



TRAITOR
TO ME

DO NOT
READ

UNTIL THE
HAUNT SCENARIO
BEGINS!



HAUNT

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

Haunt Traitor

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

Haunt Traitor

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

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

CHART

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

Haunt Traitor

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

Haunt Traitor

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

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

The Mummy Walks

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

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

Right Now

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

What You Know About the Heroes

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

You Win When . . .

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



The Mummy

Speed 3 Might 8 Sanity 5

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

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

The Mummy Must Do This during Its Turn

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

Special Attack Rules

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

If You Win . . .

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

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

The Séance

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

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

KILL THEM ALL.

Right Now

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

What You Know About the Heroes

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

You Win When . . .

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

How to Summon the Ghost

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

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

If You Summon the Ghost First . . .

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

The Ghost

Speed 4 Sanity 6

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

Special Attack Rules

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

HAUNT

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If You Win . . .

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

Frog-Leg Stew

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

Right Now

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

What You Know About the Heroes

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

You Win When . . .

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

You Must Do This During Your Turn

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

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



Speed 3 Might 3 Sanity 2



Speed 4 Might 3 Sanity 6

The Witch's Spells

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

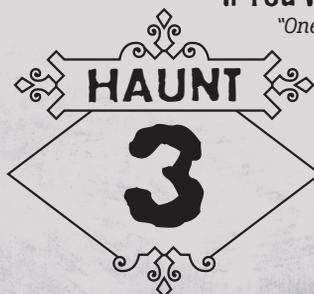
- ◆ **Skin of Frog:** The Witch can cast this spell on any hero in the same room. The Witch and that hero both make Sanity rolls. If the Witch gets a higher result than the hero, that hero turns into a Frog; he or she drops all items. Remove the hero's figure from the room and replace it with a Frog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

Special Attack Rules

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

If You Win . . .

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





The Web of Destiny

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

Right Now

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

What You Know About the Heroes

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

You Win When . . .

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

You Must Do This . . .

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

The Spider Must Do This during Its Turn

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



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

Special Attack Rules

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

If You Win . . .

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



I Was a Teenage Lycanthrope

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

Right Now

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

What You Know About the Heroes

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

You Win When . . .

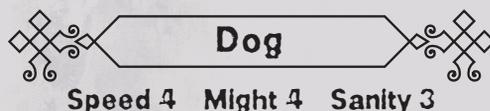
. . . all the heroes are either dead or have changed into Werewolves.

You Must Do This . . .

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

The Dog

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



Special Attack Rules

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

If You Win . . .

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

Tonight's hunt has only just begun.



The Floating Eye

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

Right Now

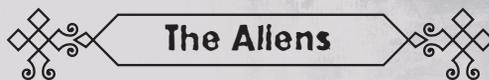
- ◇ If there are three or four players, set aside one small orange monster token to represent the Alien. If there are five or six players, set aside two tokens. Put the Alien token (or tokens) in the room where this haunt was revealed. Put a pentagonal item token (representing the Spaceship) there as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

What You Know About the Heroes

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

You Win When . . .

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



The Aliens

Speed 4 Might 6 Sanity 6

Special Attack Rules

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

If You Win . . .

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



HAUNT

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Carnivorous Ivy

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

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

Right Now

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

What You Know About the Heroes

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

You Win When . . .

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

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



Speed 2 Might 5 Sanity 3

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

Special Attack Rules

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

If You Win . . .

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

You always did have a green thumb.



Wail of the Banshee

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

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

Right Now

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

What You Know About the Heroes

They plan to silence the Banshee.

You Win When . . .

. . . all the heroes are dead.



The Banshee

Speed 8

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

Die Roll Banshee's Move

- 0 Put the Banshee in any room up to 8 tiles away. It does not pass through any other rooms this turn.
 - 1 Choose which room the Banshee moves into first. For the rest of its movement this turn, it always turns left, if possible.
 - 2 Choose which room the Banshee moves into first. For the rest of its movement this turn, it always moves straight ahead, if possible. If the only options it has are turning left or right, determine randomly which way it goes.
 - 3 Choose which room the Banshee moves into first. For the rest of its movement this turn, it always turns right, if possible.
 - 4 This turn, you control the Banshee's movement, but its wail can affect only one explorer once.
- ◆ When turning, the Banshee "hugs" the left or right wall. For example, if it must turn left but can't, it will go straight; if it can't go straight, it will turn right; and if it's in a dead-end room, then it will leave the way it entered. The Banshee can't affect or be affected by the movement of others. Like any monster, it can't discover new rooms.
 - ◆ If the Banshee enters the Upper Landing, the Collapsed Room, the Gallery, the Foyer (when Stairs from Basement is in play), or a room with the Secret Stairs, Secret Passage, or Wall Switch tokens, you decide whether to move it to the corresponding room elsewhere as its next move. If you move it elsewhere, you also decide its facing in its new room. The Banshee cannot use the Mystic Elevator.
 - ◆ If the Banshee passes through or stops in a room with an explorer, it wails. Each explorer in the room must attempt a Sanity roll:

Die Roll	Effect
6+	Take 1 die of mental damage.
3-5	Take 2 dice of mental damage.
0-2	Take 4 dice of mental damage.
 - ◆ You are immune to the Banshee's wail as long as you have the Spirit Board. If you lose the Spirit Board, you can be affected by the Banshee's wail.



HAUNT

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Special Attack Rules

The Banshee can't be attacked.

If You Win . . .

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

The Dance of Death

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

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

Right Now

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

What You Know About the Heroes

They're trying to stop the music.

You Win When . . .

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

You Must Do This On Your Turn

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

Die Roll Effect

3+ No effect.

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

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

Special Attack Rules

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

If You Win . . .

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

And so they shall.



Family Gathering

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

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

Right Now

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

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

What You Know About the Heroes

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

You Win When . . .

. . . all the heroes are dead.

Zombies

Speed 2 Might 6 Sanity 2 Knowledge 3

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

The Madman

Speed 3 Might 5 Sanity 5

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

If You Win . . .

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

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

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



Let Them In

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

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

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

Right Now

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

What You Know About the Heroes

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

You Win When . . .

. . . all the heroes are dead.

How To Let the Specters In

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

- ◆ Face-down Specters do not affect heroes moving through their rooms, and they are not affected by the Bell or Spirit Board.



The Madman Must Do This . . .

. . . on the monster turn. The Madman moves by the shortest route possible to the closest face-down Specter token and then opens the window in that room (or the front door). Once all the face-down Specters have been turned over, the Madman continues exploring the house, looking for rooms with outside-facing windows.

The Madman can discover new rooms, but he still ignores all room features and does not stop and draw cards when he enters an unexplored room with a symbol. These rooms count as having been explored for other explorers.

Once all the room tiles listed above are in the house and all available Specters have been activated, the Madman can attack.

Special Attack Rules

- ◆ Specters can attack and be attacked only with Sanity attacks.
- ◆ If a hero carrying the Ring makes a Sanity attack against a Specter and defeats it, the Specter is banished.
- ◆ The Madman can't attack heroes before all the Specters are inside the house, but he can defend himself if attacked.

If You Win . . .

*It isn't until later, when you're washing the blood off your hands and rubbing the screams out of your ears, that you realize what it was, exactly, the things in the mist wanted.
Good thing you let them in.*





Fleshwalkers

This haunt has no traitor—just heroes. All the heroes must work together to destroy their Evil Twins. If your hero is killed, you can still control your Evil Twin and kill other heroes. The rest of the rules for this haunt are in *Secrets of Survival*.



Perchance to Dream

Your body has entered a new place—a very, very bad place—but a place where, you discover with a thrill of anticipation, you have a measure of control!

This is your chance to change everything. The thought seeps up from the back of your mind. Take a break; rest for a while. Why not lie down and take a little nap? It's such a nice bed . . .

The eyes of your fleshy cage close, and for the first time, your subconscious eyes open! Time to set your dreams free. Let the screaming begin.

Right Now

- ◆ Tip your explorer's figure over in the room it's in when the haunt is revealed. Your body is asleep. You can't move or take any actions. Drop all your items. Set aside the Dog, the Girl, or the Madman cards if you possess them and adjust your traits accordingly. You cannot be killed by this adjustment; reduce the affected trait to its lowest value above the skull symbol.
- ◆ Put a number of small purple monster tokens equal to the number of players (representing Nightmares) into the room with your sleeping body.
- ◆ Secretly count the number of **escape rooms** in the house. Some escape rooms have outside-facing windows (Grand Staircase, Master Bedroom, Bedroom, Chapel, and Dining Room). As well, the Conservatory, Entrance Hall, Gardens, Graveyard, Patio, Tower, and Balcony open to the outside and count as escape rooms. If a room is set up so that the window is false (faces another wall), it still counts as an escape room. If the number of escape rooms is lower than the number of players, go through the room stack and add rooms from those listed above to any appropriate floor until the number of escape rooms equals the number of players. Then shuffle that stack. Write down the number of escape rooms, keeping it secret from the other players.
- ◆ Set aside a number of **escape tokens** equal to the number of escape rooms in the house. (Any distinctive set of tokens, such as item tokens, will do.)

What You Know About the Heroes

They're trying to wake your physical body.

You Win When . . .

. . . a number of Nightmares escape equal to the number of escape rooms in the house when the haunt was revealed. When this happens, show the heroes the number you've written down.

How Nightmares Escape

- ◆ A Nightmare in an escape room escapes from the house by using 1 space of movement.
- ◆ Once a Nightmare escapes from any given room, no more Nightmares can escape from that room. Put an escape token in the room to show that it has been used. If new escape rooms are discovered, Nightmares can use them to escape, but they do not add to the total number of escapes you need.
- ◆ Whenever a Nightmare is killed or escapes the house, you can unleash another Nightmare. Put a Nightmare token into the room with your figure. (Reuse tokens as needed.)

Nightmares

Speed 5 Might 4 Sanity 4

Special Attack Rules

- ◆ Nightmares can attack explorers with Might but inflict mental damage instead of physical damage.
- ◆ If a hero attacks a Nightmare and defeats it, the Nightmare is killed instead of being stunned. If it is defeated while attacking, it is stunned as normal.

If You Win . . .

You look into the eyes of your body, but from the outside. With horror, that fleshy cage recognizes its own subconscious. It tries to scream, but the sound is muffled by living nightmares.



The Stars Are Right

Separating yourself from your friends, or victims as you like to think of them, you greet the zealous followers of your cult. Slowly, rhythmically, you begin to stamp your feet and chant. The others join in. Louder and louder your voices grow, praying to all that is evil and unholy that your sacrifices will be accepted tonight. The cult is praying that your dread god will appear before you . . . and bathe in the blood of your friends.

Right Now

- ◇ Your explorer is still in the game but has turned traitor.
- ◇ Put a number of small purple monster tokens (representing Cultists) in the Pentagram Chamber equal to the number of other players.

You Win When . . .

. . . either all the heroes are dead or you summon your god.

What You Know About the Heroes

The only way they can stop you from summoning your god is by desecrating the Pentagram Chamber. To do so, they will use the cans of paint (represented by Paint tokens) that are hidden throughout the house.

How to Summon the God

You must make sacrifices to summon your god. Build up a total of 13 **sacrifice points** by bringing the following sacrifices into the Pentagram Chamber.

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

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

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

Cultists can carry items and explorers' corpses. Any items they carry do not affect their traits or give them abilities. They cannot carry Paint tokens.



Cultists

Speed 4 Might 4 Sanity 4

Special Attack Rules

- ◇ A Cultist can steal an item from an explorer, just like explorers can. (See "Special Attacks" on page 13 of the rulebook.)
- ◇ If an explorer is killed, tip that figure over in its room to mark his or her corpse.
- ◇ A Cultist can pick up a corpse and carry it like an item, but while it's doing this, it uses 2 spaces of movement to enter a room. You can also carry corpses with the same restriction as Cultists. Take an explorer's figure when you're carrying its corpse.

If You Win . . .

