

Unofficial Secrets of Survival (BHH WW)

v0.3

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Hello all you haunted explorers out there!

This custom version of the *Secrets of Survival* book is based on the original version by ©Wizards of the Coast LLC but I made some changes based on the official FAQ page, own experiences/playtesting, and forum discussions to change unclear formulations and added more information. This hopefully avoids discussions during the game.

I first just wanted to make specific parts clear without changing the haunts themselves, but that was not always possible because some haunts (or parts of them) were just not working, nor understandable. So there might be changes that do not have the original intention of the Haunt authors.

If you want to know what exactly I have changed, check my *Update Log* for more information:

https://1drv.ms/f/s!AgumL7ApIYmoijOLL8eftp_7t179

Of course there is also an unofficial *Traitor's Tome* book (BHH WW):

https://1drv.ms/f/s!AgumL7ApIYmoijOLL8eftp_7t179

You can find the original, official *Secrets of Survival* here:

http://custserv.wizards.com/images/Ops/answer_2365/BaHH_WW_SecretsSurvival.pdf

You can find the official FAQ page here:

http://custserv.wizards.com/images/Ops/answer_2365/Widow's%20Walk%20FAQ%20KB%2012.6.161.pdf

In version 0.1 I added the solutions from the official FAQ page.

In version 0.2 and 0.3 I changed based on own experiences/playtesting and forum discussions.

I will continue to update both custom books (*Secrets of Survival* and *Traitor's Tome*) in the future.

Yours sincerely

A Fearless Hero

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SECRETS OF SURVIVAL

**DO NOT
READ**

**UNTIL THE HAUNT
SCENARIO BEGINS**

AGE 12+

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DIRECTOR'S CUT

"Cut!" you say. "Cut! Cut! Cut! For Kubrick's sake, you people are the WORST actors! I don't know how you got your SAG cards, but you are all one botched line away from hitting the pavement! At most one of you will be working on this movie come morning! And I don't care who!"

RIGHT NOW

- ◆ Put the pentagonal item tokens (representing Props) numbered from 1 to 10 randomly in different rooms, number side-down. Put at least two tokens on each floor. None can be on the floor with the Theater.
- ◆ Put a number of small magenta monster tokens (representing Production Assistants) in your room equal to the number of traitors.
- ◆ Draw an event card (representing your Vision) and put it face-down under the omen card that started the haunt in the center of the table. Do not look at it.

WHAT YOU KNOW ABOUT THE BAD GUYS

The other explorers are actors in your magnificent horror movie, The Haunting of Hell Hotel. This is your masterpiece, and these hacks are screwing it up for you.

The omen that started the haunt conceals the document of your Vision for your film. You will follow its brilliance exactly as it is documented. Sadly, your assistant director lost it, and you sacked that fool on the spot. Now, you must find it.

YOU WIN WHEN...

... you have item 10 and the Vision and you are in the Theater. Reveal the Vision and act out the event in a highly dramatic fashion. Weep once at your own brilliance.

When a lone actor is in the Theater and has the Vision, put your figure into the Theater. The person with the Vision must then reveal it and act out the event in a highly dramatic fashion. Weep once at the brilliance of it all, applaud lightly, and congratulate the explorer for winning the game.

SPECIAL MOVEMENT RULES

- ◆ You have an entourage of Production Assistants to order around. They do not act during the monster turn. Instead, if not stunned, you may choose to have them move with you. You cannot move Production Assistants if you exit without them, but can take them with you if you pass through their room again. Production Assistants do not attack, but they will defend for you whenever you are attacked and they are in the same room.
- ◆ When you enter a room with an item token, you may look at it. If it is item 10, you may take it, the omen that started the haunt and the face-down card under it, without looking at it; if not, put the item token back where it was.

SPECIAL ATTACK RULES

A traitor may make a Knowledge attack against a Production Assistant when in the same room. If a traitor would attack you when there is a Production Assistant in your room, that explorer must attack the Production Assistant instead. No matter what trait the traitor attacks with, the Production Assistant defends with Knowledge.

PRODUCTION ASSISTANT

Knowledge 5

IF YOU WIN...

"Bravo!" you shout. "Bravissimo! You have brought my radiant vision to its apex! Together we shall win every moviegoer's admiration."

