Another game aid

by **Universal Head**

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Game: **BETRAYAL AT HOUSE: ON THE HILL (1st Edition)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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BETRAYAL AT HOUSE ON THE HILL

Setup

Choose Characters Each player chooses a figure, its matching character card, and attaches clips to the card pointing to the green starting numbers.

Place Decks Shuffle the Omen, Item and Event decks.

Place Starting Tiles Place the Basement Landing, Entance Hall/Foyer/Grand Staircase, and Upper Landing tiles reasonably far apart. Shuffle the remainiing tiles into a facedown stack.

Place all figures in the Entrance Hall. The explorer who has the next birthday starts first, with turns proceeding clockwise.

Order of Play

On his turn, each player may make as many of the following actions as desired, in any order:

Move

Discover a new room

Attempt a die roll

Use Items or Omen cards

Attack (once per turn after the Haunt starts)

Before the Haunt starts, a player must make a **Haunt** roll at the end of his turn if he draws an Omen card.

Moving

Explorers can move a number of spaces up to their current **Speed**. Movement ends once a card is drawn.

Monsters roll a number of dice equal to their Speed to find the number of spaces they may move each turn. Roll once for a group of monsters.

You can always move at least one space.

Moving Past Opponents

After the Haunt starts, for each opponent in a room with you, a Hero, monster or Traitor must use one extra space of movement to leave that room. *Stunned* monsters don't slow an explorer's move in this way.

Discovering a New Room

When an explorer enters a doorway without a room on the other side, look at the top tile on the room stack.

If it matches the floor you are on, turn it over and connect it to the doorway and move into it.

If it doesn't match your floor, set it aside face down in a discard pile.

Doors are always open except for the front door, which is always locked.

The **Grand Staircase** always connects to the **Upper Landing**.

The **Stairs from Basement** always lead to and from the **Foyer** via a secret door which cannot be used until the Stairs from Basement room is discovered.

If a tile could only be played in such a way that a level would be sealed off with no free doorways left, discard that tile and draw new ones until you draw one that leaves a free doorway.

If the entire stack is used shuffle the discard pile; it becomes the new stack.

Special Rooms

Attic, Graveyard, Junk Room, Pentagram Chamber

If an explorer fails his roll, he may choose to stay in the room and try again on his next turn instead of taking damage.

Chapel, Gymnasium, Larder, Library

Each player can receive the benefit from each of these rooms just once per game. Monsters cannot use these rooms.

Coal Chute

Entering the Chute and moving to the Basement Landing counts as one move. You can never end your turn on the Chute tile. The Chute affects Traitors and monsters.

Collapsed Room

Explorers after the first may ignore the room ability or use it intentionally (and take the damage). Falling to the basement doesn't count as a move.

If the first to go down from the Collapsed Room is a monster, or if all basement rooms have been played, choose an explored basement room and put the Below Collapsed Room token there.

Traitors and Monsters can move through the Collapsed Room without damage.

Crypt, Furnace Room

Monsters ignore the special rules of these rooms.

Gallery

You can only choose to fall to the Ballroom if it is in play.

Mystic Elevator

You can use the Elevator only once a turn. If there isn't a connecting door on the appropriate floor, leave the Elevator where it is. If you roll the same floor, you may move it to a different door on the same floor.

All explorers in the Elevator take damage if an explorer entering it rolls 0.

Traitors and Monsters can use the Elevator without rolling, but only once per Traitor/Monster set of turns.

Underground Lake

If found on the upper floor, the Lake collapses; put it and the explorer next to any door in the Basement. The original upper floor spot is now empty.

Vault, Tower, Chasm, Catacombs

These are all **barrier** rooms. You may attempt once per turn to make the trait roll to be able to cross the room.

You cannot interact with another explorer on the other side of the tile if you cannot cross. Crossing the barrier doesn't count as moving a space.

Monsters ignore barriers.

If you are transported to a barrier room (eg by the Collapsed Room) you choose which side to land on. However you always land *outside* the Vault.

Vault

Once the Vault has been opened, put the Vault Empty token on it. The Traitor must also roll to open the Vault.

Event, Item and Omen Cards

The first time a room with a card symbol is *discovered,* that explorer's movement ends. Draw a card matching the symbol and read it out loud before following any instructions in the room.

Event card instructions are followed and the card discarded unless it says otherwise.

Item cards are kept face up by the explorer; he may use it once immediately and once on each subsequent turn, unless it says otherwise.

Omen cards are kept face up by the explorer and any instructions followed. At the end of that turn the player must make a **Haunt** roll.

Using Items and Omens

For each item during a turn, an explorer or monster that can carry items may only perform **one** of the following actions: use the item once, give the item to another willing explorer, drop the item, steal the item, or pick up the item.

If you drop items, put an **Item Pile** token in that room.

Some items can't be traded, but may be dropped or picked up.

Some omens are companions that follow their custodian and cannot be dropped, picked up or traded.

The **Crystal Ball** can only be used to look through undrawn Item and Event cards.

The **Toy Monkey** can only attack once per turn.

The **Dog** can't go through one-way passages, any passage like the Revolving Wall that requires a roll, or use the Mystic Elevator. His movement is not slowed by monsters.

The **Image in the Mirror** Omen card does not affect omens that are also items, such as the Book.

The **It is Meant to Be** only allows you to save a result for a die roll *you* make.

Monsters can use the **Secret Stairs**, **Secret Passage**, **Revolving Wall** (no need to roll) and **Mystic Slide** to move around.

Die Rolls

When making a roll based on your explorer's traits, roll as many dice as your explorer *currently* has in that trait.

You cannot try to make the same roll more than once per turn. Also, you cannot make more than one roll of a particular category specified in a scenario per turn. For example, if a haunt told you to make exorcism rolls, you could attempt to make a Knowledge roll for the room you were in, or a Sanity roll for an item you held, but not both rolls in the same turn, or rolls for two different rooms, or for two different items.

Attacks

Once the Haunt has started, *once per turn* explorers (including Traitors) and monsters may attack an opponent in the same room.

You can't use a trait to attack an opponent who doesn't also have that trait.

Physical Damage

Generally, you and your opponent roll a number of dice equal to your **Might**. The higher result **defeats** his opponent and inflicts **physical damage** equal to the difference between the two results.

Lower the defeated explorer's Might and/or Speed a total number of spaces equal to the damage.

If an attack is made with a trait other than Might, use that other trait in the same way.

If you attack someone and inflict 2 or more points of physical damage (not a distance attack), you may **steal** a tradable item instead of doing the damage.

Distance Attacks

The Revolver allows an explorer to attack an opponent in a room that is anywhere in a line of sight leading through an uninterrupted straight line of doors. Some monsters may also attack in this way. If the target defeats the attacker he takes no damage.

Mental Damage

When an attack is made with Sanity or Knowledge, it inflicts **mental damage**.

Lower the defeated explorer's Sanity and/or Knowledge a total number of spaces equal to the damage.

Death and Stuns

Before the Haunt starts, explorer traits can only go to their lowest number. Once the Haunt begins, if an explorer's trait goes down to the **Skull** symbol, the explorer dies.

If an explorer dies put an Item Token in the room along with any Companion token. Any other explorer that enters the room gains custody of the companion and may pick up the items.

Monsters are only **stunned** when you defeat them, unless a Haunt specifies otherwise. Flip the monster token over; a stunned monster can't slow an explorer's movement, but a Traitor may still move the monster. At the end of the monster's turn flip it back.

If a stunned monster is attacked and wins, it deals no damage.

The Haunt

When an Omen card is drawn, roll 6 dice. If you roll less than the total number of all Omen cards that have been drawn, the **Haunt** starts. The player who rolled is called the **Haunt Revealer**.

The Haunt Revealer looks up the Haunt chart to see which Haunt has been revealed and who is the **Haunt Traitor**. Cross index the name of the Omen card and the room the Omen card was drawn from.

The Haunt Traitor takes the **Traitor's Tome** and leaves the room to read the Haunt.

The rest of the players become **Heroes** and read the Haunt with the same number in the **Survival Guide**.

Hero and Traitor Turns

When everyone is ready, both sides do anything the Haunt told them to in the **Right Now** section. The first turn always starts with the player to the Traitor's left and goes clockwise. After the Traitor's turn, any **monsters** controlled by the Traitor get a monster turn.

All players are still explorers and have the same actions, except they no longer make Haunt rolls.

Even if the Traitor dies, as long as the monsters can complete the Traitor's goals, they still get their turn.

Traitor and Monster Powers

When you become a traitor, prior lingering bad effects from Event cards disappear.

Traitors and monsters can use any beneficial text on a room tile (such as the movement from the Collapsed Room or the Gallery) while ignoring any harmful text (any damage from these two rooms, or from the Furnace Room, the Crypt, and the Junk Room, or the turn-ending text on the Chasm and the Tower).

The Traitor can choose not to be affected by an Event card or Omens such as Bite.

Monsters, but not traitors, are able to climb up the Coal Chute, Collapsed Room, and Gallery without making a roll.

Monsters can't explore new rooms or carry items unless the Haunt says otherwise. If a monster allowed to carry items is stunned, he drops all items (put an Item Pile token in the room). It can't pick them up until it has an active turn.

If there is no possible way for a monster to reach heroes on another floor, the Traitor may on his turn go through the Room stack until he finds the Stairs from Basement tile and put it into play next to any open basement doorway.

Haunt Scenarios

If a scenario states that something must be done a number of times equal to the number of explorers, this includes those who get killed.

The heroes should not tell the Traitor what their goals are unless it is necessary. You should announce the purpose of any action you are taking to the other side but don't need to reveal what number you need to roll.

Winning the Game

The first side (Traitor or Heroes) that completes its goals for the Haunt wins the game. At least one hero must survive for the heroes to win.

When a side wins, that side reads the **If You Win** section from that side's Haunt out loud.

BETRAYAL AT HOUSE ON THE HILL

Haunt Selection Table 1: Original Haunts

Room	Bite	Book	Crystal Ball	Dog	Girl	Holy Symbol	Madman	Mask	Medallion	Ring	Skull	Spear	Spirit Board
Abandoned Room	17	7	12	38	1	9	45	42	49	28	50	31	48
Balcony	24	7	32	5	16	6	11	25	49	20	47	39	2
Catacombs	4	7	23	46	1	13	10	25	49	41	37	19	48
Charred Room	24	18	23	38	30	13	34	48	44	20	47	15	8
Dining Room	24	3	27	5	16	6	45	42	21	20	37	39	40
Furnace Room	4	18	32	38	30	13	10	42	36	28	50	15	2
Gallery	17	3	12	38	33	22	10	25	36	41	37	15	8
Gymnasium	35	29	12	46	33	22	11	22	21	41	47	19	48
Junk Room	4	18	27	46	1	9	11	25	44	28	50	31	40
Kitchen	17	3	23	46	33	22	34	32	36	41	37	39	2
Master Bedroom	35	29	27	5	16	6	10	35	44	20	47	19	2
Pentagram Chamber	26	43	32	43	26	26	45	14	14	26	14	43	40
Servant's Quarters	35	29	12	5	30	9	34	42	21	28	50	31	8

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 expert) 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)
14	Haunt revealer
15	Lowest Speed (except for the haunt revealer)
16	Left of the haunt revealer
17	Peter Akimoto (bugs) or highest Knowledge
18	Left of the haunt revealer
19	Haunt revealer
20	Vivian Lopez (old movies) or highest Knowledge
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
26	Left of the haunt revealer
27	Highest Knowledge (ex. for the haunt revealer)
28	Highest Knowledge (ex. for the haunt revealer)
29	Haunt revealer
30	Haunt revealer
31	Left of the haunt revealer
32	Highest Sanity
33	Highest Speed (except for the haunt revealer)
34	Professor Longfellow (drama) or highest Speed
35	Highest Knowledge
36	Missy Dubourde (swimming) or highest Speed
37	Lowest Might
38	Lowest Knowledge (ex. for the haunt revealer)
39	Highest Speed (except for the haunt revealer)
40	Left of the haunt revealer
41	Haunt revealer
42	Highest Might
43	Haunt revealer
44	Youngest explorer (except for the haunt revealer)
45	Highest Knowledge (ex. 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	Haunt revealer

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.

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How to Use the Additional Haunts

The original Haunts are numbered from 1 to 50; the new Haunts begin at 51.

Haunts 51-70 tend to be somewhat more complicated than the standard Haunts, and have not all been thoroughly tested.

Haunt Selection Options

Option #1: Use Combined Set of Haunts

Play as normal, except that when determining the Haunt, use **Haunt Selection Table #2** instead of the standard table. This will give you a chance of playing any of the 50 original Haunts or any of the 20 new ones, and requires no additional rules. Each of the 70 Haunts appears 2 or 3 times.

Option #2: Custom Haunts Only

When determining the Haunt, consult **Haunt Selection Table #3** instead of the standard table. This includes only the 20 new Haunts. Normally, use the first number listed in the appropriate space to select your Haunt; however, if you've played that Haunt already (or find it objectionable for some other reason), you can use the second number listed.

This table has all 20 Haunts represented as evenly as possible, but some Haunts have more strict requirements for their starting conditions than others, and so you will find that some custom Haunts appear much more frequently in this table than others.

Option #3: Select a Specific Haunt in Advance

You can choose a specific Haunt you'd like to play before you start your game; consult the Custom Haunt Minimum Requirements table to find what omen(s) or room(s) are appropriate for your chosen Haunt (a blank requirement means any omen/room is acceptable). If your selected Haunt has no requirements, simply play as usual, but disregard normal tables when the Haunt begins and play your selected Haunt. If the Haunt you selected does require a particular omen or room, use whichever of the following rules applies:

Haunt requiring a specific omen

Before the game begins, look through the omen stack and find the required Omen. Set this card aside and shuffle the remaining omens.

As you play, when you discover a room containing an omen, make a Haunt roll before drawing an omen card (but count the card you're about to draw as being "discovered" for purposes of calculating the number you need to roll). If the Haunt begins, draw the omen you set aside at the start of the game, apply its effects as if you drew it just before the Haunt began, and then start your selected Haunt. If the Haunt does not begin, draw from the omen stack and continue with the game.

Haunt requiring any one of a specific set of omens
Before the game begins, find all the omens which are appropriate for starting the selected Haunt. Shuffle them and choose one at random; set it aside, face down. Shuffle the rest of the omens back into the main stack (without looking at them) and proceed as described above.

Haunt requiring a specific room
Do not make any Haunt rolls as you play; instead, assume that the Haunt begins whenever the required room is discovered (immediately after the omen is drawn). Note that this rule is much more likely to result in a very early or very late Haunt than the normal rules for starting the Haunt, particularly when the room appears only on one floor, so use this rule with caution.

Haunt requiring any one of a specific set of rooms
Do not make any Haunt rolls in rooms other than the ones appropriate for starting the Haunt.

The Haunt can start on one of the first three omens you find only if it is the last room appropriate for starting the Haunt.

The Haunt begins on the fourth, fifth, or sixth omen if you discover at least half of the rooms suitable for starting the Haunt. Example: if the Haunt requires room A, B, or C, if one of those three rooms is already in play, and you discover another of them as omen number 4, 5, or 6, that second room starts the Haunt.

After you have discovered 6 omens, and the Haunt has not begun, start the Haunt in the next appropriate room you find.

Haunt permitting any room except a small
Play as normal, except do not make Haunt rolls in unsuitable rooms, and if the Haunt has not started by the time the last suitable room is discovered, it starts there.

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Haunt Selection Table 2: All Haunts

Room	Bite	Book	Crystal Ball	Dog	Girl	Holy Symbol	Madman	Mask	Medallion	Ring	Skull	Spear	Spirit Board
Abandoned Room	70	7	12	53	64	9	45	67	49	52	69	61	48
Balcony	24	7	32	5	16	6	11	25	49	20	47	58	60
Catacombs	4	68	68	46	1	68	10	25	49	52	37	19	63
Charred Room	70	18	23	38	64	13	34	55	44	20	58	15	8
Dining Room	24	51	27	5	16	6	45	55	59	67	37	39	40
Furnace Room	70	18	32	38	30	13	62	42	36	28	50	61	2
Gallery	17	3	57	38	33	22	57	55	36	41	54	15	57
Gymnasium	60	29	12	46	33	66	11	56	21	41	47	61	48
Junk Room	4	65	65	53	1	9	62	65	59	28	50	31	63
Kitchen	17	3	23	46	64	22	34	56	59	69	67	39	63
Master Bedroom	35	51	27	5	16	66	10	56	44	52	54	19	2
Pentagram Chamber	26	43	69	43	60	26	45	14	14	26	14	43	40
Servant's Quarters	35	29	12	53	30	66	62	42	21	58	54	31	8

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 expert) 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)
14	Haunt revealer
15	Lowest Speed (except for the haunt revealer)
16	Left of the haunt revealer
17	Peter Akimoto (bugs) or highest Knowledge
18	Left of the haunt revealer
19	Haunt revealer
20	Vivian Lopez (old movies) or highest Knowledge
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
26	Left of the haunt revealer
27	Highest Knowledge (ex. for the haunt revealer)
28	Highest Knowledge (ex. for the haunt revealer)
29	Haunt revealer
30	Haunt revealer
31	Left of the haunt revealer
32	Highest Sanity
33	Highest Speed (except for the haunt revealer)
34	Professor Longfellow (drama) or highest Speed
35	Highest Knowledge
36	Missy Dubourde (swimming) or highest Speed
37	Lowest Might
38	Lowest Knowledge (ex. for the haunt revealer)
39	Highest Speed (except for the haunt revealer)
40	Left of the haunt revealer
41	Haunt revealer
42	Highest Might
43	Haunt revealer
44	Youngest explorer (except for the haunt revealer)
45	Highest Knowledge (ex. 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	Haunt revealer
51+	See next page

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.

Normally, use the first number listed in the table for the omen/room combination that starts the Haunt.

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If the first number listed is unsatisfactory for some reason (e.g. you've already played that Haunt), use the second number.

Haunt Selection Table 3: Custom Haunts Only

Room	Bite	Book	Crystal Ball	Dog	Girl	Holy Symbol	Madman	Mask	Medallion	Ring	Skull	Spear	Spirit Board
Abandoned Room	70/60	58/69	67/55	60/53	64/58	55/66	62/60	56/67	59/69	52/58	54/67	61/55	63/60
Balcony	70/55	69/67	58/60	53/69	64/55	66/58	62/69	56/55	59/58	52/60	54/69	60/61	63/67
Catacombs	68/70	68/67	68/55	68/53	64/68	68/66	62/68	68/56	68/59	52/68	68/54	68/61	63/68
Charred Room	70/58	60/69	67/60	63/55	64/67	69/66	62/62	56/58	59/55	58/60	55/54	61/58	63/69
Dining Room	58/70	51/55	69/67	53/58	51/64	66/60	62/67	56/69	59/60	52/69	54/58	67/61	63/55
Furnace Room	70/67	55/69	58/55	53/60	64/69	66/67	62/58	56/60	59/67	52/55	69/54	61/69	63/58
Gallery	70/57	57/60	57/69	53/57	64/57	57/66	57/62	57/56	57/59	57/58	54/57	57/55	57/63
Gymnasium	70/69	58/60	60/67	53/55	64/58	66/55	67/62	56/67	55/59	52/67	54/60	61/58	63/69
Junk Room	65/70	65/55	65/58	65/53	65/67	66/65	65/62	65/56	59/65	52/65	65/54	61/65	65/63
Kitchen	70/55	69/58	55/60	53/67	64/69	66/69	58/62	56/55	59/58	60/52	54/67	61/60	67/63
Master Bedroom	70/60	51/67	60/69	67/53	51/64	66/58	62/55	56/58	69/59	52/60	54/55	61/67	58/63
Pentagram Chamber	70/69	60/69	69/55	53/58	55/60	66/67	62/69	56/67	59/55	67/67	54/58	61/60	63/55
Servant's Quarters	69/70	67/55	55/58	53/60	64/67	66/55	62/58	60/56	59/60	52/55	54/69	61/67	63/69

Haunt	Traitor
51	Haunt revealer
52	Haunt revealer
53	Haunt revealer
54	Lowest Sanity (except for the haunt revealer)
55	None (at first)
56	Haunt revealer
57	Left of the Haunt revealer
58	Lowest Might
59	Lowest Knowledge (except for the haunt revealer)
60	Highest Knowledge (except for the haunt revealer)
61	Highest Sanity (except for the haunt revealer)
62	Haunt revealer
63	Left of the haunt revealer
64	Highest Might (except for the haunt revealer)
65	Left of the haunt revealer
66	Left of the haunt revealer
67	Jenny LeClerc (reading) or highest Knowledge
68	Haunt revealer
69	Lowest Speed
70	Haunt revealer

Custom Haunts Minimum Requirements

#	Haunt	Omens	Rooms
51	Darker Than Night	Book or Girl (for balance)	Dining Room or Master bedroom
52	In a Crackling Aura	Ring	**Not** Charred Room, Gallery, or Pentagram Chamber (for balance)
53	Reeking of Death	Dog	
54	The Skull of Ar'Kanok	Skull	
55	The King's Roads		
56	Time Waits for One Man	Mask	
57	A Friend for the Ages		Gallery
58	Nightfall		
59	For a Thousand Years	Medallion	
60	The Burning Sands		**Not** Junk Room
61	Eternal Glory	Spear	**Not** Gallery
62	Bag of Tricks	Madman	
63	The Twisting Nether	Spirit Board	
64	An Offering of Blood	Girl	**Not** Junk Room or Pentagram Chamber (for balance)
65	A Breath of Wind		Junk Room
66	Hell on Earth	Holy Symbol	
67	Once Upon a Time		
68	The Labyrinth		Catacombs
69	Way of the Wisp		
70	With an Inhuman Cry	Bite	

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 her face.

Heather's eldest 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 dweling 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 aa 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.

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).

His greatest fear is of the dark.

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 favourite 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 neighbourhood. She's okay, but she's real quiet. He's known Madame Zostra for 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 likee 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 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 cutomers 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 name 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 seeingg 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 favourite 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 neighbourhood 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 baack 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. 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 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 collecion.

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, campin, Hockey

Birthday: May 21st

Brandon loves computers and camping. He takes his new laptop with him wherever he goes. That way he an 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. 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 Munchen, 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 Rhinehaardt is familiar with Vivian and Madame Zostra from seeing them aat 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.

Secrets of Survival

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 Knowledge Roll tokens (triangular).

When a player's character 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, then the next hero to discover a room with an Omen symbol should search through the Omen deck and draw it. You 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 only attempt one step each turn.

1. A hero can attempt a Knowledge roll of 6+ to discover the Mummy's true name in one of the following rooms (by the following methods):
   - 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 you discover the name, a hero who holds the Book can attempt a Knowledge roll of 6+ to look up the Mummy's name in the book and learn the spell that will banish it. If you succeed, take a Knowledge Roll token.
3. Once you have two of these tokens, carry the Book to the same room as the Mummy. Any hero who occupies 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 the Revolver).

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.

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 Knowledge Roll tokens (triangular) equal to the number of players. Set aside an equal number of Sanity Roll tokens (triangular), a Ghost token (light green), and a Corpse token (crimson).

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 controls it, or you bury the Ghost's bones after you summon it.

How to Summon the Ghost

There's a race between you and the traitor to summon the Ghost.

Each hero can attempt a Knowledge roll or Sanity roll of 5+ to conduct a séance. An explorer can attempt either one of these rolls during his or her turn, but only while that character is in the Pentagram Chamber.

Each time one of these rolls succeeds, put a Knowledge Roll or Sanity Roll token (as appropriate) in the room where the haunt was revealed. When the heroes have a number of those tokens equal to half the number of players (round down), they've completed the séance.

The traitor is also conducting a séance. If the heroes complete a séance before the traitor does, they summon the Ghost and control it (follow the instructions in the next section). If the traitor completes the séance first,

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 the number 1. At the end of each subsequent turn of the player who completed the séance, advance the Turn/Damage Track to the next number. You have until Turn 5 to bury the Ghost's bones.

Once during your turn, while you're in the Attic, Bedroom, or Master Bedroom, you can attempt a Knowledge roll of 5+ to find the bones. If you succeed, put a Corpse token on that explorer's character card to represent that item.

Carry the bones 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 under "If You Summon the Ghost First." 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 attack it, but only if you are capable of making a Sanity attack. You can make Sanity attacks against it with the Ring. You can make Sanity attacks without the Ring while you are in the Pentagram Chamber with the Ghost. One of these Sanity attacks must succeed for the ghost to be destroyed.

If the Ghost attacks and rolls lower than a hero, 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.

Frog-Leg Stew

A crackling, rasping laugh echoes through the house. You instantly break out in a clammy sweat. "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 (the Book card) to cast a Form of Mortal spell on the Witch. This will make her vulnerable to attacks. The spell requires mandrake (an orange Root token).

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

1. Find the mandrake. If you discover a new room that has mandrake in it, the traitor will place a Root token in that room. Some might already be available in existing rooms.
2. If you're in a room with a Root token, you can attempt a Knowledge roll of 4+ to dig it up. If you succeed, put the Root 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.

Frogs

An explorer who is turned into a Frog drops all items and discards any companions. Lower that character's Might and Knowledge to their lowest numbers. (Don't lower either trait to 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 cannot 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 levels.

Special Attack Rules

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

If You Win ...

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

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

The Web of Destiny

The web was so large your mind refused to see it. Now you stand 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 may 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 explorer who revealed this haunt 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. The trapped explorer can also use or exchange items.

If the Medical Kit card hasn't been found yet, any hero who has the opportunity to draw an item card may search through the deck and take the Medical Kit instead of drawing normally. Then shuffle that stack.

Set aside a number of Might Roll tokens (triangular) 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 is awakening. 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 explorer exits the house.

How to Destroy the Web and Eggs

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 it 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 is then free.

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 are 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 your next turn, you can exit the house.

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.

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 if it doesn't stop. Just as you're sure 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 Wolf tokens (orange) equal to the number of players in the game and one Silver Bullets token (pentagonal).

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 step can be attempted 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. You can attempt a Knowledge roll of 5+ to find it in one of those rooms. 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 Furnace Room. You can attempt a Knowledge roll of 5+ to create Silver Bullets. If you succeed, take a Silver Bullet token. An explorer can work on creating the 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 character with the Revolver (or vice versa).
4. Once an explorer has Silver Bullets, he can use them with the Revolver to kill a Werewolf or the Dog (see below). A single shot with a silver bullet is sufficient to kill a Werewolf.

You Must Do This on Your Turn

If you are attacked by a Werewolf or the Dog and take damage, put a Wolf token on your character card. At the start of each your subsequent turns, if you have a Wolf token you must attempt a Sanity roll of 4+ to resist the Werewolf's 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). Explorers 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 character who has Silver Bullets uses the Revolver to defeat a Werewolf, it 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?

The Floating Eye

You're not certain if what you hear 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 Might Roll tokens (triangular) equal to the number of players.

What You Know About the Bad Guys

Aliens can use their mind control abilities to manipulate the 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 Spaceship. At the beginning of your next turn after you enter the room with the Spaceship, you board the ship and are out of the game. You can't make attacks while an Alien's mind-control ability affects you.

Special Attack Rules

You can free an explorer from an Alien's mind control by attacking and defeating that character, either with normal combat or Sanity combat using the Ring. If you defeat that character, the character only takes half damage (rounded down). You take damage normally when that character defeats you. Once freed, an explorer 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 it. When the Spaceship has a number of Might Roll tokens next to it equal to the number of players in the game, the Spaceship is disabled.

The Aliens are immune to Speed attacks (such as the Revolver).

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 turns back toward the house. A moment later you turn and run, stumbling for the road and safety.

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 windows crack and burst, you realize the plants are coming ... coming for you.

Right Now

Set aside the Plant Spray token (triangular).

What You Know About the Bad Guys

Creepers will try to grab you. (Each matching Root/Tip pair in the house is a "creeper.") The plants feed on fertilizer. They prefer the kind made from dead bodies.

You Win When ...

... you use the Plant Spray to kill a number of creepers equal to the number of players. When that happens, the rest of the creepers retreat, and the heroes are safe.

How to Create Plant Spray

You must create a Plant Spray to kill the creepers. To do this, carry the Book to the Research Laboratory or the Kitchen. Once during your turn in one of those rooms, you can attempt a Knowledge roll of 5+ to create the Plant Spray. When you succeed, take the Plant Spray token. You can only create one Plant Spray. If it's destroyed, it can't be recreated.

Special Attack Rules

You can automatically kill a creeper (a matching Root/Tip pair) by taking the Plant Spray into a room with a creeper Root or Tip and spraying it instead of making an attack that turn.

Roots are not affected by normal attacks, only by the Plant Spray.

Tips can be attacked normally. When you defeat a Tip, you stun it, and it drops whoever it's carrying.

Roots don't slow hero movement as described on page 12 of the rules. Only Tips do.

You Must Do This on Your Turn

If you are grabbed, you may still use items. You can also make an attack against the Tip. You do not take damage normally if it defeats you when you attack while being carried. If you defeat the Tip, it is stunned and releases you. You can then move and take the rest of your turn. If you fail, 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.

Wail of the Banshee

First you hear a faint sound from outside the room, as if someone is 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 Knowledge Roll tokens (triangular) equal to the number of players. Set aside an equal number of 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 explorer 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 holding 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 holding 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 you used) on the item card or room tile you used for that part of the exorcism.

If the heroes successfully use an item or room as part of an exorcism roll, no explorer can use that item or room in an exorcism again. (For example, if you successfully perform a Sanity roll in the Chapel, then you can't 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 to be affected by the Banshee but will not grant immunity to the hero who holds 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. Silence follows.

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. Each hero has a chance to become a traitor during his or her turn.

If the Pentagram Chamber and Staircase Up aren't in the house, the Haunt revealer must search the room stack for them and put them in the basement. Do the same for the Ballroom, connecting it to the ground floor room of your choice. The Pentagram Chamber must be placed as far from the revealer as possible. Then shuffle the room stack.

Set aside a number of Sanity Roll tokens (triangular) 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, you must complete the following steps, in order. You can only attempt one step during your turn.

1. The character who has the Holy Symbol can move to the Pentagram Chamber. That character can't voluntarily give the Holy Symbol to anyone else.
2. When the Holy Symbol is held by a hero in the Pentagram Chamber, you can attempt a Sanity roll of 5+ to defy the Dark Fiddler. You don't need to have 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 on Your Turn

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

If you fail, and you're in the Ballroom, you become a traitor. (You must then read this haunt in the *Traitor's Tome*.)

If you fail this roll in another room, lose 1 Sanity damage instead. If your Sanity is lowered to the skull symbol, you don't die; instead, you become a traitor (and can 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 0 for any other reason in this scenario, you also become insane.

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.

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 corpses heave up into the light. One corpse 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-minded natures.

Zombies don't move very fast, and a Zombie always moves toward the closest explorer that it can see.