The house shakes and glass shatters as the universe screams. A wound rips through time and space, and through it, your god is reborn. Drenched in the blood of your friends, your god is beautiful and terrible, a wonder and a blight. The world is laid bare before him, and all within it are his children, his blood . . . his sacrifices.



Here There Be Dragons

You look at a child's drawing you found lying on the floor. Your finger taps the image of the fire-breathing dragon.

"I wish I had a dragon," you muse.

Unbelievably, the front doors burst open, and an enormous dragon roars in, rampaging and snorting fire!

You must be dreaming! You smile. These are the sorts of dreams you love. The ones where you get to call the shots. By their reactions, you see that your fellow explorers want to disbelieve what they see. Irritated, you decide that you'd rather keep this dream going for a bit. The best way to do that is to do away with the unbelievers.

"Eat 'em, dragon! Eat them all!"

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put the large circular Dragon token in the Entrance Hall.
- ◆ Put a pentagonal item token (representing the Shield) in the Chasm or the Crypt. Put a different-numbered pentagonal item token (representing the Antique Armor) in the Catacombs or the Underground Lake. If neither room for an item has been discovered yet, place the item in whichever room is discovered first.
- ◆ Get out the Turn/Damage track and a plastic clip, but don't mark a number yet. You'll use it to keep track of damage.

What You Know About the Heroes

They're trying to slay the Dragon.

You Win When . . .

. . . all the heroes are dead.



The Dragon

Speed 3 Might 8 Sanity 6

Use the Turn/Damage track to keep track of how much damage the heroes inflict against the Dragon. When it has taken damage equal to the number of players, the Dragon is killed. Taking damage does not affect its traits.

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

Special Attack Rules

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

- ◆ **Fire Breathing:** Any explorer (including you) in the same room as and rooms adjacent to the Dragon must attempt a Speed roll. (The adjacent room must have a connecting door.)

In room with the Dragon:

4+ No damage.

0-3 Take 4 dice of physical damage.

In an adjacent room:

4+ No damage..

0-3 Take 2 dice of physical damage.

- ◆ **Biting:** This is a Might attack.
- ◆ **Toughness:** Whenever the Dragon is defeated, it takes 2 less damage.

If You Win . . .

You felt a little sick at first, especially when the dragon took its first big bite out of one of your friends. All that blood and icky stuff came spilling out. And you didn't feel too good when the dragon lit up one of your other friends like a huge, human-shaped torch, all screaming and writhing (for a little bit, until the shape collapsed and just burned).

Good thing this is all a dream.



The Phantom's Embrace

They thought they knew you. They thought you'd do whatever they told you to do, but they were wrong. They tried to take the girl away from you, and that was their biggest mistake.

Now she's safe from them. You summoned a phantom to guard her, keeping her hidden within the house. When they come to get her, you'll have a little surprise ready for them. Soon, your old "friends" won't be in any condition to boss you around again.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ The explorer with the Girl loses her, and she flees. Set aside the Girl card and a small magenta monster token (representing the Girl), and adjust that explorer's traits accordingly.
- ◆ Set aside a small purple monster token to represent the Phantom.
- ◆ Set aside at least 20 **distinctive tokens**. (Red or orange monster tokens work well for this.)
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.

What You Know About the Heroes

They're trying to save the Girl and themselves.

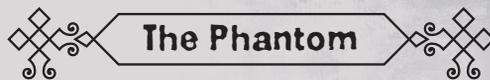
You Win When . . .

. . . either you blow up the house before the Girl escapes, or all the heroes are dead.

You Must Do This . . .

. . . at the end of each of your turns. Advance the Turn/Damage track to the next number. Then roll a number of dice equal to that number. Consult the following table to see if the house blows up.

# of Players	House Blows Up on:
3	8+
4	7+
5	6+
6	5+



The Phantom

Might 6 Sanity 5

- ◆ The Phantom appears each time the explorers discover a basement room with an event or omen symbol. When one of those rooms is discovered, put the Phantom token and the Girl token in that room. Then put one of the distinctive tokens in that room.
- ◆ After the Phantom appears, a hero can attack it. If the Phantom is defeated, it's killed and the explorers gain custody of the Girl. Otherwise, it escapes with the Girl—set both tokens aside. It shows up again (you put both tokens back) the next time a hero discovers a basement room with an event or omen symbol.
- ◆ The heroes can't use a special attack to steal the Girl.
- ◆ If the entire basement has been explored and the Phantom is still alive, choose any basement room to place the Phantom and the Girl in at the start of the monster turn.
- ◆ The Phantom never moves to the same room twice until each basement room has a distinctive token.

Special Attack Rules

The Phantom doesn't attack, but it can defend itself. If it defends successfully, it flees.

If You Win . . .

Tick, tock, tick, tock . . . BOOM!



A Breath of Wind

The trembling of the house and an echo of pained laughter inform you that your companions have disturbed your old friend, the poltergeist. Their insensitivity is appalling. Can't they just let him rest, after all he's suffered? Well, you'll just have to eliminate the disturbance . . .

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Place a small purple monster token (representing the Poltergeist) in the room where the haunt was revealed.
- ◆ Set up the Turn/Damage track with a plastic clip at 4.

What You Know About the Heroes

They are attempting to exorcise the Poltergeist.

You Win When . . .

. . . all the heroes are dead.

Helping the Poltergeist

You can help the Poltergeist by attacking your fellow explorers or by finding or stealing items for the Poltergeist.



Unlike a regular monster, the Poltergeist can pick up, steal, trade, and drop any number of items, just like an explorer. However, it ignores all the normal effects of items it carries.

- ◆ The Poltergeist starts with Might 4. Each time it picks up an item, advance the Turn/Damage track by 1. At the end of each monster turn, if the Poltergeist is in the Junk Room, Storeroom, Attic, Library, Wine Cellar, Research Laboratory, or Operating Laboratory, draw an item card for the Poltergeist and advance the Turn/Damage track by 1.
- ◆ Each time the Poltergeist loses an item, lower the Turn/Damage track by 1.

Special Attack Rules

- ◆ The Poltergeist can make a separate Might attack against each hero it reaches each turn (but it cannot attack a given hero more than once). When attacking, the Poltergeist's Might is equal to the current value of the Turn/Damage track (maximum 8). It can choose to steal an item (and add to its Might) if it would inflict 2 or more points of damage. The Poltergeist is not harmed if the hero wins the combat.
- ◆ The Poltergeist is immune to Might attacks and cannot be harmed by the Revolver. If the Dynamite explodes in the room with the Poltergeist, the Poltergeist drops all items it is carrying and is removed from play, but it can re-form on its next turn (see below).

Re-Forming the Poltergeist

At the start of each monster turn, the Poltergeist has the option to re-form in any room with an omen symbol . If it does, it drops any items it was carrying; set the Turn/Damage track to 3. The Poltergeist then appears in the omen room of your choice before continuing its turn. If it re-forms in the Junk Room, advance the Turn/Damage track to 4.

If You Win . . .

The cloud of levitating objects spins in glee as the final intruder falls to the floor. At last all is peaceful, and you can sit down for a quiet chat with your old friend . . .



United We Stand

At first, the pain is agonizing, but soon enough, it gives clarity—and understanding. The flesh is weak . . . but it can be molded, just like wax. The more malleable the wax becomes, the stronger you grow. Your flesh is flowing. Now all you need is more flesh. A lot more flesh.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Take the Turn/Damage track and two plastic clips. Set one along the top to 5, representing your new Might. Set the other along the bottom to the number of explorers + 1, representing your new Speed. Your mental traits remain unchanged.

What You Know About the Heroes

They want to kill you by melting your glorious flesh. They also want to escape by leaving through the front door. You can pull them back in with your enormous strength.

You Win When . . .

. . . you kill at least two of the heroes to absorb them and gain strength, then escape through the front door. Alternatively, you win if all but one of the heroes are dead (no one will believe his or her wild story).

Special Movement Rule

Roll a number of dice equal to your Speed to determine your movement each turn, instead of your normal movement. You can always move at least 1 space no matter what you roll.

Special Attack Rules

- ◆ You take no damage from physical attacks; your flesh is too strong.
- ◆ A hero using the Ring can attack you with Sanity. If the hero defeats you, he or she can move you in any direction as many spaces as the difference in die rolls instead of inflicting damage. If the Dynamite explodes in your room, you are stunned for one turn.
- ◆ If any heroes escape from the house, you can attempt to pull them back in. You must be in the Entrance Hall, a room with an outside-facing window (Grand Staircase, Master Bedroom, Bedroom, Chapel, and Dining Room), or a room that is open to the outside (Conservatory, Entrance Hall, Gardens, Graveyard, Patio, Tower, and Balcony). Make a Might roll against the Might of the strongest hero outside the house. That hero adds 1 to the roll for each other hero who is also outside. If you roll higher, you pull a hero of your choice back into the house and can then attack him or her normally (place the hero in your room). You can do this multiple times during a turn until you fail an attack.
- ◆ If you kill a hero, you absorb him or her into your body. Increase your Might by 1 and reduce your Speed by 1.

If You Win . . .

Flesh, flesh, glorious flesh! It bubbles and streams and swells over your every muscle and pore, growing larger and thicker, absorbing more and more victims! Will it stop? Can it stop? You don't know, and you don't care anymore. There is only flesh.



A Friend for the Ages

It has now been three centuries since you were given the portrait by a dear, dear friend. In it, you have stored your ills and infirmities, your age and your injuries—and also your morality, for you are now supremely evil. It has been your ward against all harm, and with it, you have had many happy opportunities to harm all those around you.

But it is no longer safe. You're certain they're after it. They want it for themselves. You must protect it . . . at any cost.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If any of your traits are below their starting values, raise them to their starting values.
- ◆ Then, do the following a number of times equal to the number of heroes in the game: Determine which of your traits above its starting value is the least above that value. (A trait at its starting value counts as 0 above that value.) You may choose from among tied traits. Increase that trait by 1.

What You Know About the Heroes

They are trying to kill you by repainting your portrait.

You Win When . . .

. . . you destroy at least three Paint tokens, or all the heroes are dead.

Destroying Paint Tokens

- ◆ The heroes will place Paint tokens in the House at appropriate times. These can be picked up, dropped, traded, and stolen like regular items, but they cannot be carried by the Dog. Each explorer can carry only one Paint token at a time.
- ◆ If you are carrying a Paint token on your turn, you can destroy it instead of making an attack.

You Can Do This . . .

. . . after you have finished moving on your turn. Since it is your house, you can search through the stack of room tiles, choose one, and put it in any legal place. Then shuffle that stack.

Your Portrait

You must not look upon your portrait. Whenever you enter or start your turn in the Gallery, you must attempt a Sanity roll of 4+. If you fail, you take 1 die of mental damage (this damage ignores your general immunity, as described below).

Special Attack Rules

- ◆ You cannot be harmed by normal means. Your traits cannot be reduced by events, room features, or damage, except where the haunt rules state otherwise. You can still take damage from entering the Gallery, as described above.
- ◆ When you acquire or lose an item, you increase or decrease your traits normally, as described on the card. (*Exception:* You take no damage if the Blood Dagger is stolen from you.)
- ◆ An opponent can steal an item from you during physical combat. (See "Special Attacks" on page 13 of the rulebook.)

If You Win . . .

The last of them struggle in desperation, but you know they cannot harm you. Your portrait still protects you, as you have protected it. Eventually, they all break against your limitless vitality. You shall endure . . . forever.



Ghost Bride

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

The ghost fades, but the faint sound of an organ playing a wedding march sighs gently through the house. Tears come to your eyes. You hate it when love is denied. You're going to see this wedding through.

Whether the groom wants it or not.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put a small magenta monster token (representing the Ghost Bride) in your room. You can move it on the monster turn.
- ◆ The Ghost Bride chooses as her groom the hero carrying the Ring, unless that character is female, in which case she chooses the oldest male hero. Then announce who the chosen groom is. (If there are no male heroes, choose one at random from the box and put his figure in the Entrance Hall. That character cannot move or take any actions during the scenario but can be attacked.)
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time after the wedding starts.
- ◆ If the Chapel isn't in the house, search the room stack for it and put it in the house. This room should be as hard as possible for the heroes to reach. Then shuffle the room stack.