You have found the De Niro to your Scorsese, the Depp to your Burton, the Ratzenberger to your Pixar. Let the critics sing their hosannas, for tonight you make cinematic history!

PRISM

Click. Whir. Screech. Crunch.

The click of a lever snapping into place. The whir of a flywheel spinning to life. The screech of steel on steel. The crunch of bones beneath a tremendous weight.

The ground shakes beneath and you are surrounded by a cacophony of machine sounds. The room, its contents, are moving.

RIGHT NOW

- ◆ Leave the room. The traitor gets to stay with the house this time.
- ◆ When you return, take a look at the house. It looks... different.
- ◆ Get a piece of paper. You'll probably want to take notes to figure out the sequence that you'll need to stay safe and find a way out.

WHAT YOU KNOW ABOUT THE BAD GUYS

The house has revealed itself to be a deadly prison intended to confuse and ensnare its inhabitants. But every puzzle has a solution. The architects of this murder machine must have created a safe route for themselves through the deadly hazards. It's up to you now to figure out how to get to the exit room and escape in time. The traitor is obsessed with mathematical sequences and has used that obsession to inform the placement of traps and the exit room.

YOU WIN WHEN...

...any living hero is in the exit room at the heart of the prism when the experiment ends.

SPECIAL MOVEMENT RULES

- ◆ When you enter a room that has an Obstacle token, it may trigger a Trap. The traitor will tell you what to do.
- ◆ If you discover a room with an item, omen or event symbol or question mark, you may choose to ignore it and not end your turn there. If you explore on a floor that has no tiles remaining, draw the next room tile for any floor and place it.

IF YOU WIN...

The hidden door to the control room slides open. The traitor who led you into this trap sits at a desk covered in monitors and paperwork. The expression on their face is... irritated? Disappointed. Definitely disappointed. The traitor's hand reaches into a drawer in the desk and emerges holding a handgun.

"Take a note: Experimental Group 22B terminated due to containment exception."

TILL MORNING LIGHT

"Let us in!" The voices carried from outside the old mansion's walls. Then the pounding started on the front door.

"Let us in! We only want to kill you!" The walls and door would hold, wouldn't they? They only had to last until morning. Morning, when it was no longer legal to kill people.

Then a familiar voice shouted from inside the house,

"Ok, I will let you in!"

RIGHT NOW

- ◆ Set up the Turn/Damage track with a plastic clip at 1. You'll use this to keep track of time.
- ◆ If the Panic Room is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.
- ◆ Put a Lock token on the door to the Panic Room.

WHAT YOU KNOW ABOUT THE BAD GUYS

It's the annual festival of violence called the Surge. The people outside want to kill you and the traitor thinks that letting them in is a good idea.

YOU WIN WHEN...

... morning has arrived and you are still alive! Morning will arrive when the Turn/Damage track reaches 5.

HOW THE SURGERS GET IN

- ◆ The traitor can try to let a Surger into the house in any ground floor room with a door that's not connected to a room. Having heroes in the room when they are trying to do this will make it more difficult. (Note: The traitor starts with the Key, which makes it a lot easier to open the front door. You might want to take that.)
- ◆ You can get through the Lock to the Panic Room, but the Surgers may have more trouble doing so.

SPECIAL ATTACK RULES

When a hero attacks a Surger and wins by 3 or more, the Surger is removed instead of stunned.

IF YOU WIN...

You survived till the morning and the killers have left as it is no longer legal to kill people. At least till this time next year...

MONSTER MASH

You find an invitation that someone has dropped. It reads:

"You are hereby invited to the Transylvanian Ball, the beyond-the-grave social event of the year. For hors d'oeuvres, we are pleased to offer a fine assortment of stranded bus passengers. Let's party to wake the dead! — Dr. Frankenstein"

WHAT YOU KNOW ABOUT THE BAD GUYS

There seems to be a party going on, and the house is filling up with monsters, all of them eager for your doom! You don't like the monsters chasing you, but once the party really gets going, it seems like it will be even worse...

The monsters will only be stunned if they are defeated by normal attacks (including Speed and Sanity attacks). Fortunately, you've watched enough late-late movies to know their weaknesses. Each monster will be permanently banished if it is ever in the same room with a hero bearing a specific omen card.

YOU WIN WHEN...

... you banish a number of monsters equal to half the number of explorers, rounded up.