You can use the Master Bedroom, Chapel, Conservatory, Game Room, Library, and Attic to trap the Zombies.

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.

Once a Zombie is trapped in a room, you can no longer use that same room 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.

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 open 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 Sanity Roll tokens (triangular) equal to the number of players. Set aside an equal number of Knowledge Roll tokens.

What You Know About the Bad Guys

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. You can attempt only one exorcism roll during your turn.

- You can attempt a Sanity roll of 5+ to perform an exorcism while in the Chapel, Crypt, or Pentagram Chamber, or while holding 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 holding 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 you 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 explorer can use that item or room in an exorcism again. (For example, if you attempt a successful Sanity roll in the Chapel, then you can't 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.

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 Evil Twin tokens (blue) in the Entrance Hall equal to the number of players. The tokens are numbered; each corresponds to a specific explorer.

The player to the left of the haunt revealer (the explorer who revealed this haunt) goes first.

What You Know About the Bad Guys

This haunt has no traitor. The Bad Guys are just like you, but evil ... they want to kill.

You Win When ...

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

The Evil Twins Must ...

... take their "monster turn" after the haunt revealer's turn.

An Evil Twin always rolls its movement as a monster and moves toward its counterpart by the shortest possible route. If an Evil Twin ends its turn in a room with an explorer (any explorer), it attacks. It will always attack its counterpart if possible. If it is in a room with more than one explorer but not its counterpart, determine which one it attacks randomly.

If a player's explorer is killed, that player takes control of that explorer'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 have followers.

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 twin defeats you, you also take damage normally. If you defeat your Evil Twin, you stun it.

If you fight someone else's Evil Twin, you do not take the extra damage. If you possess the Crystal Ball, you kill your Evil Twin if you defeat it.

If you defeat another explorer's Evil Twin, you stun it, unless you possess the Crystal Ball and that explorer 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 does no damage if it rolls higher than its attacker.

You may take the Crystal Ball from another explorer in the same room on your turn if the explorer 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 your doppelgänger, right?

Right?

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

What You Know About the Bad Guys

The dreamer's subconscious mind has released Nightmares into the house. If an unknown number of Nightmares flee the house, you'll lose, so you must keep them from escaping. (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 character.

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. Each time you succeed, take a Sanity Roll or Might Roll token. 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 do mental damage instead of physical damage.

If a Nightmare is defeated, 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."

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 companions bring you to this macabre collection? What forbidden knowledge would they 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 them everything they need ... including human sacrifices.

Right Now

Set aside a number of Paint tokens (pentagonal) 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 cans 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 in it.

What You Know About the Bad Guys

The traitor is working with a fanatic cult. They're trying to summon their god by bringing an unknown number of sacrifices into the Pentagram Chamber. They can sacrifice items and a few specific omens ... along with the explorers' corpses.

You Win When ...

... you desecrate the Pentagram.

How to Desecrate the Pentagram

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

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

Special Attack Rules

If your explorer is killed, tip your figure over in its room. A Cultist (or the traitor) can then pick up your explorer's body like an item and carry it. (That player then takes your figure to show that it's being carried.) While the traitor or a Cultist is carrying your body, moving into a room counts as two spaces of movement.

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 your ears.

Clutching at your head, you feel blood dripping steadily from your damaged ears. In time your body will heal ... but will your soul?

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 them, 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 weapons and armor to defeat such a ferocious beast.

You Win When ...

... you slay the dragon.

How to Slay the Dragon

You don't need any special items to kill the Dragon, but the Dragon is so tough that you'll need the Antique Armor token (pentagonal), the Shield card, and the Spear card to have much chance at success. (The Antique Armor and Shield are both somewhere in the basement.)

The Antique Armor

The Antique Armor is in the basement. (This is a unique item that's separate 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 points of physical damage. You move one fewer space during your turn while wearing it. It doesn't protect you against fire or heat damage.

The Shield

When you carry the Shield, you're immune to fire and heat damage, but it's very heavy: you move one fewer space each turn while you're carrying it. Remember, you can always move at least one space every turn. Every hero in the same room as the hero carrying the Shield is immune to the Dragon's firebreathing attack.

The Spear

The Spear is particularly good against the Dragon. In addition to the Spear's Might bonus, when you make a Might attack (or have to defend) against the Dragon, add 4 to the result of your roll.

Special Attack Rules

If you're hit by the Dragon's firebreathing attack, you can choose to discard an item and take 2 less points of physical damage. You can do this with multiple items, each time reducing the damage taken by 2 points.

The traitor keeps track of the amount of damage you inflict to the Dragon and announces when it has been defeated.

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.

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 her 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 an event card for that room, you must attack the Phantom. If you defeat the Phantom, you kill him and retrieve the Girl. If the Phantom defeats you, then you take damage normally and he 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 symbol.
- After 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 the door) of 6+ to open the front door in the Entrance Hall. If you succeed, draw an event card at the end of your turn. On subsequent turns all explorers can move out the front door 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.

Bugs

Your friend has been muttering about bugs and "blabberers" for quite a while now. Maybe this house is too much for a troubled explorer to take. Just now you tried to discuss it, but your friend turned and ran from you, yelling something about "bug food."

Now you hear a loud chittering coming from nearby. It sounds almost like ... well, like a giant insect. Maybe you should have been the one thinking about leaving this place. You have a strong feeling it might be too late for that now.

Right Now

Set aside the two Bug Spray tokens (pentagonal).

Put the six "ingredient tokens" (pentagonal) in the following rooms (either now or when these rooms are discovered): Nitric Acid (Research Laboratory), Rat Poison (Larder), Spray Gun (Attic), Floor Wax (Servants' Quarters), Vinegar (Kitchen), and Gardening Supplies (Gardens). If one of these rooms isn't in the house, put the token in that room when it's discovered.

What You Know About the Bad Guys

Giant insects want to kill you. The traitor will try to prevent you from making a Bug Spray to drive them away.

You Win When ...

... you destroy any three bugs with the Bug Spray. The rest will then flee the house.

How to Create the Bug Spray

You must collect ingredients to make a Bug Spray that will kill the bugs. To do this, you must follow these steps, in order.

1. Collect any three of the six ingredient tokens.
2. Carry three of the ingredients into the Research Laboratory or the Kitchen. (You must take all three items into the same room.)
3. Once you are in one of those rooms with three ingredients, regardless of which hero is holding them, you can attempt a Knowledge roll of 4+ to create Bug Spray. You can attempt this roll once during your turn. If you succeed, remove the three ingredient tokens from the game and take a Bug Spray token. If you fail, you keep all three ingredients; you can try again on your next turn.
4. Once you have the Bug Spray, you can use it against any insects in the same room. (See the Special Attack Rules listed below.)

If the Bug Spray is destroyed (by the traitor), you can make another container of it if the other three ingredients remain. If four of the ingredient tokens have been destroyed, the traitor wins.

Special Attack Rules

Use Speed attacks when attacking bugs with the Bug Spray. If you defeat a bug with the Bug Spray, that bug is killed. If you're defeated while using the Bug Spray, you take no damage.

If You Win ...

As you spray and spray, the last of the giant bugs withers beneath the poisonous fumes. Coughing, you stagger from the room. How could your friend have preferred the company of those things to you?

Offspring

The ancient book grows warm, then begins to burn. With a gasp of pain, you let go. The dusty tome falls to the floor, falling open to a page with an illustration of two plants. One plant is a narrow lavender bloom. The other is a winding vine surrounded by a sinister-looking mist. Glancing back at the picture of the vine, you see that it has wilted and died.

Right Now

Set aside the Flower token (pentagonal).

What You Know About the Bad Guys

There's a toxic plant in the house, and you don't want to be in the same room as its Spores. Its Spores can drift through the house.

You Win When ...

... you kill the Evil Plant.

How to Kill the Evil Plant

Any hero can discover the Flower by making a Knowledge roll of 5+ in the Conservatory, Gardens, or Graveyard. Put the Flower token on that explorer's character card. Then

1. Carry the Flower to the room with the Evil Plant.
2. Once the Flower is in the room, each hero in the room can attempt a Knowledge roll of 5+ to weaken the Evil Plant. You can attempt this roll once during your turn. Each time you succeed, take a Knowledge Roll token (triangular). To kill the plant, the heroes must succeed two times on these Knowledge rolls if there are three or four players, or three times if there are five or six players.

How to Deal with the Spores

If you start your turn in a room with one or more Spore tokens, or move through a room with one or more Spore tokens, the Spores inflict 1 die of physical damage for each room with a Spore in it. Rooms with more than one Spore token don't cause any extra damage.

If you begin your turn in a room with no Spores, you can hold your breath while moving through a number of rooms equal to your Might. For example, if you have a Might of 4, you can pass through four rooms without having to roll for damage from Spores. If you hold your breath, then you can't move (but may perform other actions) on your following turn while you catch your breath. On the turn after that, you can move again as normal. If there are one or more Spores in the room while you are catching your breath, you take a die of damage.

Other than potentially causing damage, spores don't affect explorer movement.

Armor does not protect against Spore damage.

Special Attack Rules

Spores can't be attacked.

The Flower token can't be stolen.

If You Win ...

The vine shudders and pulls back as you enter the room with the lavender flower. Seconds later, the vine begins to smolder, blood-red sap running from cracks in its tendrils. The vine lashes back and forth, spraying the room with sap, before it bursts into flames. You run from the room as the scent of burning flesh fills your nose and mouth. Success does not always smell sweet.

The Beastmaster

A wolf howls, long and lonely, somewhere nearby. It's outside, right? Well, maybe not. In fact, it sounds rather close. How did a wolf get in here? Turning, you see moss forming on the wall beside you. The moss forms words upon the wall: "The spear awakens ... the Beastmaster hunts once more."

You have the horrible feeling that the Beastmaster is hunting you.

What You Know About the Bad Guys

The traitor is now an insane villain known as the Beastmaster. All of the Beastmaster's animal minions want to kill you.

You Win When ...

... you defeat the Beastmaster with a special attack and take away the Spear, returning the Beastmaster to normal. If you kill the Beastmaster, you lose.

Special Attack Rules

If an animal minion is defeated, it's killed.

You can use a special attack to steal the Spear. (If you inflict more than 2 points of damage with a Might attack or a Sanity attack using the Ring, you can steal the Spear from the traitor instead of inflicting that damage.)

If You Win ...

The Beastmaster howls ... and the howl grows into an agonized shriek so shrill it makes you want to scream, too. The Beastmaster shudders and collapses to the floor, a thin sheen of bloody sweat coating the villain's body. Dragging your friend's unconscious body from the house, you swear you can still hear the Beastmaster's final scream echoing in your ears.

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're 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 stack.

What You Know About the Bad Guys

The Ghostly 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, then present them to the Bride in the Chapel before she marries your friend.

How to Stop the Ghost's Wedding

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

To do all this, you must follow these steps, in order. Each step can be attempted only once each turn.

1. You can attempt a Knowledge roll of 5+ while in the Bedroom, Dining Room, or Library, or while examining 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 Bride's 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, carry it to the Chapel. (Use the Corpse token to represent the groom's body.) The body is heavy. While you're carrying it, moving into a room counts as two spaces of movement. You can give the body 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 body of the real groom and the Ring in the Chapel, the ghostly Bride will appear there and finally rest in peace.

Special Attack Rules

You must possess the Ring to make Sanity attacks against the Bride. Otherwise, she can't be attacked.

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 corpse's broken form rises an apparition in black. Linking hands, the two fade slowly, lovingly, from existence.

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-slender 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 of 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.

You can attack and destroy a Zombie with any weapon that requires a Might attack. Dynamite can also kill Zombies, but they are immune to the Revolver. Without one of these weapons, you stun it 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 a hero has the opportunity to draw an item, that hero may draw three items, choose one, and put the others on the bottom of the deck.

If you have the Holy Symbol, all Zombies who make Might attacks against you roll two fewer dice. (This doesn't affect the Zombie Lord.)

You can only damage the Zombie Lord if you have 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. The traitor keeps track of the damage done to it and announces when it has been destroyed. The attacks of Heroes who do not hold the Medallion have no effect on the Zombie Lord (they do not stun him).

If You Win ...

The noise of flesh being rent by those corpse-gray hands ... the horrible, horrible chomping sounds that followed ... you can hear it 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.

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 Sanity Roll tokens (triangular) equal to the number of players. Set aside an equal number of 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. You 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 holding 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 holding the Book or Crystal Ball.

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

If the heroes successfully use an item or room as part of an exorcism roll, no explorer can use that item or room in an exorcism again. (For example, if you successfully perform a Sanity roll in the Chapel, then you can't use the Chapel again.)

When the heroes have placed a number of these 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 some 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. 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+ to escape. If you succeed, you can jump to an adjacent, non-collapsing, discovered room with a connecting door (if there is one). If you fail the roll, or if there isn't a room you can use, you are sucked into the Abyss and killed.

If an event or Mystic Elevator roll sends you to a room or floor that has been destroyed, then you plummet into the Abyss. The Entrance Hall, Foyer, and Grand Staircase each count as a separate room. Use a token to indicate when each one 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.

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. Toothed 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.

What You Know About the Bad Guys

A tentacled horror is searching for you. Each of its tentacles is reprented by a Tip token and a Root token. If a tentacle Tip pulls you to its matching Root, 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 holding the Crystal ball must use it to find where the creature's head is. A hero holding the ball must make a Knowledge roll of 4+ to gaze into it successfully, with the negative consequences listed on the card for an unsuccessful roll. If the roll is successful, instead of using the Crystal Ball to find a card, roll four dice to determine where the Head of the creature 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 creature. Discard that card.
- If the room has not been discovered yet, go through the room deck until you find it. Then give it to the Traitor, and tell him or her to connect it to any unexplored doorway on an appropriate floor. (The Underground Lake should be put in the Basement).
- Move to the room with the creature's Head and make an attack against it with the Dynamite or the Spear. No roll is needed. You automatically kill the creature when you make an attack against it with either of these items. (You don't take damage from the Dynamite.)

Special Attack Rules

When you defeat a tentacle Tip with any attack, or when it attacks you, it is stunned and retreats to its Root. Put it in the same room as the Root.

When you defeat a Tip that is carrying an explorer, it drops that explorer in the room where it was defeated; put the Tip back in the same room as its Root.

Roots don't slow your movement as described on page 12 of the rules. Only Tips do.

You Must Do This on Your Turn

If a tentacle Tip grabs you, you must attack it at the start of your next turn. If you defeat it, the Tip will drop you and retreat, but for the rest of the turn, each room you move into counts as two spaces of movement. If you are defeated or tie, 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 only meet it again in your dreams.

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. Pulling the curtains, you 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 the 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've heard that loud noises confuse Bats. You must start the pipe organ in the Organ Room to drive the Bats away, and then kill the Bats that remain. To do this, you must follow these steps, in order. Each step can be attempted only once 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 an explorer 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. This also prevents any more Bats from entering the house. (An explorer 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 on Your Turn

At the beginning of your turn, take 1 point of physical damage for each Bat that is attached to you. If you have the Armor, you take 1 less point of damage from this.

Special Attack Rules

You can attack a Bat, including a Bat attached to you or another explorer, with a Might attack. If you defeat it, it's killed instead of being stunned.

Unattached Bats don't affect explorer movement. However, you move one fewer space during your turn for each Bat that is attached to you. (An explorer can always move a minimum of one 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.

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 original heroes 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 in the room and destroy them. (You can ask the traitor to repeat any of the hints she's given.)

For this scenario, the rule is suspended that states that explorers must stop when they enter a previously unexplored room with an icon. You may explore as many new rooms as you wish and only draw a card if the room where you end your movement has an icon. You must also draw a card if you search for a doll in a newly-discovered room with an icon.

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

Pay the Piper

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

"You see?" you tell your friends. "Vermin infest the walls. Insects, maybe, or rats."

Seconds later the skitter, skritch, 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 rat-like 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 in the Pentagram Chamber in an adjacent room 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 only stop the ritual 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 that character gets to the Pentagram Chamber.

Special Attack Rules

If you inflict damage to a single Rat, you kill it.

The heroes can't affect the traitor in any way while that character 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, skritch, scratch ...

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-ping 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 amidst 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 with the Crystal Ball card discards it. Whoever is in that room should move away quickly, because that's where the Blob will start growing.

Set aside a number of Knowledge Roll tokens (triangular) equal to the number of players. Set aside an equal number of 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 is to help the traitor win.)

You Win When ...

... you destroy the Blob. How To Destroy the Blob Once during an explorer's turn, if that character is in a room adjacent to a Blob token (with a connecting door), he or she can attempt a Knowledge roll of 3+ to examine the Blob. Each time this roll succeeds, put a Knowledge Roll token on that character's card.

Finding the Blob's weakness requires a number of successful rolls equal to the number of players. When the last roll succeeds, set aside all of 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 an explorer's turn, that explorer 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 that explorer's character card after each success to represent the item you found. Then put a Sanity Roll token in that room; the roll can't be attempted in that room again.

An explorer can use one space of movement while in an adjacent room (with a connecting door) to throw an ingredient into the Blob. When an explorer does this, transfer a Knowledge Roll token from that explorer's character card to the Blob. 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 burble and half-digested screams of the blob sound in the next chamber. With a quick prayer, you toss the beaker into the roiling expanse of pulsating flesh. The blob absorbs the beaker instantly.

The house shakes as if caught in an earthquake. The blob is shaking, 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.

Ring of King Solomon

Idly studying 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

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

You Win When ...

... you destroy the Demon Lord using the Ring. To do this, you must defeat the Demon Lord twice while you have the Ring. Each attack can be a Might attack or Sanity attack.

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 Ring holder and loses, it 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 and can move it and attack other Demons or the traitor with it during subsequent turns. If another hero takes control of the Ring, they control any conquered Demons as well. If the Ring is dropped or taken by the traitor, the Demons become uncontrolled as they were at the beginning.

If you defeat a Demon or Demon Lord while you don't have the Ring, you stun it 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 that was howling out of the Hellgate wavers, slows, then reverses. The Hellgate becomes a Helldrain—the stench, the warmth, 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 a soul tortured beyond its 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?

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!" he says. "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 five Torch tokens (pentagonal).

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 light a torch. When you do, put a Torch token on your explorer's character card. There's no limit to the number of torches you can find during the game, 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 and you lose the Torch. This attack does not stun the monster. If it defeats you, you just lose the Torch. Each hero can throw only one Torch per turn. The monster is killed if it is 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 to 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.

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 thrusting the lid completely open. 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 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 awakens. He and his minions will try to kill you or turn you into vampires.

You Win When ...

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

How to Destroy Vampires

If you use the Spear card to defeat a Vampire with a Might attack, you stake its heart and kill it. Any other successful attack causes damage to the traitor as normal or stun 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's turn after the sun comes up, each Vampire loses 1 from each trait. Tell the traitor to keep track of the two monsters' traits on a piece of paper. If a Vampire's trait drops to 0 or to the skull symbol , it falls unconscious. If you're in the same room as an unconscious Vampire, you can automatically destroy it by staking it. You can do this once during your turn instead of making an attack.

After the sun comes up, if a Vampire enters or is in the Balcony, Conservatory, Gardens, Graveyard, Patio, Tower, or a room with an outside-facing window, then it immediately bursts into flames and is destroyed.

Special Attack Rules

If you defeat a Vampire, you inflict damage normally. If you also have the Holy Symbol card, you can force that Vampire to move one 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.

It's Alive!

You gingerly brush your hand against the wall. There it is: Dub DUB, dub DUB, dub DUB. You can feel the vibration of the house's heartbeat with the merest touch. Worse, you feel the wall's warmth, like feverish skin. The wax and wane of moist wind flows through every room of the house, a nauseous mimicry of breathing.

The house is alive! And you're caught inside. The only way out is gone.

You must kill the house.

Right Now

If you are in the Kitchen, Larder, Dining Room, or Wine Cellar, you are being digested. The traitor will tell you what happens and what you can do.

What You Know About the Bad Guys

The traitor wants to keep the house alive at all costs. And, of course, the House wants to survive.

You Win When ...

... you kill the Heart or the Brain with the Spear. The Heart is in the Organ Room. The Brain is in the Attic. Attacking and defeating either one kills the House.

The House

A number of other rooms have become somewhat unusual. The traitor will tell you what these rooms do when you enter them.

- The Dining Room, Kitchen, Larder, and Wine Cellar form the digestive system.
- The Conservatory is the respiratory system.
- The Balcony and Entrance Hall have become nasty teeth.
- The Research Laboratory and Operating Laboratory are the glands.

If You Win ...

Chairs batter you, flying crockery rains down upon you, and hulking amalgamations of wood, plaster, glass, and cement stalk you through the house. But here you finally stand, spear in hand, thrusting with all your strength into the massive, quivering organ that sustains the house's ghastly life.

You stab, and fulgent, steaming blood jets across you, nearly pushing you away. But you persist. You stab, again and again and again, sputtering and trying to draw breath through the spray of blood.

Finally, the house shudders its last. The vital organ you've stabbed sags, quiescent.

The house is dead.

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, becomes cloying, green, and slightly poisonous. Outside, the sky is mauve, the trees are pulsing tubular nightmares, and the pedestrians have more teeth than any human on Earth.

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 atmosphere will slowly kill you.

You Win When ...

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

You Must Do This on Your Turn

Each hero must roll two dice at the beginning of his or her turn. Subtract 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.

An explorer can try to play the organ once during that character's turn. While in the Organ Room, the explorer can attempt a Knowledge roll to play the right song. The following result will send the house back home:

Total # of players	*Roll needed*
3	15+
4	16+
5	18+
6	20+

Explorers can search the house to find clues to the proper song. Found clues benefit everyone trying to play the organ. You can't find the same clue more than once.

- Add 1 to the result for each room with an omen symbol in play.
- 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 home 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 extra-dimensional 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.

Creature from the Lake

You gaze across the subterranean lake. Black, smooth as a mirror, and quiet. How far does it extend? How deep does it go?

Your introspection is shattered when the lake surface explodes and a gangrenous creature, slick with mud, surfaces. Shaped like a man, or perhaps a man-sized starfish, the monstrosity grabs hold of the girl. Her scream is cut off as the creature jerks her below the surface of the lake.

She's gone. You wade out into the water, calling for the girl. Luckily, the water seems only chest-deep. Do you dare rescue her? You must decide—save yourself, or save the girl?

Right Now

If the Underground Lake isn't in the house, search the room stack for it and put it adjacent to any basement room. (The room must have a connecting door.) Then shuffle that stack.

You can't discover new rooms in the house unless there's no way into the basement, in which case, you can continue exploring the house until you discover one.

What You Know About the Bad Guys

The traitor wants to feed the Girl to the Creature.

You Win When ...

... you rescue the Girl from the lake before she drowns.

The Lake

You'll need to venture into the lake before you can rescue the Girl.

To venture into the lake, treat the two edges of the Underground Lake tile that don't have doors as if they do. The lake extends beyond them. When you move off the Underground Lake tile onto the lake, take a tile from the room stack and put it face-down into the area your explorer enters. That tile is now a "lake tile." If you run out of tiles, start taking tiles from other floors, starting with the upper floor. Lake tiles can go out from both water sides of the Underground Lake tile and need not be placed linearly.

At the start of each turn that you want to move on the lake tiles, you can attempt a Might roll to swim:

4+	Each lake tile counts as 2 spaces
0-3	Each lake tile counts as 3 spaces.

If you drop any items while on a lake tile, those items are lost.

How to Look for the Girl

At the end of each turn that you are on a lake tile, roll 4 dice.

- Add 1 to the result for each lake tile (including the one you're on) between you and the Underground Lake room.
- Add 2 to the result if you have the Crystal Ball.
- Add 3 to the result if you are on a lake tile that was placed on your current turn.

Tell the traitor what your result is; the traitor will tell you what happens. The higher the result, the more likely it is that you'll find the Girl.

If You Win ...

You spy the girl floating face-down and limp in the water. You push through the dark water, scared that every piece of garbage and lake gunk sliding around your feet is the touch of the creature, returning ....

Finally you reach the girl. Is it too late? You turn her over. She gasps suddenly for breath—she's alive!

You wade back toward dry ground. You wonder if the creature from the lake can pursue you on dry land? Certainly not. That would be inconceivable.

Mad, Mad World

Your friend's normally amiable demeanor changes to that of an arrogant, imperial mien. Then your fellow explorer shouts in a commanding voice: "Traitors! How dare you assassinate your right and noble leader? You, who were once my friends. Et tu, Brute? I will have my revenge, and I will have it now!"

Right Now

If the Vault tile is not in the house, search the room stack for it and put it in the basement. Then shuffle that stack.

What You Know About the Bad Guys

The traitor is an escaped lunatic who believes he is Julius Caesar. His lunatic Servants, who also believe he is Caesar, just showed up. He believes you are the reincarnations of the senators who betrayed him, so he and his crazy Servants will try to kill you all.

You Win When ...

... you lock up the Servants in the Vault and kill or lock up the traitor.

How to Lock Up the Lunatics

Someone must open the Vault before you can lock anyone in it. Once the Vault is open, you can lock up a captured Servant or the traitor by spending a full turn with that monster or character in the Vault. You can't take further actions on that turn. A locked-up Servant or traitor is out of the game.

How to Capture the Lunatics

If you defeat a Servant or the traitor when you make a Might attack, you may choose to grab your opponent instead of stunning or inflicting damage. (The traitor doesn't take damage; the Servant isn't stunned.) If you succeed, you can then carry your opponent to the Vault. As long as you're carrying the traitor or a Servant, that opponent is subdued and can't take actions.

- You roll two fewer dice on a Might attack while carrying someone.
- You can only carry one person at a time. While you're carrying someone, each room you enter counts as two spaces. You can always move at least one space.
- You can pass a carried opponent to another explorer like you would pass an item.
- Servants and the traitor cannot be carried by the Dog.

If You Win ...

Howls of madness raise the hairs on the back of your neck. Your friend screams of blood, murder, and vengeance. You have locked your friend "Julius" away and made the world safer.

The pounding on the door grows more and more vigorous. You hear the crack of splintering wood. How long will the door hold?

Small Change

A couple of tabby cats have been prowling about the house. They look peeved but otherwise 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 find yourself staring up at the chair, its seat seemingly miles above you. That makes you approximately the size of a mouse. Then you hear a sound outside your room ... "... meow ...."

Right Now

Set aside the Toy Airplane token (pentagonal).

What You Know About the Bad Guys

The traitor has shrunk you and let his 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 outer edge of one of these rooms: an outside-facing window, the Balcony, Gardens, Graveyard, Patio, or Tower.

Being Small

You have shrunk. That means:

• All items and omens you possess have shrunk with you and function normally, but

• You can't draw new cards. Entering a new room with an event, item, or omen symbol ends your turn.

• Doorways count as spaces, so moving through a doorway to the next room counts as two spaces. You can stop in a doorway.

• You must make a Might roll of 3+ to go up or down any Stairs. If you fail, you end your turn but may try again next turn.

• You can't use the Collapsed Room or the Mystic Elevator. You are not affected by the text on 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 Airplane. It will be on the ground until the next turn of the hero who started it. During this time it can be boarded by other heroes, but any heroes in it can be attacked by cats.

The hero who started the Airplane moves it on subsequent turns at the Airplane's speed of 5 instead of using regular movement. Like you, it counts doorways as separate spaces when moving.

Heroes flying in the Airplane can only attack or be attacked with the Revolver, Ring, or Dynamite.

You can't leave the house until all living heroes have been picked up.

Picking up a hero on the ground with the Airplane counts as one space of movement. When you do this, the explorer in the plane with the highest Speed attempts a Speed roll:

4+	Pick up the explorer.
2-3	Fail, but you can make another attempt (counts as another space of movement).
0-1	Crash; you must restart the plane.

Heroes in the Airplane do not need to make Might rolls to go up or down Stairs and may go up or down through the Collapsed Room and Gallery and 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." A Might contest means you're fighting the cat; Speed, trying to outrun it; Sanity, trying to stare it down; Knowledge, trying to trick it. 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.

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 ....

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 of you except the traitor 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 may 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 original heroes (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

If the Attic is not yet in the house, you'll have to search the Upper Floor until you find it. The Rowboat is in the Attic. Carry it from that room 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 two spaces. (Only one explorer can carry the Rowboat, but it is a tradable item.) The Dog cannot carry the Rowboat.

Once all the living heroes are in the Balcony or Tower with the Rowboat, you can escape. You can't escape if another living hero is still in the house.

Effects of Flooding

If anyone (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 unpreventable physical damage.
- 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, the Turn/Damage Track doesn't advance. (Make sure the traitor doesn't advance it.)

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.

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 figure slumped at a chessboard. As you touch the figure, it crumbles to dust. Looks as if 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 Death's turn, you forfeit the chess game and lose.

You Win When ...

... you checkmate Death by rolling 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:

- Explorers 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 only break one Holy Seal during your turn. Each time an explorer breaks a Holy Seal, Death rolls one fewer dice on its subsequent Knowledge rolls. If there are only three or four players, it rolls two fewer dice instead.
- The Book contains chess strategies. The explorer who has it can add one die (maximum eight dice) to Knowledge rolls attempted while playing chess against Death.

Special Attack Rules

Death can't attack or be affected in any way other than by being beaten at chess.

Death does not slow your movement.

If You Win ...

"Checkmate."

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

"Until next time," Death responds ....

Hellbeasts

Out 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 (represented by Bat tokens), and he 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, driving the Bats from the house.

How to Perform the Exorcism

You must perform an exorcism before the Bats kill you all. To do this, you must make 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. To perform an exorcism:

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

Each time you succeed at an exorcism roll, put a Sanity or Knowledge Roll token (depending on the trait you 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 explorer can use that item or room in an exorcism again. (For example, if you successfully perform a Sanity roll in the Chapel, then you can't use the Chapel again.)

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

Special Attack Rules

Bats can't attack or be attacked.

Bat tokens don't affect your movement.

The traitor will tell you how much damage you take for remaining in a room with a Bat token.

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.

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 (the explorer who revealed this haunt) secretly chooses which hero other than herself is the heir. The haunt revealer 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 has the Spear card and the Ring card. 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."

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:

B U R I E D A L I V E

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 fellow explorer really is buried alive, you must find your friend NOW.

Right Now

Set aside a number of Might Roll tokens (triangular) 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's a room that was in the house when the haunt began.

You Win When ...

... you dig up the buried explorer before that character dies. The Spirit Board card will help. How to Rescue Your Friend Each time you move into a room, you can search it. You can attempt a Knowledge roll of 3+ in that room to identify it as the "burial room." If you succeed in this roll, ask the traitor whether this is the burial room. He must answer truthfully. You can only search a room once during your turn, but you can search more than one room in a turn.

Once you've found the burial room, you can attempt a Might roll of 4+ to help dig up your friend. To save him, the heroes need a number of successful Might rolls equal to the original number of players. Each explorer can attempt one roll during that character's turn while in the burial room. Each time an explorer succeeds, put a Might Roll token in that room.

