



secrets
of
Survival

DO NOT
READ

UNTIL THE
HAUNT SCENARIO
BEGINS!





The Mummy Walks

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Banish the Mummy

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

If you succeed, take a Knowledge Roll token.

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

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

If You Win . . .

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

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

Haunt



The Séance

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Summon the Ghost

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

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

If You Summon the Ghost First . . .

Ghost's declaration (read aloud):

"Bury my bones!"

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

Special Attack Rules

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

If You Win . . .

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

Haunt

2



Frog-Leg Stew

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

What You Know About the Bad Guys

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

You Win When . . .

. . . you kill the Witch.

How to Kill the Witch

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

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

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

Frogs

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

Special Attack Rules

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

If You Win . . .

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

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

Haunt

3

The Web of Destiny

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Destroy the Web and Eggs

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

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

How to Exit the House

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

If You Win . . .

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

Haunt

4



I Was a Teenage Lycanthrope

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Kill Werewolves

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

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

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

You Must Do This on Your Turn

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

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

Special Attack Rules

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

If You Win . . .

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

Haunt

5



The Floating Eye

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

You Must Do This on Your Turn . . .

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

Special Attack Rules

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

If You Win . . .

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

Haunt

6



Carnivorous Ivy

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Create Plant Spray

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

Special Attack Rules

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

You Must Do This on Your Turn . . .

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

If You Win . . .

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

Haunt

7



Wail of the Banshee

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Banish the Banshee

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

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

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

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

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

Special Attack Rules

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

If You Win . . .

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

Haunt

8



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The Dance of Death

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

. . . you banish the Dark Fiddler.

How to Banish the Fiddler

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

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

You Must Do This . . .

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

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

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

Special Attack Rules

The Dark Fiddler can't be attacked.

If You Win . . .

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

Haunt

9



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Family Gathering

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

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

What You Know About the Bad Guys

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

You Win When . . .

. . . you trap all of the Zombies.

How to Trap Zombies

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

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

If You Win . . .

"Sorry, Mama!" screamed the madman.

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


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

Halloween

10



Let Them In

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How To Perform An Exorcism

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

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

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

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

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

Special Attack Rules

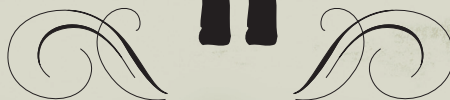
- You can make Sanity attacks against a Specter if you have the Ring. If you defeat it, it's banished. If you defeat a Specter when it attacks you, the Specter is stunned.
- While the Madman is focused on letting in the Specters, he won't attack explorers. He can still defend himself if attacked.

If You Win . . .

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

Haunt

11



Fleshwalkers

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

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

It is your *doppelgänger*—your evil twin.

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

The Evil Twins Must Do This . . .

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

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

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

Evil Twins

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

Special Attack Rules

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

If You Win . . .

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

Haunt

12

Perchance to Dream

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Wake the Dreamer

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

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

Special Attack Rules

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

If You Win . . .

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

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

Haunt

13



The Stars Are Right

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Desecrate the Pentagram

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

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

Special Attack Rules

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

If You Win . . .

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

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

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

Haunt

14



Here There Be Dragons

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

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

What You Know About the Bad Guys

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

You Win When . . .

. . . you slay the dragon.

How to Slay the Dragon

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

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

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

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

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

Special Attack Rules

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

If You Win . . .

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

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

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

Haunt

15



The Phantom's Embrace

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

What You Know About the Bad Guys



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

You Win When . . .

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

How to Rescue the Girl

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

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

How to Defuse the Bomb

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

How to Escape from the House

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

If You Win . . .

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

Haunt

16



A Breath of Wind

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

Right Now

Set aside several pentagonal item tokens to represent Candles.

What You Know About the Bad Guys

They are trying to kill you.

You Win When . . .

. . . you exorcise the Poltergeist.

How to Perform the Exorcism

This exorcism ritual requires the burning of Candles.