What You Know About the Heroes

They're trying to stop the wedding.

You Win When . . .

. . . you get the Ghost Bride to marry her chosen groom.



Ghost Bride

The traits of the Bride depend on the total number of players.

3-4 players

Speed 4 Sanity 6

5-6 players

Speed 5 Sanity 7

The Ghost Bride can move through walls as if through connecting doors, but not through floors or ceilings. She cannot be damaged or stunned by any means, other than Sanity attacks from the Ring. If she attacks and is defeated, her traits are not reduced.

Special Attack Rules

- ◆ The Ghost Bride makes Sanity attacks, inflicting mental damage against anyone other than the chosen groom.
- ◆ When the Ghost Bride attacks the chosen groom, she reduces his Might by dealing mental damage, as shown in the following table.

Mental Damage	Might
1-2	-1
3-4	-2
5+	-3

How to Get the Ghost Bride Married

- ◆ Kill the chosen groom. He then becomes a ghost under your control. He drops all items, including the Ring.
- ◆ Put the chosen groom and the Ghost Bride in the Chapel. This starts the wedding.
- ◆ At the end of each of your turns, advance the Turn/Damage track to the next number, beginning with 1. The wedding will be complete on Turn 3.

If You Win . . .

Weddings always make you cry.



House of the Living Dead

Tired, you lean back against the wall. Something's making a noise behind it. Tick. Tick-tick. Tick.

What the heck? Rats, maybe, or an insect? You remember when wasps got into the wall at your house. Damn vermin! You crouch down to peer into a large crack in the wainscoting. An ashen hand emerges, grasps you around the neck, and pulls you through. You die before you can scream.

Blink. Blink. Sniff. "Mmmm, hungry." Must eat flesh. Kill. Eat. EAT!

Right Now

- ◆ Your explorer is dead. Drop all your items and replace your explorer's figure with the large circular Zombie Lord token.
- ◆ Take a number of small red monster tokens (representing Zombies) equal to the number of players. Place them in the following rooms (in order): Crypt, Graveyard, Entrance Hall, Underground Lake, Gardens, Chapel, Conservatory, and Pentagram Chamber. If there are more players than the number of these rooms that have been discovered, put one additional Zombie token in each room, in order, until all tokens are placed.
- ◆ Once you've placed those Zombie tokens, put another Zombie token in each room that has one (again placing them in order).
- ◆ Take the Turn/Damage track and a plastic clip. You'll need it to keep track of damage.

What You Know About the Heroes

They'll fight you. Avoid explorers who have weapons, if possible.

You Win When . . .

. . . all the heroes are dead.

Zombies

Speed 2 Might 5 Sanity 2

Special Zombie Attack Rules

- ◆ Defeating a Zombie with a weapon that requires a Might attack kills it. Dynamite can also kill Zombies. Any other attack stuns a Zombie as normal.
- ◆ If a hero dies, he or she becomes a Zombie (and then has the same traits as a Zombie). That player reads the *Traitor's Tome* and continues to move that Zombie during his or her regular turn. If the traitor wins, and a player's Zombie has killed a hero, that player also wins.
- ◆ Zombies cannot operate the Mystic Elevator, but the Zombie Lord can.

Zombie Lord

Speed 3 Might 7 Sanity 2

Special Zombie Lord Attack Rules

- ◆ You control the Zombie Lord. It is governed by all the normal rules that govern monsters: It rolls for movement and cannot pick up items, explore new rooms, and so on.
- ◆ The Zombie Lord can be harmed only by an explorer carrying the Medallion. It takes damage instead of being stunned; 7 points of damage kills it. Use the Turn/Damage track to record damage. Damage does not reduce the Zombie Lord's traits.

If You Win . . .

Everyone is dead. Sniff. Still hungry. Sniff, sniff. The thought trickles into your dead, blasted consciousness, that even though not quite as juicy, the flesh of a zombie is still flesh.

You advance. "Mmmm, hungry."

Must eat zombie flesh. Kill. Eat. EAT!

HAUNT

21

The Abyss Gazes Back

You knock another hole in the floor with a savage kick. This time, instead of dust and rotting supports, you discover what you sought. The Abyss. Flames. A portal to Hell. Cackling, you rub your hands together.

Just in case the groaning floor of the widening pit doesn't alert everyone else in the house, you scream, "Hang on, everyone! We're all goin' to HELL!" A flickering glow paints the walls, and gray mist rushes into the room. A portion of the house crumbles and falls, down, down into a burning lake of fire.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Choose any unoccupied room in the basement that has an omen  or event  symbol. If there is no such room in the house, draw cards from the room stack until you draw the first legal basement room, then place it in the basement. This room is where the Abyss starts. Tell everyone. Shuffle the room stack.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll need it to keep track of time.

What You Know About the Heroes

They're trying to perform an exorcism to stop the house from being sucked into the Abyss.

You Win When . . .

. . . all the heroes are dead.

You Must Do This On Your Turn

- ◆ At the end of your first turn, the house begins collapsing into the Abyss. The first room to collapse must be the basement room tile where the Abyss starts. To collapse a room, turn the room tile over so its back is showing.
- ◆ You still collapse rooms on your turn (and can eventually win) even if you are killed.
- ◆ At the end of each of your turns, advance the Turn/Damage track to the next number, beginning with 1.
- ◆ If you draw an event card while you are in the basement, you can look through the event card stack and draw the Secret Stairs or Secret Passage cards if they are available, instead of drawing normally. Then shuffle the event stack.

Each Player Must Do This Every Turn

- ◆ Starting on Turn 2, at the end of each living hero's turn, that hero's player must collapse part of the house. A room can't collapse unless it is adjacent to another collapsed room. The adjacent rooms don't need to have connecting doors.
- ◆ The Abyss consumes rooms at the following rate:
 - Turn 2:** Each player collapses one room.
 - Turn 3:** Each player rolls 2 dice and collapses that many rooms.
 - Turn 4:** Each player rolls 3 dice and collapses that many rooms.
 - Turn 5 On:** Each player rolls 4 dice and collapses that many rooms.
- ◆ Once an entire floor has collapsed, start collapsing the next floor up, beginning with an unoccupied room of your choosing with an unexplored door.
- ◆ The Entrance Hall, Foyer, and Grand Staircase each count as a separate room. Use a pentagonal item token to mark when each is sucked into the Abyss.
- ◆ If any explorer (including you) is in a room when the Abyss engulfs it, that character must attempt a Speed roll of 4+. If the roll succeeds, the explorer escapes by jumping into an adjacent discovered room with a connecting door (if there is one) that is not collapsing. If the roll fails, or if there isn't a room that fits this description, the explorer is sucked into the Abyss and killed.
- ◆ If an event or the Mystic Elevator sends an explorer to a room or floor that has collapsed, then that explorer plummets into the Abyss and is killed.

If You Win . . .

Hell welcomes you. As the flesh sears and smokes away from your friends' bones, you can't help but try to smile. But your skin also sloughs away in the all-consuming fire. See what impulsiveness gets you?



Tentacled Horror

Ropy lengths of muscled tissue flail into view. Jagged, suckers cover the boneless arm, pulsing and clicking like disembodied teeth. The rubbery length scuttles across your leg, then tightens convulsively. Horn-rimmed suckers saw at your limb, nearly severing it. Blood sprays everywhere. The length constricts, and you are pulled, bumping and sliding through the house, as if being reeled in. You manage one last scream as the tentacles search for more victims.

Right Now

- ◆ Your explorer is dead. Remove his or her figure from the game. Drop all your items.
- ◆ Set aside numbered pairs of small orange monster tokens (representing Arms) and small green monster tokens (representing Suckers) equal to the number of players. Each pair of these tokens represents a Tentacle.
- ◆ Put one Arm token in any of the following **Tentacle rooms**: Furnace Room, Conservatory, Organ Room, Underground Lake, Gardens, and Chasm. If the number of Tentacle rooms currently in play is fewer than the number of players, search through the room stack and take appropriate rooms until you have as many as there are players, then connect the new rooms on appropriate floors. Shuffle the room stack. You cannot save any tokens for later.
- ◆ Put a Sucker token in each room with an Arm token.
- ◆ Set up the Turn/Damage track with a plastic clip at 1. You'll use it to keep track of time.

What You Know About the Heroes

They're looking for the Head of the creature to kill it. You must stop them.

You Win When . . .

. . . all the heroes are dead.

You Must Do This . . .

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

Head

Might 6

The creature's Head can attack Heroes. It does not take damage when defeated in combat.

The heroes will tell you what happens in that case.

Suckers

Turn 1-2

Speed 2 Might 4 Sanity 7

Turn 3-4

Speed 3 Might 5 Sanity 7

Turn 5-7

Speed 3 Might 7 Sanity 7

Turn 8+

Speed 4 Might 8 Sanity 8

The Tentacles get stronger the longer the creature lives.

- ◆ If a Sucker enters the Mystic Elevator, the Elevator won't function until the Sucker leaves.
- ◆ Arms don't slow hero movement, but Suckers do.

Special Attack Rules

- ◆ Arms don't move and can't attack or be attacked, but Suckers can.
- ◆ If a Sucker defeats a hero in physical combat, the hero takes no damage. He or she is instead grabbed and drops all items, which remain in that room. The Sucker then ends its movement.
- ◆ A grabbed hero cannot be attacked by any other Suckers.
- ◆ When a Sucker starts a turn grabbing a hero, it moves 2 spaces that turn toward its matching Arm instead of taking its normal movement. A Sucker can take any path back to the Arm. Suckers carrying heroes can't attack.
- ◆ If a hero grabbed by a Sucker starts a monster turn in the room with its matching Arm, that hero is eaten and killed. Remove that Tentacle (Arm and Sucker) from the game.
- ◆ If a Sucker is defeated by any attack during a hero's turn, it is stunned and retreats. It drops any hero it is grabbing. Then put the Sucker token back in the same room as its matching Arm.
- ◆ The Bell has no effect on grabbed heroes. The Spirit Board has no effect on Suckers.

If You Win . . .

That which squats at the center of the house sups, sucking the marrow from the bones of its victims. The obscene, mind-numbing entity quivers joyfully.

Already stronger, it sends its probing tentacles farther than ever before . . . out the front door.

HAUNT

23

Fly Away Home

A *shushing, sandpapery sound grows louder and louder outside the windows of the house. Looking out, you see countless glowing red eyes staring at you. You begin to laugh and cry. You can feel your face warm as tears of blood begin to fall from your eyes. Yes, this is what your life has been for . . . to let in your masters and give them your blood.*

You open the windows wide.

Right Now

- ◇ Your explorer is dead. Remove his or her figure from the game.
- ◇ Set aside 24 small red monster tokens (representing Bats). Put 3 of them in the Tower or Attic. If neither room has been discovered, the haunt begins with fewer Bats.
- ◇ Put 3 Bat tokens in the Chasm or Catacombs. The same conditions apply.

What You Know About the Heroes

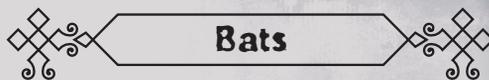
They're trying to find a way to drive off the Bats.

You Win When . . .

. . . all the heroes are dead.

Each Hero Must Do This . . .

. . . at the beginning of his or her turn. That hero takes 1 point of physical damage for each Bat token on his or her character card.



Bats

Speed 5 Might 2 Sanity 1

Throughout the haunt, more Bats enter the house.