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 your friend.

The explorer with the Spirit Board can't voluntarily give it away, trade it, or drop it. If that explorer dies, the Spirit Board and all the character's items drop; put an Item Pile token in that room. Any explorer can pick up the Spirit Board and the rest of the Item Pile.

The explorer with the Spirit Board can use it once during each of that character's turns until the burial room has been found. When this happens, discard the Spirit Board.

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:

0-2	No effect.
3-4	Move any explorer three spaces.
5-6	Heal your buried friend. The traitor is keeping track of how many points of damage your friend has taken. Roll two dice and tell the traitor to subtract that many points from your friend'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. Blood runs down the explorer's shaking hands. Your friend hasn' t made a sound since being freed. Slowly you help your friend out of the house, sure that with the proper care your friend will be good as new ... someday.

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 may have 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 the traitor attacks a hero who survives the attack, that hero can attempt a Knowledge roll at the end of the traitor's turn:

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

Once during your turn, you can make an attack against 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 you 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.

The Toy Monkey will not affect the traitor.

Skull and Spirit Board

If you have the Skull card at the beginning of your turn, you can attempt a Sanity roll of 4+ to track down the traitor. On a success, the traitor tells you which floor he or she is on.

If you have the Spirit Board card at the beginning of your turn, you can attempt a Knowledge roll of 4+ to track down the traitor. On a success, the traitor tells you what icon, if any, is in 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 ....

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 may be your only means to stop things going from bad to worse.

Right Now

Get the Statue token (pentagonal) and place it 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 an appropriate item is placed in its hand during your turn. When that happens, the item is discarded and the Statue animates:

- If the Holy Symbol is placed in its hand, the statue becomes a mighty judge.
- If the Axe is placed in its hand, the statue becomes a mighty warrior.
- If the Crystal Ball is placed in its hand, the statue becomes a mighty seer.
- If the Book is placed in its hand, the statue becomes a mighty wizard.

Once the Statue animates, it remains in whatever state it transformed into for the rest of the game. When the Statue has been animated, tell the traitor what form it has taken.

The Animated Statue

The Statue does not move normally. Instead, it must be animated by the mental powers of the heroes. Once during his or her turn, a hero who occupies the same room as the Statue may make a Knowledge or Sanity roll to move it. The hero can move the Statue a number of spaces up to the number rolled.

When the Statue is in the same room as the traitor during the turn of the hero who activated it, it doesn't attack. Instead, it lowers one of the traitor's traits by one point. The judge lowers Speed, the warrior lowers Might, the seer lowers Sanity, and the wizard lowers Knowledge.

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

If You Win ...

The statue fought as if it was fighting not just for you but for 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.

Animated Statue

Speed 8 Might 8 Know 8 Sanity 8

A Gathering of Shadows

At first, all you notice is an itching along your back. Soon the itching turns to tugging, then tearing. You turn to see your shadow separate from you, slinking along the wall. As your shadow slips from the room, you think you catch a glimpse of other shadows gathering and flowing along the walls.

Whatever is going on, you know you must stop your shadow and make it return to you. You're pretty sure you don't want to know what will happen if you fail.

What You Know About the Bad Guys

The traitor has ripped your Shadow from your body. You must banish all of the heroes' Shadows before they reach the Pentagram Chamber. If your Shadow enters that room, you will become a Specter—a soulless monster.

You Win When ...

... you banish the Shadows by completing the Ritual of Light.

How to Complete the Ritual of Light

Go to the Catacombs, Chapel, Library, or Research Laboratory. Once during your turn while in one of those rooms, you can attempt a Knowledge roll of 4+ to find the ritual.

Once the ritual has been found, any explorer can attempt a Knowledge Roll or Sanity roll in the Balcony, Gardens, Graveyard, Patio, or Tower. A 5+ succeeds. Each time you succeed, put a Knowledge Roll or Sanity Roll token (triangular) in that room. Once a token has been placed in a room, you may not use that room in the ritual again. Once the heroes have put a number of those tokens in the house equal to the number of players, the ritual is complete.

Special Attack Rules

Each Shadow corresponds to one of the heroes in the game. It is "bound" to that hero.

Any hero can make a Speed or Sanity attack against a Shadow. If you defeat the Shadow, it's stunned, but the hero bound to that Shadow takes 1 point of Speed damage.

If you have the Candle in a room with a Shadow, once during your turn you can tell the traitor to move the Shadow two spaces away from the Pentagram Chamber.

Shadows move differently from explorers. The traitor moves Shadows along walls on the monster's turn. Shadows do not slow heroes, and heroes do not slow shadows.

Becoming a Specter

Once the Shadow bound to you enters the Pentagram Chamber, it's destroyed and you become a Specter. When this happens:

- Drop all of your items and discard any omen cards.
- Move your figure to the Pentagram Chamber.

You are now a Specter. Your traits are Speed 4 and Sanity 4. You can make a Sanity attack against any explorer in the same room as you. You still move on your turn. (You can then read this haunt in the Traitor's Tome.)

Specters can't complete the Ritual of Light.

If You Win ...

The ritual words pour from your lips, so powerful the chant feels like water pouring from your body. As the ritual ends, the shadows slip from the walls and slide across the floor, reattaching themselves to you and your friends. You are saved ... but will you ever stop looking back at your own shadow? Whenever you sense a little twitch or feel a prickle of pain, it may very well mean that it is turning on you again.

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 five Sanity Roll tokens and five Knowledge Roll tokens (triangular).

Set aside tokens of any kind; these become "aging tokens."

Each hero (that is, each explorer except the traitor) puts one "aging token" on his or her character card now. This includes the explorer with the Medallion.

Your explorer's age is the starting age listed on your 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 seems to be younger than ever.

You Win When ...

... you stop the supernatural aging process.

You Must Do This On YourTurn

For each decade you age, put an aging token on your character card.

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 5+ succeeds. Each explorer can attempt only one ritual roll during his or her turn.

An explorer can only attempt a ritual roll while that character is 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 you used) on the room tile you used for that part of the ritual.

If the heroes successfully use a room as part of a ritual roll, no explorer can use that room in the ritual again.

The Medallion

Whoever is holding the Medallion subtracts one from the number of decades he or she aged during the traitor's turn, to a minimum of zero.

Each time an explorer dies, the holder of the Medallion ages one 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.

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 "Victim" counter.

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 may 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 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 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 can attempt the Knowledge roll at 5+ instead. (He recognizes the mad genius in the design.) A hero whose bomb is deactivated may discard his or her "Victim" counter. If the result of the roll is 2 or less, you activate the time bomb, and all explorers in the same room blow up. 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 explorer'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 you kill him.

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.

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 level. Then shuffle that stack.

Put a number of Victim tokens (crimson) in the Attic equal to the number of heroes.

All Victims begin play facing the same direction. (Each Victim token has an arrow to show its facing.)

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 (by consuming the Victim's brains or internal organs), that traitor or Cannibal Freak becomes more powerful. The traitor and other freakish cannibals also want to feast on you.

You Win When ...

... the traitor and all of the Cannibal Freaks are dead, or all the Victims and all the heroes escape the house. If even one Victim or hero gets killed, you will have to defeat all the bad guys.

The Victims

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

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 two 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 an explorer.

If a hero begins his or her turn in the same room as a Victim, that hero can move with the Victim two spaces in any direction before continuing to move and taking actions for that turn. A hero may only move one Victim at a time, but a Victim may be moved multiple times in a round by multiple heroes.

Traitors and Freaks do not slow Victims; Victims do not slow Traitors and Freaks.

You can attempt a Knowledge roll (picking the lock) or a Might roll 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, all explorers can move out the front door (at the cost of 1 space) with Victims to escape, then re-enter (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. Victims do no damage if they are unsuccessfully attacked.

If You Win ...

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

The Victims

Speed 2 Might 3 Sanity 3

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 from head to toe.

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

What You Know About the Bad Guys

The traitor has transformed into 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 kill both Ouroboros Heads to kill the Worm Ouroboros. To kill a head, follow these steps in order:

1. Pick up the Skull from where the traitor dropped it.
2. Carry the Skull into a room with an Ouroboros Head token. Anyone holding the Skull can attempt a Sanity roll of 5+ once during his or her turn to cast a weakening spell on one of the heads. If you succeed, you lower its Might to 5, making it vulnerable to attacks for the remainder of the game. You may not attack a Head until you have cast this spell.
3. After you successfully cast the spell on an Ouroboros Head, it takes one 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 killed. The traitor keeps track of the number of hits with the Turn/Damage Track.

Special Attack Rules

Ouroboros Head and Body tokens affect explorer movement as described on page 12 of the rulebook.

The Revolver and other Speed attacks do not affect the Worm Ouroboros.

If You Win ...

The great worm 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.

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 slipped away from the safety of their summer camp to explore the Old 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.

What You Know About the Bad Guys

The traitor is working with Crimson Jack, a supernatural serial killer. Jack can only be permanently killed 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. It's either the Axe, the Spear, or the Blood Dagger (your choice).

If the heroes don't have the cursed weapon, they must search for it. It's located in the Library, the Chapel, the Vault, or the Attic. Once during your turn, you can attempt a Knowledge roll of 3+ in any of these rooms (the Vault must be open) to find it. If you succeed, search through the appropriate stack for a cursed weapon of your choice, take it, and reshuffle that stack.

The heroes must then figure out how to use the cursed weapon against Crimson Jack. A hero in the same room as the cursed weapon can attempt a Might roll or a Knowledge roll of 5+ to study the weapon. Each time an explorer succeeds, put a Might Roll or Knowledge Roll token (as appropriate) on that hero's character card. When the heroes have 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 on Your Turn

Crimson Jack exudes an aura of fear. At the beginning of your turn, 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.

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? How?

Right Now

Knock over your explorer's figure; it's now unconscious. Place a Soul token (light green) in your room. The token is your disembodied Soul.

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

If there is currently no way to move between the Basement and the rest of the house, search through the room deck and place the Staircase from Basement tile.

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

The heroes can make Knowledge attacks and Sanity attacks against the Astral Spirit. Each time an attack succeeds, put a Knowledge Roll or Sanity Roll token (as appropriate) on that hero's character card. When the heroes have a number of those tokens equal to the number of players in the game, the Astral Spirit is destroyed.

Souls

As a disembodied Soul:

- You retain all of your traits.
- You can move through walls but not floors and ceilings. You can go up 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 can't transfer them to other explorers. You cannot pick up or acquire new items in any way. If your Soul is destroyed, your items are destroyed as well.
- You can't 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, Toy Monkey, or any weapon card.

Special Attack Rules

If you attack the Spirit and lose, you do not take any damage.

If you make a mental attack against the traitor and defeat him, you stun him.

You can't defend against the traitor if he attacks your unconscious body. When the traitor attacks your unconscious body, you take two dice of mental damage.

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.

A Little Night Murder

You found Old Man Presticott dead at the base of the grand staircase hours ago, and his will has already been read. You and your friends will receive Old Man Presticott's entire fortune in the morning ... well, all of you except one estranged family member. The Old Man always hated him.

All you have to do to receive your inheritance is remain in the house until dawn. Unfortunately, Old Man Presticott's death looks suspiciously like murder. You're not sure whether you trust his servants ... or his estranged relation. After all, if you can't inherit his fortune, the servants and the suspicious relative will.

It's going to be a rough night.

What You Know About the Bad Guys

The traitor has killed Old Man Presticott. In fact, the traitor is in league with the Servants. They will try to kill the rest of you before dawn—that's the only way they'll get any of the inheritance. As the night progresses, the Servants will become stronger as they become more desperate.

You Win When ...

... the sun rises at dawn (Turn 10), but you must survive until then. If you survive a night in the house, the inheritance passes to you.

If You Win ...

Morning light streams through the windows as you slump to the ground. You've done it! You've spent the night at Old Man Presticott's house. His riches are yours. You think your first call will be to a real estate agent. You've had enough of the Old Man's little games.

Darker than Night

As you've been exploring the house, it has grown gradually darker outside, and the windows of the house have shown you less and less of the outside world and clearer reflections of your own images. But now the darkness has deepened beyond any night you can remember. As you stare outside, your own eyes look back at you, and you can see nothing at all of the outside world.

Suddenly, you hear an inhuman sound at once like a scream and a laugh. As you turn, where once you saw your friend, you now see two identical forms standing side by side—and both stare at you with eyes of pure black, darker than night.

Right Now

Set aside the six Evil Twin tokens (blue), several knowledge roll tokens (triangular), and several Holy Seal tokens (pentagonal).

What You Know About the Bad Guys

The traitor has been consumed by darkness and is trying to plunge the entire house into darkness as well. To this end, he is creating reflections of himself which look exactly like him but move about independently.

You Win When...

...you perform an exorcism to banish the darkness, or you kill the traitor.

How to Perform the Exorcism

All windows in the house, including false windows, are now mirrors (these are in the Bedroom, Chapel, Conservatory, Dining Room, Grand Staircase and Master Bedroom). A hero in one of these rooms may create a Holy Seal to ward off the darkness by making a Sanity roll of 4+ on his turn. You cannot create a Holy Seal if there is already one in the room. When there are a number of Holy Seals equal to the number of players, the exorcism is complete and the heroes win.

Special Attack Rules

The traitor's reflections cannot be harmed by normal attacks, but you can destroy them using a consecrated weapon. If you defeat a reflection using a consecrated weapon, the reflection is immediately destroyed.

Consecrating a Weapon

You can consecrate the axe, the spear, or the ring by making a Sanity roll of 6+ when you have the weapon in the Chapel. Roll Speed to attack a reflection with the consecrated axe or spear, or sanity with the consecrated ring (the reflection defends with the same attribute). Consecrated weapons can be used normally against other targets.

Destroying Dark Hexes

The traitor may create Dark Hexes (represented by knowledge roll tokens). A hero can remove one of these tokens from play by making a Knowledge roll of 6+ in the same room.

If You Win...

Suddenly, you are plunged into total darkness, and you fear for a moment that something has gone wrong, but in a moment everything returns to normal. For a minute, all is silent as you look anxiously out the window. Then, with a sigh of relief, you see the dawn.

In a Crackling Aura

This house is very, very old. All the building materials are the very best, but even they have not withstood the centuries. Dust lies thick in every room.

Suddenly, you hear something that sounds like thunder, and you are certain some part of the house must be collapsing—but as you turn to look, you see not a pile of rubble, but a room absolutely pristine, like it was built yesterday. And in the doorway, stands your friend, a shining ring on his finger, enveloped in a crackling aura.

Right Now

Set aside a large number of distinctive tokens—blob/spore tokens (dark green) or rat/bat tokens (orange) work well. Also set aside the large demon lord token and the Turn/Damage Track. Set the Turn/Damage Track to the number of heroes in the game.

What You Know About the Bad Guys

Your friend has been possessed by the spirit of an ancient wizard, sealed in the ring. He has magical powers and wants to kill you all.

You Win When...

...you disenchant the ring, and there are no demons in the House.

Magic Dust and Anti-Magic Fields

Once per turn, any hero may search any room with an event icon for magic dust by rolling 3 dice (a hero with the Crystal Ball rolls 4 dice). On a roll of 4+, the hero has found magic dust; place a token on that hero's character card.

Magic dust can be dropped, traded or stolen like an item. If the dust is dropped, it immediately disperses into the room and creates an anti-magic field; remove the token from that hero's character card and place it in that room. The Traitor cannot cast spells inside these fields.

Heroes cannot search a room containing an anti-magic field for more magic dust. If a hero is ever holding more than one token of magic dust, the dust magically combines into a single token.

How to Disenchant the Ring

A hero in the same room as the Ring who is holding magic dust may attempt to disenchant the ring. If the Ring is being carried by the Traitor, the hero must attempt Speed attack against the Traitor; if the attack succeeds, you deal no damage, but reduce the Turn/Damage Track by one. If the Ring is not carried by the Traitor, the attack is automatically successful. Attempting the disenchantment consumes any magic dust carried by the hero.

If the Turn/Damage Track reaches zero, the Ring is disenchanted and loses all its powers, and the Traitor falls unconscious. If there is no demon in play, the heroes win; if there is a demon in play, the Traitor continues to control it, and the heroes must banish it to win.

How to Banish a Demon

The Traitor may summon a demon. If he does, there are two ways to banish it.

A hero can go to the room where the demon was summoned and attempt a Knowledge roll of 6+ to reverse the summoning spell. A hero with the Book rolls one extra die on this check.

Alternately, a hero holding the Candle or Holy Symbol and in the same room as the demon may attack the demon with Sanity. If you inflict any damage with this attack, the demon is banished; if not, you receive no damage.

In either case, when the demon is banished, immediately remove it from play. Each hero may make only a single attempt to exorcise or unsummon the demon each turn.

Special Attack Rules

A hero wearing the Mask rolls one additional die when attacking the Traitor. A hero with the Mystic Coin rolls one additional die when defending against any of the Traitor's magic spells.

If You Win...

The ring clatters to the floor, rolling in a lazy circle. Slowly, the house's magical transformation fades, and the dust takes up its accustomed place. You glance at each other just long enough to establish that no one wants to touch the ring before fleeing the house. The wizard is dead once again... but for how long?

Reeking of Death

As you examine another room of the house, a strange scent wafts through the halls. At first puzzled, you quickly find yourself repulsed by the awful stench as smoke begins to drift into the room.

Your friend emerges from the haze, gripping a mangled, deathly object and reeking of death. You can't imagine how he can withstand the odor, until his eyes meet yours, and you can see no life in them.

Right Now

Set aside a large number of distinctive tokens—blob/spore tokens (dark green) work well. Also set aside several might roll tokens (triangular). Put the Dog token (orange) in the room where the Haunt was revealed and put an item pile token (pentagonal) on the Traitor's character card.

What You Know About the Bad Guys

The Traitor is in possession of a deathly object, which gives off toxic fumes. The fumes are spreading throughout the house.

You Win When...

...at least half of the heroes escape through the front door, or you cleanse the deathly object and at least half of the heroes still live.

Opening the Front Door

The front door is locked and barricaded. You can clear the barricade by making Might checks in the Entrance Hall; on a roll of 4+, place a might roll token in the room. When you have accumulated a number of tokens equal to the number of heroes when the haunt began, the door is accessible.

You must then unlock the door by making a Knowledge check of 5+ in the Entrance Hall or by using the Skeleton Key. When you open the door, draw an Event card before continuing your turn.

Once the door has been opened, any hero may flee the house by expending 2 points of movement (plus one for each opponent in the room) while in the Entrance Hall.

Cleansing the Deathly Object

The deathly object can be dropped, traded, or stolen like a regular item. You can cleanse the deathly object and put an end to its curse by purifying it in either the Furnace or the Underground Lake. To do this, a hero must begin his turn in one of these rooms with the object in his possession.

If You Win...

You fall to the ground, gasping for air. An unnatural silence fills the house. Slowly, the air clears, and you are able to take a full breath. Drinking the clean air like life itself, you stagger away from the house without looking back.

The Skull of Ar'Kanok

Something about the skull seems wrong. Though enshrined on a pedestal, it seems as if misplaced. You feel compelled to take it and find it a more suitable resting place.

The moment you touch the skull, however, the floor and walls erupt in a mess of putrid flesh. Grotesque, decayed forms lumber towards you, arms outstretched. You must fly for your life.

Right Now

Set aside a number of zombie tokens (green) equal to twice the number of heroes in the game, and a number of sanity roll tokens (triangular) equal to the number of heroes.

What You Know About the Bad Guys

The Traitor is using necromancy to try to summon the ghost of Ar'Kanok, and needs his skull to complete the ritual. The zombies are bound to the skull.

You Win When...

...you restore peace to Ar'Kanok by reuniting his skull with the rest of his remains.

Locating Ar'Kanok's Remains

Ar'Kanok's remains are located in one of the following rooms: the Chapel, Crypt, Graveyard, Furnace Room, Bloody Room, or Charred Room. The Traitor knows which.

A hero with the Skull or the Holy Symbol can attempt a Sanity roll of 4+ in one of these rooms to detect his remains. On a successful roll, the Traitor must tell you whether Ar'Kanok's remains are in that room.

A hero with the Crystal Ball or the Spirit Board can attempt a Knowledge roll of 5+ to search for Ar'Kanok's resting place. On a successful roll, you may pick any one of the rooms listed above, and the Traitor must tell you whether Ar'Kanok's remains are in that room.

A hero with the appropriate omens may make both one Sanity check and one Knowledge check each turn.

Laying Ar'Kanok to Rest

Once you have located Ar'Kanok's remains, a hero holding the Skull in the appropriate room may attempt a Sanity roll of 5+ to exorcise the necromantic energies in the skull and lay Ar'Kanok to final rest. If successful, the heroes win.

Special Attack Rules

If the zombies catch you, they can grapple you and prevent you from moving. While grappled, a hero can use items and attack any of the zombies grappling him, but cannot move or attack other targets. If all the zombies grappling you are stunned, you may then move normally.

If You Win...

As you set down the skull, you are knocked backwards by an explosion of unseen energy. The zombies unleash inhuman shrieks as their broken bodies are ripped asunder. Then, all is quiet.

The King's Roads

Gradually, you begin to hear the patter of rain against the House. A tiny flow of water pours into a small bowl in the room. Reaching out to touch the water, you suddenly find yourself in an eerie, twilit land. Many stairs and roads lead at odd angles towards glowing portals.

You are breathless as you emerge back into your own world. The Raven King's Roads really exist, and are accessible to you now! Just as you prepare to call out to your friends, you hear an inhuman shriek behind you, as shadowy creatures emerge from nowhere, pursuing you into the realm of light.

Right Now

Set aside one Shadow token (green) for each player. (Note: The game only comes with 5 Shadow tokens; if there are 6 players, select another token for the sixth Shadow.) The Shadow tokens are numbered; assign one to each player. Place each Shadow at the King's Road entrance (see below) closest to its corresponding hero.

Also set aside a number of Knowledge and Sanity check tokens equal to the number of players, and a large number of spore tokens (dark green). Place one of the spore tokens on the character card of the haunt revealer.

The player to the left of the haunt revealer takes the first turn.

What You Know About the Bad Guys

The Shadows which inhabit the King's Roads are using the house as a staging ground to break into our world. They are trying to possess you to anchor themselves here.

You Win When...

...you seal the King's Roads by performing a disenchantment.

How to Perform the Disenchantment

You must make a number of successful disenchantment rolls equal to the number of players.

You may attempt a Knowledge roll of 5+ in the Research Laboratory or Mystic Elevator, or while holding the Crystal Ball. You may attempt a Sanity roll of 5+ in the Chapel, Conservatory, or Crypt, or while holding the Mask. If successful, place a Knowledge or Sanity check token on the room or omen used. Each room or omen may only be used to make one successful roll.

A hero may also attempt a disenchantment roll when successfully traveling along the King's Roads, as described below.

Using the King's Roads

The rainwater links the house to the King's Roads; this means it is accessible in the Gardens, Graveyard, Patio, Tower, Balcony, Underground Lake, any room with an exterior window, and the room where the Haunt was revealed. Any hero may expend 1 movement point on his or her turn to attempt to travel directly from any of these rooms to any other. If you do, you must make a Sanity roll:

4+ You arrive safely. You may attempt a disenchantment roll of 4+ using Knowledge. If successful, place a Knowledge check token on your character card, and you may not perform another disenchantment on the King's Roads.

3 You pass successfully, but at great effort. Take 1 die of mental damage.

2 You lack the necessary force of will. You are thrown back to your starting point, and take 1 die of mental damage.

0-1 You cannot resist the beckoning Shadows. You emerge at the exit closest to your Shadow and end your turn immediately.

Any time an explorer attempts to use the King's Roads, place a spore token on that character's card, unless he or she already has one. Each explorer may use the King's Roads at most once per turn.

Do This On Your Turn

Any person who enters the King's Roads will leave traces of nether spores wherever he or she goes. At the start of each player's turn, if that player has a spore token on his or her character card, place a spore token in the same room as that character. Do not remove the spore token from that character's card. There may be more than one spore token in a single room.

Moving the Shadows

The Shadows all move on a monster turn, after the haunt revealer's turn. Shadows move towards their corresponding hero by the shortest route available; if two routes are equally short, decide between them randomly. Roll speed for each Shadow separately. Shadows do not need to expend extra movement points to leave a room with an opponent, nor do they slow the movement of heroes.

Shadows can use the King's Roads, but cannot leave by any of the normal exits. Instead, a Shadow can enter the King's Roads at any of the locations listed above, and leave in any room with a spore token. When a Shadow does this, remove one spore token from the destination room.

Shadows cannot move the Mystic Elevator.

Special Attack Rules

Shadows only try to attack their assigned hero. Shadows can attack either with Might or with Sanity (the target defends with the same trait), and will use whichever trait is lower for the target.

If a shadow defeats its target when attacking, it inflicts no damage, but possesses that hero. That hero then becomes a Traitor, and should read the rules in the Traitor's Tome. If a shadow defeats a hero while defending, it does not inflict damage normally, but the attacking hero takes one die of mental damage.

If You Win...

The shadows shriek and shudder, and the entire house quakes as if its foundations have been undone. Then you are blinded by a brilliant light that seems to come from everywhere and nowhere. When your vision clears, the Shadows are gone, and the water is only water.

Haunt 55

Shadows

Speed 3 Might 5
Sanity 5

Time Waits for One Man

Suddenly, everything seems to stop. You can see every detail of the room around you, but nothing seems to move—not even the clocks. An instant later, you are knocked to the ground, and every clock in the house shatters. A strange sand wafts through the house on a breeze you cannot feel. You hear someone shout, "the Sands of Time have been released!"

Right Now

Place a number of Specter tokens (green) equal to the number of heroes in the room where the haunt was revealed. Also, find the Turn/Damage Track and set the slider's position to zero.

What You Know About the Bad Guys

The Traitor has released the Sands of Time and is using them both to manipulate the flow of time and to control the specters of memory and fate. He will try to kill you.

You Win When...

...the Traitor is dead.

Do This After Each Traitor's Turn

Once the Traitor has taken his turn, before he moves the specters, one hero must roll a number of dice equal to the number of players in the game to see if the Traitor can keep control of the Sands of Time. If the result of this roll is equal to or less than the number on the Turn/Damage Track, the Traitor loses one from each trait, reduce the Turn/Damage track by one, and roll again. Continue rolling until the result is greater than the value of the Turn/Damage track.

The more the Traitor uses his powers, the harder it will be for him to keep control of the Sands of Time.

The Specters

Specters do not hinder the movement of opponents, nor is their movement hindered by heroes.

Cheating Fate

Once per turn, instead of making an attack, a hero can attempt to banish a specter by cheating fate. To attempt this roll, the following conditions must be met:

The hero must be in the same room as the specter being banished.

The hero attempting the roll must be holding the Crystal Ball, OR there must not be any other heroes in the room.

The hero attempting to cheat fate makes a Knowledge roll. On a result of 4+, immediately remove the targeted specter from play.

Special Attack Rules

The specters cannot be harmed by Might attacks, but you can use the Ring to attack them with Sanity. A hero with the Medallion receives no damage when losing a combat roll against a Specter.

If You Win...

There is a mighty, rushing wind, as all the Sands scattered through the house seem to be pulled to a point. Then, you all find yourselves standing outside the house, as you were just moments before entering it. This time, you think better of it, and choose to return home.

A Friend for the Ages

The gallery is filled 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: "For a friend for the ages...may death itself refuse you while this ward endures."

Right Now

Place a number of Paint tokens (hexagonal) in the house equal to two more than the number of heroes. The Paint tokens can be placed in the following rooms: the 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 them in the rooms farthest from any explorer. If you have more Paint tokens than there are suitable rooms in play, set them aside, and put them in the next rooms from the above list to be discovered.

Also set aside a number of Knowledge check tokens (triangular) equal to the number of heroes.

What You Know About the Bad Guys

The Traitor is protected by his portrait, which absorbs all his ills and infirmities. He 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 may be carried, traded, and stolen like regular items, but may not be carried by the Dog, and each explorer may carry only one Paint token at a time.

A hero in the Gallery and holding a Paint item can attempt a Knowledge roll of 4+ on his turn to repaint the portrait. If this roll is successful, the Paint item is destroyed, and you place one Knowledge check token in the room. When you have accumulated a number of Knowledge check tokens 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 at least two points, you may steal an item from him, but damage will not reduce his traits.

Exception: when a hero wearing the Amulet of the Ages defeats the Traitor in combat, the Traitor's traits are reduced by the damage as per the normal rules.

If You Win...

As you make the last stroke, you feel as if the painting finally yields to your brush, and gives up the power it contains. The Traitor staggers. His hair grows long and white, his face grows old and wrinkled, and his body seems to fall 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?

Nightfall

Slowly, the sounds of the House seem to become quiet, and your vision becomes strangely dim. Suddenly, you feel a strange force bearing down upon you, as if the dam holding back a huge wall of water has broken. Everything around you becomes dark, and you feel as if you are swimming in the darkness. The air is chill, and you seem to have trouble concentrating.

You hear a cold voice in your mind say, "Night has fallen."

Right Now

If the Furnace Room isn't in the House, search through the room stack and place it in the basement, then shuffle that stack.

Set aside a number of Nightmare tokens (blue) and a number of Torch tokens (pentagonal) equal to the number of heroes.

What You Know About the Bad Guys

The Traitor has triggered Nightfall, bringing twilight and Nightmares to the House. They will attempt to kill you.

You Win When...

...you destroy all of the Nightmares, or you banish all of the twilight from the House.

Twilight

Most of the House is now covered in an unnatural twilight that asserts its own reality. The twilight covers every room except the Furnace Room, Gardens, Graveyard, Patio, Balcony, Tower, and any room with an outside-facing window. Additionally, whatever room the Traitor is in is always covered in twilight, even if the Traitor is dead.

While in twilight, explorers and monsters use Sanity instead of Speed to determine their movement. An explorer or monster with at least one movement point remaining can move from a twilit room to a normal room or vice versa, but doing so ends its movement (it may still attack or manipulate items as normal).

Torches

A hero in the Furnace Room may create a torch instead of making an attack. Place a torch token on his character card. A torch negates the effects of twilight in the same room; any room containing a torch is treated as not being in twilight, and any hero holding a torch is never considered to have entered twilight, and therefore always uses Speed to move.

Exception: If the Traitor is in the same room as a torch, only the hero carrying the torch is protected from the twilight. That hero may move with Speed and attack with Might as normal, but all other explorers or monsters in the room use the special rules for Twilight, even if attacking a hero carrying a torch.

Torches may be traded between heroes, but a torch that is dropped or stolen is extinguished and discarded. Each hero may only carry one torch at a time.

How to Destroy the Nightmares

If a hero attacks a Nightmare and inflicts 2 or more points of physical damage or 3 or more points of mental damage, that Nightmare is destroyed and removed from the game. If the Nightmare takes less damage, it is only stunned.