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

Special Attack Rules

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

If You Win . . .

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

Haunt

17



United We Stand

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

. . . the house fire kills the traitor.

How to Burn Down the House

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

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

How to Escape the House

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

If You Win . . .

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

Haunt

18



A Friend for the Ages

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Repaint the Portrait

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

Special Attack Rules

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

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

If You Win . . .

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

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

Haunt

19



Ghost Bride

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Stop the Wedding

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

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

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

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

Special Attack Rules

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

If You Win . . .

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

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

Halloween

20



House of the Living Dead

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

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

You must stop them somehow!

What You Know About the Bad Guys

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

You Win When . . .

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

Special Attack Rules

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

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

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

If You Win . . .

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

Haunt

21



The Abyss Gazes Back

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How To Perform the Exorcism

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

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

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

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

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

You Must Do This on Your Turn

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

Dealing with the Abyss

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

If You Win . . .

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

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

Haunt
22



Tentacled Horror

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

Right Now

Set aside 3 triangular Might Roll tokens.

What You Know About the Bad Guys

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

You Win When . . .

. . . you destroy the creature.

How to Destroy the Creature

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

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

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

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

Special Attack Rules

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

You Must Do This on Your Turn . . .

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

If You Win . . .

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

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

Haunt
23



Fly Away Home

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

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

They're here.

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Drive Away the Bats

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

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

You Must Do This . . .

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

Special Attack Rules

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

If You Win . . .

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

Haunt

24



Voodoo

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

What You Know About the Bad Guys




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

You Win When . . .

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

How to Destroy the Dolls

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

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

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

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

If You Win . . .

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

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

Haunt

25



Pay the Piper

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

"You see?" you tell your friends.

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

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

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

Special Attack Rules

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

If You Win . . .

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

. . . skitter, scritch, scratch . . .

Haunt

26



Amok Flesh

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

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

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

Will it never stop growing?

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

. . . you destroy the Blob.

How To Destroy the Blob

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

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

If You Win . . .

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

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

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

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

Haunt

27



Ring of King Solomon

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

"King Solomon's Ring."

The letters morph once more:

"Demons Bow to You."

And, then, one last shift:

"The Hellgate is Open."

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

Except, perhaps, a demon from Hell.

What You Know About the Bad Guys

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

You Win When . . .

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

Special Attack Rules

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

If You Win . . .

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

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

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

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

Haunt

28

Frankenstein's Legacy

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

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

. . . the Monster is dead.

How to Kill the Monster

There are two ways to kill Frankenstein's Monster:

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

If You Win . . .

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

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

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

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

Haunt

29



Tomb of Dracula

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

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

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Destroy Vampires

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

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

Special Attack Rules

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

If You Win . . .

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

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

Haunt

30



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

Airborne

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

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

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

Right Now

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


What You Know About the Bad Guys

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

You Win When . . .

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

Finding a Parachute

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

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

Special Attack Rules

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

Exiting the House

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

If You Win . . .

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

If You Lose . . .

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

Haunt

31



Lost

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

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

What You Know About the Bad Guys

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

You Win When . . .

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

You Must Do This . . .

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


How to Return the House

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

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

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

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

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

If You Win . . .

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

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

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

Haunt

32



An Invocation of Darkness

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Destroy the Book

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

If You Win . . .

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

Haunt

33



Guillotines

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

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

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

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

"Let the game begin."

What the Traitor Hears

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

Right Now

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

What You Know About the Bad Guys

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

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

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

You Win When . . .

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

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

Haunt

34

How to Unlock a Collar

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

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

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

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

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

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

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

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

You Must Do This . . .

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

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

If the Heroes Win . . .

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

If the Traitor Wins . . .

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

Small Change

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

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

Being Small

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

Using the Toy Airplane

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

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

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

Die Roll Result

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

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

If a Cat Catches You

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

If You Win . . .

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

Haunt
35



Better with Friends

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

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

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Escape the House

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

Effects of Flooding

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

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

Slowing the Flood

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

If You Win . . .