GUEST LIST

MONSTER	WEAKNESS	WHY IT WORKS
Banshee	Spirit Board	<i>She must return to the outer planes.</i>
Crimson Jack	Photograph	<i>You confront him with evidence of his crimes</i>
Demon Lord	Holy Symbol	<i>It burns!</i>
Dracula	Spear	<i>Stake his heart!</i>
Frankenstein's Monster	Girl	<i>You appeal to the creature's gentler side.</i>
Mummy	Book	<i>You read his name from the Book of the Dead.</i>
Witch	Cat	<i>She wants her familiar back.</i>
Zombie Lord	Vial	<i>His features dissolve into goo.</i>

SHE IS NOT AMUSED

Your friend removes a tattered hood, and you can see snakes rising where there should be hair. Your friend starts speaking in ancient Greek, which you wish you understood. Actually, maybe you don't. Because if you did, you'd guess you'd be hearing how you are about to be statues forever.

Say, that's an interesting point. There sure are a lot of statues in this house.

WHAT YOU KNOW ABOUT THE BAD GUYS

Your friend is the Greek monster Medusa, one of the deadly Gorgon sisters. According to legend—legend that seems very much true right now—Medusa has venomous snakes for hair and can petrify people with a glance. Probably you shouldn't look at her.

YOU WIN WHEN...

... you sever Medusa's head.

HOW PETRIFICATION WORKS

- ◆ Medusa can petrify heroes, turning them to stone. On his or her turn, an unpetrified hero in a room may attempt a Knowledge roll of 4+ to unpetrify a petrified hero in the same room.
- ◆ The Statues are face-down monster tokens that show an “S.” When Medusa suffers physical damage, any explorer in a room with a face-down monster token may attempt a Knowledge roll of 4+ to unpetrify the Statue. If you succeed, flip the monster token over. It becomes an Athenian Hoplite soldier.
- ◆ At the start of his or her turn, a hero in a room with a face-up Hoplite can send it after Medusa. If a Hoplite reaches Medusa, it may make a Might attack. If it does not, it remains where it is until a hero reaches it again.
- ◆ A Hoplite ignores all negative room and card text, and is treated as a monster under your control while you move and attack with it, but is otherwise not a monster.

SPECIAL ATTACK RULES

- ◆ Medusa can be killed only by an explorer who deals enough physical damage to kill the traitor while possessing an Image in the Mirror card.
- ◆ If you have an Image in the Mirror card, add 2 dice to your rolls to attack and defend against Medusa. You also gain these dice against the Medusa's gaze.
- ◆ Medusa can poison you, giving you a Might Roll token which will drain your Might. If you have one or more Might Roll tokens, remove them when you gain Might from a card or room.

SPECIAL EVENT RULES

If you discover a room with an event symbol and do not have one of the two Image in the Mirror cards, roll 3 dice. If you get a 3 or more, you may instead search the event stack and its discard pile for an Image in the Mirror card and put it in front of you. Then shuffle the event stack and discard pile together. This event card is treated like an item from now on. If both Image in the Mirror cards are in front of explorers, ignore this rule.

IF YOU WIN...

You have decapitated Medusa, freeing all the petrified soldiers from their stony curse. They praise you in their native tongue, carrying you to the front doorway. With their duty discharged, they crumble into dust, one last remnant of a bygone age, before blowing away into history.

MAKE AMERICA DISINTEGRATE AGAIN

All politicians are kind of slimy, but you could tell that it was a little more... literal... with this candidate.

Something was just off: his waxy face that didn't move quite the way a human face ought to, his worrying public policies that served only entropy. You rallied a few friends to go to his headquarters on election night, to either protest or gloat depending on the results. You didn't expect the venue to be so disturbing and empty.

You didn't expect to be so right about him, either.

You found him doubled over and laughing, his melting face dribbling over onto his well-pressed suit, his skeletal hand clutching his flag lapel pin that pulsed with dark energy which swiftly overwhelmed you.

When you come to, you're alone, but one thing is clear—it wasn't just hyperbole when you said that his presidency would be the end of the world. Now it's up to you to unite the people more than a million petitions ever could, and work together to prevent it.

RIGHT NOW

- ◆ You can redistribute item cards among yourselves.
- ◆ You can redistribute the points of your current Sanity values among yourselves.