How to Banish the Twilight

If several heroes are in the same room, and at least one of them is holding a torch, they may work together to attempt to banish the twilight from that floor. They must be in a room which would normally contain twilight (if there were no torch in that room).

Each hero may attempt either a Knowledge roll or a Sanity roll of 4+. A hero attempting one of these rolls may not move or attack on the same turn. If at least one Knowledge roll and one Sanity roll succeed, the twilight is banished from that floor of the House, and normal movement and combat rules resume there (the heroes win if the twilight is banished from all three floors of the House). If you have not finished banishing the twilight on a particular floor by the monsters' turn, you must start over.

Special Attack Rules

Explorers and monsters cannot make Might or Speed attacks while in twilight, but may attack with Knowledge instead (the target defends with Knowledge, and damage taken is mental). The Toy Monkey and Dynamite still function in twilight, but the target rolls Sanity instead of Speed (damage is physical).

You cannot use the Axe, Spear, Blood Dagger, or Revolver in twilight (since you cannot make Might or Speed attacks).

You cannot use the Revolver to fire into or through a room covered in twilight.

The Ring still works normally in twilight.

An explorer with the Candle or Druidic Charm may wield it as a weapon when making a Knowledge attack and roll one additional die (maximum 8).

An explorer with the Crystal Ball may wield it as a weapon when making a Knowledge attack and roll two extra dice (maximum 8).

You may only use one weapon at a time.

If You Win...

Slowly, the shadows recede. The nightmares become fuzzy and distant; the twilight gradually brightens. The torch in your hand flickers comfortingly as you look around. It all appears to be over...

Then, you wake up.

For a Thousand Years

You've heard many stories of the royal family that lived in this House long ago. They say that they displeased a witch, who placed a curse upon the House, obscuring the royal line and its legacy for a thousand years.

You thought this was just a myth, but the medallion you now hold in your hand has their royal seal carved into its face, and it is clearly old beyond measure. If the stories are true, returning the royal family's amulet to its resting place on the ruler's statue will break the curse and banish the witch... provided the witch doesn't kill you, first.

Right Now

Set aside the statue token (pentagonal), and the Witch token (large).

What You Know About the Bad Guys

They want to destroy the Medallion.

You Win When...

...you place the Medallion around the neck of the statue.

Special Movement Rules

A hero may not move more than two rooms per turn while holding the Medallion (you must also have enough Speed to move this far). A hero that picks up the Medallion during his turn may move up to two spaces after picking it up (provided he has enough Speed).

A hero may not drop or trade the Medallion except at the beginning of his turn.

The Dog may not pick up, carry, or drop the Medallion.

Placing the Medallion

A hero holding the Medallion in the same room as the statue may attempt a Speed roll to place the Medallion around the statue's neck. If the result of the Speed roll is at least twice the number of opponents (Traitor plus monsters) in the room (not counting stunned monsters), the attempt is successful, and the heroes win.

Dragging Monsters

If a hero is in a room with a stunned monster, that hero can move with the stunned monster, forcing it into other rooms. A hero may only drag one stunned monster at a time, and must expend double movement points when doing so.

If You Win...

The change is instantaneous and marvelous. In a brilliant flash, the House is restored to its former glory. The dust and grime are gone, the walls stand proud and firm. There is no sign of the witch or her familiars. A regal figure stands before you. When he smiles, you know, deep within yourself, that all is well.

The Burning Sands

As you search through the room, you suddenly see glowing symbols racing across the wall. As you watch, they begin to rearrange themselves into discernible words:

TO SCATTER THE BRAVE
AND RUIN THE LAND
THE ANCIENTS HAVE GATHERED
THE BURNING SAND
THE RIDDLE HEREIN
HOLDS A POWER AT BAY
THAT CAN SHATTER THIS WORLD
OR THY ENEMIES SLAY
TO UNLOCK ITS SECRET,
THREE CLUES DO YOU NEED
IF YOU VALUE YOUR LIFE,
THEN RETURN WITH ALL SPEED

Right Now

Set aside one Might roll, Speed roll, and Sanity roll token for each player in the game.

Also set aside a number of Demon tokens (blue) equal to the number of heroes in the game. These tokens represent Sphinxes.

What You Know About the Bad Guys

They are trying to undo the riddle and release a malevolent power upon the world.

You Win When...

...you solve the riddle.

How to Solve the Riddle

To solve the riddle requires that you first obtain three clues. You must make a Might roll of 4+ in the Junk Room (to dig through the junk), a Speed roll of 4+ in the Game Room (to sort through the games), and a Sanity roll of 4+ in the Organ Room (to listen carefully to the music). The clues are too subtle to describe, so each hero attempting to solve the riddle must make these checks and obtain all the clues individually.

When you successfully complete a check, put a corresponding token on your character card to indicate that you have obtained that clue, and draw an event card before continuing your turn.

Once you have all three clues, you must attempt a Knowledge roll of 6+ in the room where the Haunt was revealed to synthesize all of these clues into a solution to the riddle. If you are holding the Crystal Ball or the Spirit Board, roll one additional die on this roll. If successful, you solve the riddle and win the game.

Each hero may only attempt one of these rolls each turn.

The Sphinxes

The Sphinxes are very effective at interfering with movement. If a hero attempts to leave a room with one or more Sphinxes, the hero must expend three extra points of movement for each Sphinx in the room, instead of one. Stunned Sphinxes do not impede hero movement.

Special Attack Rules

You may attack Sphinxes with Might, as normal, but may also choose to attack them with Knowledge (by attempting to solve their riddles). The Sphinx defends with Knowledge. If you win the combat, the Sphinx is stunned. If you fail, you take no damage, but your turn immediately ends.

If you attempt a Knowledge attack when there are multiple Sphinxes in the room, you combat them all at once. The Traitor rolls the highest Knowledge of all the Sphinxes, plus one additional die for each additional Sphinx in the room. If you win, they are all stunned.

If You Win...

The words are well spoken;
A vision of light
Does succor the land
And erase every blight
Though you would be lost
With this magic unused,
How long can such power
Remain unabused?

Eternal Glory

As you search through the room, you come across a spear resting on an ornate pedestal. Below it are carved the words "destined for eternal glory." As soon as you touch the spear, it begins to shake and convulse in your hands, nearly escaping your grasp. A ghostly presence chills your soul, and you half-hear a voice shouting "Who goes there? This spear is mine! None can match me in combat!"

Right Now

Place the Statue token (pentagonal) in the Gallery, the Sarcophagus token (pentagonal) in the Graveyard, and the Ancient Armor token (pentagonal) in the Wine Cellar. If any of these rooms have not been discovered yet, set the corresponding tokens aside, and place them in those rooms as soon as they are discovered.

Set aside several Knowledge roll and Sanity roll tokens (triangular), the Shield token (pentagonal) and the Ghost token (green). Also find the Turn/Damage Track and set its slider to zero.

What You Know About the Bad Guys

The Traitor is trying to call the ghostly warrior back to battle and convince him to kill you all. The Shield will help him do this.

You Win When...

... you lay the ghostly warrior to final rest.

How to Lay the Ghost to Rest

You must convince the ghostly warrior that his time is past by showing him the relics of his former life (the sarcophagus, statue, and ancient armor). To do this, bring the Spear to a room containing one of these. While the Spear is in that room, any heroes in the room can attempt to persuade the ghost of its significance by making Knowledge checks on their turns instead of attacking.

-2	The ghost refuses to listen
3-5	Add 1 to the Turn/Damage Track
6-8	Add 2 to the Turn/Damage Track
9+	Add 3 to the Turn/Damage Track

When the Turn/Damage Track reaches a value equal to twice the number of heroes when the Haunt began, place a Knowledge roll token in that room. You must put Knowledge roll tokens in two different rooms to lay the ghostly warrior to rest and win the game.

If the Spear leaves the room for any reason, reset the Turn/Damage Track to zero.

Controlling the Spear

The ghostly warrior is bound to the Spear and will try to take control of it. If any hero is holding the Spear at the start of his turn, that hero must make a Sanity roll to keep control of the Spear. On a roll of 4+, you maintain control. Otherwise, the Traitor rolls a Might 4 attack for the ghost against the hero holding the Spear (the ghost is not harmed if it loses this combat roll).

If a hero attempts to pick up the Spear, or is given the Spear by another hero, the hero receiving the Spear must make the same check. If you fail the Sanity check and take any damage from the attack, you drop the Spear, and it may not be picked up on the current turn.

If the Spear is dropped, use the Ghost token to keep track of its position.

Automatic Spear Attacks

Any time a hero enters the room containing the Spear, or ends his turn in that room, that hero must attempt a Speed roll of 3+ to avoid the Spear's wild flailing. If you fail, take one die of physical damage.

You must attempt this roll even if the Spear is not being carried by anyone.

The Relics

The Statue, Sarcophagus, and Antique Armor cannot be picked up or moved; they must remain in their starting rooms.

The Shield can be dropped, traded, or stolen like a regular item.

Special Attack Rules

A hero holding the Spear may not make any attacks, except as required by the Haunt rules. The Spear can never be used for its ordinary function in this Haunt.

In order to steal the Spear during combat, you must inflict at least 3 points of physical damage (rather than the normal requirement of 2 points).

Neither the ghostly warrior nor the Spear may be attacked directly, but you may attempt to "pick up" the Spear (using the rules given above) even if the ghostly warrior is trying to use it.

If You Win...

You frantically grasp the Spear as it convulses in your hands, trying to lash out at anyone nearby, as you desperately plead with the ghost. Just as you are about to give up, suddenly all is quiet. The Spear is still and lifeless in your hands. No strange voices haunt your hearing. It seems that, for at least one soul, eternity was too long a battle.

Bag of Tricks

He appears from nowhere—a gangly, unshaven man in tattered clothes. Slung over his shoulder is a giant sack emitting a strange glow. As your friend approaches him, he reaches into the sack, and pulls out some bizarre trinket. As he holds it out, your friend simply disappears.

As the man returns the object to his sack, the House shakes, there is a flash of light, you can hear eerie shrieks coming from all around you, and suddenly the House lurches, throwing you to the floor. You have a sickening feeling that it would be imprudent to leave while that man is still doing...whatever it is he's doing.

Right Now

The Traitor's character is no longer in the game. Remove his or her playing piece, and set aside any items (or omens that can be stolen) carried by the Haunt revealer, but do not discard them.

Place the Madman token (red) in the room where the Haunt was revealed. Get out the Turn/Damage Track and set the slider to zero. Set aside several Speed roll and Sanity roll tokens (triangular) and several Item Pile tokens (or other pentagonal tokens).

What You Know About the Bad Guys

The Madman is carrying a huge sack of eldritch trinkets, and is trying to collect souvenirs from the House.

You Win When...

... you successfully tap the power of his trinkets to send the Madman away and return the House to its former state.

How to Tap the Trinkets

Any hero in the same room as a trinket or as the Madman may attempt a Knowledge roll of 6+ to try and figure out how the trinket works (the hero making this roll does not need to be holding the trinket). Add one to the result of the roll for each trinket held by any hero in the same room, and a hero with the Spirit Board rolls one additional die on this roll (up to a maximum of 8). If successful, move the Turn/Damage Track up one slider position.

You'd need to be a little crazy to activate one of these things without knowing what will happen. A hero in the same room as a trinket or as the Madman can attempt a Sanity roll to use it (a hero with the Skull rolls one fewer dice on this roll, to a minimum of 1). If the result of the Sanity roll is less than the current position of the Turn/Damage Track, place a Sanity roll token on your character card and move the Turn/Damage Track down one slider position. A single hero may not attempt both a Knowledge check and a Sanity check on the same turn.

When you have acquired a number of Sanity roll tokens equal to the number of heroes when the Haunt began, you have successfully utilized the trinkets, and win the game.

Special Attack Rules

When a hero attacks the Madman and inflicts at least one point of physical damage, you do not harm the Madman, but you may steal a trinket from him (represented by any pentagonal token). Trinkets can be dropped, traded, or stolen like regular items.

Alternatively, you may steal an item or omen that was carried by the Haunt revealer when the Haunt began. You may steal the Armor in this way (if the Haunt revealer had it), even though the card says it cannot be stolen. The Madman takes no damage if you steal the Blood Dagger.

The Madman is immune to distance attacks (such as the Revolver), and cannot be harmed by the Dynamite. If you damage the Madman with the Toy Monkey, you may steal a trinket.

If You Win...

You experience a strange buzzing sensation, as if a thousand bees were trying to escape from your gut. You grow dizzy, and for a moment it feels as if you are falling towards the roof. Then, in a blink, the Madman is gone, and the House is as it was... or so it seems.

The Twisting Nether

It happens without warning: a sudden, jolting lurch that knocks you to the floor, and an awful, sickening sensation of being somehow disconnected. As you look around you, you find your immediate surroundings in tact, but beyond the room in every direction lies not the House you last saw, but a frightening, twisting mess of shadows. Wherever you are, you think it would be wise to get away as quickly as possible....

Right Now

Remove from play any rooms that do not contain explorers except for the Entrance Hall/Foyer/Grand Staircase, Upper Landing, and Basement Landing, and shuffle those room tiles back into the room stack. Reshuffle any items, omens, or events in the removed rooms. If any of the remaining rooms are connected, keep them connected, but disconnected rooms no longer have any spatial relation and you do not need to preserve their relative positions.

Set aside a large number of distinctive tokens; blob/spore tokens (dark green) work well.

What You Know About the Bad Guys

The Traitor is trying to dissolve the House in the twisting nether.

You Win When...

... you anchor enough rooms together to force the House back into the corporeal plane.

Moving Through the Nether

Whenever an explorer or monster leaves a room though a door that does not currently have a room tile on the other side, she must expend one extra point of movement, and choose one of three options:

1. Fall at random through the nether
Draw the next room tile from the stack (regardless of its floor) and place it in the House, but not connected to any existing rooms. Place the explorer or monster in that room.

2. Connect a new room
Attempt a Sanity roll of 4+ (an explorer with the Ring rolls one extra die). If you fail, follow the directions for option 1 given above. If successful, draw the next room tile in the stack (regardless of its floor) and connect it to the door you went through.

3. Seek a specific destination
Attempt a Knowledge roll of 4+ (an explorer with the Spirit Board rolls two extra dice). If you fail, follow the directions for option 1 given above. If successful, you move to any room of your choice with at least one unexplored doorway.

When you enter a room via option 1 or 2 (or a failed roll in option 3), symbols in that room affect you as if you have just discovered the room, even if that room was discovered earlier in the game. If you run out of item or omen cards, draw event cards instead. If you run out of event cards, reshuffle the discards.

You may not place a room tile such that it closes off the last exit from any connected group of rooms; this is governed by the same rules preventing a floor from being closed off (see the errata/FAQ).

Do This After Each Turn

At the end of each turn, only the following rooms remain in play:

- The Entrance Hall, Upper Landing, and Basement Landing
- Any room containing an explorer or monster, or anchor (see below)
- Any room connected (directly or indirectly) to any of the above rooms. Rooms are connected if there is any passage between them, including one-way passages (like the Coal Chute or Collapsed Room).

If any other rooms are in play at the end of a turn, reshuffle any items, omens, or events in those rooms, and shuffle the room tiles back into the room stack.

Special Movement Rules

The Mystic Elevator no longer functions; treat it as a regular room.

When using the Mystic Slide, if you succeed in the Might roll to control the slide, you may fall into any room currently in play (on any floor). If you fail the roll, you enter a disconnected room as described in option 1 of "Moving Through the Nether" (you still take the damage indicated on the Mystic Slide event card).

When in the Gallery, you may choose to fall to the Ballroom even if it is not currently in play. If you do, search through the room stack, put it in play (not connected to any other rooms), then reshuffle the room stack. An explorer with the rope may move to the Gallery even if it is not already in play using the same procedure.

If you fall down the Collapsed Room, and there is no "below collapsed room" token in play, you enter a disconnected room as described in option 1 of "Moving Through the Nether" (you still take damage).

If you use an item (such as the Bell or Spirit Board) that would normally allow the Traitor to move monsters closer to you, this affects only monsters in rooms that are connected to yours.

How to Anchor Rooms

Once per turn, a hero in a room with an omen symbol may attempt a Knowledge roll of 5+ to create an anchor in that room (a hero with the Skull or Druidic Charm rolls one extra die on this roll; a hero with the Spirit Board rolls two extra dice). If you succeed, place one of the distinctive tokens you set aside in that room, and inform the Traitor that this token represents an anchor.

Any room containing an anchor or connected to a room containing an anchor is considered to be "anchored," and will not disappear into the nether, even if no explorers or monsters are present. The number of rooms you need to anchor in order to win is determined by the number of players in the game: 3 players: 12 rooms; 4 players: 15 rooms; 5 players: 19 rooms; 6 players: 21 rooms.

Once you have anchored this many rooms, you win.

If You Win...

Another sickening lurch rocks the House, as discordant pieces snap into place. The world is solid again. You are back.

An Offering of Blood

The night grows dark and foreboding; the House seems to tremble with malice. "They're going to kill me!" The girl is frantic, grasping at your arm. "They said some demon is giving them power in exchange for my soul! Don't let them take me!"

Clearly, you can't leave such a frightened girl undefended. Especially if her death is going to unleash demonic power. You make it a policy not to let people wield demonic power around you.

Right Now

Place the Girl token (red) in the room where the Haunt was revealed. The Haunt Revealer loses the Girl omen card and the bonuses it confers; set the card aside, but do not discard it.

Find the Turn/Damage Track and set the slider to zero.

Set aside a number of Cultist tokens (red) equal to one less than the number of heroes in the game. Also set aside a large number of Bat tokens (orange; they say "Rat" on the backs) and several Might and Knowledge roll tokens (triangular).

What You Know About the Bad Guys

They are trying to sacrifice the Girl in exchange for demonic power. The Cultists may open portals and try to summon creatures to their aid.

You Win When...

... the demons become impatient and kill the Traitor and his allies. After each monster turn, advance the Turn/Damage Track by one slider position. When it reaches 7, you win.

Moving the Girl

The Haunt Revealer may move and attack with the Girl after his turn. The Girl rolls dice to determine movement (like a monster), but needs to make the same rolls as heroes to escape the Junk Room, Attic, Graveyard, and Pentagram Chamber. If the Girl fails any of these rolls, the Girl does not take damage, but her turn ends. The Girl must also roll to cross the Chasm, Tower, or Catacombs.

The Girl is not affected by the text on the Furnace Room or Crypt. If the Girl chooses to fall down the Collapsed Room or the Gallery, her turn ends after the fall. The Girl can use the Mystic Elevator, Mystic Slide, or Wall Switch, performing the same rolls as a hero; if a hero would take damage as a result, the Girl's turn ends.

The Girl may explore new rooms; if the new room contains a symbol, she does not draw a card, but her movement ends. The Girl may not pick up or carry items or omens.

Portals

The Cultists may open portals around the House for summoning more monsters; these portals are represented by Knowledge roll tokens.

A hero in the same room as a portal may attempt to close it on his turn instead of making an attack. The hero makes a Knowledge roll; on a result of 4+, the portal is closed (and you remove the Knowledge roll token from play).

Special Movement Rules

Bats do not hinder hero movement, but their movement is still hindered by heroes (as described on page 12 of the rule book).

Special Attack Rules

Bats are killed instead of being stunned if they are defeated with a physical attack or with the Ring, or if damaged by the Dynamite. Cultists are only stunned.

If the Girl receives mental damage from combat, she is stunned. The Traitor has rules that apply if she receives physical damage.

If You Win...

The House shakes, and a dull red glow seems to emanate from every surface. An ear-splitting scream is abruptly cut short as the cultists and their brood simply...vanish. In a few moments, all seems to return to normal...but it's probably best not to stick around...

The Girl

Speed 3 Might 3 Sanity 4 Know 4

Note: The Girl's traits never change.

A Breath of Wind

As you move through the room, some of the debris begins to shake. As you stoop to examine it, it lifts off the floor, quickly followed by others. 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

Place the Ghost token (green) in the room where the Haunt was revealed (this represents the poltergeist). Also, take the Turn/Damage Track and set the slider to 3.

Set aside several pentagonal tokens to represent candles and a number of Knowledge Roll tokens (triangular) equal to the number of heroes.

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, a hero in the Kitchen, Dining Room, Chapel, or Gallery may attempt a Speed roll of 3+ to find a candle. If successful, place a pentagonal token on your character card to represent the candle. Candles may be dropped, traded, or stolen like items.

A hero with a candle may discard it to attempt a Knowledge roll of 5+ in any room on the floor where the Haunt was revealed. If successful, place a Knowledge Roll token in that room; no more Knowledge rolls may be made in that room. When you have accumulated a number of Knowledge Roll tokens equal to the number of heroes when the Haunt was revealed, you exorcise the poltergeist and win the game.

A hero with the Candle item may use (and discard) the item instead of a candle token when attempting a Knowledge roll.

Special Attack Rules

The poltergeist is immune to Might attacks, and cannot be harmed by the revolver or the toy monkey.

Any hero in the room with the poltergeist may attack it with Speed. If you defeat it, you inflict no damage, but may steal one item it is carrying. If it defeats you, take one die of physical damage (instead of normal combat damage).

A hero with the Ring, the Skull, or the Bell may attack the poltergeist with Sanity. If you defeat it, reduce the Turn/Damage Track by an amount equal to the difference in your rolls. If it defeats you, take one 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...

Hell on Earth

As you touch the holy symbol, you seem to hear a soothing voice in your head. But its words are not soothing: it warns of a dangerous, fiery demon and a deadly battle for the fate of the world. If it's true, you haven't a moment to lose.

Right Now

Get out the Turn/Damage Track and set its slider position to zero.

Set aside the Demon Lord token (large) and a large number of distinctive tokens; Blob/Spore tokens (dark green) or Rat/Bat tokens (orange) work well.

What You Know About the Bad Guys

The Traitor and Demon Lord are trying to kill you all.

You Win When...

... you banish the Demon Lord with a successful attack with the Holy Symbol while inside a sealed room.

The Holy Symbol

Any hero may choose to send power to the Holy Symbol instead of making an attack. The hero must make a Sanity roll in the Chapel, the Library, or the same room as the Holy Symbol. On a result of 4-7, move the Turn/Damage Track up one position (to a maximum of 8). On a result of 8+, move it up two positions (to a maximum of 8).

If the hero holding the Holy Symbol prays, then he also gains the ability to seal rooms for the rest of his turn. He may seal the room he is standing in by reducing the Turn/Damage Track by one position and placing a distinctive token in that room. (The Turn/Damage Track must be at one or higher to seal a room.)

Special Attack Rules

The Demon Lord can only be attacked with the Holy Symbol. A hero with the Holy Symbol and in the same room as the Demon Lord may attack him by rolling a number of dice equal to the current position of the Turn/Damage Track; the Demon Lord defends with Sanity. Nothing happens unless the hero defeats the Demon Lord.

If the hero defeats the Demon Lord in a sealed room, the Demon Lord is banished from the mortal realm, and the heroes win.

If the hero defeats the Demon Lord in a room that is not sealed, the hero can choose to repel or stun the Demon Lord. If you choose to repel the Demon Lord, you can move him a number of spaces in any direction equal to the difference between your combat rolls. If you choose to stun the Demon Lord, you must reduce the Turn/Damage Track by a number of slider positions equal to the number of heroes when the Haunt began (to a minimum of zero).

If You Win...

The demon snarls fiercely, but its charge is abruptly halted. It seems to struggle against invisible chains, trying first to attack, then to flee, but unable to move from its place. With a howl of rage, it bursts into flames too bright to look at...and when they clear, the demon is simply gone.

Once Upon a Time

Suddenly, you hear a measured, serene voice that seems to come from everywhere at once. "Once upon a time, a small band of brave explorers visited an old house on a distant hill. There they found many mysterious and wondrous things..."

Your stomach slowly twists into a knot as you listen to the continuing narration. "But they were not alone; unbeknownst to them, a giant hunting spider was hot on their trail..."

Right Now

Set aside a number of Knowledge Roll tokens equal to the number of heroes.

What You Know About the Bad Guys

The Traitor is reading the story in a trance. Fantastic monsters from the story will try to kill you.

You Win When...

... you reach a happy ending, by completing a number of quests equal to the number of heroes at the start of the Haunt and surviving to the story's completion.

Special Attack Rules

You cannot attack the Traitor, but you may automatically steal an item from the Traitor (while in the same room) instead of making an attack. You may steal the Madman, the Girl, or the Dog, even though those cards say they cannot be stolen.

Special Movement Rules

The Traitor does not hinder the movement of opponents (as described on page 12 of the rules).

Obtaining Quests

A hero in the room with the Traitor may attempt to locate a pivotal point in the story that can influence its ending. This becomes easier closer to the end of the story. Roll Knowledge and add the current slider position of the Turn/Damage Track. On a result of 6+, roll 6 dice to select a quest from the list below (if you've already obtained that quest, take the next new one, wrapping around if you reach the bottom).

Once you have obtained a quest, any hero may complete it. You do not need to complete every quest you obtain, and can obtain more quests than needed to secure a happy ending, but you must complete a number of quests equal to the number of heroes before the story ends. When you complete a quest, place a Knowledge Roll token on your character to keep track.

The Quests

0: Excommunication
Bring the Bell, the Book, and the Candle into the same room as the Witch. The hero that accomplishes this gains 1 Sanity.

1: Cross Your Fingers
Bring the Lucky Stone, Mystic Coin, or Rabbit's Foot to the room with the Traitor. The hero that accomplishes this immediately draws an Item card.

2: The Cure
Make a Knowledge roll of 4+ when you and the hero who drew the Bite (omen) are in the Research Laboratory or Operating Laboratory. If you accomplish this, the hero with the Bite may raise his physical traits to their starting values.

3: Trial of Strength
Stun the Spider with a successful Might attack. The hero that accomplishes this gains 1 Might.

4: Erase the Pentagram
Make a Sanity roll of 5+ in the Pentagram Chamber. If you accomplish this, ignore the text on that room tile for the rest of the game.

5: Exorcism
Make a Sanity roll of 5+ when you and the Madman are in the Chapel. If you accomplish this, the hero with the Madman gains 1 Sanity.

6: Damsel in Distress
Make a Knowledge roll of 5+ in the Entrance Hall (or use the Skeleton Key) to open the door. Then, the hero with the Girl must discard her in the Entrance Hall to complete this quest (you do not lose traits for losing the Girl).

7: Rest in Peace
Discard the Skull while in the Crypt or Graveyard. The hero that accomplishes this gains 1 Knowledge.

8: Consult the Fallen
Bring the Spirit Board to the room with the Traitor. If you accomplish this, you immediately discover another quest.

9: Noble Suffering
A hero in the Bloody Room may complete this quest by choosing to sustain 2 dice of physical damage and 1 die of mental damage. The quest only counts as completed if the hero survives.

10: Path of the Ancients
Bring the Amulet of the Ages, the Druidic Charm, or the Healing Salve into the Garden. The hero that accomplishes this gains 1 to any trait.

11: Embrace Your Fate
Drink the Bottle. If you accomplish this, the Turn/Damage Track moves up one position, and the Traitor should read the next part of the story.

12: Break the Enchantment
Make a Knowledge roll of 6+ in the room with the Spider while wearing the Mask. If you accomplish this, the Spider flees the House and is removed from the game..

If You Win...

"...and they lived happily ever after. The End."

The nightmarish beasts vanish into thin air. Your friend's eyes begin to clear, the trance apparently over.

"Wow, wasn't that a great story? Let's read it again!"

The Labyrinth

At first, you think you're just a bit dizzy. It isn't until the tremors become stronger that you realize the room is actually spinning. You watch in horrified fascination as the House bends out of shape, slowly reshaping itself under the power of some unseen force.

When it stops, it seems as if the entire House must have changed. And somewhere in the distance, you can hear a faint ticking sound, as if to say that time is short...

Right Now

Set aside a number of Sanity Roll tokens (triangular) and any pentagonal tokens equal to the number of heroes, and set aside a number of Servant tokens (crimson) equal to one less than the number of heroes.

Get out the Turn/Damage Track and set its slider position to zero.

What You Know About the Bad Guys

The House is being transformed into a labyrinth in an attempt to trap you.

You Win When...

... at least half of the heroes escape the labyrinth.

How To Escape

You'll need to obtain several keys (pentagonal tokens) from around the labyrinth to open the front door in the Entrance Hall. Keys can be picked up, dropped, traded, and stolen like items, but may not be carried by the Dog. You need a number of keys equal to the number of heroes when the Haunt began, but can substitute the Skeleton Key item for any one of them if you can't get them all.

When all of the keys are in the possession of heroes in the Entrance Hall, any hero in that room can attempt a Knowledge check of 5+ to determine the correct sequence for unlocking the door. If you succeed, you draw an Event card and your turn ends.

Once the door is unlocked, any hero in the Entrance Hall can flee the labyrinth by expending 2 movement points. When a hero flees, it is removed from the game and cannot return. When half of the heroes alive at the start of the Haunt have escaped, you win.

If You Win...

From the outside, the labyrinth scarcely resembles the building you entered at the start of the night. Rooms and windows twist at odd angles, and eerie lights shine from strange cracks and holes.

With the grind of stone on stone, the doorway drifts away from you, slowly sinking into the center of the structure. Clearly, nothing else is getting in or out.

Way of the Wisp

As you peer into the next room, you can see a faint light reflecting down the corridor, as if someone else were in the House. But as you follow the light, it never seems to grow closer or brighter, always remaining just out of reach, until you find you've come full circle...but someone is missing.

Suddenly, a bright light rushes past you, and you seem to hear the faint voice of your companion, pleading for help.

Right Now

Place the Ghost token (green) in the room where the Haunt was revealed. This token represents the wisp.

Get out the Turn/Damage Track and set its slider position to zero. Also get out several Spore tokens (dark green; they say "Blob" on the backs) and a number of Knowledge Roll tokens (triangular) equal to the number of heroes.

Unlike in other Haunts, the Traitor (wisp) takes the first turn in this Haunt.

What You Know About the Bad Guys

The wisp is trying to escape.

You Win When...

... you catch the wisp.

How to Catch the Wisp

A hero in the same room as the wisp can attempt a Knowledge roll of 4+ to determine how to catch the wisp. If you succeed, place a Knowledge Roll token on your character. When the heroes have (collectively) accumulated a number of Knowledge Roll tokens equal to the number of heroes when the Haunt began, you catch the wisp and win the game.

The Wisp's Trail

The wisp leaves a trail of confusing mists (Spore tokens) as it moves. The first time each turn that a hero attempts to leave a room containing a Spore token, that hero must attempt a Sanity roll:

6+	The mists have no effect on you this turn.
2-5	For the rest of this turn, it costs you one additional movement point to leave any room containing a Spore token.
0-1	Your turn immediately ends.

If You Win...

The light flickers, then seems to congeal into a lump on the floor. As it slowly dims, the form of your friend takes shape. Finally, the glow disappears, and all is still.