- ◇ During the monster turn, roll a number of dice equal to the number of players. Set aside that many Bat tokens.
- ◇ During the monster turn, Bats enter the house. You can put Bat tokens in the Tower, Chasm, Conservatory, Entrance Hall, Gardens, Graveyard, Patio, Tower, Balcony, and any room with an outward-facing window (Grand Staircase, Master Bedroom, Bedroom, Chapel, and Dining Room). If a room is set up so that the window is false (faces another wall), you can still put a Bat token there. You can place only one Bat token in each of these rooms, unless there are more Bats than rooms. In that case, you choose which rooms each get an extra Bat token.
- ◇ Bats can continue to move after entering the house. Entering counts as moving 1 space.
- ◇ If you run out of Bat tokens, no more Bats can enter the house until some other Bats die. This means there can never be more than 24 Bats in the house at one time.

Special Attack Rules

- ◇ Bats don't attack normally. Instead, roll 1 die for each Bat attacking a hero. On a roll of 2, that Bat latches onto the victim. Put the Bat token on that hero's character card.
- ◇ Unattached Bats don't affect hero movement. For each Bat that is attached to a hero, that hero moves 1 fewer space that turn. (A hero can always move a minimum of 1 space.)

If You Win . . .

Slowly, the shushing of wings fades as dawn lightens the sky and the vampire bats roost in the house. Below them lie the dried-out husks of food vessels that once ran foolishly about the place. Already the vessels are turning to dust, joining the many others who gave their blood to the bat lords of the manor.



Voodoo

Time for all masks to come off. You've prepared for this night. You've collected the essence of each of your newest friends, oh so secretly. You've sewn the likenesses, oh so meticulously. You've placed each likeness in the house earlier, oh so perfectly.

And now, your friends are all here! All your friends, and all their dolls. A thrill of exhilaration threatens to send you into a peal of laughter from which you won't be able to stop. First things first. There's voodoo to do.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.
- ◆ Look at "Voodoo Doll Descriptions" for a list of dolls and possible locations. Select a doll for each hero. Then, on a piece of paper, write down which doll corresponds to which hero and which of the two listed rooms the doll is in. Don't tell the players where the dolls are located.
- ◆ If one of the listed rooms for a doll has been discovered and the other hasn't, you must choose the discovered room. Otherwise, you can choose either room.
- ◆ After you have chosen a doll for each hero, read aloud to each hero the quote for his or her doll in "Voodoo Doll Descriptions."

What You Know About the Heroes

They're trying to find the dolls and destroy them.

You Win When . . .

. . . more than half of the heroes who began the haunt are dead.

You Must Do This . . .

. . . at the end of each of your turns. Advance the Turn/Damage track to the next number, beginning with 1. Any doll that hasn't been destroyed affects its hero at that time. Read the quote for each doll in "Voodoo Doll Effects" aloud as it occurs.

Voodoo Doll Descriptions

- ◆ A **Wax Doll** is melting in the Furnace Room or in the ovens of the Kitchen. "You're burning up!"
- ◆ A **China Doll** is balanced precariously in the winds on the Balcony or the Tower. "The ground, far below, is waiting."
- ◆ A **Stone Doll** is sinking into the mud beside the Underground Lake or in the Graveyard. "Muck in your mouth. You're choking."
- ◆ A **Glass Doll** is resting between the unholy flickering candles of the Pentagram Chamber or in the Chapel. "Evil, evil everywhere. Unholy evil."
- ◆ A **Rag Doll** is entwined in the thorns of a rose bush in the Gardens or the Conservatory. "Stabbing punctures. Dirt and blood."

Voodoo Doll Effects

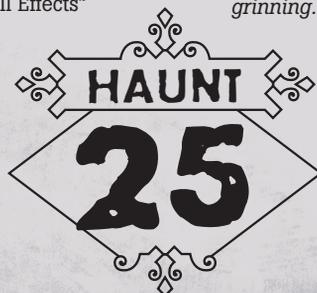
- ◆ **Wax Doll:** The hero takes 1 point of physical damage. "Fire burns good and evil."
- ◆ **China Doll:** Roll 4 dice. If the result is less than the turn number, the doll falls and shatters, killing the hero. "A strong wind pushes you."
- ◆ **Stone Doll:** The hero is slowly suffocating and must attempt a Might roll. If the result is less than the turn number, the hero loses 1 point in each trait. "You are sinking into grime. So dark. So dirty."
- ◆ **Glass Doll:** The hero takes 1 point of mental damage. "Unholy presence, where once there was goodness."
- ◆ **Rag Doll:** The hero must attempt a Knowledge roll. If the result is less than the turn number, the hero takes 2 points of physical damage. "Blood red, rose death."

If You Win . . .

You pick up your big red marker and uncap it. Opening your photo journal, you flip past all the earlier dolls to the last few pages.

Scratch, scratch, scratch. You draw a bright red slash through each of the pictures you taped into the book before your arrival at the manor. The feeling of accomplishment sets you to grinning. But it never lasts.

Time to find new friends.



Pay the Piper

You hear the skitter, scritch, scratch all the time, now. Your friends don't seem to notice. But you do.

Rats in the walls.

At first, you ignored the rats, but then you began hearing their whispery voices in your head. They promise friendship, trust, even devotion. All for you. Why? Because you are their friend, their kin. You are a wererat with special powers and responsibilities. The skitter, scritch, scratch of your rat cousins spells out what you must do.

Right Now

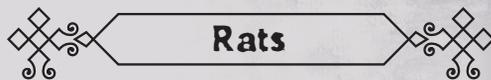
- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If any of your traits are below their starting values, restore them to their starting values now. Then add 1 to each trait.
- ◆ Set aside a number of small red monster tokens (representing Rats) equal to twice the number of players. Put one Rat token in each unoccupied room with a symbol  or  or . If there are more Rat tokens than there are eligible rooms, you can double them up in rooms as you choose. If there are fewer Rat tokens than rooms, you decide which rooms to put them in.
- ◆ Set aside 5 triangular Sanity Roll tokens.

What You Know About the Heroes

They're trying to kill all the Rats in the house, which would prevent you from completing your wicked rat-thing ritual.

You Win When . . .

. . . you either kill all the heroes or complete your ritual.



Rats

Speed 3 Might 2 Sanity 1

Special Attack Rules

- ◆ If a Rat is defeated, it's killed instead of being stunned.
- ◆ A group of Rats in the same room can make an attack together. When they do this, they add their Might scores together for one large attack against a single target (maximum of 8 dice). A group of Rats that attacks this way unsuccessfully doesn't take damage.
- ◆ While in the Pentagram Chamber, you can't be affected by the heroes in any way. Neither the Rats nor the heroes can enter the Pentagram Chamber.

How to Complete the Ritual

- ◆ Move to the Pentagram Chamber. Once there, you'll be safe as you work on the ritual.
- ◆ While in the Pentagram Chamber, you can attempt a Sanity roll of 3+ to perform the ritual. If you succeed, put a Sanity Roll token on your character card and put a Rat token (if any are available) in a room adjacent to the Pentagram Chamber. That room doesn't need to have a connecting door. The number of Sanity rolls needed to complete the ritual is based on the number of players:

Number of Players	Rolls Needed
3-4	5
5-6	4

If You Win . . .

Your lovely, lovely children lap up the spilled blood and tussle over the larger chunks, hissing at each other. Children will be children, after all. And children need to eat.



Amok Flesh

You hear the tinkling impact of breaking crystal. So. Your cloned tissue is free from its containment. Even now, you can hear the sound of its expansion. You wish for the thousandth time you hadn't used such unstable protoplasm in your experiments. But you did. You sigh.

Time to round up all your friends. You'd hate for any of them to hurt themselves running from your misplaced, growing, all-consuming flesh.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set aside at least 20 small orange monster tokens. You'll use them to represent a single, growing, enormous Blob that is taking over the house.
- ◆ The player whose explorer is carrying the Crystal Ball card discards that card.

What You Know About the Heroes

They're trying to destroy your precious Blob by finding objects that will hurt it and tossing them into its growing flesh. You can try to kill them or try to steal these objects.

You Win When . . .

. . . all the heroes are either dead or turned into Blob-people.

The Blob

- ◆ On the first monster turn, the Blob engulfs the room where the Crystal Ball was and each room with a connecting door adjacent to that room. Put Blob tokens in those rooms.
- ◆ Each monster turn thereafter, the Blob expands into each adjacent room through a connecting door. Put Blob tokens in those rooms. The expanding Blob can use all movement options, including doors, stairs, and special effects such as the Coal Chute, Collapsed Room, Secret Stairs, Secret Passage, and so on. However, it cannot use the Mystic Slide. The Blob can also expand up to or down from the Coal Chute, Gallery, and Collapsed Room. If the Blob enters the Mystic Elevator, the Elevator will no longer move.

- ◆ After expanding the Blob into all adjacent rooms, roll 1 die. If you roll a 2, expand the Blob a second time. (If you run out of Blob tokens, take tokens from inner rooms that explorers can't reach.)
- ◆ Blob tokens don't count as individual monsters. They don't attack and can't be affected by things that affect monsters.
- ◆ Anyone in a room with a Blob token (including you) immediately becomes a Blob-person and discards all items and omens. Put a Blob token on that explorer's character card to show that he or she is a Blob-person. The explorer's player now controls that Blob-person. That player's new goal is to help you win. (He or she reads the haunt in this book.)
- ◆ The Blob isn't affected by the Bell or Spirit Board.

Blob-People

Speed 2

- ◆ A Blob-person cannot attack, be attacked, draw cards, use the Mystic Elevator, or discover rooms. It cannot carry or use items. It moves during its player's turn and can pass freely through rooms with Blob tokens.
- ◆ At the beginning of the monster turn, put a Blob token in any room a Blob-person occupies. The Blob doesn't expand from that room until it's connected to the greater Blob.

If You Win . . .

Your cloned tissue fills most of the house now. Your friends, the vermin in the walls, the moths fluttering around the light fixtures—they're all fused, flesh and soul, with the blob. Only one thing left to do now.

You fall back, arms spread wide, into the waiting embrace of bubbling flesh.



Ring of King Solomon

When you found pentagrams under the floor in your bedroom as a child, you also found the source of the nightly, blood-soaked dreams of pain, screams, and sickly sweet

terror.

Then the voices told you how to prepare for the Arrival.

At first, you promised to make preparations only if the dreams would stop. Later, when you were awake and alone, night after night with only the drab comfort of your own pale imagination for company, you promised to finish the preparations only if the dreams returned.

Now the Arrival is at hand. You're done with dreaming.

Hell has come.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Choose which room has the portal from Hell. It must be an unoccupied room with an event symbol (☪) at least 4 rooms away from the closest explorer. If there isn't an eligible room more than 4 rooms away, choose one as far away as possible.
- ◆ Put the large circular Demon Lord token in the chosen room. In the same room, place a number of small yellow monster tokens (representing Demons) numbered from 1 up to the number of heroes when the haunt was revealed (maximum 4).

What You Know About the Heroes

They're trying to kill the Demons.

You Win When . . .

. . . all the heroes are dead.

Each Demon Must Do This. . .

. . . on the monster turn. Demons hate all living creatures. Each Demon must always move full speed toward the closest hero it can attack, using the best route possible. It makes an attack during its turn, if it can. If several heroes are the same distance away, you decide which one the Demon moves toward and attacks.

Demons

Demon 1

Speed 3 **Might 5** Sanity 5

Demon 2

Speed 4 **Might 4** Sanity 4

Demon 3

Speed 5 **Might 3** Sanity 3

Demon 4

Speed 6 **Might 2** Sanity 2

Demon Lord

Speed 2 **Might 7** Sanity 7

Special Attack Rules

- ◆ A Demon can steal the Ring from the explorer carrying it instead of inflicting damage. (See "Special Attacks" on page 13 of the rulebook.) A Demon carrying the Ring can't use it, trade it to another Demon, or drop it, but an explorer who defeats that Demon in physical combat by 2 or more can steal the Ring back.
- ◆ Speed attacks (such as those using the Revolver or Dynamite) can't be used against the Demon Lord.

If You Win . . .