WHAT YOU KNOW ABOUT THE BAD GUYS

The presidential candidate is not just seeking control of the country, but control over life and death itself. Upon completion of the ritual, the dread lich will become both President and Overlord of America, and chaos will descend upon the country, turning neighbor against neighbor until nothing is left. One of your friends has been swayed by the Madman's impassioned talking points and turned against you, hoping to bring you over to their side or die trying.

YOU WIN WHEN...

... you destroy all the lich's Phylacteries before the traitor completes the Rites of Ascension.

HOW TO DESTROY A PHYLACTERY

A Phylactery is represented by a pentagonal item token. All remaining heroes must be in the same room as a Phylactery to destroy it.

SPECIAL ATTACK RULES

When you take Sanity damage, a traitor may give you the choice to redistribute it among any other heroes, rounded up. If you don't, you take all the damage. Redistribution takes place before any hero suffers the damage.

IF YOU WIN...

The candidate's monstrous form emits a high pitched hiss as it evaporates from the material plane. Only slightly more worse for wear than you tend to find yourself on election night, you check the results of the polls—the other Presidential candidate has won, and you breathe a sigh of relief. However, your peace of mind quickly vanishes as soon as you see their American flag lapel pin pulse with a familiar darkness...

You start saving up money to immigrate to Switzerland.

THE GATHERING STORM

The loudest shrieking you've ever heard comes from every bird in the rookery. A thunderclap in the distance fades to a low howl, as the decorations on the walls begin to clatter. The rattling intensifies as the pressure in the room increases. Your ears pop as you're knocked to the floor. Doors slam in quick succession as the house continues to rumble back and forth.

In the distance, a window shatters. Throughout the house, walls are ripped outward as the house buckles under the sudden stress. The newly exposed walls are nothing but splinters to the raging, bellowing storm that has erupted outside...

RIGHT NOW

- ◆ The storm has destroyed sections of the house, and it's not going to stop there! The haunt revealer chooses an empty room (hopefully far from an explorer) on the roof and destroys it (see **How to Destroy a Room** below).
- ◆ Set aside the pentagonal item tokens (representing Tools). The explorers need to stock up on a variety of implements to hack their way through the destruction of the house.

WHAT YOU KNOW ABOUT THE BAD GUYS

There is no traitor for this haunt. It's you against the storm. Good luck.

YOU WIN WHEN...

... all entrances to the basement have Tool tokens on them, sealing off the floor and saving those below; this dooms anyone still trapped in the house above. You lose when all explorers are dead or the Basement Landing is destroyed.

HOW TO FIND TOOLS

You can sacrifice some of your movement to try to search for Tools that you and your fellow explorers can use. Choose a number of dice equal to or less than your current Speed. Succeed at a roll of 2+ to gain a Tool, then subtract the number of dice you chose from your Speed for this turn. For example, if Zoe has a Speed of 4 and uses 3 dice to gain a Tool, she can only move one space this turn.

HOW TO ADVANCE THE STORM

At the end of each explorer's turn (with the exception of the turn the haunt is revealed), destroy each room that is adjacent a room that was destroyed on a previous turn (see **How to Destroy a Room** below). If the Basement Landing is destroyed, the explorers lose.

HOW TO DESTROY A ROOM

To destroy a room, remove any figures and tokens on the room, flip it over, and put the room back in the house where it previously sat. Any tokens that were on the room are lost, and any explorers that were on the room are killed. An explorer on the same floor can discard a Tool to keep a room from being destroyed. The Grand Staircase/Foyer/Entrance Hall counts as one room for this purpose; mark any destroyed landing room with an Obstacle token. When an entire floor has been destroyed, the next time you would destroy a room, choose the landing of the floor below that floor and all rooms adjacent to it. If you would destroy the Basement Landing, first check to see if all entrances are sealed (see below). If they are, the explorers have won! If not, they have lost.

HOW TO SEAL AN ENTRANCE

During an explorer's turn, the explorer can discard a Tool while on a room in the basement that has an exit to a higher floor. This does not prevent explorers from moving through the entrance, just the storm. Entrances to the basement include the Basement Landing, the Coal Chute, a room with the Below Collapsed Room token, and any rooms with dumbwaiters and stairs that connect to the basement.