With an Inhuman Cry

Your companion shouts out in pain, and with an inhuman cry, a monstrous creature disappears into the shadows. Then your companion begins to laugh, as his skin and hair begin to transform, and his eyes seem to catch an otherworldly glow. Something evil is within him now.

Right Now

Set aside several Holy Seal tokens and the Silver Bullets, Vinegar, Gardening Supplies, Spray Gun, and Bug Spray tokens (all pentagonal).

Also set aside several Might Roll, Knowledge Roll, and Sanity Roll tokens (triangular).

What You Know About the Bad Guys

The Traitor has been bitten by a vampire, a werewolf, or a bane spider, and is rapidly transforming into a similar monster. A vampire will seek out places of blood and death; a werewolf will seek the moon; a bane spider will try to spread webs.

You Win When...

... you defeat the Traitor with a weapon inimical to the monster's nature before he completes his transformation.

How to Kill a Vampire

If the Traitor was bitten by a vampire, you will need to defeat him with a weapon dipped in holy water.

A hero holding the Holy Symbol, Angel Feather, or Druidic Charm while in the Chapel, Wine Cellar, or Underground Lake may attempt a Sanity roll to create holy water. If you roll greater than or equal to the number of players in the game, place a Holy Seal token in that room.

A hero with the Spear, Axe, or Blood Dagger and in a room with holy water may dip the weapon in the water instead of making an attack. When you do this, place a Holy Seal token on that weapon. That weapon can now be used to attack the Traitor.

How to Kill a Werewolf

If the Traitor was bitten by a werewolf, a hero holding the Silver Bullets token must defeat the Traitor using the Revolver.

A hero in the Furnace Room, Research Laboratory, or Operating Laboratory can attempt a Knowledge roll to create Silver Bullets. If you roll greater than or equal to the number of players in the game, you succeed, and place the Silver Bullets token on your character card. This token may be dropped, traded, or stolen like an item. You can only create one Silver Bullets.

If the Revolver hasn't been drawn yet, you can discover its location by finding clues in the Vault. After the Vault has been opened, a hero in the Vault may declare that he is searching for clues to the Revolver's location. If you do this, inform the Traitor that he should search through the Item deck, place the Revolver in any discovered room in the House, and then shuffle the Item deck.

How to Kill a Bane Spider

If the Traitor was bitten by a bane spider, you must spray him with bug spray.

A hero may obtain the Vinegar in the Kitchen or the Larder, the Gardening Supplies in the Gardens or the Patio, and the Spray Gun in the Attic or the Junk Room by searching one of those rooms on his turn instead of making an attack. These items may be dropped, traded, and stolen like items.

A hero holding all three of the above ingredients may attempt a Knowledge roll to assemble a bug spray. If you roll greater than or equal to the number of players in the game, discard the ingredients and place the Bug Spray token on your character card. The Bug Spray may be dropped, traded, or stolen like an item.

A hero with the Bug Spray in the same room as the Traitor may use it to attack the Traitor. No die roll is required for this attack; if the Traitor was bitten by a bane spider, you automatically win.

Special Attack Rules

The Traitor cannot be harmed except with the special weapon inimical to his nature. When you defeat the Traitor with a holy weapon, silver bullets, or the bug spray, he must tell you whether he is the matching monster. The Traitor ignores damage from all other sources.

If You Win...

The thing that was once your friend collapses to the floor, howling in pain. You can see something fighting the infection, the humanity trying to reassert itself, but it's too weak. With a final gasp, the half-human monster sprawls out on the floor, and a little bit of evil departs the world.

BETRAYAL AT HOUSE ON THE HILL

Traitor's Tome

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 character is still in the game but has turned traitor.

Put the Mummy token (large) and the Sarcophagus token (pentagonal) in the room where the haunt was revealed.

You lose the Girl and any bonuses from the Girl card. Put the Girl token (crimson) in any room on the same floor as the room where the haunt was and at least five tiles away from the Mummy. If no rooms are at least five tiles away, place her as far away as possible on that floor.

Set aside the Girl card. When an explorer enters the same room as the Girl token, that player takes the Girl card.

If you get the Girl, you can give her to the Mummy while you're in the same room. The Mummy then becomes the Girl's custodian.

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 is the Girl's custodian, has the Ring or the Holy Symbol, and returns with them to the room with the Sarcophagus, or else all 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 deck and draw either card.

The Mummy Must Do This ...

... during Its turn: If the Mummy rolls a 0 or a 1 for its movement, it may use a secret passage to move to any space in the house.

Once during the monster turn, the Mummy must attack one explorer in the same room (if it can).

The Mummy can carry items and act as the Girl's custodian, but the Girl and those items don't affect his traits. You may transfer items and the Girl to the Mummy if you are in the same space.

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 inflicts 2 or more points of damage with an attack, it can steal an item from its opponent instead of inflicting that damage. The Mummy can also take the Girl from her custodian this way.

The Mummy is immune to Speed attacks (such as 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, the mummy 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 Mummy

Speed3 Might 8 Sanity 5

The Séance

A dread chill descends upon the house, and 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:

K I L L T H E M A L L.

Right Now

Your character is still in the game but has turned traitor.

Set aside the Ghost token (light green).

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 five tiles away from you. (If there are no Basement doorways at least five tiles away, put it as far away from you as you can.) 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 There's a race between you and 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. During your turn, you can attempt only one of these rolls. A 5+ succeeds. When you've succeeded at one Knowledge roll and one Sanity roll, you've summoned the ghost.

The heroes are also attempting Knowledge and Sanity rolls to summon the Ghost. If you succeed with your summoning before they do, put the Ghost token next to your character. If the other explorers 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!"

If the traitor dies, you keep control of 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 (or, if the Attic isn't in the house, 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, choose a room tile and turn it 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. Diagonal is not adjacent. If an occupied room collapses, all explorers in that room are killed (including you).

Once the entire upper floor has collapsed, start collapsing the ground floor beginning with the Grand Staircase. Use tokens to mark the Grand Staircase, Foyer, and Entrance Hall as they collapse. Once the ground floor is gone, collapse the basement starting at 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 pass through collapsed rooms. The Ghost can move through walls and collapsed rooms. You control the Ghost if you summon it first or if the heroes summon it first but then fail in their quest.

Special Attack Rules

No one can attack until after the séance has been completed.

The Ghost makes Sanity attacks which cause mental damage. The possessor of the Ring or anyone in the Pentagram Chamber can make Sanity attacks against the Ghost.

If the Ghost attacks and rolls lower than a hero, it is not harmed.

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.

The Ghost

Speed 4 Sanity 6

HAUNT

2

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 character is still in the game but has turned traitor.

Set aside a Cat token (orange).

Set aside four Frog tokens (orange).

Put the Witch token (large) in the Entrance Hall.

Put one Root token (orange) in the Conservatory, one in the Larder, and one in the Kitchen, either now or when the rooms are 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. The Witch's Spells The witch can cast one of these spells each turn. If you manage to take the book from the heroes, you may also cast either of the first two spells each turn.

Skin of Frog: The Witch can cast this spell on any hero in the same room. The Witch and that hero make Sanity rolls. If the Witch gets a higher result than the hero, that hero turns into a Frog and drops all items. The hero's Might and Knowledge are lowered to their lowest numbers. A Frog can't attack, draw cards, or explore new rooms. An explorer can pick up and carry a Frog like an item. Neither you nor the witch may attack a frog; she wants her pet to have a nice snack.

Breath of Dragon: The Witch can cast this spell on any character within her line of sight (an uninterrupted straight line of doors) or in the same room. It inflicts two dice of non-resistable physical damage.

Wings of Raven: The Witch can cast this spell to move herself to any room in the house. (Choose a room and put her there.) She can cast this spell on you instead, if she's in the same room.

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 it. It ignores Frogs that are being carried.

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 will not 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 Cat

Speed 3 Might 3 Sanity 2

The Witch

Speed 4 Might 3 Sanity 6

HAUNT

3

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 feel your spider-self inject eggs into the belly of the screaming prey. Soon its struggles will stop and your babies will spill from its twitching corpse. You can almost taste your human prey. It struggles, sending shivers across the strands and up across your spider-belly. But your instincts tell you that others will try to stop the birth of your babies ... unless you stop them first.

Right Now

If there are five or six players, your character 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 of your items and remove your figure from the game.

Put a Spider token (large) in the same room as the explorer who has the Bite card.

Set up the Turn/Damage Track with a plastic clip on Turn 1. You'll use it to keep track of time.

What You Know About the Heroes

The haunt revealer (the explorer who revealed this haunt) 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 On Your Turn

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 (if possible) attack. Neither the Spider nor the traitor can attack the haunt revealer unless the eggs have been destroyed.

Special Attack Rules

Each time the Spider makes an attack, you can reroll each blank die once. (For example, if the Spider rolls four dice and two of them have no successes, those dice are "blank dice." Those two dice can be rerolled.)

If You Win ...

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

The Spider

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

HAUNT

4

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

Put a Wolf token (orange) on your explorer's character card.

You are now a Werewolf. Drop all of your items. If you have the Girl or the Madman, you lose custody of them. Set those cards aside and adjust your traits accordingly. Their tokens (crimson) remain in the same room.

Raise any trait below its starting number to that number. You then get to increase your traits by one point for each hero in the game. For example, if there are three heroes, you get three points to spend on increasing your traits (not three 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 of the heroes are either dead or have changed into Werewolves. You Must Do This On Your Turn At the beginning of each of your turns, you gain 1 Might and 1 Speed. You cannot raise a trait above the maximum printed on your card. The Dog The Dog is now a monster that you control. Put the Dog token (orange) into the same room as your explorer. Ignore the text on the Dog card.

Special Attack Rules

Whenever you or the Dog defeats an explorer, that character takes damage normally. At the start of each of that explorer's subsequent turns, that character must attempt a Sanity roll of 4+ to resist the Werewolf's curse. If the explorer fails, that character becomes a Werewolf and is no longer a hero. That player can then read this haunt in the Traitor's Tome and do everything listed under "Right Now."

None of a Werewolf's traits can be moved to the skull marker unless you are attacked with a special item described in the heroes' tome. All damage that you take from any other source is halved (rounded up).

Neither you nor the Dog can carry items or use elevators.

If the traitor wins and a Werewolf has killed a hero, the player controlling that Werewolf 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 Dog

Speed 6 Might 4 Sanity 3

HAUNT

5

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 masters.

Right Now

If there are three or four players, set aside one Alien token (blue). If there are five or six players, set aside two Alien tokens. Put the Alien token (or tokens) in the room where this haunt was revealed. Put the Spaceship token (pentagonal) there as well.

Put your explorer's figure on the Spaceship token. Your explorer, along with all of that character's items and omens, is now out of the game, 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' mind control ability.

You Win When ...

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

Special Attack Rules

Instead of making a Might attack, you may choose to have an Alien make a Sanity attack against each of the explorers in the same room. Resolve each attack separately. If an explorer defeats the Alien during this special attack, neither figure takes damage. If an Alien defeats an explorer, that character doesn't take damage but falls under the Alien's control instead.

Once you take control of an explorer, you move that explorer toward the Spaceship on his or her turn. The controlled hero does not need to roll or take damage from room tiles. Controlled heroes may not attack or take other actions. After the explorer gets to the room with the Spaceship, that explorer boards the Spaceship at the beginning of his or her next turn. That character is then out of the game.

The heroes know a secret way to free each other from an Alien's mind control ability. The Aliens can only control someone once. When an explorer is freed, that character becomes immune to the Alien's mind-control ability.

The Aliens are immune to Speed attacks (such as the Revolver and 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, so pleased with your gift to them. Your friends will make most excellent hosts for your masters' xenobiological experiments. And, of course, the masters have promised to let you keep their eyes as souvenirs.

The Aliens

Speed 4 Might 6 Sanity 6

HAUNT

6

Carnivorous Ivy

You've always liked plants. Philodendrons, azaleas, asters, and vines -- oh, yes, vines. Now you can feel the vines 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 character is still in the game but has turned traitor. If you currently possess the Book, you must drop it. You cannot pick it up later.

Set aside a number of pairs of Root and Tip tokens (orange) equal to twice the number of players (up to a maximum of 10 pairs). Each pair of these tokens represents a "creeper."

Put the Root tokens in 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 Roots than creeper rooms, you can place additional Roots when additional rooms are discovered.

Put a matching Tip in each room with a Root.

What You Know About the Heroes

They're up to something ... something that can destroy your beloved vines.

You Win When ...

... all of the heroes are dead or the special item they've made has been destroyed. (They can make this item using the rules in Secrets of Survival.) To destroy the special item, first steal it from whichever hero has it, then end your turn in the Chasm, Furnace Room, or Underground Lake and cast it to its doom. Creepers As a creeper expands, you can move the Tip of the creeper, but the Root never leaves the room where it started. Only the Tips of creepers can attack or be attacked.

If a Tip enters the Mystic Elevator, the Elevator won't function until the Tip leaves.

Roots don't slow hero movement as described on page 12 of the rules, but Tips do.

Special Attack Rules

Roots don't move and can't attack or be attacked, but Tips can.

If a creeper's Tip defeats a hero, the hero takes no damage. That character is grabbed and drops all items, which remain in that room.

A grabbed hero may not be attacked by any other Tips but may be attacked by you.

When a Tip starts its turn with an explorer already grabbed, it moves two 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 explorers can't attack.

At the beginning of a creeper's turn, any grabbed characters at that creeper's Root are killed and mulched. A creeper that kills an explorer is removed from the game.

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.

Creepers

Speed 2 Might 5 Sanity 3

HAUNT

7

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 character is still in the game but has turned traitor.

Put a Banshee token (large) in the room with your character.

What You Know About the Heroes

They plan to silence the Banshee.

You Win When ...

... all the heroes are dead.

The Banshee

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 two dice to determine how it moves:

0. Put the monster in any room up to 7 tiles away. It does not pass through any other rooms this turn.
1. Choose which room it moves into first. For the rest of its movement this turn, it always turns left, if possible.
2. Choose which room it 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 it 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 only affect one explorer once.

Another way of describing moves 1 and 3 above is that the Banshee "hugs" the left or right wall. If a left-turning Banshee can't turn left, 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 may decide whether to move it to the corresponding room elsewhere as its next move. If you move it elsewhere, you may also decide its facing in its new room. It may not use the Mystic Elevator.

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

6+	Roll a die and take that much mental damage.
3-5	Roll two dice and take that much mental damage.
0-2	Roll four dice and take that much 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.

Banshee

Speed 8

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. Each hero has a chance of becoming a traitor during his or her turn. Raise any trait below its starting number 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. Then end your turn in the Chasm, Furnace Room, or Underground Lake, and 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. 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 of your attacks are whirling torrents of energy. You can't make Might attacks; you make Speed vs. Speed attacks instead.

If you inflict 2 or more points of damage with a Speed attack, you can steal an item from your opponent instead of inflicting that 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 die rather than stop.

And so they shall.

HAUNT

9

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 corpse 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

Get a number of Zombie tokens (light green) equal to the number of players. Put each one in a room with an omen symbol. Put no more than one in the same room. If there aren't enough omen rooms, put leftover Zombies into any room that doesn't have an event symbol.

The Madman has killed you. Remove your figure from the house and put the Madman token (crimson) in its place.

Set up the Turn/Damage Track with a plastic clip at o. 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

You can move each Zombie as you choose, until it has line of sight (through an uninterrupted straight line of doors) to an explorer. At that time, it must move toward the closest explorer it can see. If it sees two explorers the same distance away, you choose which one it moves toward. Once a Zombie starts moving toward an explorer, it continues moving toward that explorer for the rest of its turn. Once a Zombie cannot see any living explorers, you may move it as you choose again.

At the start of a Zombie's turn, if another explorer is in sight who's closer than the explorer it pursued last turn, it moves toward the closer explorer.

A Zombie attacks as soon as it's in a room with an explorer.

If a Zombie enters a room where the heroes can trap it, they'll tell you what happens.

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."

Zombie

Speed 2 Might 6 Sanity 2 Know 3

The Madman

Speed 3 Might 5 Sanity 5

HAUNT

10

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 in the mist, 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 character is still in the game but has turned traitor.

You lose any bonuses from the Madman. Set the card aside. Put the Madman token (crimson) in your room.

Put a Specter token (light green) facedown in the Entrance Hall and in each room with an outside-facing window. These Specters are outside the house waiting for you and the Madman to let them in. Rooms with outside-facing windows are the Grand Staircase, the Master Bedroom, the Bedroom, the Chapel, and the Dining Room. If a room is set up so that the window is "false" and faces another wall, then a Specter is not placed 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 doors and windows to let the Specters in. Both you and the Madman can open the windows and the front door. Opening a window or the front door counts as one space of movement.

Once a door or a window has been opened, turn over the 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 facedown Specter token in it. If a window becomes "false" by being blocked by another room before its specter is released, remove the facedown Specter.

Facedown Specters do not affect heroes moving through their rooms, and are not affected by the Bell or Spirit Board.

The Madman Must Do This ...

... on his turn. The Madman moves by the shortest route possible to the closest facedown Specter token. Once all of the facedown 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 an icon. These rooms count as having been explored for other explorers. Once all of the room tiles listed above are in the house and all available Specters are activated, the Madman can attack.

Special Attack Rules

Specters make Sanity attacks.

If an explorer who possesses the Ring defeats a Specter with a Sanity attack, the Specter is killed.

The Madman can't attack explorers before all of 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.

Specters

Speed 4 Sanity 6

The Madman

Speed 7 Might 7 Sanity 7

HAUNT

11

Fleshwalkers

This haunt has no traitor. All of the explorers must work together to destroy their Evil Twins. If your character is killed, you can still control your Evil Twin and kill other explorers. 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, that 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 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 of your items. Set aside the Dog, the Girl, or the Madman cards if they're with you and adjust your traits accordingly. You cannot be killed by this adjustment.

Put a number of Nightmare tokens (blue) equal to the number of players into the room with your sleeping body.

Secretly count the number of "escape rooms" in the house. Escape rooms are rooms with outside-facing windows, as well as the Conservatory, Entrance Hall, Gardens, Graveyard, Patio, Tower, and Balcony tiles. If a room is set up so that the window is "false" and faces another wall, it still counts as an escape room and may be used by Nightmares to escape. If the number of escape rooms is lower than the number of explorers, go through the room deck and add rooms from the escape list onto any appropriate floor until the number of escape rooms equals the number of players. Write the number of escape rooms down, but keep 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 Rat or Blob 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 the house equal to the number of escape rooms in the house when the Haunt was discovered. 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 spending one 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 the escape route has been used. If new escape rooms are discovered, you may use them to allow your Nightmares to escape, but they do not add to the total number of escapes you need.

When 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.)

Special Attack Rules

The Nightmares can attack explorers with Might but do mental instead of physical damage.

If a Nightmare is defeated while being attacked, it's killed instead of being stunned. If it is defeated while attacking it is stunned normally.

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.

Nightmares

Speed 5 Might 4 Sanity 4

HAUNT

13

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 stomp 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 character is still in the game but has turned traitor.

Put a number of Cultist tokens (crimson) 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 could stop you from summoning your god is by desecrating the Pentagram. They will use the cans of paint (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:

Points	*Sacrifice*
4	Explorer's corpse
2	Girl, Madman, or Dog
1	Any other omen or item

Item cards that you sacrifice are removed from the game and kept in a separate pile. Keep track of the sacrifice points on a piece of paper.

You can sacrifice the Girl, Madman, or Dog when you have that card in the Pentagram Chamber. You can't steal, carry, or sacrifice the cans of Paint.

Cultists

Cultists can carry items and explorers' corpses. They can steal items from explorers if they roll two or more higher than the explorer they attack. Any items they carry do not affect their traits or give them abilities. They can't carry cans of Paint.

Special Attack Rules

If an explorer is killed, tip that figure over to mark its corpse.

A Cultist can pick up a corpse (as an item) and carry it, but while it's doing this, moving into a room counts as two spaces of movement. The traitor can also carry corpses with the same restriction. 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 lays bare before him, and all within it are his children, his blood ... his sacrifices.

Cultists

Speed 4 Might 4 Sanity 4

HAUNT

14

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 character is still in the game but has turned traitor.

Put the Dragon token (large) in the Entrance Hall.

Put the Shield token (pentagonal) in the Chasm or the Crypt. Put the Antique Armor token in the Catacombs or the Underground Lake. If neither room for an item has been discovered, 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 need 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

Use the Turn/Damage Track to keep track of how much damage the heroes inflict to the Dragon. When they have inflicted an amount of damage to it equal to the number of players, the Dragon is killed. Taking damage does not affect its traits.

Special Attack Rules

The dragon can attack twice during its turn, once with firebreathing and once by biting. It doesn't have to make both attacks at the same time, and it can do them in either order.

Firebreathing: Any explorer (including you) in the same and adjacent rooms to the Dragon must attempt a Speed roll when it breathes fire. (The adjacent room must have a connecting door.)

In room with the Dragon --

4+ Take no damage from fire this turn. 0–3 Take 4 dice of physical damage.

In an adjacent room --

4+ Take no damage from fire this turn. 0–3 Take 2 dice of physical damage.

Biting: This is a Might attack.

Toughness: Whenever the Dragon is defeated, it takes 2 less points of damage.

The Dragon is immune to Speed attacks (such as the Revolver and Dynamite). It can be damaged by a Sanity attack from an Explorer using the Ring.

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 coiling 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 Dragon

Speed 3 Might 8 Sanity 6

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 character is still in the game but has turned traitor.

The explorer with the Girl loses her, and she flees.

Set the Girl card and Girl token (crimson) aside and adjust that character's traits accordingly.

Set aside the Phantom token (light green). Set aside at least 20 "distinctive tokens." (Rat tokens or Blob tokens work well for this.)

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 save the Girl and themselves.

You Win When ...

... either you blow up the house or all the heroes are dead.

You Must Do This On Your Turn

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. The house blows up if you roll the following number or higher:

Total # of players	*House blows up on:*
3	8+
4	7+
5	6+
6	5+

The Phantom

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 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 get the Girl. Otherwise, it escapes with the Girl -- both tokens are set aside again. It shows up again (you put both tokens back) the next time a hero discovers a basement room with an event 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 and announce which room the Phantom and the Girl are 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!

The Phantom

Might 6 Sanity 5

HAUNT

16

Bugs

Humans are so noisy. Always blabbering on about this or that. Blabber, blabber, blabber. Bugs never blabber. That's why the bugs are your true friends. And they're hungry, oh so hungry. Time to feed them. Now, what could they eat? Ah! Yes! The blabberers!

Right Now

Your character is still in the game but has turned traitor.

Put the Praying Mantis token (orange) in the room where the haunt was revealed.

Put other insect tokens (orange) in the following rooms, either now or when these rooms are discovered. Place them in the listed order:

Token	*Location*
Centipede	Junk Room
Wasp	Attic
Spider	Storeroom
Roach	Kitchen
Beetle	Crypt

What You Know About the Heroes

They're trying to make a Bug Spray to kill your buggy friends. (They've placed "ingredient tokens" in the house.)

You Win When ...

... either four of the Bug Spray ingredients have been destroyed and the heroes don't have the Bug Spray, or all of the heroes are dead.

How to Destroy Ingredients

You may either pick up Bug Spray ingredients or steal them from heroes. You can carry up to three ingredient tokens at a time or one Bug Spray and no ingredients. You can destroy any one of these items if you end your turn in the Chasm, Furnace Room, or Underground Lake, and cast it to its doom.

The Spider

An explorer defeated by the Spider is trapped in webs instead of taking damage. That trapped explorer loses 2 points in each trait (down to a minimum of 1). Once during an explorer's turn, that explorer can attempt a Might roll of 5+ to break webs in the same room.

This frees a trapped character and restores the lost 2 points to his or her traits. Both trapped and free explorers can attempt this roll.

The Roach

The Roach can't leave the Kitchen, but it can still slow down explorers who leave that room. Leaving the Kitchen while the Roach is there counts as 3 spaces of movement. It attacks anyone in that room.

If You Win ...

You sit on the counter in the kitchen watching your bugs swarm over the bodies of the blabbering humans. Now that you think about it, humans are so much nicer when they're dead. Quiet. Peaceful. Sweet.

Centipede

Speed 3 Might 3 Sanity 4

Wasp

Speed 5 Might 2 Sanity 4

Spider

Speed 3 Might 6 Sanity 4

Roach

Speed 0 Might 5 Sanity 4

Beetle

Speed 3 Might 6 Sanity 4

Praying Mantis

Speed 4 Might 5 Sanity 4

Offspring

Mother always wanted you to be a botanist, but you were never interested ... until now. The vine is marvelous. You can hear it cooing to you deep inside your brain. If your friends find out about your plant, they' ll be jealous. They might even kill it! You' ll just have to kill them first.

Right Now

Your character is still in the game but has turned traitor.

Put the Evil Plant token (dark green) in any room. Put a number of Spore tokens (dark green) equal to the number of players in the same room. You'll want to put the Evil Plant far away from the explorer with the Book card.

What You Know About the Heroes

They found out that a simple Flower has the ability to kill your Evil Plant. You must prevent them from bringing the Flower into the room with the Evil Plant.

The Flower token can't be stolen.

You Win When ...

... all of the heroes are dead.

You Must Do This On Your Turn

If there are two or three other players in the game, put two additional Spore tokens into the room with the Evil Plant. If there are four or five other players in the game, put three additional Spore tokens in the room. These Spores can move on the turn they are created.

Spores

Any explorer who starts his or her turn in, or moves through, a room with one or more Spore tokens takes 1 die of physical damage for each such room with a Spore in it. Rooms with more than one Spore token don't cause any extra damage, so you'll want to spread them out.

- Spores can't be attacked.
- Spores don't affect explorer movement.
- You are immune to the effects of the Spores.
- The explorers can hold their breath to avoid taking damage. You're not sure how long they can do this.
- Spores can move from room to room.
- Spores cannot operate the Mystic Elevator.

If You Win ...

You sink into the deep leather chair, staring into the nearby fire. The vine's tendrils curl slowly around the chair and over your thighs and chest. The last petals of the lavender flower curl into ash on the hearth. Perhaps you' ll stay here forever ... tending to the vine and its offspring.

Spores

Speed 4

HAUNT

18

The Beastmaster

The spear you found begins to glow with icy white fire. Before you can drop it, the fire licks up and over your body. You scream as icy needles of pain drill into your brain ...

When you wake up, you feel stronger than you ever have. You can already smell the humans soiling your house. Snarling with rage, you call your beasts to you. No human will ever take your spear while you live!

Right Now

Your character is still in the game but has turned traitor. Put a number of "animal minion" tokens (orange) equal to the number of players into the following rooms (placing them in the listed order):

- Put the Bear token in any room that has another explorer in it.
- Put the Wolf token in the Entrance Hall. (If there are six players, place two Wolf tokens.)
- Put the Crocodile token in the Underground Lake if that room has been discovered; otherwise, put it in the Basement Landing.
- Put the Weasel token in the Gardens, Graveyard, or Patio. If none of those rooms have been discovered, put it in the room with the traitor.
- Put the Hawk token in either the Balcony, the Tower, or any room with an outside-facing window. If none of those rooms have been discovered yet, the Hawk doesn't appear.

You may, if you wish, teleport to any other location in the house, but only if you do so right now.

What You Know About the Heroes

They want your precious Spear.

You Win When ...

... all of the heroes are dead.

Special Attack Rules

The Bear adds 2 successes to its Might attack roll when it initiates an attack (not when it's being attacked).

The Crocodile adds 1 success to its Might attack roll when it initiates an attack (not when it's being attacked).

If an "animal minion" is defeated, it's killed instead of being stunned.

If You Win ...

Your animals squabble like children over the corpses on the floor. The sound of fangs cracking bone fills the air. Blood stains the walls and floor, and the scent of death fills the air. Home, sweet home.

Bear

Speed 3 Might 5 Sanity 4

Wolf

Speed 4 Might 5 Sanity 4

Crocodile

Speed 2 Might 5 Sanity 4

Weasel

Speed 5 Might 2 Sanity 6

Hawk

Speed 5 Might 3 Sanity 5

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 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 character is still in the game but has turned traitor.

Put the Bride token (crimson) in your room. You may move it as a monster.

The ghostly Bride chooses a groom from among the other heroes. She chooses the hero carrying the Ring, unless that character is female, in which case she chooses the oldest male hero. If there are no male heroes, choose one at random from the box and put it in the Entrance Hall. He will not move or take any actions during the scenario but can be attacked. Then announce who the chosen groom is.

Set aside the Turn/Damage Track with a plastic clip at 0. You'll need 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. If the Crypt isn't in the house, search the room stack for it and put it in the Basement. You will want to put both rooms in inaccessible places. Put a Corpse token (crimson) in the Crypt. Shuffle the room stack.

What You Know About the Heroes

They're trying to stop the wedding.

You Win When ...

... you get the ghostly 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 Bride can move through walls. She cannot be damaged or stunned by any means, including Sanity attacks from the Ring or being defeated when she attacks.

Special Attack Rules

The Bride makes Sanity attacks, inflicting mental damage to anyone other than the chosen groom.

If she inflicts 1–2 points of mental damage against the groom, he loses 1 Might. If she inflicts 3-4 points of mental damage to the groom, he loses 2 Might, and if she inflicts 5+ points, he loses 3 Might.

How to Get the Bride Married

1. Kill the chosen groom. He then becomes a ghost under your control. He drops all items, including the Ring.
2. Put the chosen groom and the Bride in the Chapel.
3. Start the wedding.
4. 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.

HAUNT 20

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 character's figure with the Zombie Lord token (large). Take a number of Zombie tokens (light green) 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 more than one Zombie in a room, in order, until all Zombie tokens are placed.

Once you've placed those Zombie tokens, put another Zombie token in each room that has one (placing them in order).

Get out the Turn/Damage Track and a plastic clip. You'll use it to keep track of damage.

What You Know About the Heroes

They'll fight against you. Avoid fighting explorers who have weapons, if possible.

You Win When ...

... all of the heroes are dead.

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 an explorer dies, that explorer becomes a Zombie (and then has the same traits as a Zombie.) That player may read the Traitor guide and continue to move his or her zombie character during his or her regular turn. If the traitor wins, and a player Zombie has killed a hero, the player controlling that Zombie also wins.

Zombies may not work the Mystic Elevator, but the Zombie Lord can.

Special Zombie Lord Attack Rules

The Zombie Lord (you) is governed by all the normal rules that govern monsters -- you roll for movement and cannot pick up items, explore new rooms, etc.

The Zombie Lord can be damaged only by an explorer holding the Medallion. Instead of being stunned, you can take 7 points of damage before you are killed. Use the Turn/Damage Track to record damage. Damage does not reduce your 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!

Zombie

Speed 2 Might 5 Sanity 2

Zombie Lord

Speed 3 Might 7 Sanity 2

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 character 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 at present, draw the first legal basement room from the room deck and place it in the basement. This room is where the Abyss starts. Tell everyone.