The Hellgate is open. You scrub the blood from your eyes with the heel of your palm. The sickly sweet tang in the air is just like that in your dream. The tangled bodies of your fellow explorers form a throne of flesh for the demon lord. The screaming has only just begun.

Just as you've always dreamed.



Frankenstein's Legacy

You flip through the book, reading random passages:
". . . To examine the causes of life, we must first have recourse to death. A churchyard is merely the receptacle of bodies deprived of life, now food for the worm. I alone have discovered this astonishing secret: That which was once dead may be reanimated!"

And then:

"The bones are collected from the charnel-house. The skin is harvested from men no more than three days dead. The parts, great and small, are stitched into the semblance of a human frame. It awaits only the proper voltage to walk, once more, ALIVE!"

You realize, with a growing sense of excitement, that you have stumbled upon a lab notebook detailing the reanimation of dead tissue. And you can finish this experiment. You must.

In the name of science.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put the large circular Frankenstein's Monster token in either the Research Laboratory or the Operating Laboratory. If neither room is in the house, search the room stack for either tile and put it on the upper level with the Frankenstein's Monster token on it. Then shuffle that stack.

What You Know About the Heroes

They think your Monster is an abomination and will try to kill it. They also know that the Monster is vulnerable to fire.

You Win When . . .

. . . all the heroes are dead.



Speed 3 Might 8

Frankenstein's Monster must always move at full speed toward the closest hero. If more than one hero is the same distance away from the Monster, you decide which one it moves toward. It must make an attack during its turn, if it can.

Special Attack Rules

- ◆ When making an attack roll, Frankenstein's Monster adds 2 to the result. There is no addition to the roll when the Monster is defending.
- ◆ Frankenstein's Monster is immune to Speed attacks (such as those using the Revolver and Dynamite).
- ◆ If you beat a hero by 2 or more with a Might attack, you can steal a Torch token from that hero instead of inflicting damage. (See "Special Attacks" on page 13 of the rulebook.) If you succeed, you automatically destroy the Torch.

If You Win . . .

As you harvest the skin from your former friends, you're careful not to tear too much, cutting in straight lines. You reflect on your good fortune. By reanimating the body you found in the lab (and benefiting from its subsequent actions) you find yourself with a surplus of skin, organs, teeth, and bone. With what you have now, you can recreate the experiment described in the book from scratch. Isn't science wonderful?



Tomb of Dracula

The girl seems helpless and alone. She comes toward you hesitantly. You reach out your hand to reassure her, but when she takes it, you shudder. No living hand could be as pale, as cold as hers. Then she opens her mouth, and you see the fangs.

A short while later you awaken. You feel terrific—better than terrific. But so very, very thirsty.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ You are now a Vampire. Add 1 to each of your traits.
- ◆ Put the large circular Dracula token in the Crypt or the Graveyard. If neither room is in the house, put the Dracula token in an unoccupied room at least 4 rooms from the closest explorer. (If there isn't one that far away, place it as far away as possible.)
- ◆ Discard the Girl card and put a small magenta monster token in your room to represent the Bride.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.

What You Know About the Heroes

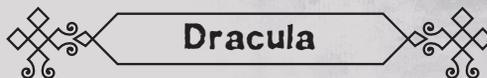
The sun is coming up soon. You need to kill the heroes quickly, because the Vampires will weaken as the sun moves higher. When this happens, the heroes will tell you how the sunlight affects the Vampires.

You Win When . . .

. . . all the heroes are dead or turned into Vampires. If you win and another player controlling a Vampire has killed a hero, that player also wins.

You Must Do This . . .

. . . at the start of your turn. Advance the Turn/Damage track to the next number, beginning with 1.



Speed 5 Might 8 Sanity 6



Speed 4 Might 4 Sanity 4

Vampires

- ◆ Dracula needs time to awaken. He doesn't move or attack normally until Turn 2 (he can still defend against attacks.)
- ◆ Each time Dracula, the Bride, or any other Vampire (including you) tries to enter the Chapel or any room with an hero carrying the Holy Symbol, it must attempt a Sanity roll of 6+. If it fails that roll, it can't enter that room. (If the Holy Symbol is in the Chapel, the Vampire rolls only once.)

Special Attack Rules

- ◆ **Domination:** When any Vampire (including Dracula, the Bride, and you) attacks a hero of the opposite sex, it can attempt a Sanity attack to dominate the hero. If it defeats that hero, that hero takes Speed damage instead of mental damage. If the hero defeats the Vampire, the Vampire takes no damage. A Domination attack can also be made from an adjacent room with a connecting door. If the attack succeeds, you can also move the defeated hero into the Vampire's room.
- ◆ Once a hero's Speed has dropped to the skull symbol due to Domination, that explorer becomes a Vampire and is no longer a hero. (Have the player read this haunt in the *Traitor's Tome*.) Raise that character's Speed to its starting value. The newly created Vampire then adds 1 to each trait and is controlled by its player. It acts on its player's turns.
- ◆ Vampires can also attack and kill heroes normally. A hero killed by a Vampire does not become a Vampire.

If You Win . . .

More succulent than any fruit, the elixir of life throbs through your body like the dying heartbeat of your protesting meal. But as always, the well runs dry.

Dracula will know where to find more.





Airborne

T

his scenario has no traitor—only heroes.
You are all trying to escape the house.
Refer to the *Secrets of Survival* booklet.





Lost

The crystal ball flashes, and a thundering chord bursts out of the pipe organ. The house shakes, shifts, and changes. The air thickens into a cloying, green, corrosive mist. Outside, the sky is mauve, the trees are pulsing tubular nightmares, and the pedestrians have rather more teeth than any on Earth.

Sighing in relief, you slip the mask from your face, revealing your true features. You're home!

All that's left is to collect the specimens. If you can keep them from fleeing back to their own dimension, the atmosphere itself should kill and pickle them nicely.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set aside all the room tiles that have been played in the house so far, except for the starting tiles and any occupied rooms. Remove any Secret Passage, Secret Stairs, or Wall Switch tokens connecting to rooms that have been set aside.
- ◆ If the Organ Room isn't in the house, search the room stack for that tile and put it into the house attached to a starting tile of your choice.
- ◆ Shuffle together all the tiles you set aside and all the undrawn tiles from the room stack and discard stack.
- ◆ The occupied room tiles are still in the house. Move them next to the starting tiles of their appropriate floors.
- ◆ Set aside 5 triangular Knowledge Roll tokens.

What You Know About the Heroes

They're trying to find a way to reactivate your dimensional transporter in the Organ Room and return the house to their home. They are also taking damage every turn from the poisonous atmosphere of your planet.

You Win When . . .

. . . all the heroes are dead.

How to Prevent the Heroes' Escape

You can alter the transporter controls to make them human-proof. You can attempt to make a Knowledge roll of 4+ in the Chapel, the Game Room, either Laboratory, and the Pentagon Chamber. If you succeed, put a Knowledge Roll token in that room. You can put only one of these tokens in each of these rooms. Tell the heroes that each Knowledge Roll token you have placed subtracts 3 from Knowledge rolls to activate the transporter.

If You Win . . .

You trundle your specimens down to the laboratory. You know just which bell jars you'll use for storage. Oh! You might have to saw a few of the specimens down to size before you stuff them into their jars. But that's OK. They're already dead.



An Invocation of Darkness

It's all right here: the ritual that will bring about the hideous reign of a dark god who will rule the planet for a thousand years! At first you are repulsed, but the more you read, the more you are unable to resist the book's spell. You must go to the appropriate location and open the gate that will summon the elder god.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set aside the large circular Demon Lord token to represent the Elder God.
- ◆ Set aside 5 triangular Knowledge Roll tokens.
- ◆ If any of your traits are below their starting values, restore them to their starting values. Then, for each trait, roll 2 dice and increase that trait by the result.
- ◆ You take an extra turn immediately after the haunt is revealed. Play then proceeds clockwise from the player to your left as normal.

What You Know About the Heroes

They are trying to destroy the Book, to stop the summoning or banish the Elder God.

You Win When . . .

. . . all the heroes are dead.

How to Summon the Elder God

- ◆ Carry the Book to either the Chapel or the Pentagram Chamber.
- ◆ After taking the book to one of those rooms, you must make Knowledge rolls of 5+. Each roll uses 1 space of movement.
- ◆ You can still attempt the Knowledge rolls even if the Book has been stolen from you (fortunately, you have a good memory). You still have to be in the Chapel or the Pentagram Chamber.
- ◆ Whenever a roll succeeds, take a Knowledge Roll token. When you have accumulated 5 tokens, an extradimensional portal opens in your room and the hideous Elder God comes through. The bad news is, the Elder God kills you immediately. Remove your explorer's figure from the board. Drop all items you were carrying, which remain in that room. The good news is, on your next turn you control the Elder God and can start hunting down your hapless former friends.

Elder God

Speed X Might 12 Sanity 7

The Elder God's Speed is equal to the number of players when the haunt was revealed.

If You Win . . .

Nothing can stop you! Ia, ia! Let the age of humanity come to an end!





Guillotines

This haunt uses the hidden traitor rules described on page 17 of the rulebook. All players read this haunt in the *Secrets of Survival* booklet.



Small Change

Now that your experimental subjects are all safely in the house with your cats, it's time for the real fun to begin! Dropping the beaker of Shrinkital, you watch as the silver liquid turns to gas. Miraculously, it shrinks you and your subjects down to the size of mice. Already you hear your cats padding towards the frightened subjects. It looks as if you and your cats will really enjoy this little experiment, one you like to call "The Digestive Response of Domestic Felines to the Introduction of Homo Sapiens Minutus."

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If there are three or four players, put one small red monster token (representing a Cat) in the Entrance Hall. If there are five or six players, put one Cat token in the Entrance Hall and another in the room where the haunt was revealed.

What You Know About the Heroes

They're trying to escape the house in a Toy Airplane.

You Win When . . .

. . . more than half of the heroes who began the haunt have been killed by Cats.

Being Small

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



Cats

Speed 6 Might 7 Sanity 5
Knowledge 5

Cats count each doorway as a space, the same as explorers do. A Cat can catch only one hero at a time.

Special Attack Rules

- ◆ You can't attack explorers. (You want your Cats to eat them instead.)
- ◆ When a Cat defeats a hero, it plays "cat-and-mouse" with that hero for a turn instead of inflicting damage. On that hero's next turn, he or she has an opportunity to escape (the heroes will tell you how). If anyone defeats the Cat before the Cat's next turn, the Cat drops the captured hero and is stunned. Otherwise, it swallows and kills the hero at the start of the next monster turn. Captured heroes are not affected by the Bell.
- ◆ A Cat in the same room as the Toy Airplane can attempt a Speed roll of 7+ to bat it down. A Cat can then immediately attack a hero in the Toy Airplane. You can also attempt to knock down the Plane, needing a Speed roll of 5+. (The heroes can attempt to restart the plane on their turns.)

If You Win . . .

It will take months to analyze all of the data, but one thing is clear—your cats consider this experiment a great success!



HAUNT

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Better with Friends

Many years ago, you drowned in the underground swamp beneath this house. Since that time, you have existed as a ghost, alone and lost in your watery grave. Then you found the medallion. Its power gave you the chance to return to mortal form and find others who might share your twilight existence with you.

You have carefully selected and brought your new friends to the house. Now it is time for them to join you in death. Already you hear the water filling the basement. You must not let them escape.

Death is better with friends.

Right Now

- ◇ Your explorer is still in the game but has turned traitor.
- ◇ Put a pentagonal item token in the Attic to represent the Rowboat. If the Attic isn't in play, put the Rowboat token there when the Attic is discovered.
- ◇ Set aside 4 triangular Might Roll tokens.
- ◇ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.

What You Know About the Heroes

The house and surrounding area are sinking into an underground swamp. The heroes will try to escape.

You Win When . . .

. . . either more than half of the heroes who started the haunt are dead, or the Rowboat is disabled.

You Must Do This . . .

. . . at the end of your turn. Advance the Turn/Damage track to the next number, beginning with 1.