SPECIAL MOVEMENT RULES

- ◆ You may attempt to exit a destroyed room, but must succeed at a Speed roll of 3+ or fall to the landing of the floor below and take 2 dice of physical damage. You may choose to fail the roll in a desperate bid to exit your floor.
- ◆ You may discard a Tool to enter and exit destroyed rooms for the rest of your turn without attempting Speed rolls. When you move in this way, assume all entrances on the destroyed tiles are open.

IF YOU WIN...

After you batten down the hatches, you find a dark corner of the basement to hide, covering your ears and screaming as the house groans and snaps above you. Eventually, all that is left is the ringing in your ears. Beyond that: silence. You break down the defenses and emerge to a calm and quiet sky. The birds are chirping, the sun is shining, and save for the broken foundation surrounding you, there's no sign of the house on the hill.

OLLY OLLY OXEN FREE

Out of nowhere, you hear the creepy sound of a little girl's giggle, echoing through the halls of the house. The voice begins counting, "1 . . . 2 . . . 3 . . . 4 . . ." all the way up to 10, and then calls out, "Olly Olly Oxen Free!" Guess you better find a good hiding spot!

RIGHT NOW

Set aside a number of Knowledge roll tokens equal to the number of explorers.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has been possessed by a little girl who died in the house while playing Hide and Go Seek, and now all that she is seeking is revenge. You do not want to be found. The only way to stop her is to exorcise her spirit from the traitor's body by burning her Doll "friends" that she has hidden around the house.

YOU WIN WHEN...

... you have found the number of Dolls equal to the number of explorers and burned them in the Furnace Room.

YOU MUST DO THIS ON YOUR TURN

It is your turn to seek! Once during your turn, you may attempt a Knowledge roll of 5+ in any room with an item symbol that does not have a Knowledge roll token to find where one of the little girl's Dolls is hiding. If you succeed, add a Knowledge roll token to that room; no other Dolls can be found in that room.

SPECIAL ATTACK RULES

You cannot deal damage to the traitor.

HOW TO BURN A DOLL

Once you have a Doll, bring it to the Furnace Room to burn it. Each explorer may only carry one Doll at a time.

IF YOU WIN...

Everyone who has been "It" crumples to the floor. Over time, they may be able to return to their old selves. As you breathe a deep sigh of relief, you walk out of the house, from which you swear you heard another noise. Was that a faint giggle in the distance?

THE FLESHCHILD'S ALCHEMICAL MANDATE

You had all heard legends of Zosimus Alchemista and his horrid fleshchildren, but you never imagined in your wildest dreams that they could be true. The truth is all too real, however.

*One of your friends is no friend at all! They are the brainchild—nay, the **Fleshchild** of Zosimus! Now, this minion of Zosimus has come to do his bidding! The Fleshchild seeks to harvest samples from each of you to further their master's vile machinations. Can you survive this assault by your former friend?*

RIGHT NOW

Put one small orange monster token (representing a pound of Flesh) on each hero's character card.

WHAT YOU KNOW ABOUT THE BAD GUYS

You are horrified to learn of the traitor's true origin. Your friend is actually an evil alchemist's homuncular creation: a terrible Fleshchild! The Fleshchild's true form has been revealed, and has learned of its creator's command—to collect a bit of each of you!

YOU WIN WHEN...

... the Fleshchild is dead.

YOU MUST DO THIS ON YOUR TURN

At the start of your turn, if you do not have Flesh on your character card, lose 1 from each of your traits.

HOW TO SAVE YOURSELVES

When the Fleshchild takes damage from an attack, the Fleshchild drops all Flesh carried. If you do not have any Flesh on your character card and you end your turn in a room with Flesh, you may pick up one Flesh and put it on your character card.

IF YOU WIN...

With a final desperate swing, you cave in the skull of someone who you thought was a friend. Even as it lays on the ground before you, its skin begins melting from its bones—wait, no, not bones! Its rapidly emerging skeleton is a collection of wooden and pewter bits, joined together with alternating bronze and gold wire.

A shudder runs through your body as you think of what you've done in this house. You leave, safe from the Fleshchild, but forever haunted by the memories.

CAT O'CLOCK

You've always been a cat person. You and your friends have always ALL been cat people. But there's a difference between loving cats, and letting the love of cats control you. Your friend calls out—"Look guys, a kitty! Let's do EVERYTHING IT TELLS US TO DO."—and that seems, frankly, excessive.