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 perform an exorcism to stop the house from being sucked into the Abyss.

You Win When ...

... all of the heroes are dead.

You Must Do This On Your Turn

At the end of your first turn, collapse the basement room tile where the Abyss starts (by turning it over).

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 may go through the Event stack and draw Secret Stairs or Secret Passage if they are there, instead of drawing normally.

You may still collapse rooms on your turn (and eventually win) even if you are killed.

Each Player Must Do This Every Turn

At the end of each player's turn, that player must destroy part of the house, starting on Turn 2. The Abyss always disintegrates a room that is adjacent to another Abyss space. (The rooms do not need to have a connecting door. Diagonal is not considered adjacent) 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: Each player rolls 4 dice and collapses that many rooms.

If any explorer (including the traitor) is in a room when the Abyss engulfs it, that character must attempt a Speed roll of 4+ to escape. If the roll succeeds, the explorer escapes by jumping into an adjacent discovered room with a connecting door (if there is one). If the roll fails, or if there isn't a room that fits this description, the character dies.

If the Abyss engulfs a whole floor, it moves to the next floor up, starting in 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 token to indicate when each is sucked into the Abyss.

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?

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 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 through the house for more victims.

Right Now

Your explorer is dead. Remove it from the game.

Set aside a number of pairs of Root and Tip tokens (orange) equal to the number of players. Each pair of these tokens represents a tentacle.

You can put a Root in any of the following rooms: Furnace Room, Conservatory, Organ Room, Underground Lake, Gardens, and Chasm. If the number of these rooms currently in play is fewer than the number of players, go through the room stack until you have drawn enough of these rooms to add up to the number of players, and connect the new rooms on appropriate floors. You cannot save any tentacles for later.

For each Root, put a Tip in the same room.

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 looking for the head of the tentacled beast to kill it. You must stop them.

You Win When ...

... all of the heroes are dead.

You Must Do This On Your Turn

At the end of each of your turns, advance the Turn/Damage Track to the next number, beginning with 1.

Tentacle Tips

The tentacles get stronger the longer the creature lives.

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

Roots don't move and can't attack or be attacked, but Tips can.

If a Tip enters the Mystic Elevator, the elevator ceases functioning for everyone until the Tip leaves.

Roots don't slow hero movement as described on page 12 of the rules. Only Tips do.

If a creeper's Tip defeats a hero, the hero takes no damage. That character is grabbed and drops all items in that room.

- A grabbed hero may not be attacked by any other Tips, but may be attacked by you.
- When a Tip starts a turn grabbing a character, it moves one space that turn toward the room with the matching Root instead of taking its normal movement. A Tip can take any path back to the Root. Tips carrying explorers cannot attack.
- If a character grabbed by a Tip starts a turn in the room with its matching Root, that character is eaten and killed. Remove that tentacle (Root and Tip) from the game.

Special Attack Rules

If a Tip defeats a hero with a Might attack, it doesn't inflict damage. Instead, it grabs that hero.

If a Tip is defeated by any attack, put it back in the same room as the Root, and flip it to its stunned side.

The Bell has no effect on grabbed heroes. The Spirit Board has no effect on Tips.

If You Win ...

That which squats at the center of the house sups, sucking the marrow from the bones of its victims. An obscene, mind-numbing entity, something that SHOULD NOT BE, quivers joyfully. Already stronger, it sends its tentacle farther than ever before ... its questing tentacle probes 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, giving your blood freely to your nocturnal masters.

Right Now

Your character is dead. Remove the figure from the game.

Set aside 24 Bat tokens (orange). Put three of them in the Tower or Attic. If neither room has been discovered, the haunt begins with fewer Bats.

Put three Bats 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 of the heroes are dead.

The Heroes Must Do This ... .

.. on their turn. At the beginning of a hero's turn, that explorer takes 1 point of physical damage for each Bat on that explorer's character card.

Bats

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.
- You can put these tokens in the Tower, the Chasm, the Conservatory, the Entrance Hall, the Gardens, the Graveyard, the Patio, the Tower, the Balcony, and any room with an outward-facing window. If a room is set up so that the window is "false" and faces another wall, it can still be used by bats. Only one Bat can enter through each of these locations, unless there are more Bats than locations. In that case, you choose which locations each extra Bat enters through.

Bats can continue to move after entering the house. Entering counts as moving one 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 an explorer. On a roll of 2, that Bat latches onto the victim. Put the Bat token on that explorer's character card.

Unattached Bats don't affect explorer movement. For each Bat that is attached to an explorer, that character moves one fewer space that turn. (An explorer can always move a minimum of one space.)

If You Win ...

Slowly, the shushing of bat 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 house. Already the vessels are turning to dust, joining the many others who gave their blood to the bat lords of the manor.

Bats

Speed 5 Might 2 Sanity 1

HAUNT

24

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 character 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 the list of voodoo dolls. Select a doll for each hero. Then, on a piece of paper, write down which doll corresponds to which explorer and which of the two listed rooms the doll is in.

- If one of the rooms has been discovered and the other hasn't, you must choose the discovered room. If both listed rooms or neither room has been discovered yet, you may choose either room. Don't tell the players where the dolls are located.

After you have chosen a doll for each hero, read each hero the quote for his or her Voodoo Doll Description aloud.

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 On Your Turn

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 explorer at that time. Read the quote for each Voodoo Doll Effect 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 Effect: The hero chooses whether to lose 1 point of Might or Speed. "Fire burns good and evil."

China Doll Effect: 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 Effect: 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 Effect: The hero chooses whether to lose 1 point of Sanity or Knowledge. "Unholy presence, where once there was goodness."

Rag Doll Effect: 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.

Scritch, scritch, scritch. 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 you feel sets you to grinning. But it never lasts. Time to find new friends.

HAUNT

25

Pay the Piper

You hear the skitter, skritch, 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 whisper words that 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, skritch, scratch of your rat cousins spells out what you must do.

Right Now

Your character is still in the game but has turned traitor. If any of your traits are below their starting levels, restore them to their starting levels now. Then add a point to each trait.

Set aside a number of Rat tokens (orange) equal to twice the number of players. Put one in each unoccupied room with an event, item, or omen symbol. If there are more Rats than there are eligible rooms, you can double them up as you choose. If there are fewer Rats than rooms, you decide which rooms to put them in.

Set aside 5 Sanity Roll tokens (triangular).

What You Know About the Heroes

They're trying to kill all the Rats in the house, which would prevent you from completing your ritual.

You Win When ...

... you either kill all of the heroes or complete your wicked rat-thing ritual.

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 other explorers 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.

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:

Players	*Rolls Needed*
3 or 4	5
5 or 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.

Rats

Speed 3 Might 2 Sanity 1

HAUNT

26

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 character is still in the game but has turned traitor.

Set aside at least 20 Blob tokens (dark green). You'll use them to represent a single, growing, enormous Blob that is taking over the house. (The Blob tokens are on the reverse side of the Spore tokens.)

The player with the Crystal Ball card discards it.

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 the blob. You can try to kill them or try to steal these objects.

You Win When ...

... all of the heroes are either dead or turned into blobpeople.

The Blob

On the first monster turn, the Blob engulfs the room where the Crystal Ball was and each adjacent room with a connecting door. 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 uses all movement options, including doors, stairs, Coal Chute, Collapsed Room, Secret Stairs, Secret Passage, etc. It takes the Blob a move to expand up to or down from the Coal Chute, Gallery, and Collapsed Room.

After expanding the Blob into all adjacent rooms, roll a die. If you roll a 2, expand the Blob again and roll a die again. Keep expanding the Blob until you don't roll a 2.

Blob tokens don't count as individual monsters, so they don't attack and can't be affected by things that affect monsters. If you run out of Blob tokens, recycle tokens from rooms that Explorers can't reach.

Anyone in a room with a Blob token (including your character) immediately becomes a Blobperson and discards all items and omens. Put a Blob token on that explorer's character card to show that character is a Blobperson.

The player who controlled that explorer then controls that Blobperson. That player's new goal is to help you win.

The Blob isn't affected by the Bell or Spirit Board.

Blobpersons

A Blobperson can't attack, be attacked, draw cards, use the Mystic Elevator, or discover rooms. It moves during its player's turn and can move freely through rooms with Blob tokens.

At the beginning of the monster turn, put a Blob token in any room a Blobperson 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..

Blobperson

Speed 2

HAUNT

27

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 preparation 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 character 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 four rooms away from the closest explorer. If there isn't an event symbol more than four rooms away, choose one as far away as possible.

Put the Demon Lord and a number of Demons equal to the number of heroes (in order, starting with Demon 1) in the chosen room.

What You Know About the Heroes

They're trying to kill the Demons somehow.

Demons Must Do This ...

... on their turn. Demons hate all living creatures. A 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 there is a choice of heroes the same distance away, you decide which one it moves toward and attacks.

You Win When ...

... all of the heroes are dead.

Special Attack Rules

If a Demon defeats the explorer with the Ring, it can steal the Ring instead of doing damage if it wins by 2 or more, but it can't use it. Once a Demon has the Ring, it can't trade it to another Demon or drop it, but an explorer who defeats that Demon can take the Ring back.

The Revolver and other Speed attacks 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 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.

Demon 1

Speed 2 Might 5 Sanity 5

Demon 2

Speed 3 Might 4 Sanity 4

Demon 3

Speed 4 Might 3 Sanity 3

Demon 4

Speed 5 Might 2 Sanity 2

Demon 5

Speed 6 Might 1 Sanity 1

Demon Lord

Speed 1 Might 7 Sanity 7

HAUNT

28

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 character is still in the game but has turned traitor.

Put the Frankenstein's Monster token (large) in either the Research Laboratory or the Operating Laboratory. If neither room is in the house, search the room stack for it 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 of the heroes are dead. Frankenstein's Monster Frankenstein's Monster must always move at full speed toward the closest hero. If more than one hero is the same distance away, you decide which one it moves toward. It makes an attack during its turn, if it can.

Special Attack Rules

When making an attack roll, Frankenstein's Monster adds 2 to its result. There is no addition to the roll when the monster is defending.

Frankenstein's Monster is immune to Speed attacks (such as the Revolver and Dynamite).

If you can inflict more than 2 points of damage with a Might attack, you can steal a torch from your opponent instead of inflicting that damage. If you succeed, you then destroy the torch -- the hero will need to go back and get another one.

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?

Frankenstein's Monster

Speed 3 Might 8

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 character is still in the game but has turned traitor.

Your character is now a Vampire. Add 1 to each of your traits.

Put the Dracula token (large) in the Crypt or the Graveyard. If neither room is in the house, put it in an unoccupied room at least four 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 the Bride token (crimson) in your room.

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

The sun is coming up soon. You need to kill the explorers 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. Avoid rooms where sunlight can enter.

You Win When ...

... all the heroes are dead or turned into Vampires.

You Must Do This On Your Turn

At the start of your turn, advance the Turn/Damage Track to the next number, beginning with 1.

Vampires

Dracula needs time to awaken. He doesn't move or attack normally until Turn 2 (he can still defend against attacks.) Each time any Vampire tries to enter the Chapel or any room with an explorer who has the Holy Symbol, it must attempt a Sanity roll of 6+ to enter that room. A Vampire who fails that roll can't enter that room.

Special Attack Rules

Domination: When any Vampire attacks someone of the opposite sex, it can attempt a Sanity attack. If it defeats that character, that character takes Speed damage instead of mental damage. If the character defeats the Vampire, the Vampire takes no damage. This special attack can be used from an adjacent room with a connecting door. If a domination attack succeeds, you can also move the defeated hero into the Vampire's room.

Once an explorer's Speed has dropped to the skull symbol due to Domination, that character 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 number. The newly created Vampire then adds 1 to each trait and is controlled by its player. It acts on its player's turns. If the traitor wins and a Vampire has killed a hero, the player controlling that Vampire also wins.

Vampires can also attack and kill heroes normally -- this does not cause them to rise again as vampires.

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.

Dracula

Speed 5 Might 8 Sanity 6

The Bride

Speed 4 Might 4 Sanity 4

HAUNT

30

It's Alive!

You gleefully brush your hand against the wall. There it is: Dub DUB, dub DUB, dub DUB. You can feel the vibration of the house's heartbeat with the merest touch. The house is alive! And you'll do anything to protect the house. Anything.

Right Now

Your character is still in the game but has turned traitor.

Put a number of Antibody tokens (blue) equal to the number of heroes in the following rooms, as evenly as possible: Research Laboratory, Operating Laboratory, Entrance Hall (one room), Furnace Room, Underground Lake, and Library.

Put the Brains, Heart, Stomach, Lungs, Teeth, and Glands tokens (blue) into the appropriate rooms (see below). If any of those rooms aren't in the house yet, place those tokens in the house when their corresponding rooms are discovered.

Heroes in a room with a Stomach token must roll now (see below).

What You Know About the Heroes

They're trying to kill the House.

Antibodies

Antibodies can move through walls.

If the Heart or Brain is attacked and the attack fails, immediately take one Antibody from elsewhere in the house and put it in the Organ Room or Attic.

The House

Put **Stomach** tokens in the Dining Room, Kitchen, Larder, and Wine Cellar. These rooms are the House's digestive system. A hero entering or beginning a turn in one of these rooms must succeed on a Sanity roll of 5+ or take 1 point of mental damage. If the result is 0 or 1, that character takes 2 points of mental damage instead and stops moving.

Put the **Lungs** token in the Conservatory. A hero entering or beginning a turn in that room or an adjacent room with a connecting door must attempt a Might roll of 4+. If the roll fails in an adjacent room, put that explorer in the Conservatory and roll again. If an explorer fails the roll in the Conservatory, that explorer is killed and drops all items.

Put **Teeth** tokens in the Balcony and Entrance Hall. A hero entering or beginning a turn in one of these rooms must attempt a Speed roll:

4+	No effect.
1–3	Take 1 point of physical damage.
0	Take 2 points of physical damage.

Put Glands tokens in the Research Laboratory and the Operating Laboratory. A hero entering or beginning a turn in one of these rooms must roll two dice:

4	Gain 1 on all traits.
3	Lose 2 Speed.
2	Lose 2 Might.
1	Lose 2 Sanity.
0	Lose 2 Knowledge.

Put the **Heart** token in the Organ Room. The Heart defends with a Might of 7 but doesn't inflict damage when defending.

Put the **Brain** token in the Attic. The Brain defends with a Might of 6 but doesn't inflict damage when defending. A hero attempting to attack the Brain must make a Sanity roll of 4+ or his or her turn ends without attacking.

You Win When ...

... you either kill all of the heroes or you destroy the Spear by stealing it from the hero who has it, then spending an entire turn in the Chasm, Furnace Room, or Underground Lake and casting it to its doom.

If You Win ...

It really is fascinating. The house breathes, digests, even kills for food. Does it think? Can it ... love?

Fascinating.

Antibodies

Speed 3 Might 5 Sanity 3

HAUNT

31

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, poisonous mist. Outside, the sky is mauve, the trees are pulsing tubular nightmares, and the pedestrians have rather more teeth than they should.

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 character 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 that lead to rooms that have been set aside.

If the Organ Room isn't in the house, take it from the room stack and put it into the house attached to a starting tile of your choice. Then shuffle that stack.

Shuffle together all the tiles you set aside and all the undrawn rooms from the room stack and discard stack. The occupied room tiles are still in the house. Move them next to the starting tiles of the appropriate floors.

What You Know About the Heroes

They're trying to find a way to return the house to their dimension. They are also taking damage every turn from the poisonous atmosphere of your home planet.

How to Stop the Heroes

The heroes are trying to find a way to reactivate your interdimensional transporter in the Organ Room to take them home. This will never do. You could just try to kill them, but there is also a way to alter the controls to make them human-proof. You may attempt to make a Knowledge roll of 4+ in the Chapel, the Game Room, either Laboratory, and the Pentagram Chamber. When you succeed in making one of these rolls, put a Knowledge Roll token (triangular) in that room. You may only put one of these tokens in each of these rooms. Tell the heroes that each Knowledge Roll token you have placed represents -3 on their roll to activate the transporter.

You Win When ...

... all of the heroes are dead.

If You Win ...

You trundle your specimens down to the laboratory. You know just which bell jars you'll use for storage. Oh! You may 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.

HAUNT

32

Creature from the Lake

The creature in the lake must be fed on schedule. When it gets hungry, your control wanes. Sometimes it even mistakes you for its meal.

But now, those meddling fools have begun searching the lake, looking for the creature's latest victim. Don' t they know that the creature must eat!?

Right Now

Your character is still in the game but has turned traitor.

The explorer with the Girl loses her. (Set aside the Girl card and adjust that explorer's traits accordingly.)

Explorers can't discover new rooms in the house unless there's currently no way into the basement.

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.

You Win When ...

... the Girl drowns or all of the heroes are dead.

You Must Do This On Your Turn

Advance the Turn/Damage Track to the next number at the beginning of your turn, beginning with 1.

After you advance the Turn/Damage Track, roll a number of dice equal to the Turn number. Then consult the following table to see if the Girl drowns:

Total # of players	*Girl drowns on*
3-4	10+
5-6	9+

The players will be creating a lake using face-down tiles. At the start of each explorer's turn, if that character wants to move across the lake, he or she must attempt a Might roll:

4+	Each lake tile counts as 2 spaces of movement.
0-3	Each lake tile counts as 3 spaces of movement.

If an explorer drops items on the lake, the items are lost.

You may enter the lake if you wish to fight the heroes. You still have to make a Might roll for your movement, but you don't roll to search for the Girl.

The heroes can look for the Girl. When they attempt a roll to look for her, they'll tell you the result of the roll. Read the appropriate entry from the chart to the players. (They're in the heroes' point of view.)

1-4:	Nothing happens.
5:	You hear cries for help. Move 1 space and roll again.
6-7:	A grotesque, blind, albino fish brushes against you. You must succeed at a Sanity roll of 4+ or take 1 point of mental damage. If your roll was 0, take 2 points of mental damage instead.
8:	You find a small island. Draw an event card.
9:	Nothing happens.
10:	The Creature attacks with Might 5. If you defeat it, you can move 1 space in any direction instead of inflicting damage; then roll on this chart again. If it defeats you, take damage normally.
11:	You think you see something ahead. Roll again and add 3 to the result in addition to any bonuses you already have this turn. If the total is 11 again, roll a third time adding 6 to the result, and so forth.
12-13:	A great wave rolls across the lake. Attempt a Might roll of 5+ to swim. If you succeed, move 3 spaces away from the Underground Lake tile (discovering new tiles, if necessary); then roll on this chart again. If you fail, move 2 spaces toward the Underground Lake tile.
14:	A monster with barbed tentacles tries to grab you. The monster makes an attack with Speed 5. If you defeat it, you don't inflict damage. If it defeats you, take damage normally and move 2 spaces toward the Underground Lake tile. On a tie, nothing happens.
15-16:	You feel the water swirl as the Creature passes right next to you. You must attempt a Sanity roll of 4+. If you fail, take 2 points of mental damage and move 2 spaces toward the Underground Lake tile.
17-18:	The Creature attacks with Might 6. If it defeats you, take damage normally. On a tie, nothing happens. If you defeat it, you don't inflict damage. Instead, you move one space in any direction on the lake. If you discover another lake tile, you can roll again.
19+:	You find the Girl and rescue her.

If You Win ...

Sometimes things just work out. Before, you had lured a single meal to the lake. Now, several bodies float face down in the black water. Already, the creature is ten times the size it was when you discovered it. How big can it get? You plan to find out.

HAUNT

33

Mad, Mad World

You are the reincarnation of the greatest leader that ever lived -- Julius Caesar. First, your senators had the temerity to knife you in the senate. Then, they locked you up in a sanitarium. But you escaped. Now you will have your revenge!

Right Now

Your character is still in the game but has turned traitor.

If you don't have the Madman card, take it from the player who has it (and adjust your traits). He is Marc Antony, your only reliable friend, and he will serve you well. (The card has no other function other than adding to your Might normally.)

Set aside a number of Servant tokens (crimson) equal to the number of other players. Put one Servant on each level of the house in an unoccupied room. Put each remaining Servant in any unoccupied room.

What You Know About the Heroes

They're the reincarnations of Brutus, Cassius, and the other senators who betrayed you.

You Win When ...

... all of the heroes are dead.

Servants

Neither you nor the Servants take damage or become stunned if you are defeated when you attack.

You and your Servants cannot attack or take any action after being captured. Captured characters can be rescued if you or an uncaptured Servant beat the captor by two or more points with a Might attack instead of doing damage. Captured characters cannot be rescued once they have been placed in the Vault.

If You Win ...

Veni, vidi, vici! You came, you saw, you conquered! Long live the immortal god-emperor Julius Caesar!

Servants

Speed 3 Might 3 Sanity 1

HAUNT

34

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 character is still in the game but has turned traitor.

If there are three or four players, put one Cat token (orange) in the Entrance Hall. If there are five or six players, put one Cat token in the Entrance Hall and one 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 are killed by Cats.

Being Small

You have shrunk. This means:

- All items and omens have shrunk with you and function normally.
- You can't draw any cards. Entering a new room with an event, item, or omen 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 may try again next turn.
- You can't use the Collapsed Room or the Mystic Elevator. You are not affected by the text on the Gallery, Gymnasium, or the Vault.

Cats

Cats count each doorway as a space the same as explorers do. A Cat can only catch one hero at a time.

Special Attack Rules

You can't attack explorers. You want your Cats to eat them instead.

When a Cat makes a successful attack against an explorer, that monster plays "cat-and-mouse" with that explorer for a turn instead of inflicting damage. On that hero's turn, the explorer 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 explorer. Otherwise, the explorer is swallowed and killed 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 traitor can attempt to do the same thing, needing a Speed roll of 5+. A Cat can then immediately attack a hero in the plane (and 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!

Cats

Speed 6 Might 7 Sanity 5 Know 5

HAUNT

35

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 character is still in the game but has turned traitor.

Put the Rowboat token (pentagonal) in the Attic. If the Attic isn't in play, put the Rowboat token there when the Attic is discovered.

Set aside 4 Might Roll tokens (triangular).

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 scenario are dead, or the Rowboat is disabled.

You Must Do This On Your Turn

Advance the Turn/Damage Track to the next number at the end of your turn, 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 level partially flooded
6	Whole house fully flooded for remainder of game.

Flooding affects all heroes but does not affect you. The effects of flooding are defined in the Secrets of Survival haunt book.

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. The fifth successful Might attack destroys the rowboat; remove it from the house when that happens.

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.

HAUNT

36

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 character is still in the game but has turned traitor.

Put the Death token (light green) in a room with a hero of your choice.

Put the five Holy Seal tokens (pentagonal) in the following rooms, either now or when they are discovered: the Vault, the Crypt, the Research Laboratory, the Operating Laboratory, and the 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 of the heroes are dead. You also win if there is no explorer in the room with Death at the beginning of the monster's turn. (If no one is there, the heroes forfeit their game of chess.)

Death Must Do This On Its Turn

During its turn, Death plays against the explorer in the room with the highest Knowledge. Both attempt Knowledge rolls. Death has a Knowledge of 8, and it cheats. After its first roll, it rerolls any blank dice. (For example, if Death rolls 8 dice, and 2 of them have no successes, those two dice are "blank dice." Those two blank dice are then 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:

- If Death wins by 1 or 2, it takes a pawn and each hero loses 1 Sanity.
- If Death wins by 3 or 4, it takes a significant piece and each hero loses 1 Might.
- If Death wins by 5 or more, it grimly intones the word "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.

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

37

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 character is still in the game but has turned traitor. Get out a number of firebats (represented by orange Bat tokens) equal to half the number of players, rounded up. Put them in the room where the haunt was revealed.

What You Know About the Heroes

Their bodies contain the blood your Bats need in order to breed. The heroes will try to find a way to stop you.

You Win When ...

... all of the heroes are dead.

You Must Do This On Your Turn

When you roll to see how many spaces the Bats move on the monster turn, you also put that many Bat tokens in the room where the haunt was revealed. Bats cannot move on the turn they appear.

Bat tokens don't affect explorer movement.

Special Attack Rules

The Bats can't attack or be attacked.

After you have moved your monsters, roll 1 die for each Bat token in the same room as one or more heroes. All heroes present take that much physical damage. (The Armor card can only prevent 1 point of that damage.)

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?

Firebats

Speed 3

HAUNT

38

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, the Romanescu heir will take it from you. That must not happen. Tonight your hidden assassins will kill the heir and keep your family in power.

The heir must die.

Right Now

Your character 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 an inaccessible part of the house. Then reshuffle that stack. Set up the Turn/Damage Track with a plastic clip at 0. You'll need 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.

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 your turn to move monsters). All of the Assassins' attacks are sneak attacks. Each Assassin only has a Might of 2, but when an Assassin makes an attack, his opponent doesn't get to defend against it.

After attacking once, the Assassin takes poison and is killed. Mark off the Assassin on your sheet of paper.

Whenever a hero dies, you may ask whether he or she was the heir. The heroes must answer truthfully.

You Must Do This On Your Turn

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 their names and where they're hiding. You can put them in any unoccupied room that doesn't have an Assassin.

At the end of Turn 6, place more Assassins just like 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.

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:

B U R I E D A L I V E.

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 character 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 landing, currently in the basement, you may draw and place basement rooms until there are five before you 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 On Your Turn

Keep track of how much damage the buried person takes each turn. The buried person can take 12 points of damage before dying.

At the end of your turn, advance the Turn/DamageTrack 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.

The Spirit Board

The Spirit Board card will help the heroes. The explorer currently holding it can't give it away or drop it.

If you inflict at least 2 points of damage with a Might attack, you can steal the Spirit Board instead of inflicting damage. If you steal the Spirit Board from one of the heroes, it's 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.

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 character 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 of 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 need to exit a room with an explorer in it, you don't need to count that room as an extra space (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 an explorer if you end your movement in the same room. (This isn't a Speed attack, and your opponent can't defend against it.) The results are:

- 4+: You take the item.
- 1-3: You fail, but you don't need to tell the players which character 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 of 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 may attempt to both steal an item and attack on the same turn.

If You Win ...

Your friends lie scattered across the manor. You stare at your face, 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

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 character is still in the game but has turned traitor.

Raise any trait 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 stack and take the first one 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

Do the following, in order:

1. You must sacrifice (kill) one of the heroes using a weapon and 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. While carrying a body, each room you enter counts as two spaces. 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. You can attempt this roll 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 of lowering your traits.

Items cannot be stolen from you.

Explorers don't affect your movement through rooms.

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 destruct

HAUNT

42

A Gathering of Shadows

You spoke the proper words and slashed your ritual knife through the air. With each strike, you could feel your companions' shadows ripping away from their bodies, peeling away like rotting flesh.

Now all you need do is help the shadows get to the pentagram room. Then your companions will become your slaves -- dark specters whose souls will forever be yours to command.

Right Now

Your character is still in the game but has turned traitor.

You've separated the heroes' shadows from their bodies. Put a Shadow token (light green) in each room with a hero, then move each token to a wall of the room it's in.

If you move a token onto a wall with a door, choose which side of the doorway it's on.

What You Know About the Heroes

They're trying to perform a ritual that will banish the Shadows.

You Win When ...

... all the heroes are either killed or transformed into Specters. When an explorer's Shadow enters the Pentagram Chamber, that explorer is transformed into a Specter (a soulless monster).

Shadows

Move the Shadows as quickly as possible toward the Pentagram Chamber.

Shadows move from wall to wall. Moving from one wall around a corner to an adjacent wall in the same room counts as moving one space. It also costs a shadow one point of movement to go from a wall on one side of a doorway through the door to the wall on the other side. A shadow may move one space from any wall in the Upper Landing, Gallery, Coal Chute, Foyer, or Collapsed Room to the corresponding room beneath it (the Grand Staircase, Ballroom, Basement Landing, Stairs from Basement, and the room beneath the Collapsed Room).

Shadows can move along walls with windows and can cross the Chasm and Catacombs.

Shadows can't explore new rooms.

Shadows can't use the Mystic Elevator, Secret Passage, or the Secret Stairs. They can ride the Mystic Elevator as passengers, however.

Shadows do not slow heroes, and heroes do not slow shadows.

Each Shadow is "bound" to an explorer. Once you move a Shadow into the Pentagram Chamber, if the explorer it's bound to is still alive, that explorer turns into a Specter. (That explorer figure becomes a monster under that player's control.) The heroes' haunt book, Secrets of Survival, explains what Specters can do.

If the traitor wins and a Specter has killed a hero, the player controlling that Specter also wins.

Special Attack Rules

Shadows can't attack, but any hero may attempt to defeat one with a Speed or Sanity attack. Each Shadow is "bound" to a different character. If a Shadow is defeated, it's stunned, and the character bound to that Shadow takes 1 point of Speed damage.

If You Win ...

The specters bow to you, crouching in the shadows awaiting your command. Things are so much better now ... well, for you anyway. And that's all that really counts, isn' t it?

Shadows

Speed 5 Sanity 5

HAUNT

43

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 Old 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 character is still in the game but has turned traitor.

All of the heroes immediately age 10 years, including the explorer with the Medallion. Read the "Decade Entered" chart (listed below) and tell each explorer 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 aging process.

You Win When ...

... all of the heroes are dead.

At The End Of Your Turn

Each hero rolls one die and ages that many decades. Whenever an explorer enters a new decade, the following results occur:

Decade	*Results*
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 in a physical trait and 1 point in a mental trait.
60s	Lose 1 Might and 1 Speed, and take 1 point of mental damage.
70s+	Lose 1 point in each of your four traits.

The effects are cumulative. For example, if a character went from his 40s to his 60s in one turn, he would lose 1 Might and 1 Knowledge as he went through his 50s and then lose another point of Might, Speed, and Knowledge as he entered his 60s. Feeding off Death Whenever a hero dies (for any reason), you may immediately roll three dice and add the resulting total to any trait or combination of traits on your character card. The Medallion The traitor can't possess 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 character 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 the card, and shuffle that 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

You've strapped a time bomb to each of them. They're trying to defuse the bombs.

You Win When ...

... either all of 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 On Your Turn

At the end of your turn, advance the Turn/DamageTrack to the next number, beginning with 1. Then add that number to the total number of heroes still in the game. Roll that many dice (maximum of 8). If the result is 8+, the living hero closest to your left with an active time bomb explodes. That hero and every other hero in the same room is killed. Any items or omens carried by those heroes are destroyed (those cards are discarded).

Special Attack Rules

You cannot move; whatever room you are in at the beginning of the haunt is where you must stay. 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 be blown up by an 8+ roll or by moving adjacent to you. You will need to either wait until the Big Bomb goes off or wait for that hero to come into your room so you can attack him or her.

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!.

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 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 Old 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 character 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 Cannibal Freak tokens (crimson) equal to the number of heroes in the Dining Room.

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 of the heroes are dead. If even one Victim escapes through the front door, you can only win by killing all of the heroes.

