Haunt Template

**One Ring to Rule You All, One Way to Find You**

Heroes

* **Flavor Text**: *One of your friends must have found something particularly interesting, for they haven’t come out of the [haunt room location] for some time now. It’s now at least been ten minutes since you’ve heard from them. Worried, one of you heads there as quickly as you were able, only to find an empty room. Your friend is gone.*

*A moment later, a scream of pure agony fills the entirety of the mansion. The scream sounded like that of the voice of your friend, yet something else entirely terrible and horrifying. A slight shuffle and the sound of a whisper emanates directly into your ear.*

*“Join me or die; ‘tis that simple, for the Precious demands it.”*

*The door then slams shut! You know now your friend is no longer the same person you’ve known before. And you have a terrible feeling that your friend will do anything to ‘convince’ you, one way or another.*

* **RIGHT NOW**
  + Choose one hero at random (whoever went to check their ‘friend’) and pluck yourself in the [haunt room location] (the Haunt will otherwise not be able to start until someone moves there).
  + If a player does not currently possess the Medallion item, the hero that is placed with the traitor searches for and receives the Medallion. If the traitor currently possesses it, it will be given (a violent reaction with the presence of such an unholy artifact) to the unfortunate player that is in the same room as them.
* **What You All Know About the Enemy [Traitor(s)]**: Your ‘friend’ is out to kill you.
* **Objective**: Find and kill the traitor. Destroy the artifact that he/she possesses.
* **General** **Summary**: The traitor, once one of your trusted friends, has found a dangerous object dubbed the name ‘the Precious’, and you’ve lost sight of where they went. Find your friend before they find you, and find a way to destroy the artifact before it can cause any more harm.
* **‘Lengthy’ Summary**:
  + **Fighting Blind**: Defending yourself while blindfolded is hard enough as it is, but defending yourself while you can still see, yet not know where an attack is coming from, is just about near-impossible. The only chance you have at surviving against such a deadly foe is to use your other senses. A Knowledge roll of 6+ will be required to determine if the traitor is in the same room as you are. The player who possesses the Medallion reduces the difficulty to a roll of 4+. On a roll of 4-5 (2-3 with Medallion), you are able to discern if the traitor is within one room away (it is not told if they are in the same room as you are, only that they are nearby). On a roll of 0-3 (0-1 with Medallion), you are unable to determine if the traitor is near you. You can still take other actions before or after this effect, but you can only do this action once per turn. If you do manage to determine if the traitor is in the same room as you are, you can attack him/her normally.
  + **Using the Medallion**: Along with your normal ‘Fighting Blind’ action, the player that possesses the Medallion can make a knowledge roll of 5+ to determine if the traitor is on the same floor as they are. On a success, the traitor announces to **THEM ONLY** if he/she is/is not on the same floor. The traitor does not say which floor, and only confirms if he/she is/is not on your floor.
  + **Fighting the ‘Branding’**: In the phrase that your ‘friend’ said, “Join me or die,” the ‘join me’ part emphasizes that the traitor that **was** your friend has some way of swaying you over to his deranged cause. If the traitor does attempt to somehow convince one of you, a notification will appear to all players (though which room, however, will not be specified) that such an action known as ‘branding’ is taking effect. To disrupt the ‘brand’, whoever has the Medallion item needs to end up in the same room where the ‘branding’ is happening. A shimmer will then appear where the traitor is located, and you must attempt a Knowledge roll with the Medallion. When using the Medallion in such a manner, you can roll twice and choose the better result. If you succeed (traitor will announce if you do), then your friend is broken from the ‘brand’ process. This action can only be done on your turn, and you can take no other actions while using the Medallion in this manner.
  + **Taking the Artifact**: There is no way to steal or otherwise take the artifact without first killing the traitor. Only then will the artifact show itself and can then be picked up by a hero. You do not gain any benefits that the artifact could potentially give you upon receiving it, and a hero with the Medallion will be unable to pick it up.
  + **How to Destroy the Artifact**: To destroy this evil once and for all, you must find a way to destroy the artifact. Fire has always been a great weapon to use against such evils, and what better way than to chuck it into some volcano. The only problem is that there is no such volcano near the house for miles, so it looks like you’ll have to improvise. If you go to the Pentagram Chamber, Kitchen, Dungeon/Lava Chasm, or Furnace Room, you have the ability to take the artifact and set it aflame. This ends your turn and thereby defeats the haunt.
  + **If You Die**: It’s very possible that you can be killed by the traitor. If this happens, you do not stay dead permanently, rather the power of the Artifact has taken over your soul and you are forced to remain in this world as a ghost. All items are dropped upon death; you can still move, and help the rest of the surviving heroes locate the traitor. If you do find the traitor, all surviving heroes will be notified of your location and that the traitor is near your location. After locating the traitor, you will be unable to move or take any other actions for ten seconds. As per normal ghost player mechanics, you are unable to pass through walls or floors, cannot explore new rooms, are invisible to all players (including the traitor), and are in essence in the form of a ‘spectator’ mode. In this case, death is not a ‘permanent’ consequence.
* **If You Win…**: *An unearthly screech floods the entirety of the house. With your ‘friend’ now visible and looking on in dismay as his ‘Precious’ is set aflame, he pushes the rest of you out of the way as he charges towards the roaring fires screaming, “NO!! My Precious will not be lost to me again! Not this time. I come for you, my love?!” Leaping after the Ring, the flames consume your ‘friend’, and the entirety of the room is now suddenly set ablaze. Yet, in that same instantaneous moment, the fire evaporates into the air, leaving the cruel dark husk crumpled and lifeless. The Ring is nowhere to be found, no matter how much or how long you all searched. You just hope that* *whatever caused the sudden transformation in him/her won't bring back some other, even more insidious form of evil. For now, at least, you all may rest … as soon as you get out of this godforsaken house!*

