons why people treated him so badly. Eventually, he entered Seminary and became a priest. Since that day, long ago, many people have confessed their sins to him. But there is one man who haunts him, every few years, a stranger who sits in the confessional and whispers of murder and madness. In recent years, Father Rhinehardt has found he's starting to agree with the madman's arguments. Blood, pain, death—they are all a part of life, of God's plan, are they not?

Father Rhinehardt is familiar with Vivian and Madame Zostra from seeing them at the Something Written bookstore. He knows Ox from hearing him confess his petty sins. He also knows Missy from her appearances at Sunday school. More than anything, Father Rhinehardt fears going mad.



BETRAYAL^{AT} HOUSE^{ON THE} HILL[®]

A Strategy Game by Bruce Glassco—2nd Edition