Special Attack Rules

If a Cannibal Freak would be stunned by an attack, it's killed instead.

If a Cannibal Freak or the traitor makes a successful attack against a Victim, the Victim dies rather than being stunned or hurt, and the attacker can feast. Victims do no damage if they are unsuccessfully attacked.

Traitors and Freaks do not slow Victims; Victims do not slow Traitors and Freaks.

Feasting

When a Victim is killed, it becomes a Corpse (flip its Victim token over to the Corpse side). When an explorer is killed, knock over the dead explorer's figure. If you're in the same room as a Corpse or dead explorer at the start of your turn, you or a Cannibal Freak can "feast" on that body as long as there is no living explorer in the room with you.

If you spend an entire turn feasting on a Corpse or dead explorer (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 Victim or hero 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.

Cannibal Freaks

Speed 2 Might 4 Sanity 4

HAUNT

46

Worm Ouroboros

You feel your body stretch. Your skull splits into two halves, and your body separates down the middle, becoming an incredibly long snake. Your arms and legs merge into the snakelike 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 to the floor; place an Item Pile token in the revelation room (the room where the haunt was revealed). If you have the Girl, Dog, or Madman, you devour them, and they are discarded.

Put the two Ouroboros Head tokens (large) in the revelation room.

Set aside 16 Ouroboros Body tokens (blue).

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.

Ouroboros' Heads can't be stunned.

During your turn, roll a separate die for each Ouroboros Head to see how many spaces it can move. Add Ouroboros Body tokens to the rooms each Ouroboros Head vacates if there were none in those rooms. Each room can have only one Ouroboros Body token. You can move through rooms that already have Ouroboros Body tokens; you just don't add an Ouroboros Body token to those rooms.

You can't move through the Secret Stairs, through the Secret Passage, or into the Mystic Elevator.

Each Ouroboros Head can discover new rooms. Ignore any symbols on those rooms. Discovering a room with a symbol does not end a Head's movement if it has rolled a 2 for movement.

Special Attack Rules

Once the heroes manage to complete a special ritual, they will be able to attack your Heads. Each Ouroboros Head must be hit a number of times equal to half the number of players (rounded up). When this happens, the head is killed. Keep track of the number of hits with the Turn/Damage Track.

Only the Ouroboros Heads can attack, but both Ouroboros Head and Body tokens affect explorer movement as described on page 12 of the rulebook. Explorers do not affect movement of the Ouroboros Heads.

Ouroboros isn't affected by the Revolver or any other Speed attack.

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.

The Worm Ourboros

Speed 1 Might 6

HAUNT

47

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 Old 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 Old House again, and he's going to need victims ... .

Right Now

Your character is still in the game but has turned traitor.

Put the Crimson Jack token (large) 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 of the heroes are dead.

Crimson Jack

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 explorer is in the same room as Crimson Jack, that character 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 ...

Crimson Jack

Speed 3 Might 3 Sanity 3

HAUNT

48

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. A 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 character is still in the game but has turned traitor.

Put the Astral Spirit token (light green) in the same room as your character.

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 (triangular) 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

The Astral Spirit can move through walls.

The Astral Spirit can't attack an explorer's physical body. It can attack an explorer's Soul but only with a Sanity or Knowledge attack.

The Astral Spirit isn't stunned if defeated.

Defeating Explorers' Souls

You can attack a hero's unconscious body. That hero can't defend against your attacks. Roll two dice and inflict that much mental damage to the hero.

If you destroy a hero's Soul with an attack on its body (by lowering its Knowledge or Sanity to the skull symbol), 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.

Astral Spirit

Speed 3 Sanity 1 Know 6

A Little Night Murder

You found Old Man Presticott dead at the base of the grand staircase a few hours ago. Now his lawyer has just finished reading his will. All the family members in the house will split the Old Mans riches. Well ... everyone except you. The Old Man always hated you. Maybe that's why he didn't look too surprised when you pushed him down the stairs.

Things arent all that bleak, however. If your relations don't stay in the house until dawn, you get the fortune. The Old Man's greedy servants are more than happy to split it with you. They'll make sure your kin won't make it through the night alive ... .

Right Now

Your character is still in the game but has turned traitor.

Set aside a number of Servant tokens (crimson) equal to the number of heroes. Put each of the first three Servants in an unoccupied room on a different level of the house. If there are more than three Servants, put the extras in any unoccupied room. Treat the Servants as monsters. If there are no unoccupied rooms, divide them evenly among occupied rooms.

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

In order to receive their inheritance, the heroes must spend the night in the house. If they survive until dawn, the survivors get to split the Old Man's fortune. If they all die, you inherit the fortune.

You Win When ...

... all the heroes are killed before dawn.

Servants

The Servants are treated as normal monsters. They grow stronger as they become more desperate:

Turn	*Speed*	*Might*	*Sanity*
0-3	3	3	3
4-7	4	4	4
8	5	5	5
9	6	6	6

You Must Do This On Your Turn

At the end of your turn, advance the Turn/Damage Track to the next number, beginning with 1. If you advance it to Turn 10, each living explorer (except you) wins. (They'll split the fortune evenly.)

You can still win even if your character is dead. Your servants will be happy to split the money amongst themselves.

If You Win ...

Technically, you did tell the servants you'd split your inheritance with them if they helped you kill your relatives ... but they're only servants.

The servants raise glasses of champagne to toast their new riches. One by one, they collapse as poison seeps through their blood. Oops. Guess you'll

Darker Than Night

As you explore the room, you casually glance out the window, but instead of seeing the world outside the house you see your own reflection, set against a black darker than night. As you watch, your reflection moves on its own, and you hear a faint whispering sound just before you are plunged into a dark, searing pain.

The exquisite agony is pure ecstasy! But it is only a taste. The full power of the darkness is not yet yours. But, the whisper tells you, it can be. And your new friends from the darkness will help you to bring darkness to the whole of existence...

Right Now

Your character is still in the game, but has turned Traitor. Set aside the six Evil Twin tokens (blue), several knowledge roll tokens (triangular), and several Holy Seal tokens (pentagonal). Put one of the Evil Twin tokens in the same room as you; pick either the Evil Twin token or your original token to represent you (the other represents your reflection).

What You Know About the Heroes

They are trying to seal the darkness out of the House by creating Holy Seals.

You Win When ...

...you perform a dark ritual to plunge the house into darkness, or all of the heroes are dead.

The Void

Whenever a hero enters or starts his turn in the Balcony, Gardens, Graveyard, Patio, or Tower, you may require them to make a Sanity roll to resist the surrounding darkness.

4+	You resist the darkness
0-3	You stare into The Void; lose one Sanity

Your Reflections

You can move each of your reflections on your turn (not on the separate monster turn), in any order, before or after you move yourself (or some before and others after). Reflections do not roll for movement. All your reflections share your stats, and are instantly affected whenever your stats move up or down. All your reflections also have shared access to your items, but each item can only be used by you or one of your reflections each turn. Reflections can explore rooms, draw cards, and pick up items.

At the end of your turn (after new reflections are created, if any), you can switch tokens with any reflection in the same room (e.g. so that you are represented by an evil twin token, and the reflection by your original token). Ask all heroes in the room to make a Knowledge check; if any of them roll greater than the number of your characters in the room (reflections plus yourself), they keep track of you and you cannot change tokens. If there are no heroes in the room, or all heroes fail this check, you don't need to tell the heroes which token now represents you. If there are multiple reflections in a room with one or more heroes, you may ask the hero(es) to make this check even if you are not in the room.

Special Attack Rules

Your reflections cannot attack or take damage. If a hero attempts to attack one of your reflections, you must inform him it is just a reflection and cannot be hurt by regular means (the hero's attack for that turn is still expended). If the heroes have a way to fight the reflection, and the reflection wins, the attacking hero does not take damage.

You may engage in combat normally, but if you choose to attack, you must reveal to the heroes which token is making the attack. As long as you have at least one reflection in play, whenever you take damage, you may choose to ignore all of the damage and instead remove one of your reflections (of your choice) from the game.

Creating Reflections

All of the windows in the house, including false windows, are now mirrors (they're in the Bedroom, Chapel, Conservatory, Dining Room, Grand Staircase and Master Bedroom). When you or one of your reflections ends a turn in one of these rooms, you can create another reflection in the room (represented by an Evil Twin token). The new reflection does not move until your next turn. Only one reflection can ever be created in each room (you have already created one in your starting room). You cannot create a reflection if there is a Holy Seal in that room.

Breaking Holy Seals

When you or one of your reflections is in a room with a Holy Seal, you can attempt a Sanity roll of 5+ to break the Seal. You may only attempt to break each Seal once each turn. You may attempt to break multiple Seals in a single turn, but you must use a different persona for each attempt.

Performing the Dark Ritual

You or one of your reflections may forfeit its movement for an entire turn to attempt to create a Dark Hex while on the Balcony, Gardens, Graveyard, Patio, or Tower. You must attempt a Knowledge roll; on a 5 or higher, you succeed, and place a knowledge roll token in that room. There can only be one such token in each room. When there are 3 Dark Hexes in play, the ritual is complete, and you win the game.

If You Win ...

At last, you can feel the full weight of the darkness approaching. The last moment before it envelops you seems to be an eternity of waiting, but then the darkness is all around you, and all is pain...

HAUNT

51

In a Crackling Aura

You know the ring is special the moment you lay eyes on it. It alone seems to resist the decay that has fallen on the rest of the house; it shines brightly as if recently polished.

When you put on the ring, you feel a surge of power as you are bathed in a crackling aura, and you can feel the mind of the ancient wizard who once inhabited the house. The ring has been imbued with his power and his will. Together, you can restore the house to its former magnificence and rule the land in might! You just need to get rid of these unwelcome guests so you can get down to work...

Right Now

Your character is still in the game, but has turned traitor. Gain one Knowledge immediately.

Set aside a large number of distinctive tokens—blob/spore tokens (dark green) or rat/bat tokens (orange) work well. Also set aside the large demon lord token and the Turn/Damage Track. Set the Turn/Damage Track to the number of heroes in the game.

What You Know About the Heroes

They want to destroy the magical properties of your precious ring.

You Win When...

...all of the heroes are dead.

Library Bonus

If your Knowledge is less than or equal to its starting value, or if it is less than 4, you gain one Knowledge when you end your turn in the Library, even if you have already used the Library in the current game.

The Ring

You may not use the ring to make sanity attacks as described on the card. You may not voluntarily trade or drop the ring. If the ring is stolen from you, or if you die and a hero picks it up, you become a hero and the explorer with the ring becomes the Traitor (and should read the details of this haunt in the Tratior's Tome.) The new Traitor possesses any spells obtained by the previous Traitor.

Special Attack Rules

You may not make regular attacks or use any weapon, but you have spells (described below) which you can use to harm the heroes.

If a hero attacks you, you always defend with 3 dice, regardless of your traits or the weapon used.

Whenever you take damage, the damage is reduced by 1.

Whenever you take physical damage, you may choose to take all of it as mental damage.

Your Spells

You have several magic spells immediately at your disposal, and you can obtain others by ending your turn in certain rooms in the house, as indicated in the list below. You may cast up to one combat spell and up to one transit spell each turn, at any points during your turn.

Enchant (combat): Make a Knowledge attack against a hero in the same room; the hero defends with Sanity, and damage taken is mental. If you inflict 3 or more points of damage with this spell, you may steal an item from the target in addition to dealing this damage. This spell is available immediately.

Restoration (combat): Make a Knowledge roll. Increase any combination of your attributes by amounts such that the total gain is less than or equal to your roll. You may not increase any attribute beyond its starting value. This spell is available immediately.

Fireball (combat): Choose one adjacent room in your line of sight. All heroes in that room must make Speed rolls of 5+ or take two dice of physical damage. Obtained in the Charred Room.

Boiling Blood (combat): One hero in your line of sight must make a Sanity roll of 4+ or take three dice of physical damage. Obtained in the Bloody Room.

Blink (transit): Expend one point of movement to move to any room in your line of sight, regardless of distance of the number of opponents in the way. This spell is available immediately.

Return (transit): Expend three points of movement to move to the room where the haunt was revealed. Obtained in the Gallery.

Anti-Magic

The heroes may create fields of anti-magic. You may not cast any spells while in a room covered by an anti-magic field. However, you may still cast a spell that moves you into a room with an anti-magic field, or that affects one or more heroes in a room with an anti-magic field.

Do This On Your Turn

At the start of your turn, remove any anti-magic fields from the room you are in. Also remove any anti-magic fields from a room occupied by a demon.

Summoning a Demon Lord

If you begin your turn in the Pentagram Chamber, you may forfeit your entire turn to attempt to summon a Demon Lord. Make a Knowledge roll. On a roll of 5+, you summon the Demon Lord and put its token in the room with you; otherwise, the ritual fails, but you may try again on your next turn. The Demon Lord is an ordinary monster with 7 Might, 5 Speed and 4 Sanity.

You may only have one Demon Lord in the House at a time, but if the Demon Lord is banished, you may attempt to summon him again.

If You Win...

The rush of power is intoxicating as you look upon the wrecked remains of your former friends. Power is immortal. In just a few short years of study, you can unlock your full potential, restore the house, and renew your undying reign over the lesser mortals.

In eager anticipation, you turn towards the library...

HAUNT

52

Demon Lord

Speed 5 Might 7 Sanity 4

Reeking of Death

As the dog trots happily towards you, you realize it is carrying something odd in its mouth, which carries with it an odd smell. As the object drops into your hand, you are overpowered by a wave of nausea, and something within you breaks. You stare at the object, mangled beyond all recognition and reeking of death, and at that moment you know that all the world must partake of your suffering...starting with your friends in the house.

Right Now

Your character is still in the game, but has turned Traitor. Gain 1 speed now.

Set aside a large number of distinctive tokens—blob/spore tokens (dark green) work well. Also set aside several might roll tokens (triangular). Put the Dog token (orange) in the room with you and put an item pile token (pentagonal) on your character card.

What You Know About the Heroes

They are trying to escape through the front door (which is locked and barricaded) or cleanse the deathly object.

You Win When...

...more than half of the heroes are dead.

The Dog

The dog is now a monster; remove its omen card from play. The dog has 4 Might and 6 Speed, and unlike a normal monster, may carry one item at a time.

The Deathly Object

The object given to you by the dog is represented by the item pile token, and it is initially in your possession. This object may be dropped, traded, or stolen like a regular item.

Poisonous Clouds

The deathly object gives off a toxic gas. At the end of each player or monster turn, place a token in the room containing the object to represent a poisonous cloud (unless there is already a token in that room).

Whenever a hero enters a room with a poisonous cloud, that hero rolls one die:

2	The cloud has no effect.
1	The hero loses 1 from a physical trait.
0	The hero loses 1 from a physical trait and 1 from a mental trait.

Additionally, whenever a hero ends his turn in a room with a poisonous cloud or in the same room as the object, that hero loses 1 from each trait.

Special Attack Rules

If the dog receives 2 or more physical damage in combat, it drops whatever item it is carrying (in addition to being stunned).

If You Win...

The stench slowly wafts through the house, infecting all that it touches. The house begins to rapidly decay. Tail wagging, the dog carries the deathly object away, searching for another haven to corrupt.

Dog

Speed 6 Might 4

The Skull of Ar'Kanok

The research and preparations are now complete. You have lured the proper number of sacrificial victims to the house. Seven long years you have awaited this day, when you could summon the ghost of Ar' Kanok as your servant to rain destruction upon the land.

So, of course, one of the fools stumbles upon the Skull just a little too early, releasing the accumulated necromantic energy. You'd better get it back quickly, so you can complete the ritual

Right Now

Your character is still in the game, but has turned Traitor. Set aside a number of zombie tokens (green) equal to twice the number of heroes in the game, and a number of sanity roll tokens (triangular) equal to the number of heroes.

Choose one of the following rooms to hold Ar'Kanok's remains: the Chapel, Crypt, Graveyard, Furnace Room, Bloody Room, or Charred Room. Write down the room you choose, but do not tell anyone what it is. You need not choose a room already in play.

What You Know About the Heroes

They are trying to break the necromantic spells on the house by restoring the Skull of Ar'Kanok to its original resting place.

You Win When...

...you summon the ghost of Ar'Kanok, or kill all of the heroes.

How to Summon the Ghost

You may attempt a Knowledge check of 4+ to summon the ghost of Ar'Kanok when you are holding the Skull in the room where the Haunt was revealed. If you fail, you must wait until your next turn to try again.

On Your First Turn

Place two Zombie tokens in the room where the Haunt was revealed for each hero in the game.

Moving Zombies

Zombies move slightly differently from normal monsters. Roll the speed of each zombie separately to determine that zombie's movement for the current turn. On a roll of zero, that zombie must move one space towards the skull (by the shortest available route). If you roll the maximum amount possible, roll one additional die and add that to the zombie's movement. A zombie can attack at any point during its movement.

Special Attack Rules

Zombies attack with Sanity instead of Might (and the target defends with Sanity). If a Zombie defeats an explorer with this attack, that explorer takes no damage, but is stunned, and loses his next turn. Place a sanity roll token on the hero's character card to indicate this. If a hero carrying the skull is stunned, he drops the skull. Zombies are not stunned if defeated when attacking, but are stunned normally if defeated when attacked.

If a zombie begins its turn in the same room as a hero, that zombie can forfeit its entire turn to grapple the hero, inflicting 2 dice of physical damage and preventing that hero from moving unless the zombie grappling it is stunned. Multiple zombies may simultaneously grapple the same hero.

If You Die

Your necromantic powers prevent you from being truly killed. If you die, you become a ghost; drop all items or omens you are carrying and move all your traits to their starting values. You may not pick up items, attack, or be attacked until you restore your physical form by entering the room where the Haunt was revealed (if you died in that room, this happens at the start of your turn, but you still drop all items or omens carried).

If You Long for Death

You may voluntarily kill yourself at the start of your turn, becoming a ghost as described above.

If You Win...

As you chant the final words of the ritual, you can feel waves of dark power coursing through your veins. The ghost of Ar' Kanok slowly materialize before you. He grins a deathly grin.

The zombies moan and wail as the energies animating their broken bodies seep out of them, but soon there will be power enough. You gesture to the victims you lured to the house, then recline upon a throne of bones as their dying screams fill the house.

Zombies

Speed 1 Might 4 Sanity 2

HAUNT

54

The King's Roads

You stretch your arms and legs slowly, testing your new body. Not perfect, by any means, but it will do.

That's another one down. Just a few more to go...

Right Now

Your character is still in the game, but has turned Traitor. Gain 2 Knowledge now, and remove from play the Shadow token that possessed you. Place a spore token on your character's card (unless you already have one).

What You Know About the Heroes

They are trying to disconnect the King's Roads from the house, throwing you out of this world.

You Win When...

...all of the heroes are possessed or dead.

The King's Roads

You may travel along the King's Roads in the same manner as the heroes, expending one movement point to travel from any entrance (Gardens, Graveyard, Patio, Tower, Balcony, Underground Lake, or any room with an exterior window) to any other. Unlike the heroes, you do not need to make a Sanity check to use the King's Roads. You may only use the King's Roads once per turn.

Destroying Omens

The heroes can use certain omens to attempt disenchantment rolls. If you end your turn in the Chasm or Furnace Room, you may elect to destroy any omens you are carrying.

Special Attack Rules

You may make regular Might attacks, or attack with Sanity (the target defends with Sanity, damage taken is mental). If you inflict at least 1 point of damage on a hero when making a Might attack, you may choose to grapple that hero instead of inflicting damage. While you are grappling a hero, neither of you may move or take any actions, except to drop items or attack each other.

The hero is immediately released if you take any damage, or if you choose on a subsequent turn to stop grappling instead of making an attack.

If You Win...

It has taken a long time to reach this point, but at last, the Raven King's magic is working to your advantage. The nether reaches are being pulled into this world, and their influence will quickly spread. There is much work yet to do...but now, your victory is certain.

HAUNT

55

Time Waits for One Man

As soon as you touch the mask, you feel compelled to put it on. As soon as you do, the world around you changes. The walls and objects around you gleam as if polished, but you can see them covered in dust and falling apart. You can see the house as it was being built, and you can see it as it one day falls over.

And you can see the hourglass, hovering in the air, its sands slowly falling. As you reach out to touch it, it shatters, and you can feel the currents of time rushing through the house.

And you can see the echoes, the spectral forms of memories past and fates yet to come. They are yours to command. Time is yours to control. The Sands of Time have been unbound, and they will flow as you will.

Right Now

Your character is still in the game, but has turned Traitor. You immediately put on the mask (gaining 2 Knowledge and losing 2 Sanity, as described on the card; if the Sanity loss would kill you, your Sanity falls to the lowest value above the skull). You may not remove it. It cannot be dropped, traded or stolen as long as you remain alive.

Place a number of Specter tokens (green) equal to the number of heroes in the room where the haunt was revealed. Also, find the Turn/Damage Track and set the slider's position to zero.

What You Know About the Heroes

They want to kill you.

You Win When...

...all of the heroes are dead.

The Power of Time

Your control of the Sands of Time allows you to use various special powers. You may use any of these powers as often as you like, but each time you use one, move the Turn/Damage track up one position (this makes it more likely you will lose control of the Sands). The track has no maximum in this haunt; if you run out of slider positions, make a note of how many positions above the maximum it has gone.

Recall

After any player makes a roll, for any reason, you may force them to reroll.

Winds of Fate

Gain 2 extra movement points on the current turn.

Blitz

Instead of making a Might attack, you may attack a hero in the same room using Speed (the hero defends with Speed, damage taken is physical). Roll one extra die when making this attack.

Time Stop

When you attack a hero (in any manner) and inflict at least one point of damage, that hero forfeits his or her next turn (in addition to taking damage normally).

Visions

Look at the top 5 cards or tiles of any stack. Rearrange them in any order and put them back on the top of that stack.

Replenishing the Sands of Time

On your turn, instead of making an attack, you can attempt a Knowledge check of 3+ to replenish the Sands of Time using the specters. If successful, move the Turn/Damage Track down one position (to a minimum of zero) for each specter in the room with you. When you attempt this roll, whether successful or not, every specter in the room becomes stunned.

Moving the Specters

Each specter moves in such a way that it can attack a hero on its turn, if possible. If it is not possible for a specter to attack any hero on its current turn, you may move it however you wish.

Specters do not hinder the movement of opponents as described on page 12 of the rulebook, nor is their movement hindered by heroes.

Specters may move up or down the Coal Chute, Collapsed Room, and Gallery, and may end their movement at the top of the Coal Chute, but must always expend one movement point to go either up or down any of these.

Specters may move between adjacent rooms even if there is no doorway connecting them.

Specters may not enter the Mystic Elevator, nor may they use the Secret Stairs, Secret Passage, or other movement options created by events.

Special Attack Rules

Specters may make Sanity attacks (the target defends with Sanity, and damage taken is mental).

Specters may not attack or be attacked with Might, but an explorer with the Ring may attack them with Sanity as per the normal rules.

If You Win...

Really, you knew this moment would come. You saw it as soon as the Sands of Time were released: your former friends' lifeless bodies falling to the floor, as if in slow motion.

Yet you can also see them as they once were. Entering the house. Hoping to expose its mysteries. Running all over YOUR house. Mocking you with their arrogance, their vitality. You must chase their memories and expunge them. You will chase them for all eternity, if you must.

HAUNT

56

Spectres

Speed 2 Sanity 4

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. It has been your ward against all harm, and with it, your life has been long and happy.

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 character 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 this once for each hero in the game:

Determine which of your traits is the fewest slider positions above its starting value. You may choose from among traits that tie.

Raise that trait by one point.

What You Know About the Heroes

They are trying to kill you by corrupting your portrait.

You Win When...

...you destroy at least three Paint items, or all the heroes are dead.

Destroying Paint

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 may not be carried by the Dog, and each explorer may carry only one Paint token at a time.

If you are holding Paint on your turn, you may destroy one Paint token instead of making an attack.

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, take one 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 gain or lose traits normally, as described on the card (exception: you take no damage if the Blood Dagger is stolen from you). Items can still be stolen from you during combat if your opponent defeats you by 2 or more.

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.

HAUNT

57

Nightfall

You can barely control your excitement as the cloak approaches the dark hour. The wait seems to last forever, but at last, it has come. Night has fallen...and it is now the rest of the world, not you, who must endure your nightmares.

Right Now

Your character is still in the game, but has turned Traitor.

Place a number of Nightmare tokens (blue) equal to the number of heroes in rooms with event icons that are at least four spaces away from the nearest hero. If there are no rooms with event icons that far from the heroes, place them as far from the heroes as possible. Distribute the Nightmares as evenly as possible (subject to the above rules).

What You Know About the Heroes

They are trying to banish the twilight and the nightmares and end the night.

You Win When...

...all of the heroes are dead.

Twilight

Most of the House is now covered in an unnatural twilight that asserts its own reality. The twilight covers every room except the Furnace Room, Gardens, Graveyard, Patio, Balcony, Tower, and any room with an outside-facing window. Any room that your character is in is always covered in Twilight, even if you are dead.

While in twilight, explorers and monsters use Sanity instead of Speed to determine their movement. An explorer or monster with at least one movement point remaining can move from a twilit room to a normal room or vice versa, but doing so ends its movement (it may still attack or manipulate items as normal).

Torches

The heroes may acquire torches. A torch negates the effects of twilight in the same room; any room containing a torch is treated as not being in twilight, and any hero holding a torch is never considered to have entered twilight (and thus, always uses Speed to move).

Exception: If you are in the same room as a torch, only the hero carrying the torch is protected from the twilight. That hero may move with Speed and attack with Might as normal, but all other explorers or monsters in the room use the special rules for Twilight, even if attacking a hero carrying a torch.

Torches may be traded between heroes, but a torch that is dropped or stolen is extinguished and discarded.

Special Attack Rules

Explorers and monsters cannot make Might or Speed attacks while in twilight, but may attack with Knowledge instead (the target defends with Knowledge, and damage taken is mental). The Toy Monkey and Dynamite still function in twilight, but the target rolls Sanity instead of Speed (damage is physical).

You cannot use the Axe, Spear, Blood Dagger, or Revolver in twilight (since you cannot make Might or Speed attacks).

You cannot use the Revolver to fire into or through a room covered in twilight.

The Ring still works normally in twilight.

An explorer with the Candle or Druidic Charm may wield it as a weapon when making a Knowledge attack and roll one additional die (maximum 8).

An explorer with the Crystal Ball may wield it as a weapon when making a Knowledge attack and roll two extra dice (maximum 8).

You may only use one weapon at a time.

If a Nightmare makes a Might attack against a hero holding a Torch and inflicts at least 2 points of damage, you may choose to extinguish the Torch (removing it from play) instead of dealing that damage.

Haunting the Heroes

If a Nightmare attacks a hero and inflicts at least 2 points of mental damage, that Nightmare has the option of haunting that hero's dreams instead of inflicting the damage. Place the Nightmare's token on that hero's character card to signify this.

At the start of a hero's turn, if that hero is being haunted, he must attempt a Sanity roll of 5+ to break free. If successful, any Nightmares haunting that hero are placed in the same room as the hero, and the hero may take his turn normally. If the hero fails the roll, he takes one die of mental damage, and you may move and attack with the hero during his turn. You may not drop or trade items, but you may steal or use items normally.

Haunted heroes may still be attacked by you or other Nightmares, but defend themselves normally. Nightmares currently haunting a hero's dreams may not be attacked. On a Nightmare's turn, if it is currently haunting a hero, it may choose either to continue haunting that hero or to emerge and take its turn normally.

If You Win...

Just as you thought, the nightmares are more than an ordinary man could endure. You must be truly remarkable to have survived long enough for this, but the dark powers are finally yours to command. Soon, all the world will be trapped in your nightmares... and you will at last be free.

HAUNT

58

Nightmares

Speed 2 Might 2
Know 5 Sanity 4

For a Thousand Years

Long ago, a beautiful enchantress cursed the arrogant nobles who lived here, burying their line for a thousand years. But the thousand years are up, and an heir has returned to destroy the spell. The key to ending the spell—or maintaining it—is the royal family's amulet, hidden where only one of the royal line can find it.

But you have laid a trap for the heir. Now that the fool has kindly uncovered the royal amulet for you, you can help the enchantress make the curse permanent. All you need to do is destroy that Medallion...

Right Now

Your character is still in the game, but has turned Traitor. Place the Witch token (large) and the statue token (pentagonal) in any room with an Omen icon, except the room where the Haunt was revealed. If there are no other Omen icons in the house, place these tokens in any room.

Place additional monsters based on the number of heroes in the game:

If there are at least three heroes in the game, place the Bear token (orange) in any empty room with an Omen icon. If there are no empty rooms with Omen icons, place it in the same room as the Witch.

If there are at least four heroes in the game, place a Cat token (orange) in the same room as the Witch.

If there are at least five heroes in the game, place a Cultist token (red) in the same room as your character.

What You Know About the Heroes

They are trying to break the Witch's curse by placing the Medallion on the statue. This will be more difficult for the heroes to accomplish the more monsters are in the room with the statue.

You Win When...

...you destroy the Medallion by casting it off the Tower or into the Underground Lake, or when all of the heroes are dead.

How to Destroy the Medallion

If you or a monster ends your turn in the Tower or Underground Lake and holding the Medallion, you cast it to its doom and win the game.

Special Monster Rules

Any monster may pick up the Medallion if it is on the ground. Once a monster is carrying it, it may not drop or trade it, but it can be stolen back by the heroes.

All monsters may explore new rooms in this Haunt. When a monster explores a room, end that monster's movement, and do not draw a card for that room.

The Bear and the Cat may not move the Mystic Elevator or use the Mystic Slide, Secret Passage, Secret Stairs, or Revolving Wall.

If the Cat falls down the Collapsed Room or the Coal Chute (voluntarily or otherwise), its turn immediately ends, and it is stunned.

Special Attack Rules

The Witch attacks with Knowledge instead of Might. The target defends with Sanity, and damage taken is mental.

The Bear rolls two additional dice when making a Might attack.

The Cat attacks with Speed instead of Might. The target defends with Speed, and damage taken is physical.

If the Cat or Cultist attack the hero holding the Medallion and inflict at least 2 points of damage, you may choose to steal the Medallion instead of inflicting damage. Once a monster is carrying the Medallion, it may not drop or trade it, but it can be stolen back by the heroes.

If You Win...

At last, your work is complete. With the Medallion gone, no one can resuscitate the royal line. Your queen can now rule this land...with no opposition.

	Might	Speed	Know.	Sanity
Witch	3	4	5	3
Bear	4	3	-	-
Cat	2	5	-	1
Cultist	4	3	-	3

HAUNT

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The Burning Sands

The power of ancient Egypt is not dead. The Cult of the Burning Sands has tracked the final key to unlocking your former power to this house. One final enigma, the last, ancient riddle, is the only remaining guardian that prevents you from ruling once again. It is finally within your grasp.