Traitor

* **Flavor Text**: *So marvelous and exquisite is the construction; oh! how magnificent its curves fit so seamlessly onto your finger. But before long, you hear a whisper. ‘tis faint, but the mumbling grows in volume, intensity, and quantity, soon becoming nearly overwhelming and filling your head with a massive pandemonium of sound! Only one voice above all can be discerned from the chaotic chatter:*

*“I have been found, at last! Nigh is the hour of my ascension. Long have I suffered from the horrid treatment that was the ‘hospitality’ of my rulers. But now … NOW* ***I*** *shall be a ruler to all. All shall* ***kneel*** *before me, no longer will I have to kneel to another ever again?! And you … my dearest friend … shall aid me with this gift I bestow upon you. Join me, and together we shall unleash a conquest that will rival that of the strongest of empires!”*

*At first, you think that the notion of such an idea is atrocious … until you realize the curves of the ring on your finger … and as the rest of the noisome voices cease their banter, a few of them whisper, “****‘It’*** *is but an extension of yourself.* ***‘They’*** *will not understand – nor will they comprehend* ***‘It’****.”*

*Upon the finish of the last thoughts from the voices, your hand jerks upward in searing pain, as the Ring’s own engravings* ***engrave*** *themselves onto your finger. The workings of a plume piercing into your skin as a makeshift parchment makes you jostle and toss about trying to somehow throw off the Ring or make the pain stop. You attempt to scream in misery, with only a rush of empty air flooding your lungs, no sound emanating from your mouth.*

*Abruptly … the pain ceases, and all you are left with is the Ri— … wait, the Ring … you can’t see it; along with that notion, you can’t see the rest of your hand holding the ring; for that matter the rest of your* ***body*** *is* ***gone****! You think to have gone mad, except … you reason … that perhaps this is a gift from the Ring’s maker. Yes, the others that joined you. They will need to be ‘persuaded’ to listen to reason – that this ‘gift’ is to be cherished! They will either join your cause or perish. It does not matter which, only that your goal … is to further and quench the desire that is your passion for the Ring. It is … too ‘precious’ to let go so easily. No. No other hand shall hold it but yourself! It is yours and yours alone. Your dearest. Your beloved.*