But as the house fills with kittens, you begin to see their point. The will of these cats is overwhelming. It's almost irresistible. Remind yourself that you're a person. And people are bigger than cats.

Most cats, anyway.

RIGHT NOW

- ◆ Set aside a number of pentagonal item tokens (representing Ingredients) equal to the number of heroes. Also set aside a pentagonal Item Pile token (representing Cat Food).
- ◆ If the Kitchen is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is trying to bring as many Kittens as possible into the house. Mean Kittens. With very pointy claws. You need to stop all these felines from taking over the world. This requires you to soothe the Kittens running through the house, as well as to make the kind of Cat Food dinner that will calm down The Cat.

YOU WIN WHEN...

... you convince The Cat to eat dinner, soothing its cravings long enough for it, and its kitten minions, to take a catnap.

HOW TO SOOTHE THE KITTENS

The Kittens hiss and howl as they roam through the house with their sharp teeth and vicious claws. To soothe a Kitten, a hero must succeed at a Sanity roll of 4+ to stun and soothe the Kitten. Unlike normal stunning, a soothed Kitten remains soothed for the rest of the game.

HOW TO CALM THE CAT

- ◆ To finally calm The Cat, the heroes must find the right Ingredients throughout the house. Once during his or her turn, a hero in a room with an omen symbol may attempt a Knowledge roll of 3+ to find an Ingredient.
- ◆ When you bring a number of Ingredients equal to the number of heroes to the Dining Room, Kitchen, or Menagerie, the Cat Food is complete. Replace the Ingredients with one Cat Food token.
- ◆ To stop The Cat from achieving world domination, the heroes must bring the Cat Food and convince The Cat to eat dinner. This requires a hero to succeed at a Sanity attack against The Cat. For each other hero in the room, the attacking hero gains an additional die on the Sanity roll.

IF YOU WIN...

The house fills with the smell of delicious snacks and the sound of purring, sleeping, satisfied cats. It's just like you've always dreamed, although one of those cats is way bigger than you might have expected. What a wonderful cozy place this house is. How nice and peaceful. Surely it will last forever.

CAPTAIN STING'S REVENGE

The sound of gushing water is heard somewhere in the house. The closer you get to the sound, the more you smell salt water. Suddenly, you hear a woman's gravelly voice holler, "Prepare t' conquer this here land and take all the loot ye can find!" Sounds of boots stomping, swords clanking, and swashbuckling fill the house as it's invaded by pirates.

It's obvious to you that your friend didn't survive this raid. You want to avenge your friend and hit the pirates where it'll hurt. You overhear talks of a treasure chest and know that if you destroy it, they'll have no reason to stay.

RIGHT NOW

Put a number of pentagonal item tokens (representing Pieces of Loot) equal to the number of heroes on any rooms in the house, one per room. If possible, put one token on each floor.

WHAT YOU KNOW ABOUT THE BAD GUYS

Your friend has been killed by Captain Sting, a powerful, deadly pirate leader. She is surprisingly young to be a captain, with a beautiful face, tangled locks of black hair, and a contagious laugh (unless your pain is causing the laughter). She is considered respectable and ruthless by her crew and they would happily die for her, even though she cares more about treasure than she cares about any person.

YOU WIN WHEN...

... the Treasure Chest is destroyed. You know that the Pirates win when they have returned all the Pieces of Loot to the Underground Lake.

SPECIAL ATTACK RULES

- ◆ You can attack the Treasure Chest once during your turn, but only with a Might attack. The Treasure Chest has a Might of 4. If you win, put a Might Roll token on your character card. After the heroes have accumulated four Might Roll tokens, the next successful Might attack destroys the Treasure Chest.
- ◆ Captain Sting can be stunned with normal attack rules, but does not take damage.

SPECIAL MOVEMENT RULES

You can pick up Pieces of Loot, but an explorer carrying a Piece of Loot has 1 fewer space of movement per turn.

IF YOU WIN...

The treasure chest crumbles into pieces and the portal opens up to take back Captain Sting's ship. As you begin to celebrate, you feel shackles wrapping around your legs. Sting needs a new crew since her last one disappointed her. Try not to fail like they did.