The others would hardly have accepted your current form, so you have conjured a puppet of the sands to gain their trust and enter the house. It worked perfectly...until one of them managed to discover the riddle before you did. Unfortunately, you may now have to try something...drastic.

Right Now

Your character is still in the game, but has turned Traitor.

Set aside one Might roll, Speed roll, Sanity roll, and Knowledge roll token for each player in the game.

Place a number of Demon tokens (blue) in the Entrance Hall equal to the number of heroes in the game. These tokens represent Sphinxes.

What You Know About the Heroes

They are trying to solve the ancient riddle.

You Win When...

...you solve the ancient riddle, or all of the heroes are dead.

How to Solve the Riddle

To solve the riddle requires that you first obtain three clues. You must make a Might roll of 4+ in the Junk Room (to dig through the junk), a Speed roll of 4+ in the Game Room (to sort through the games), and a Sanity roll of 4+ in the Organ Room (to listen carefully to the music). When you successfully complete a check, put a corresponding token on your character card to indicate that you have obtained that clue.

Once you have all three clues, you must attempt a Knowledge roll of 5+ in the room where the Haunt was revealed to synthesize all of these clues into a solution to the riddle. If successful, you solve the riddle and win the game.

Only one of these rolls may be attempted each turn.

The Sphinxes

Sphinxes interfere with heroes' movement (but not yours) by requiring the heroes to solve riddles in order to pass them. If a hero attempts to leave a room with one or more Sphinxes, the hero must expend three extra points of movement for each Sphinx in the room, instead of one. Stunned Sphinxes do not impede hero movement.

Sphinxes may not enter a room containing any heroes unless you or another Sphinx are already in that room.

Special Attack Rules

Sphinxes may not make Might attacks. Instead, they may attack the heroes with Sanity by taunting them. The hero defends with Sanity, and damage taken is mental, but the Sphinx does not take damage or become stunned from this attack if it loses the combat roll (the Sphinx can be stunned by other attacks).

Any time your character takes damage, you may choose instead to dissolve that sand form and create a new one. If you choose to do this, you drop any items or omens you are carrying, move all of your traits to their starting values, and place your explorer in the Entrance Hall.

If You Win...

There is a bright light and a surge of ancient power as you speak the words and the last seal dissolves. You can feel the centuries slipping away and your former glory returning. This time, all the world shall kneel before you!

Sphinxes

Speed 3 Might 5 Sanity 3 Know 4

HAUNT

60

Eternal Glory

Long centuries you have searched for a heroic warrior, one who was prophesied to achieve eternal glory. He fell in battle long ago... as did you. Faithfully, you have carried his shield, waiting for the day when he would fight again.

At last, you have found him. If only you can persuade him to fight again, you will have fulfilled your purpose, and can at last know peace. Eternal glory can still be his...and yours, as well.

Right Now

Your character is still in the game, but has turned Traitor. Place the Shield token (pentagonal) on your character card. The Shield may be dropped, traded, or stolen like a regular item, but starts in your possession.

Set aside several Knowledge roll and Sanity roll tokens (triangular), the Ghost token (green), and the Turn/Damage Track.

What You Know About the Heroes

They are trying to persuade the ghostly warrior that his time has passed and he should leave this world.

You Win When...

... you convince the ghostly warrior to fight again, or all of the heroes are dead.

How to Inspire the Ghostly Warrior

When in the same room as the Spear, instead of making an attack on your turn, you may attempt a Knowledge roll to recount the ghostly warrior's former glories or a Sanity roll to appeal to his sense of honor. If the Shield is also in the room when you attempt this roll, you may roll two additional dice (up to a maximum of eight), but must tell the heroes that the sight of the shield seems to excite the ghost.

If you roll a 6+, place one Knowledge roll or Sanity roll token on the Spear card to represent your success. After you have made 6 successful rolls, you drive the ghostly hero into a battle rage and win the game.

Regeneration

You can restore your physical form over time. On your turn, instead of making an attack (or attempting the above roll to inspire the ghostly warrior), you may choose to raise one of your physical traits by one. You may not raise a trait above its starting value in this way.

Moving the Ghostly Warrior

At the end of your turn, if no one is holding the Spear, the ghostly warrior will pick it up and begin moving around with it. Place the Ghost token in the room where the Spear was dropped to represent the warrior. You may move and attack with the ghostly warrior on the monster turn (traits listed at the end of this Haunt). The ghostly warrior must attack a hero each turn if it is possible to do so.

The ghostly warrior takes the Spear with him when he moves. The heroes may not attack the ghostly warrior, but may attempt to pick up the Spear again while in the same room. You may not pick up the Spear. If you steal the Spear from a hero, you immediately drop it.

The Relics

The Statue, Sarcophagus, and Antique Armor cannot be picked up or moved; they must remain in their starting rooms.

The Shield may be dropped, traded, or stolen like a regular item.

Special Attack Rules

Any time you take physical damage, you may instead choose to turn incorporeal to avoid that damage. If you do so, you drop any items or omens you are carrying (including the Shield), and if it is currently your turn, your turn immediately ends.

In order to steal the Spear during combat, you must inflict at least 3 points of physical damage (rather than the normal requirement of 2 points). If you steal the Spear, you immediately drop it.

The ghostly warrior is never stunned when defeated.

If You Win...

You can see the glint of the stars on the tip of his spear, the fire in his eyes, the determination in his thrust. None could match such a mighty warrior in battle. Your foes lie dead around you, and at long last, your purpose is fulfilled.

Ghostly Warrior

Speed 3 Might 5

HAUNT

61

Bag of Tricks

He appears from nowhere—a gangly, unshaven man in tattered clothes. Slung over his shoulder is a giant sack emitting a strange glow. As you approach him, he reaches into the sack, and pulls out some bizarre trinket. As he holds it out, there is a flash of light, and you disappear.

This seems like a very interesting House. There are probably a lot of knickknacks hiding about here that would make excellent souvenirs.

Right Now

Your character is no longer in the game; remove your character token from play, and set aside any items (or omens that behave like items) you were carrying, but do not discard them. Place the Madman token (red) in the room where the Haunt was revealed.

Set aside several Speed roll and Sanity roll tokens (triangular) and several Item Pile tokens (or other pentagonal tokens).

What You Know About the Heroes

They covet the powers of your precious trinkets.

You Win When...

... you collect four souvenirs from the House, or all of the heroes are dead.

Collecting Trinkets

The Madman can attempt a Speed roll of 4+ to search for a souvenir in any room with an Item symbol (the Bloody Room, Store Room, Wine Cellar, Larder, and Vault). If successful, place a Speed roll token in that room. You may only collect one souvenir for each Item symbol in the room (you can collect two in the Vault, but only one per turn; you can only collect one in each of the other rooms). You do not need to open the Vault in order to search it.

When there are four Speed roll tokens in play, you have enough souvenirs for your collection, and win the game.

Using Trinkets

The Madman cannot make regular attacks. Instead, once per turn, you may use a random trinket from your sack by rolling four dice:

0 Each hero immediately draws an Event card, starting with the player on your left and continuing around the circle.

1 All heroes place any Item cards they are carrying in the Item stack. Shuffle that stack. Then, each hero draws a new Item card for each card lost. Omens and trinkets are unaffected.

2 On your next die roll (of any kind), you may call out any number from 2 to 6 and use that number instead of rolling.

3 Move the Madman or any hero into a room adjacent to that character's current position (not necessarily connected by a door). If that character enters the Mystic Elevator, the Elevator moves to a location of your choice, even if it has already moved on the current turn.

4 Each hero rolls one die and loses that many points from his or her highest trait (the hero chooses which in the event of a tie)

5 Swap the positions of the Madman and any hero on the same floor, or two heroes on that floor. If there are no heroes on that floor, swap the positions of any two heroes, or move any hero into the room with the Madman.

6 Swap the room tile the Madman is in with any room tile on another floor with the same number and pattern of doors (each room's doors must be oriented in the same way as the room it is replacing). Anything currently in either room moves with that room. You may not move the Basement Landing, Upper Landing, Entrance Hall, Foyer, Grand Staircase, Stairs from Basement, or Coal Chute. If the Madman is in one of these rooms, or if there are no suitable rooms to swap with, roll again.

7 Move the Madman to any discovered room in the House.

8 You may move any square tokens created by events (e.g. blessing, smoke, mystic slide, secret stairs, etc.) to any locations in the House. Tokens not created by events (e.g. below collapsed room, vault empty) may not move.

Special Movement Rules

The Madman may explore new rooms. The Madman does not draw cards in new rooms, and does not need to end his movement after exploring, even if an explorer would be required to draw a card in the new room.

Special Attack Rules

The Madman cannot make regular attacks. If the Madman defeats a hero while defending, the hero does not take damage, but that hero's turn immediately ends. If the Madman is damaged in combat, he is not stunned, but the heroes will be able to steal from him.

If You Win...

Ah, that should do nicely—some very distinctive trinkets to remember the House by. It's good that you'll have some way to remember, since you won't be coming back.

You reach deep into your sack, and pull out a very special toy. When you walk through the next doorway, you're back home, and that House isn't there anymore.

After all, it wouldn't be right if just ANYONE could come by and collect trinkets. You didn't become the top collector by allowing others to follow in your footsteps.

HAUNT

62

Madman

Speed 4 Might 3

The Twisting Nether

You can barely contain your excitement as the moment approaches. You can feel the nether plane drawing close. As it arrives, you complete the final ritual, plunging the House toward oblivion. You just need to eliminate the last connections to the corporeal plane, and you can join the nether forever.

Right Now
Your character is still in the game, but has turned Traitor. The heroes will remove unused rooms from the House.

What You Know About the Heroes
They are trying to force the House back into the corporeal plane by anchoring rooms together.

You Win When...
... all of the heroes are dead.

At the Start of Your First Turn
Place the Astral Spirit token (green) in any room with at least one unexplored doorway. If there are more than two heroes, place additional monsters using the same criteria:

With three or more heroes, also place a Specter (green)
With four or more heroes, also place the Ghost (green)
With five heroes, also place a Phantom (green).

Moving Through the Nether
All monsters can explore new rooms in this Haunt. Whenever an explorer or monster leaves a room though a door that does not currently have a room tile on the other side, she must expend one extra point of movement, and choose one of three options:

1. Fall at random through the nether
Draw the next room tile from the stack (regardless of its floor) and place it in the House, but not connected to any existing rooms. Place the explorer or monster in that room.

2. Connect a new room
Attempt a Sanity roll of 4+ (an explorer with the Ring rolls one extra die). If you fail, follow the directions for option 1 given above. If successful, draw the next room tile in the stack (regardless of its floor) and connect it to the door you went through.

3. Seek a specific destination
Attempt a Knowledge roll of 4+ (an explorer with the Spirit Board rolls two extra dice). If you fail, follow the directions for option 1 given above. If successful, you move to any room of your choice with at least one unexplored doorway.

When you enter a room via option 1 or 2 (or a failed roll in option 3), symbols in that room affect you as if you have just discovered the room, even if that room was discovered earlier in the game (monsters do not draw a card, but must still end their movement). If you run out of item or omen cards, draw event cards instead. If you run out of event cards, reshuffle the discards.

You may not place a room tile such that it closes off the last exit from any connected group of rooms; this is governed by the same rules preventing a floor from being closed off (see errata/FAQ).

Do This After Each Turn
At the end of each turn, only the following rooms remain in play: the Entrance Hall, Upper Landing, and Basement Landing; any room containing an explorer or monster, or anchor (see below); any room connected (directly or indirectly) to any of the above rooms. Rooms are connected if there is any passage between them, including one-way passages (like the Coal Chute or Collapsed Room).

If any other rooms are in play at the end of a turn, reshuffle any items, omens, or events in those rooms, and shuffle the room tiles back into the room stack.

Special Movement Rules
The Mystic Elevator no longer functions; treat it as a regular room.

When using the Mystic Slide, if you succeed in the Might roll to control the slide, you may fall into any room currently in play (on any floor). If you fail the roll, you enter a disconnected room as described in option 1 of *Moving Through the Nether* (you still take the damage indicated on the Mystic Slide event card).

When in the Gallery, you may choose to fall to the Ballroom even if it is not currently in play. If you do, search through the room stack, put it in play (not connected to any other rooms), then reshuffle the room stack. An explorer with the rope (or a monster) may move to the Gallery even if it is not already in play using the same procedure.

If you fall down the Collapsed Room, and there is no "below collapsed room" token in play, you enter a disconnected room as described in option 1 of *Moving Through the Nether* (you still take damage).

If someone uses an item (such as the Bell or Spirit Board) that would normally allow the Traitor to move monsters closer to them, this affects only monsters in rooms that are connected to the explorer using the item.

Special Attack Rules
The Specter rolls one additional die when attacking if the target's Speed or Knowledge is below 4.

The Ghost attacks with Sanity instead of Might (the target defends with Sanity, and damage taken is mental). The Ghost is immune to Might and Speed attacks, but a hero with the Ring can attack it with Sanity.

Special Monster Abilities
Before its regular movement, the Phantom may choose to travel instantly to any room containing another monster or the Traitor.

If You Win...
At last, your work is complete, and you can finally relax as reality slips away. Soon, the transition will be irreversible, and you can dwell forever in oblivion...

HAUNT 63

	Might	Speed	Know.	Sanity
Astral Spirit	5	3	4	5
Specter	3	4	6	3
Ghost	-	2	5	5
Phantom	4	1	2	3

An Offering of Blood

The stars are aligned tonight. You and your followers have completed the ritual to summon the Lord of Hell, from whom you hope to gain unimaginable power. The bargaining is complete, and you have only to make payment...

Unfortunately, the promised sacrifice has escaped. You'd better make sure she dies promptly...demons do not like to be kept waiting...

Right Now

Your character is still in the game, but has turned Traitor.

Place a number of Cultist tokens (red) in the House equal to one less than the number of heroes. Place them in any rooms at least four spaces away from the closest hero, with a number of Cultists on each floor less than or equal to the number of heroes on that floor. If there are no rooms on a floor at least four spaces from the closest hero, place them as far as possible.

Set aside a large number of Bat tokens (orange; these says "Rat" on the back) and several Knowledge roll and Might roll tokens (triangular). Also get out the Turn/Damage Track and the Girl token (red).

What You Know About the Heroes

They are trying to save the Girl.

You Win When...

... the Girl is dead.

How to Kill the Girl

Each time the Girl is damaged by a Might or Speed attack, place a Might roll token on the Girl omen card. Once you have accumulated five Might tokens, the Girl dies, and you win the game.

If the Girl is defeated with a Sanity attack, you do not add a token, but the Girl will be stunned.

Summoning Bats

While in a room with an omen symbol, a Cultist may attempt to open a summoning portal on its turn instead of making an attack. The Cultist attempts a Knowledge check of 5+. If successful, a portal is opened; place a Knowledge roll token in that room. Only one portal may be open at a time in a single room.

While in a room with an open portal, a Cultist may summon bats on its turn instead of making an attack. Make a Knowledge roll and place an appropriate number of Bat tokens in the room:

8+	3 bats
5-7	2 bats
3-4	1 bat
0-2	No bats summoned this turn

The bats may move on the turn summoned, but only at half their regular speed (make a separate speed roll for all half-speed bats). They may not attack until the following turn.

Only one Cultist can summon bats from a given portal each turn.

If you run out of Bat tokens (there are 24 included with the game), you may use any unused tokens instead.

Special Movement Rules

On the monster turn, you must move all Cultists before you move any Bats.

Bats do not hinder hero movement, but their movement is still hindered by heroes (as described on page 12 of the rule book).

Special Attack Rules

Bats may attack with either Might (biting) or Sanity (screeching). If they attack with Sanity, the target also defends with Sanity and takes mental damage if defeated.

A Bat rolls one extra die when defending against the Revolver.

If a Bat receives physical damage in combat, it is killed instead of being stunned. Bats are unaffected by mental damage, unless the damage is inflicted by a hero with the Ring, in which case the Bat is killed (even if the hero with the Ring was defending).

A Cultist that takes damage is stunned normally.

If You Win...

The warm blood of the victim seeps into the ground. The House—nay, the entire world—trembles with the dark powers of Hell. Your pact is fulfilled, and the power is yours! You cannot help but laugh at the fools who tried to stop you, as you wipe them out with a thought. No one can stop you now...

Cultists

Speed 3 Might 4 Know 5 Sanity 4

Bats

Speed 4 Might 3 Sanity 3

HAUNT

64

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 character is still in the game, but has turned Traitor.

Place the Ghost token (green) in the room where the Haunt was revealed (this represents the poltergeist). Also, take the Turn/Damage Track and set the slider to 3.

What You Know About the Heroes

They are attempting to exorcise the poltergeist.

You Win When...

... all of the heroes are dead.

Do This On Your Turn

Before each monster turn, if the poltergeist is in the Junk Room, the Storeroom, the Attic, the Library, the Research Laboratory, or the Operating Laboratory, increase the Turn/Damage Track by 1.

The Poltergeist

Unlike a regular monster, the poltergeist may pick up and carry items. Each time it picks up an item, increase the Turn/Damage Track by 1. Each time it loses an item, lower the Turn/Damage Track by 1.

Special Attack Rules

The poltergeist may make a separate attack against each hero it reaches each turn (but may not attack a single hero more than once). When attacking, the poltergeist rolls a number of dice equal to the current value of the Turn/Damage Track (to a maximum of 8), and the hero defends with Might. If the poltergeist wins the attack roll by 3 or more, the hero only takes 2 damage, but the poltergeist may also steal one of the hero's items. 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 or the toy monkey. 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 may re-form on its next turn.

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 you choose to do this, the poltergeist drops any items it was carrying, the Turn/Damage Track is reset to 3, and the poltergeist reappears in the omen room of your choice before continuing its turn.

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 to a quiet chat with your old friend...

Poltergeist

Speed 3 Might * Sanity 4

HAUNT

65

Hell on Earth

Glancing over your shoulder to be sure no one is looking, you quickly draw the symbols from the book, quietly chanting the words of the ritual: "Karem-mare, beden-ka...I summon thee, Lord of Hell."

Everything happens just as it was foretold. The flicker of flame, the void in the air, the tremors in the earth as cloven hooves step into the House from another realm. This should be quite a night.

Right Now

Your character is still in the game, but has turned Traitor.

Place the Demon Lord token (large) in a room at least 3 spaces away from all heroes (if this is impossible, place it as far as possible from the nearest hero).

What You Know About the Heroes

They are trying to banish the Demon Lord by defeating him with the Holy Symbol in a sealed room.

You Win When...

... all of the heroes are dead.

The Holy Symbol

You may not pick up or steal the Holy Symbol, but you may kill the hero carrying it.

The heroes will place distinctive tokens in rooms that have been sealed by the Holy Symbol.

The Mystic Elevator

If the heroes attempt to use the Mystic Elevator, inform them that it refuses to move. You may not move it, either.

The Demon Lord

The Demon Lord is not stunned if defeated when making an attack and can only be harmed by the Holy Symbol.

Each turn that the Demon Lord has enough movement to reach the hero carrying the Holy Symbol, the Demon Lord must attack that hero some time during its turn.

If the Demon Lord cannot reach the hero with the Holy Symbol, or if no one is carrying the Holy Symbol, the Demon Lord must still attack some hero during its turn, if possible.

The Demon Lord suffers no movement penalties for leaving a room with opponents.

If You Win...

You return the demon's grin as the last of the bodies is charred by the fires. That was even better than you expected. Eagerly, you begin to plan your next stop...

The Demon Lord's traits depend on the number of players in the game:

Demon Lord			
3 players:	Speed 3	Might 5	Sanity 3
4 players:	Speed 4	Might 5	Sanity 4
5 players:	Speed 5	Might 6	Sanity 5
6 players:	Speed 6	Might 6	Sanity 6

HAUNT

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Once Upon a Time

The wall is covered with beautiful, delicate text, which seems to flit about in the corners of your eyes. "Once upon a time, a small band of brave explorers visited an old house on a distant hill. There they found many mysterious and wondrous things..."

Entranced, you find yourself unable to stop reading. "But they were not alone; unbeknownst to them, a giant hunting spider was hot on their trail..."

Right Now

Place the Spider token (large) in the Entrance Hall, Balcony, Tower, Patio, Gardens, Graveyard, or any room with an outside-facing window. Also, get out the Turn/Damage Track and set the slider to zero.

Set aside the Witch and Dragon tokens (large) and several Body tokens (blue).

What You Know About the Heroes

They are trying to manipulate events in the story to ensure a happy ending.

You Win When...

... the story reaches a sad ending, or all of the heroes are dead.

Your Character

Your character is reading the story in a trance, and cannot move, attack, or use items. You also cannot be attacked, and you cannot gain or lose traits.

Do This On Your Turn

Roll two dice. For each die that comes up as a two, take one Body token. These represent plot twists (see below).

Then, advance the Turn/Damage Track by one position. If it gets to 7, announce that the story is over; the heroes will get a happy ending if they have finished enough quests. If the track is still below 7, read aloud the story segment (see below) whose number is equal to the track's position plus the number of players (for example, in a 5-player game, when the slider moves to 1, read section 6).

Special Attack Rules

The Spider's attack is venomous. Whenever it inflicts physical damage, choose one of the target's traits and reduce it by one before damage is applied.

The Witch can attack with either might or sanity. If it attacks with sanity, the target defends with sanity and damage is mental.

The Dragon attacks by breathing fire; it rolls might, and everyone else in the room (including other monsters) rolls speed, each taking physical damage equal to the difference in rolls (if they roll less than the Dragon).

The Dragon is not stunned when defeated unless it is damaged by the Axe, Spear, Blood Dagger, Revolver, Ring, Dynamite, or Toy Monkey.

Special Movement Rules

The Spider suffers no movement penalties for moving past opponents.

The Witch may choose to move instantly to the location of any hero instead of moving normally.

Plot Twists

You may discard one body token at any time (even during the heroes' turns) to create any of the following effects. Each may be used only once.

Lengthy Narration: Do not advance the Turn/Damage Track the next time you normally would.

Time Flies: Advance the Turn/Damage Track one position (and read the next story segment).

Evil Luck: Reroll any roll you just made.

Critical Lapse: Force a hero to reroll any roll he or she just made.

Revival: Immediately unstun any one monster.

Ambush: Move one monster to any room in the House.

Collapsing Floor: Move one hero to any room on the floor immediately below his or her current floor.

Daze: Choose one hero. On his or her next turn, he or she may move or attack, but not both.

The Story

Whenever the Turn/Damage Track advances, read the section with a number equal to the track's position plus the number of players.

4: "The spider sped through the halls, knowing its prey was close."

5: "The explorers began to feel a dark sense of foreboding." [Take one Body token.]

6: "The heroes felt a stinging revulsion, as if nature itself were shuddering."

7: "Then they discovered the spider was controlled by an evil witch. Growing impatient, she arrived, and began to weave her spells over them." [Place the Witch token in any room.]

8 "Sensing its master, the spider redoubled its efforts." [The Spider gains one speed.]

9: "A fierce roar sounded in the distance, drawing closer."

10: "With a deafening roar, a dragon flew into the house, breathing fire at the humans. They knew they couldn't pierce its scales without a weapon." [Place the Dragon in the same room as your character.]

11: "Lightning tore through the heavens like an omen of doom." [Take one Body token.]

12: "Summoning the last of their strength, the heroes made a final effort."

If You Win...

"Unable to continue, the last hero fell to the floor and softly wept. The monsters were closing in, and their quest was over. The End."

	Might	Speed	Know.	Sanity
Spider	5	4	-	3
Witch	4	3	-	5
Dragon	7	5	-	4

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The Labyrinth

You can feel the catacombs expanding, slowly twisting the House into a new shape. What a wondrous maze! Such delightful puzzles and secrets! How marvelous it would be to stay... forever.

Right Now

Your character is still in the game, but has turned Traitor. Remove the Catacombs from the House and set it aside; it will no longer be used.

Rearrange the remaining room tiles in the House into any configuration you like, keeping all rooms on the same floors and ensuring that all the rooms on a floor are connected together by valid movement routes. You may move any square tokens to any valid locations on the same floor; anything else moves with the room it is in.

Then, place your character back into the House in any explored room. Place a number of Servant tokens (crimson) equal to one less than the number of heroes in any explored rooms. Also, place a number of pentagonal tokens equal to the number of heroes in any explored rooms (these represent keys).

Set aside several Sanity Roll tokens (triangular), and get out the Turn/Damage Track and set its slider position to zero.

What You Know About the Heroes

They are trying to collect the keys and escape the labyrinth.

You Win When...

... the labyrinth to seals itself, or more than half of the heroes are dead.

Do This On Your Turn

At the start of your turn, advance the Turn/Damage Track one position. Then, roll a number of dice equal to the new position; on a result of 6+, the labyrinth seals itself, and you win.

The Keys

You may not pick up or steal the keys.

The Mystic Elevator

Whenever a hero moves the Mystic Elevator, she rolls to determine its new floor as normal, but you select where on the floor to place it (if the "any floor" result is rolled, the hero picks the floor).

Special Attack Rules

The Servants can choose to attack with Sanity instead of Might. If they do so, the target defends with Sanity, and neither party takes damage, but if the Servant wins, the target is confused. Place a Sanity roll token on that hero.

At any time during the turn of a confused hero, you force her to move one space in the direction of your choice. You may utilize special movement options, such as a Wall Switch or Mystic Slide; the hero automatically passes any trait roll required for the movement. The hero does not spend movement points for this movement.

At the end of the hero's turn, that hero ceases to be confused, and you remove the Sanity roll token from that character.

If You Win...

The labyrinth is shut. Eternity awaits...

Servants

Speed 4 Might 3 Sanity 5

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Way of the Wisp

The glow is entrancing; a gentle light that seems to pour straight into your mind, wrapping you with warmth. For a moment, you struggle against it, but soon it's all around you and all that's left is the speed. You want to fly, faster and faster, up and away... nothing else matters.

Right Now

Your character is no longer in the game; remove your figure from the board.

Place the Ghost token (green) in the room where the Haunt was revealed. This token represents the wisp.

Get out the Turn/Damage Track and set its slider position to zero. Also get out several Spore tokens (dark green; they say "Blob" on the backs) and several Knowledge Roll tokens (triangular).

If the Stairs from the Basement have not been discovered, search through the room stack and add them to the House, then shuffle the room stack.

Unlike in other Haunts, the Traitor (wisp) takes the first turn in this Haunt (moving the Turn/Damage Track to 1).

What You Know About the Heroes

They are trying to catch the wisp.

You Win When...

... you escape the heroes by staying free until the Turn/Damage Track reaches 6.

Do This On Your Turn

At the start of each of your turns, increase the Turn/Damage Track by one, and remove all Spore tokens from play.

Special Movement Rules

The wisp may explore new rooms as if it were an explorer, but does not draw cards or end its movement when discovering a room containing a symbol.

The wisp cannot stop moving until it has exhausted its movement points or it has no remaining legal moves. The wisp's movement is not hindered by opponents.

Whenever the wisp leaves a room, place a Spore token in that room (the two sides of barrier rooms, such as the Chasm, receive separate tokens). These tokens represent confusing mists, and they obstruct the heroes' movement.

The wisp may not enter a room that already contains a Spore token. The wisp also may not move the Mystic Elevator and may not fly up the Coal Chute, Collapsed Room, or from the Ball Room to the Gallery.

Special Attack Rules

The wisp may not attack, but deals damage normally if it defeats a hero while defending. The wisp is immune to the revolver.

If You Win...

With a burst of light, you break away from your surroundings and into a new place. There is nothing left but the light, and you will soar through it forever...

Wisp

Speed 5 Might 6 Sanity 6

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With an Inhuman Cry

The fangs bite deep into your flesh, and you double over in pain. With an inhuman cry, the creature vanishes into the shadows, but you can already feel yourself changing. A new strength comes into your limbs. A dark power courses through your veins. You smile. This... this is worth living for.

Right Now

Your character is still in the game, but has turned Traitor. Set aside several Might Roll, Knowledge Roll, and Sanity Roll tokens (triangular).

While transforming, you cannot carry or use items. Immediately drop all items and omens you are carrying (including ones that cannot normally be dropped, like the Blood Dagger and the Girl), but do not alter any of your Traits for losing them. You retain the Bite card.

If any of your physical traits are below their starting values, raise them to their starting values. Then, if you have the lowest Might or Speed score of any explorer in the game, raise those traits to the lowest value of any of the heroes.

What You Know About the Heroes

They are trying to stop you from transforming.

You Win When...

... you complete your transformation, or all of the heroes are dead.

Your Transformation

You are transforming into a vampire, a werewolf, or a bane spider. Choose one and secretly write it down. Your goals depend on which you choose.

If You Are Becoming a Vampire

You must visit the Crypt, Graveyard, and Bloody Room to draw power from the blood and death. When you enter each of these rooms, secretly make a note of this fact (you need not end your turn in these rooms).

After visiting all three rooms, you must inflict at least 1 point of physical damage on any of the heroes with a Might attack to draw some of their blood. When you complete this, your transformation is complete, and you win the game.

If You Are Becoming a Werewolf

You must visit the Balcony, Tower, Patio, Gardens, and Graveyard to expose yourself to the moon. When you enter each of these rooms, secretly make a note of this fact (you need not end your turn in these rooms).

When you have visited all five rooms, your transformation is complete, and you win the game.

If You Are Becoming a Bane Spider

You must visit all the interior rooms that do not yet have spider webs in the corners; these are the Charred Room, Conservatory, Creaky Hallway, Statuary Corridor, and Mystic Elevator. When you enter each of these rooms, secretly make a note of this fact (you need not end your turn in these rooms).

When you have visited all five rooms, your transformation is complete, and you win the game.

Special Item Rules

You may not pick up, carry, or steal items or omens in this Haunt. If you draw a new item or omen when discovering a new room, you must immediately drop it in that room before it affects you in any way (you may not choose to discard it).

Special Attack Rules

Ordinarily, you take no damage from combat, even if you are defeated. If you are becoming a vampire, beware weapons dipped in holy water; if a werewolf, avoid silver bullets; if a bane spider, watch out for bug spray.

Each monster has a special ability that can be used instead of making an attack, but using it reveals your nature. If you are becoming a vampire, you may place a Sanity Roll token on a hero in the same room to hypnotize them; if a werewolf, a Knowledge Roll token to infect them; if a bane spider, a Might Roll token to trap them in a web.

On that hero's next turn, they must make a trait roll corresponding to the token you placed. If they roll a 4+, they break free and discard the token; otherwise, their turn immediately ends and the token remains.

Heroes with any of these tokens on them do not slow your movement when you leave the room.

If You Win...

The last moments seem to last forever, as you feel the last of your feeble humanity trickle away, replaced by your new, stronger nature. Then, at last, it is complete, and you are whole. You think you killed some of them on your way out, but it doesn' t really matter. You're free now, and nothing can stop you.

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