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

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

Haunt

36

Checkmate

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

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

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

You hope you're better than Ebenezer was.

What You Know About the Bad Guys

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

You Win When . . .

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

How to Beat Death

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

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

Special Attack Rules

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

If You Win . . .

"Checkmate."

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

"Until next time," Death responds.

Haunt

37



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



Hellbeasts



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

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

This can't be good.

What You Know About the Bad Guys

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

You Win When . . .

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

How to Perform the Exorcism

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

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

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

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

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

Special Attack Rules

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

If You Win . . .

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

Haunt

38





The Heir

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

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

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

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

Right Now

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

What You Know About the Bad Guys

The traitor has filled the house with hidden Assassins.

You Win When . . .

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

If You Win . . .

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

Haunt

39



Buried Alive

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

BURIED ALIVE.

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Rescue Your Friend

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

The Spirit Board

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

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

If You Win . . .

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

Haunt

40

Invisible Traitor

You hear one of your companions whisper a strange word . . . and then scream. You've never heard a sound that horrid from a living being before. You rush to your friend, but when you get there, you are alone. Then you hear a shuffling and a harsh, cold laugh.

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

What You Know About the Bad Guys

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

You Win When . . .

. . . the traitor is dead.

Fighting Blind

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

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

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

Skull and Spirit Board

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

If You Win . . .

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

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

Haunt

41



Comes the Hero

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

. . . the traitor is dead.

How to Kill the Traitor

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

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

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

Animated Statue

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

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

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

Statue Trait Reduced

Judge Speed

Warrior Might

Seer Sanity

Wizard Knowledge

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

If You Win . . .

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

Haunt

42

The Star-Sickness

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

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

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

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

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

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

Can you trust all your friends?

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

Right Now

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

What You Know About the Bad Guys

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

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

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

You Win When . . .

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

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

You Must Do This on Your Turn

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

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

The Haunt Revealer Must Do This . . .

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

Haunt

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Creating the Serum

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

Special Attack Rules

In this haunt, all explorers can attack each other.

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

Aliens

Speed 4 Might 6 Sanity 4

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

If the Heroes Win . . .

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

If the Traitor Wins . . .

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

Death Doth Find Us All

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

. . . you stop the supernatural aging process.

You Must Do This On Your Turn

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

How to Stop the Aging Process

The heroes must complete the Ritual of Rejuvenation.

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

The Medallion

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

If You Win . . .

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

Haint

44



Tick, Tick, Tick

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

Right Now

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

What You Know About the Bad Guys

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

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

You Win When . . .

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

How to Stop the Traitor

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

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

If You Win . . .

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

Haunt

45



The Feast

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

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

The Victims

Speed 2 Might 3 Sanity 3

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

Special Attack Rules

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

If You Win . . .

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

Haunt

46

Worm Ouroboros

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

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

What You Know About the Bad Guys

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

You Win When . . .

. . . the Worm Ouroboros is dead.

How to Kill Ouroboros

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

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

Special Attack Rules

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

If You Win . . .

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

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

Haunt

47



Stacked Like Cordwood

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

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

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Find the Cursed Weapon

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

You Must Do This . . .

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

If You Win . . .

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

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

Haunt

48



You Wear It Well

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

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

Right Now

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

What You Know About the Bad Guys

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

You Win When . . .

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

How to Destroy the Astral Spirit

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

Souls

You are a disembodied Soul.

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

Special Attack Rules

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

If You Win . . .

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

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

Haunt

49



Treasure Hunt




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

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

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

Right Now

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

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

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

You Win When . . .

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

Searching for Treasure

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

Die Roll Search Result

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

Clues

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

Haunt

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Clue Result

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

Clue Result

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

Special Attack Rules

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

If You Win . . .

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



BETRAYAL^{AT} HOUSE^{ON THE} HILL[®]

A Strategy Game by Bruce Glasser—2nd Edition

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