*Your … Precious.*

* **RIGHT NOW**
  + If any trait is below its starting value, reset them to said-value; afterwards, increase all your traits by +2 while in possession of The One Ring (losing custody of The One Ring will remove these benefits, but will not cause you to be killed if it would otherwise do so by losing 2 in a particular stat).
  + If you currently possess the Medallion item, the pendant flies off your neck due to a violent reaction and is given to whoever first enters the room you are in. You will then for the rest of the haunt be unable to pick up the Medallion (even if you somehow lose custody of the Ring or if the Medallion is somehow dropped by whoever possesses it currently). You do not take any stat penalties for losing the Medallion.
* **What You Know About the Enemy [hero(es)]**: They want to take your Precious. HOW DARE THEY! You rightfully found it in the first place!
* **Objective**: “Sway” other players to join your righteous cause through the Ring – or kill them, it does not matter which. You only want what is best to keep your Precious safe from harm!
* **General** **Summary**: You have The One Ring and are considered invisible to all other players; Brand and/or kill all other players to win.
* **‘Lengthy’ Summary**:
  + **The haunt will not actually start until another player enters the same room you are in now. You will not otherwise be able to leave or take any other actions.**
  + **How to Move**: You move just as you would normally; however, consider that your character is invisible to everyone else through The One Ring. It will be otherwise very difficult for them to detect you through normal means. You can discover new rooms, though at the cost of potentially giving away your position on the mini-map to any nearby players. If you do discover a room, however, it will not notify other heroes if they are otherwise not nearby.
  + **Stealing Items**: Once during your turn, you can forgo attacking a player and attempt an Agility roll while in the same room. Your opponent does not make any defense roll (**as long as** they do not know of your presence), and this action is not considered an attack (for reasons that items might want specification of such). On a roll of 0, you fail to steal an item, and announce which player you were trying to steal from (but not which item you were trying to go for); on a roll of 1-3, you fail to steal the item, but you only announce that you attempted this action (not whomever you were trying to steal from); on a roll of 4+, you steal an item of your choice—this item cannot be an article of armor/clothing they are currently wearing. You may attempt to steal an item that is in their hand(s), but the difficulty of the roll increases to 6+ to check if you succeed.
  + **How to ‘Brand’ Other Heroes**: The lure of The One Ring is near-irresistible, and you have the ability to use its power of persuasion to sway other Heroes to your cause. If you are in the same room as another player, you can force the player to make a Sanity roll of 4+; if they fail, they are under the process of being branded and fall under the gaze of the Ring’s magnificence for two rounds, unable to take any other actions. If no other player is able to disrupt this effect by the third round of branding (meaning on the beginning of the turn), you successfully turn the Hero to your cause … effectively making them a new traitor (\*See “Branded Heroes” below\*); the heroes have a specific way of disrupting this process. This action can only be initiated on your turn, and you can take no other actions while branding.
  + **Branded Heroes**: Branded Heroes are now considered to be traitors and have joined the traitor’s cause. They keep their original stats and all items/omens they originally possessed, and any statistic that has been lowered below their starting value will be reset to the starting value. Their objective will align with your own, though they are only capable of protecting you and killing other Heroes. Only you are capable of using the ‘Brand’ action while holding The One Ring.
  + **How to ‘Sneak Attack’**: Being invisible to others has its advantages, especially when you want to get the drop on them. On your turn (while not using any other weapon items), all your attacks are considered Sneak Attacks. Instead of attacking like you normally would, roll a number of dice equal to the number of heroes that were present at the start of the haunt (rounded up). The player you attack takes that amount of Physical Damage. Your opponent has no means of defending against such an attack unless they have some way of detecting your presence and know you are in the room; in this case, the attack is handled normally.
  + **On Death**: It is very possible for you to die. If this happens while you still wield The One Ring, your body will dissipate and leave The One Ring behind on the ground (**the penalties for dropping The One Ring do not apply to you in this haunt, but can apply to Heroes that lose custody of it**), but you are not considered truly dead. Instead, you possess the ability to respawn in the [haunt room location] on your next active turn. You will remain visible until you gain possession of The One Ring, but have the ability to take back your Ring if you find it (\*See “Taking Back the Ring” below\*). If you die again while not holding The One Ring, this action will take effect regardless as long as The One Ring is still intact.
  + **Taking Back the Ring**: If The One Ring is in possession of another player, and you are currently in the same room as them, you have the chance to forgo attacking to instead make a sneak attack with a -1 damage penalty (hero defends with Agility). If the attack hits, deal no damage … instead you gain possession of The One Ring, and immediately turn invisible once more. This action can only be performed once per turn.
* **If You Win…**: *It was rightfully yours to begin with. No other can challenge your might now. You caress the Ring with the blood of your friends, its sweet and tender embrace holds your hand close. The voices … so comforting and relieving, saying that what you did was ‘right’ and even ‘justified’. You catch a reflection of yourself covered in spatters of blood, illuminating your very features that was once your face, as that of a mask … a mask made of the blood of your friends, of course. As you wipe away the blood, you vanish once more under the gift of the Ring. It is only a matter of time before others will see its beauty—well, not \*see\* it, because they obviously cannot see you. But they will, in due time. All will see. Everyone always does, and the Precious always knows… Though you have yet to understand what caused your hair to disappear, as well as what possibly made you more skinny.*