Flooding

Depending on the turn, the house will be flooded to different levels. When you advance the Turn/Damage track to a new number, tell the other players which levels of the house are flooded and whether the flooding is partial or full.

Turn Flood Level

- 1 Basement partially flooded.
- 2 Basement fully flooded.
- 3 Basement fully flooded and ground floor partially flooded.
- 4 Basement and ground floor fully flooded.
- 5 Basement and ground floor fully flooded, upper floor partially flooded.
- 6 Whole house fully flooded for remainder of game.

Flooding affects all heroes but not you. The effects of flooding are defined in the *Secrets of Survival* booklet.

Special Attack Rules

You can attack the Rowboat once during your turn, but only with a Might attack. You can attempt a Might roll of 3+ to damage the Rowboat. Each time you damage the Rowboat, put a Might Roll token on your character's card. After you have accumulated 4 tokens, the next successful Might attack disables the Rowboat.

If You Win . . .

Your friends' lifeless bodies float beside your own, bumping gently into each other in the murky water. After a while, they open their eyes, and you lead them down into the cold, dark water. You lead them home.



Checkmate

You know what those fools are reading in Uncle Ebenezer's journal: "I, Ebenezer Slocum, have found the means to force Death itself to appear before me. I have prepared to challenge Death, and I will defeat it! I have studied and enhanced my mind to its keenest. Oh, Death will not be proud this night!"

Well, that old geezer's bones are still sitting by the chess set. You doubt these fools can do any better. Beat Death? Indeed!

Just in case, you'll do what you can to make sure none of them win this game. After all, you can't stand the thought of anyone being smarter than you, and there's no way you could beat Death at chess!

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put a small purple monster token (representing Death) in the same room as a hero of your choice.
- ◆ Take 5 pentagonal item tokens to represent Holy Seals. Place a Holy Seal token in each of the following rooms, either now or when they are discovered: Vault, Crypt, Research Laboratory, Operating Laboratory, and Game Room. Tell the heroes that there are five Holy Seals, but don't tell them which undiscovered rooms have them.

What You Know About the Heroes

One of them will try to beat Death in a game of chess. They'll use the Holy Seals to help. If they beat Death even once, you will lose.

You Win When . . .

. . . all the heroes are dead. You also win if there is no hero in the room with Death at the beginning of the monster turn. (If no one is there, the heroes forfeit their game of chess.)



Death

Knowledge 8

Death Must Do This . . .

. . . during the monster turn. Death plays chess against the explorer in the room with the highest Knowledge. Both attempt Knowledge rolls, but Death cheats. After its first roll that turn, it rerolls any dice that come up blank. (For example, if Death rolls 8 dice, and 2 of them show blank faces, those two blank dice are rerolled, but only once.)

Death and its opponent then compare results. If the result is a tie, nothing happens. If Death rolls a higher result, it captures a piece, as described in the following table.

Death Wins by	Effect
1-2	Pawn: Each hero loses 1 Sanity.
3-4	Significant piece: Each hero loses 1 Might.
5+	Death grimly intones, "Check." Each hero loses 1 Sanity and 1 Might.

Special Attack Rules

- ◆ Death can't attack or be affected in any way other than by being beaten at chess.
- ◆ You can't enter the room with Death or affect a hero there in any way, such as by using the Bell, the Revolver, or the Dynamite. (Your master doesn't like distractions from his game.) You can't pick up Holy Seals, but you can steal them from the heroes. (See "Special Attacks" on page 13 of the rulebook.)

If You Win . . .

Ha! The fools. You knew they couldn't beat Death at his own game. So what if you helped Death out a bit? The important thing is they're dead and gone, and you're still here.
Checkmate.



HAUNT

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Hellbeasts

Firebats are picky creatures. They only come out at night, and they can't breed without drinking human blood. Still, they're cute, and they're your pets. You've brought them the humans they need. Now all you have to do is make sure they can get to the blood.

Right Now

- ◇ Your explorer is still in the game but has turned traitor.
- ◇ Gather small red monster tokens to represent Firebats. Put a number of them equal to half the number of players, rounded up, in the room where the haunt was revealed.

What You Know About the Heroes

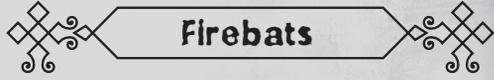
Their bodies contain the blood your Firebats need in order to breed. The heroes will try to find a way to stop you.

You Win When . . .

. . . all the heroes are dead.

You Must Do This . . .

. . . when you roll for how many spaces the Firebats move on the monster turn. Put as many Firebat tokens in the room where the haunt was revealed as the result of the roll. Firebats cannot move on the turn they appear.



Firebats

Speed 3

Special Attack Rules

- ◇ Firebats can't attack or be attacked.
- ◇ After you have moved all the Firebats, roll 1 die for each Firebat token in the same room as one or more heroes. All heroes in that room take physical damage equal to the result. (The Armor card can prevent only 1 point of that damage.)
- ◇ Firebats don't slow heroes moving through their room.

If You Win . . .

Your little batlings sup greedily on the humans scattered about the mansion. In no time, more firebats will grace the manor with their burning presence. The cycle of life . . . what could be more beautiful?



The Heir

They have come at last, as you knew they would—the only possible heirs to the ancient Romanescu fortune and power. Your family currently controls the fortune, but if the true heir sits on the throne in this house while holding the Romanescu ring and spear, he or she will take it from you. That must not happen.

Tonight your hidden assassins will kill the heir and keep your family in power.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If the Statuary Corridor is not yet in play, search through the room stack until you find it and place it in the house. You should place it so that it is as hard as possible for the heroes to reach. Then shuffle that stack.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.
- ◆ You have a number of Assassins hidden in the house equal to the number of players. Secretly write down the rooms they're hiding in, with the following restrictions.
 - ◆ Each Assassin must be hidden in a room currently in play.
 - ◆ You can't put more than one Assassin in a room.
 - ◆ You can't put an Assassin in an occupied room or the Statuary Corridor.

What You Know About the Heroes

One of them is the heir, but you don't know which one.

You Win When ...

... the heir is dead.

Assassins

Might 2

Using Your Assassins

- ◆ When a hero moves into a room with an Assassin, you can choose to reveal the Assassin. If you do, make an attack immediately with the Assassin against the hero (even if it isn't the monster turn). The Assassin makes a sneak attack, rolling 2 dice, and deals that much physical damage: The hero doesn't get to defend against it.
- ◆ After attacking once, an Assassin takes poison and is killed. Mark off the Assassin on your sheet of paper.
- ◆ Whenever a hero dies, you can ask whether he or she was the heir. The player must answer truthfully.

You Must Do This ...

- ... at the end of your turn. Advance the Turn/Damage track to the next number, beginning with 1.
- ◆ At the end of Turn 3, new Assassins equal to the original number of players enter the house. Secretly write down where they're hiding. You can put an Assassin in any unoccupied room that doesn't already have an Assassin.
- ◆ At the end of Turn 6, place more Assassins just as you did on Turn 3.

If You Win ...

The heir is dead. Your family's stolen wealth is safe. Walking past the crumpled body, you drop a paper crown beside it. As the crown reddens with the heir's blood, you quietly shut the door.



Buried Alive

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

BURIED ALIVE.

Stupid board. Its little activity just broke the spell you used to keep your companions from realizing they're missing one of their own—the victim you buried alive just before entering the house.

If you don't do something, your fellow explorers might find your victim. That would never do! It's all well and good to torture someone, but if your victim doesn't die, it's like . . . well, it's like a nice dinner without dessert. And you love dessert.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.
- ◆ Choose an already discovered basement room in the house. Secretly write down your choice. The person you buried is in that room. If there are fewer than five rooms (including the Basement Landing) currently in the basement, draw and place basement rooms until there are five. Then write down which one is the burial room.

What You Know About the Heroes

They're trying to rescue the buried person.

You Win When . . .

. . . the buried person is dead.

You Must Do This . . .

. . . at the end of your turn. Advance the Turn/Damage track to the next number, beginning with 1. Then roll a number of dice equal to that number. The buried person takes that much physical damage. Keep track of the total amount: The buried person can take 12 points of damage before dying.

The Spirit Board

- ◆ The Spirit Board will help the heroes. The explorer currently carrying it can't trade or drop it.
- ◆ If you defeat the hero carrying the Spirit Board by 2 or more with a Might attack, you can steal the Spirit Board instead of inflicting damage. If you do so, the Spirit Board is immediately destroyed, and the card is discarded.

If You Win . . .

Ahhhh, yes. Your frantic companions were just too late. Somehow this whole exercise has made you a little peckish. Time for a late dinner . . . with dessert.



Invisible Traitor

Searching through this dusty old place, you notice a word carved into the back of the ring you're wearing. As you say the word aloud, a terrible pain spikes through your left eye and into your skull. Pain fills you, agony so terrible you claw at your own skin to stop it.

Then the pain is suddenly gone, and with it your conscience. You also seem to be missing your body. No, wait, you're invisible . . . an invisible hunter, ready to kill.

Yes, that's it—kill. Something always stopped you before, but now you are free to do as you wish. You feel just like a kid at Christmas. Time to open your friends . . . er, gifts.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Get a piece of paper. Choose any room currently in the house. Write down the name of that room—it's where you are now. Then remove your figure from the house.

What You Know About the Heroes

They're trying to find and kill you.

You Win When . . .

. . . all the heroes are dead.

How to Move

- ◆ Instead of moving your figure around the room tiles, write down the room where you end your movement. (Use your Speed and normal movement rules to figure this out.) If you exit a room with a hero in it, you don't spend an extra space of movement (as monsters do).
- ◆ You can still discover new rooms, but the heroes will obviously know where you are when you place new room tiles in the house.

Stealing Items

Once during your turn, you can attempt a Speed roll to steal an item from a hero if you end your movement in the same room. (This isn't a Speed attack, and your opponent can't defend against it.)

Roll	Result
4+	You take the item.
1-3	You fail, but you don't need to tell the players which hero you were trying to steal from.
0	You fail, and you must tell the players who you were trying to steal from.

Special Attack Rules

- ◆ The Ring no longer allows you to make Sanity attacks.
- ◆ Unless you are attacking with an item, all your attacks are sneak attacks. Instead of attacking normally, roll a number of dice equal to half the original number of heroes, rounded up. The hero you attack takes that much physical damage. Your opponent can't defend against this.
- ◆ If a hero guesses (or knows) what room you're in and attacks you, that attack is handled normally.
- ◆ You can both attempt to steal an item and attack on the same turn.

If You Win . . .

Your friends lie scattered across the manor. You stare at your face in the mirror, visible beneath a mask of blood. As you wipe the blood away, you fade once more from view. That was fun.

Maybe you'll try arson next. You've always wondered what it would be like to watch someone burn.



Comes the Hero

Immortality is something most people would pay anything for. That's why you're amazed that yours came so cheaply. All you need to do is open a little gateway to Hell, and your master will let you keep this gift forever.

Even though you're immortal, time's a-wasting. Best not to wait too long before opening the dread gate.

Right Now

- ◇ Your explorer is still in the game but has turned traitor.
- ◇ Raise any of your traits below its starting number to that number.
- ◇ If you don't already have a weapon card (such as the Revolver, Axe, or Blood Dagger), search through the item or omen stack and take the first weapon you come to. Then shuffle that stack.

What You Know About the Heroes

They're trying to stop you from opening the gate to Hell.

You Win When . . .

. . . you open the gate to Hell.

How to Open the Gate to Hell

You must take the following steps, in order.

1. You must sacrifice (kill) one of the heroes using a weapon, then bring the body to the Catacombs, Chasm, or Pentagram Chamber. You can pick up a body as you would pick up an item and then carry it. Tip over the hero's figure and put it on your card to show you are carrying it. The body is a dead weight; while carrying it, each room you enter counts as 2 spaces of movement. The Dog cannot carry a body.
2. Once the body is in one of those rooms, you can attempt a Sanity roll or Knowledge roll of 4+ to open the gate to Hell. You can attempt this roll only once during your turn.

Coping with Immortality

- ◇ Your traits will not go up or down, even if you gain or lose items, unless the heroes manage to find some special way to lower your traits.
- ◇ Items cannot be stolen from you.
- ◇ Explorers don't slow your movement.

Special Attack Rules

- ◇ You can't be attacked and don't take damage from card effects or room effects.
- ◇ You can attack as normal, but you don't take damage if defeated.

If You Win . . .

As the gate rips its way through the house and into your world, you can already hear the shrieks of the damned mingling sweetly with the cries of the yet-to-be-damned. Damnation and terror, death and destruction . . . and you're immune to it all. Enjoy.





The Star-Sickness

This haunt uses the hidden traitor rules described on page 17 of the rulebook. All players read this haunt in the *Secrets of Survival* booklet.



Death Doth Find Us All

How can the others not realize this house is alive? It is a living, potent creature. Like every living creature, it must eat to survive.

Long ago, you struck a bargain with the House on the Hill. Every ten years, you bring a new group of people to the house. Once they arrive, the house sucks the life from them, aging your friends until they are dust. In return, you gain ten more years of youth and vigor.

Already you see the lines appearing and the tremors in their limbs. It has begun.

Right Now

- ◇ Your explorer is still in the game but has turned traitor.
- ◇ All the heroes immediately age 10 years, including the explorer with the Medallion. Consult the table below and tell each hero how to adjust his or her traits.

What You Know About the Heroes

They're aging fast, but they've found a Medallion that somehow thwarts the process.

You Win When . . .

. . . all the heroes are dead.

At The End Of Your Turn

Each hero rolls 1 die and ages that many decades. This happens even if you have been killed. Whenever a hero enters a new decade, consult the following table.

Decade	Effect
20s	Gain 1 Might and 1 Speed.
30s	Gain 1 Sanity and 1 Knowledge.
40s	Lose 1 Speed and gain 1 Sanity.
50s	Lose 1 point from a physical trait and 1 point from a mental trait.
60s	Lose 1 Might and 1 Speed, and lose 1 point from a mental trait.
70s+	Lose 1 point from each of your four traits.

The effects are cumulative. For example, if a character goes from his 40s to his 60s in one turn, he chooses to lose 1 Might and 1 Knowledge as he enters his 50s and then loses another point of Might, Speed, and Knowledge as he enters his 60s.

Feeding off Death

Whenever a hero dies for any reason, you immediately roll 3 dice and add the result to any trait or combination of traits.

The Medallion

You can't pick up, steal, or carry the Medallion.

If You Win . . .

Ashes to ashes, dust to dust. Death doth find us all . . . well, almost all. You feel just fine, thank you. Leaving the house, you shut the door again and say adieu—until next decade.



Tick, Tick, Tick

You giggle uncontrollably as you consider your handiwork. You have strapped a bomb to each of the explorers. Now they can't help but respect and serve you.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If you don't have the Dynamite card, either take it from the explorer who has it or search through the item stack, take that card, and shuffle that stack.
- ◆ Set up the Turn/Damage track with a plastic clip at 0. You'll use it to keep track of time.

What You Know About the Heroes

You've strapped a time bomb to each of them. They're trying to defuse the bombs.

You Win When . . .

. . . either all the heroes are dead or you complete the Big Bomb.

The Big Bomb

You complete the Big Bomb on Turn 12. Then the Big Bomb explodes, and everyone dies.

You Must Do This . . .

. . . at the end of your turn. Advance the Turn/Damage track to the next number, beginning with 1. Then add that number to the total number of heroes still alive. Roll that many dice (maximum of 8). If the result is 8+, the closest living hero to your left with an active time bomb explodes. That hero is killed, along with every other hero in the same room. Any items and omens carried by those heroes are destroyed (those cards are discarded).

Special Attack Rules

- ◆ You cannot move; you must stay in whatever room you are in at the beginning of the haunt. (You're working contentedly on your Big Bomb.) If you are in the Mystic Elevator, it will no longer move.
- ◆ You have a proximity trigger to activate the time bombs. After the end of your first turn, any explorer wearing a time bomb who enters your room or a room adjacent to you immediately explodes, along with all of that character's items and omens. The rooms don't need to have connecting doors. All heroes in the same room with them (and their items and omens) also explode. You are not affected by these explosions.
- ◆ Once a hero's bomb is deactivated, he or she cannot explode from your die roll or from moving adjacent to you. You will need to either wait until the Big Bomb goes off or attack that hero if he or she enters your room.
- ◆ You can use the Dynamite in the room you're in (instead of using it to attack an adjacent room with a connecting door), but you aren't affected by it.

If You Win . . .

The bomb is beautiful. A true work of art. The culmination of all your skill and mad desire. It is time to show the world its glory!



The Feast

As you wander the corridors, you smell the aroma of a delicious banquet. You have been invited to a feast! As you try to guess the main course, your anticipation soon turns to fiendish delight. Human body parts scattered through the hallways, half-gnawed and overcooked, lead to a severed human head on a silver platter. Your friends in the House on the Hill have prepared your favorite meal.

You are a civilized cannibal, and the freaks in the house are ready to help you prepare the next course: the victims you brought here yourself.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ If the Dining Room isn't in the house, search the room stack for it and put it on the ground floor. Then shuffle that stack.
- ◆ Put a number of small purple monster tokens in the Dining Room equal to the number of heroes. These represent Cannibal Freaks.

What You Know About the Heroes

Victims captured by the Cannibal Freaks have just escaped from the Attic. The heroes will probably try to save them.

You Win When . . .

. . . either all the Victims are eaten or all the heroes are dead. If even one Victim escapes through the front door, you can win only by killing all the heroes.

Cannibal Freaks

Speed 2 Might 4 Sanity 4

Special Attack Rules

- ◆ If a Cannibal Freak is defeated by an attack, it's killed instead of stunned.
- ◆ Victims cannot attack. If you or a Cannibal Freak defeats a Victim in combat, the Victim is killed, and the attacker can feast (see "Feasting" below). A Victim inflicts no damage if it defeats the attacker.
- ◆ You and Cannibal Freaks do not slow Victims; Victims do not slow you or Freaks.

Feasting

- ◆ When a Victim is killed, it becomes a Corpse (flip its token over to the stunned side to show this). When a hero is killed, tip over the dead hero's figure. If you're in the same room as a Corpse or dead hero at the start of your turn, you or a Cannibal Freak can feast on that body as long as there is no living hero in the room with you.
- ◆ If you spend an entire turn feasting on a Corpse or dead hero (taking no other actions), you add 1 to each of your traits. A Cannibal Freak can also increase its traits in this way. (Keep track of increased traits on a piece of paper.) Once a dead hero or Corpse has been eaten, remove it from play.

If You Win . . .

You raise the head of your victim high and chant the final ritual phrase: "Through flesh and bone and blood I am become flesh and bone and blood no more!" Power floods through your body, and you can feel mortality slip from your cells.

Immortality fills the empty vessel of your flesh. The cannibal freaks bow down and worship you.



Worm Ouroboros

You feel your body stretch. Your skull splits into two halves, and your torso separates down the middle, becoming an incredibly long snake. Your arms and legs merge into the serpentine body. You feel huge, and you want to grow even larger. You feel a need stronger than anything you have ever felt—a need so strong you feel you could crush the world. Maybe you'll start by crushing this house.

Right Now

- ◆ Remove your figure from the game. You are now a giant, two-headed snake monster: the Worm Ouroboros.
- ◆ You drop all your items in the room where the haunt was revealed. If you had custody of the Girl, Dog, or Madman, you devour them, and they are discarded.
- ◆ Put the two large circular Ouroboros Head tokens in the room where the haunt was revealed.
- ◆ Set aside 16 small green monster tokens (Ouroboros Body).

What You Know About the Heroes

They're trying to kill you.

You Win When . . .

. . . you put all 16 Ouroboros Body tokens inside the house. Then you'll be large enough to destroy the house and escape.



Speed 1 Might 6

- ◆ During your turn, roll separately for each Ouroboros Head to see how many spaces it can move. Put one Ouroboros Body token in each room an Ouroboros Head vacates if there were none in those rooms. Each room can have only one Ouroboros Body token.
- ◆ Ouroboros Heads can move through rooms that already have Ouroboros Body tokens; you just don't add more Ouroboros Body tokens to those rooms.

- ◆ Ouroboros Heads can't move through the Secret Stairs or Secret Passage, or into the Mystic Elevator.
- ◆ Each Ouroboros Head can discover new rooms. Ignore any symbols on those room tiles. Discovering a room with a symbol does not end a Head's movement (if it can move farther).

Special Attack Rules

- ◆ Once the heroes manage to complete a special ritual, they will be able to attack Ouroboros Heads. Each Head must be hit a number of times equal to half the number of players (rounded up). When this happens, the head is destroyed. You can keep track of hits with the Turn/Damage track or write them on a piece of paper.
- ◆ Only the Ouroboros Heads can attack, but both Ouroboros Head and Body tokens slow heroes' movement. Heroes do not slow Ouroboros Heads.
- ◆ Ouroboros Heads can't be stunned.
- ◆ Ouroboros Heads aren't affected by Speed attacks (such as those using the Revolver or Dynamite).

If You Win . . .

You have encircled the house. Your massive coils loop around it, crushing the timbers and preparing them for your supper. You grow larger and more powerful with the energies released. Soon, you will grow great enough to circle the world and capture it within your coils.

And after the world is yours, the stars must surely follow.



Stacked Like Cordwood

While you were driving to this mansion, you told your companions about a series of grisly deaths that took place here five years ago. A group of teenagers sneaked away from the safety of their summer camp to explore the House on the Hill. They hoped for an amorous interlude . . . until a madman slaughtered them one by one. You told them that the murderer couldn't be killed and that his mangled body always returned to kill again.

There's a good reason why you know so much. That madman was a distant relative of yours. He's coming back to the house again, and he's going to need victims . . .

Right Now

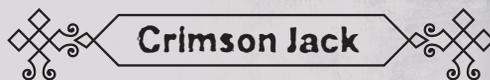
- ◇ Your explorer is still in the game but has turned traitor.
- ◇ Put the large circular Crimson Jack token in the Entrance Hall, right next to the front door.

What You Know About the Heroes

They're looking for a weapon capable of killing Crimson Jack.

You Win When . . .

. . . all the heroes are dead.



Speed 3 Might 3 Sanity 3

- ◇ If Crimson Jack is defeated, he is temporarily removed from the house instead of being stunned or taking damage. At the beginning of your next turn, Crimson Jack returns; put his token in the Entrance Hall again.
- ◇ Each time Crimson Jack returns, add 1 to each of his traits (write this down on a piece of paper).
- ◇ Crimson Jack projects an aura of fear. At the beginning of each hero's turn, if that hero is in the same room as Crimson Jack, he or she must succeed on a Sanity roll of 3+ or lose 1 point from a mental trait and 1 point from a physical trait.

If You Win . . .

Crimson Jack's hulking form looms over the body of your friend. He turns to you, his pale face distorted by a giant grin that never dies. But already you grow bored. Not to worry. You're sure you saw a frat house just down the road . . .



You Wear It Well

When you were only five years old, you found a spirit in your Mommy's bedroom preparing to steal her soul. You begged the spirit not to do it, and it didn't—for a price.

You've brought your friends here today to pay that price with their souls.

Now your friends are falling to the floor. The powerful spirit has forced their souls from their bodies, casting them out into astral space. Life isn't fair . . . but little kids need their Mommies.

Right Now

- ◆ Your explorer is still in the game but has turned traitor.
- ◆ Put a small purple monster token (representing the Astral Spirit) in the same room as you.
- ◆ Set aside a number of triangular Sanity Roll tokens equal to the number of players.
- ◆ The Astral Spirit has forced the Souls of the heroes out of their physical bodies. Their bodies are now unconscious.

What You Know About the Heroes

They're trying to destroy the Astral Spirit. Once they do, they can enter their physical bodies again.

You Win When . . .

. . . either all the heroes' Souls are destroyed, or the Astral Spirit inhabits the soulless body of a hero.

How the Spirit Inhabits a Body

Once you destroy a hero's Soul, the Astral Spirit can attempt a ritual to enter that hero's soulless body.

- ◆ Once during each of its turns, the Astral Spirit can attempt a Sanity roll to affect a hero's body in the same room. To succeed, it must roll a result higher than the starting Sanity of the explorer whose body it's trying to inhabit. Each time it succeeds, put a Sanity Roll token next to that body.
- ◆ When a hero's body has a number of Sanity Roll tokens next to it equal to the number of players, the Astral Spirit inhabits that body, and you win.



Astral Spirit

Speed 3 Sanity 6

Knowledge 6

- ◆ The Astral Spirit can move through walls as though they were connecting doorways, but not through floors and ceilings.
- ◆ The Astral Spirit isn't stunned if defeated.

Defeating Explorers' Souls

- ◆ The Astral Spirit cannot attack an explorer's physical body. It can attack an explorer's Soul, but only with Sanity or Knowledge.
- ◆ You can attack a hero's unconscious body. That hero can't defend against your attacks. Roll 2 dice and inflict that much mental damage to the hero. If you reduce a hero's Knowledge or Sanity to the skull symbol in this way, you destroy the hero's Soul, but the Astral Spirit can't inhabit that body.

If You Win . . .

The body of one of your friends staggers upright, gasping as if just learning to breathe for the first time. There's nothing really different about your friend . . . yet everything is different. Your friend looks at you and whispers, "Ahhhh . . . it has been so long since I have worn a coat of flesh."

"You wear it well," you say. And the spirit does, it really does.



HAUNT

49



Treasure Hunt

This haunt has no traitor—just heroes. All the heroes are competing to find the hidden treasure. The rest of the rules for this haunt are in *Secrets of Survival*.



EXPLORERS



Heather Granville

Age: 18
Height: 5'2"
Weight: 120 lbs.
Hobbies: Television, Shopping
Birthday: August 2nd

Heather has always been perfect—perfectly petite, perfectly blonde, perfectly polite. Perfect, perfect, perfect. If even the teeniest, tiniest thing in her life isn't perfect, it gives Heather a headache. Sometimes her headaches get so bad it feels like something is trying to dig its way out of her skull. But even that doesn't wipe the perfect smile off of her face.

Heather's older sister is friends with Jenny—why, Heather doesn't really know. After all, Jenny's certainly NOT perfect. Heather knows Flash and Professor Longfellow from school. Vivian is a friend of her mother's, has been for years. Heather's greatest fear is that she isn't actually perfect after all.



Jenny LeClerc

Age: 21
Height: 5'7"
Weight: 142 lbs.
Hobbies: Reading, Soccer
Birthday: March 4th

Jenny is a quiet girl. She loves soccer, but sometimes she's too shy to cooperate with her teammates the way she should. Jenny's greatest pleasure is curling up alone in a tiny place reading a gigantic book—the older the book, the better. The books keep her from dwelling on her mother's disappearance, that day fourteen years ago when Mom went to the store and never came back, leaving Jenny alone. Alone forever.

Jenny's only real friend is Caitlyn, Heather's older sister. Heather also knows Ox, since she grew up only a few doors away from him on Mulberry Lane. And Jenny knows Madame Zostra from the library, a place they both adore. Jenny's greatest fear is being trapped in a crowd or lost out in the open.



Ox Bellows

Age: 23
Height: 6'4"
Weight: 288 lbs.
Hobbies: Football, Shiny Objects
Birthday: October 18th

Ox Bellows was always a big kid. Never got beaten up. Always did the beating up . . . but only when he had to do it. (Well, except for that one time.) Ox doesn't like to think about that, but the blood and screams creep into his dreams on cold, lonely nights. His greatest fear is of the dark.

Ox has known Jenny since they were kids growing up on Mulberry Lane. He met Professor Longfellow at Greenwich University. Ox has known Father Rhinehardt all his life. He's been confessing his sins to the priest since he was small (except for that one sin he doesn't like to talk about).



Darrin "Flash" Williams

Age: 20
Height: 5'11"
Weight: 188 lbs.
Hobbies: Track, Music,
Shakespearean Literature
Birthday: June 6th

Flash isn't the most original name ever for someone as fast as Darrin. But he likes it. It's comfortable and it fits him, just like his favorite pair of track shoes.

Darrin lives to run and runs to live. When he's not running, Darrin feels like there's something coming for him . . . something Not Good. Even when he runs, the wind sometimes whispers in his ears, and he swears he can hear the Not Good Thing coming up behind him—fast. No wonder he's the star of the track team.

Flash knows Jenny from the neighborhood. She's okay, but she's real quiet. He's known Madame Zostra from his entire life. After all, he's her nephew. Zoe's his little cousin, but he's only met her a couple of times. Darrin's greatest fear is that he's going to be caught by the Not Good Thing (whatever it is).



Vivian Lopez

Age: 42
Height: 5'5"
Weight: 142 lbs.
Hobbies: Old Movies, Horses
Birthday: January 11th

Vivian's perfect day is to get up late, have coffee and doughnuts, and then ride one of her horses all day. Unfortunately, she doesn't get to spend too many days like that, since she's so busy trying to keep her little used book store from going under. Some days she gets so frustrated she just feels like burning the place down, or maybe just burning down the little shed out back . . . or the school. But she'd never do anything like that. Still, sometimes she has nightmares about striking the match . . .

Vivian is a friend of Heather's mother, Sarah. She also knows Madame Zostra and Father Rhinehardt as customers at her little book store, Something Written. For extra money, Vivian has been babysitting Missy Dubourde at least once a month for the past few years. Vivian's greatest fear is of fire . . . and her fascination with it.



Madame Zostra

Age: 37
Height: 5'0"
Weight: 150 lbs.
Hobbies: Astrology, Cooking,
Baseball
Birthday: December 10th

Madame Zostra, or "Belladina" (as her mother named her), has been a tarot and tea-leaf reader since college. She started out working part time sitting in the window of an occult bookstore, but now she has her own home astrology business. Although Madame Zostra reads cards for a living, she won't ever read her own cards. She is terrified that she'll see her own death in the cards, something she can't bear to think about.

Madame Zostra is familiar with Vivian and Father Rhinehardt from seeing them at Vivian's bookstore. Flash is her nephew, and she never fails to buy him birthday and Christmas gifts. She sees Jenny regularly at the library. Zoe's mother comes to Madame Zostra for tarot readings. Madame Zostra is terrified of death . . . particularly her own.

**Missy Dubourde**

Age: 9
Height: 4'2"
Weight: 62 lbs.
Hobbies: Swimming, Medicine
Birthdate: February 14th

Missy can't remember wanting to be anything except for a doctor. Her favorite gift ever in the whole wide world was her first doctor's kit. She practices "medicine" on anyone who will let her. She even cuts up dead frogs and stuff she finds in her yard. But sometimes that gets bad, and she dreams of dead frogs hip-hopping into her bed at night and smothering her. Then she screams.

Missy knows Peter (and his gross bug collection) from school. She knows Father Rhinehardt from Sunday school (he talks funny and smells like chocolate). Missy lives in the same neighborhood as Brandon. He delivers her family's paper, but she doesn't really know him. (She thinks he's cute, though.) Missy's greatest fear is of dead things coming back to life and hunting her.

**Zoe Ingstrom**

Age: 8
Height: 3'9"
Weight: 49 lbs.
Hobbies: Dolls, Music
Birthdate: November 5th

Zoe likes to play in her room with her dolls. Each doll has its own name, family, history, pets, and everything else a doll needs to be happy. Zoe helps her dolls play out little dramas, mostly happy ones, but sometimes the dolls get mad at each other and hit. Not that Daddies would ever hit Mommies. That doesn't happen. Leastways, you're not supposed to talk about it when it does. So, Zoe plays with her dolls.

Flash is Zoe's cousin, but she doesn't know him real well. Zoe's mom goes to Madame Zostra for tarot card readings. Zoe likes playing with her dolls under the table there. Zoe's family sometimes goes camping with Brandon's family. But Zoe doesn't like it, so she mostly stays in the tent and plays with her dolls. Zoe's greatest fear is of the boogeyman . . . whoever he is.

**Peter Akimoto**

Age: 13
Height: 4'11"
Weight: 98 lbs.
Hobbies: Bugs, Basketball
Birthdate: September 3rd

Peter's two favorite places in the world are the basketball court and under his house. He likes the basketball court because that's where he can play his favorite game. He likes being under the house because it's a great place to hunt for bugs, plus it's a good place to avoid his five older brothers. Sure, all older brothers pick on their younger siblings, but Peter's brothers really pick on him. But what's a few broken bones among family? Peter loves bugs and wants to be an entomologist when he grows up—an entomologist who never has to speak to his brothers.

Peter earns extra money taking care of Professor Longfellow's yard (and finding cool bugs – bonus!). He knows Missy from school. She likes to do pretend medical exams on him and check out his real broken bones, but she doesn't like it when he shows her his bug collection. Peter's greatest fear is that he'll get trapped somewhere and never be able to escape.

**Brandon Jaspers**

Age: 12
Height: 5'1"
Weight: 109 lbs.
Hobbies: Computers, Camping, Hockey
Birthdate: May 21st

Brandon loves computers and camping. He takes his new laptop with him wherever he goes. That way he can program AND camp at the same time. Cool. Brandon's never liked playing with regular toys, action figures, or that kind of thing. In fact, he hates puppets. He had a clown puppet when he was little, and some mornings when he woke up, he'd find it had moved closer to him. Once it even had a kitchen knife in its hand. Brandon's pretty sure his big brother, Chris, was messing with him. But he still hates puppets.

Brandon sometimes sees Zoe's family when they go camping. Zoe usually hides in the tent with her dolls, though. Yuck. Brandon delivers the newspaper to Professor Longfellow (in his big old freaky house) and to Missy's family. Brandon's greatest fear is of puppets, particularly clown puppets.

**Professor Longfellow**

Age: 57
Height: 5'11"
Weight: 153 lbs.
Hobbies: Gaelic Music, Drama,
 Fine Wines
Birthdate: July 27th

Professor Josiah Longfellow is very proud of his aristocratic roots. His family used to have money . . . at least until his father lost it all on gambling and alcohol. The Professor still lives with his aging mother in the rundown Victorian that used to be the finest house in town. His father disappeared one day. Ran out. His mother has a rather large life insurance policy, but of course, he doesn't want to collect on it any time soon, no matter how nice the money would be.

Professor Longfellow knows Ox, Flash, and Heather from the university. Brandon is his paperboy. Peter mows the yard and takes care of other petty chores around the house. The Professor's greatest fear is that he will lose everything he has, proving to everyone that he's no better than his deadbeat father.

**Father Rhinehardt**

Age: 62
Height: 5'9"
Weight: 185 lbs.
Hobbies: Fencing, Gardening
Birthdate: April 29th

Father Rhinehardt was born in München, Germany (or Munich, as Americans call it). He moved with his family to America when he was 15 . . . and then got beaten up for the next three years. Father Rhinehardt turned to religion for the reasons why people treated him so badly. Eventually, he entered Seminary and became a priest. Since that day, long ago, many people have confessed their sins to him. But there is one man who haunts him, every few years, a stranger who sits in the confessional and whispers of murder and madness. In recent years, Father Rhinehardt has found he's starting to agree with the madman's arguments. Blood, pain, death—they are all a part of life, of God's plan, are they not?

Father Rhinehardt is familiar with Vivian and Madame Zostra from seeing them at the Something Written bookstore. He knows Ox from hearing him confess his petty sins. He also knows Missy from her appearances at Sunday school. More than anything, Father Rhinehardt fears going mad.



BETRAYAL^{AT} HOUSE^{ON THE} HILL[®]

A Strategy Game by Bruce Glassco—2nd Edition