ROSENCRANTZ AND ALL OF YOU ARE DEAD

You look down to see your clothes have changed to pantaloons, frilled collars, and Elizabethan gowns. You realize you are in Castle Elsinore and you feel the strangest urge to speak in iambic pentameter.

RIGHT NOW

Put the pentagonal item token 1 (representing the Mirror) and item token 2 (representing the Dagger) face-up in different rooms.

WHAT YOU KNOW ABOUT THE BAD GUYS

You all conspired to kill the traitor's dad, who happened to be the King of Denmark. It seemed like a good idea at the time. The traitor is Hamlet. You suspect he is going to get depressed and whine about his upperclass prince problems for a while, but after that he's going to try to kill you and himself. You need to end this story fast and escape this strange reality!

YOU WIN WHEN...

... you say your lines to end the story before Hamlet can say his lines and die. (You can also win by killing Hamlet before he says his three classic lines, but this may be hard.)

SPECIAL MOVEMENT RULES

The play has five acts. You need to go to the correct rooms and say the lines out loud to finish them all. Each hero can complete one act per turn (even if it's not his or her turn), but they must happen in the correct order. If a room is not yet in play, keep exploring until you find it.

- ◆ **Act 1:** Go to the Balcony, Roof Landing, or Widow's Walk and see King Hamlet's ghost. **Line:** "Something is rotten in the state of Denmark."
- ◆ **Act 2:** Go to the Drawing Room, Library, or Study and discuss Hamlet's mental disorder. **Line:** "Though this be madness, yet there is method in't."
- ◆ **Act 3:** Go to the Gallery, Solarium, or Theater and get upset about a play. **Line:** "The lady doth protest too much, methinks."
- ◆ **Act 4:** Go to the Kitchen, Larder, or Storm Cellar and talk about how you'd really like to poison or stab that crybaby Hamlet. **Line:** "If I gall him slightly, it may be death."
- ◆ **Act 5:** Go to Hamlet's room and have a duel. The heroes must attempt at least three attacks on him in this act, have him survive, and say their final line to end Act 5. **Line:** "Good night, sweet prince. And flights of angels sing thee to thy rest!"

When all five acts have been completed, the haunt ends. If Hamlet is still alive, you win.

SPECIAL ATTACK RULES

- ◆ After Hamlet attacks you, if you are still alive, you immediately make an attack on Hamlet.
- ◆ In Act 5, you may attack or defend against Hamlet using any number of dice up to your Might value, as long as you roll at least 1 die. Remember, you are trying not to kill Hamlet.

IF YOU WIN...

You return to your familiar clothes and present day reality. In front of you lies a solitary grinning skull. The traitor is nowhere to be seen. You pick up the skull and say, "Alas, poor Hamlet. I knew him, Horatio."

Exeunt.

SHUSH

You look up and see a fellow explorer across the hall. You wave and motion them over to check out a spellbook you just found, but no sound comes from your lips. You clear your throat silently and try to speak louder. Still nothing. You try to breathe. Yes, that's okay. You snap your fingers. No, you're not deaf. Your friend is by your side, their mouth moving. "Can you hear me?" they mouth. You shake your head. In the distance you hear a door slam.

RIGHT NOW

You cannot speak. No, not your characters. Well, them too. But the heroes cannot speak. Seriously. Stop reading this aloud. Right now. Motion to the other explorers to hold on for a moment. Back? Good. Read the rest of this in silence, then pass it to the explorer on your left.

WHAT YOU KNOW ABOUT THE BAD GUYS

Your friend pulls off what looks like a human mask, transfiguring into a gruesome creature, mouth stretched into a terrifying rictus grin. The Box your friend guards is ancient and covered in spells. This Box—the Voicebox—must be the source of the magic silencing you and your allies.

HOW TO USE THE SPELLBOOK

You need to collect the correct spells to open the Voicebox and regain your voice, but some Spellbooks may be cursed!

YOU WIN WHEN...

... you've regained your voices and killed the traitor.

YOU MUST DO THIS ON YOUR TURN

Until the traitor tells you otherwise, you cannot speak.

IF YOU WIN...

The traitor's head explodes in a shower of gore. Your voices sound foreign to you, but you're happy to have them back. Wait. Those aren't your voices...

CHAIRMAN OF THE BOARD

You thought they were your friends, your fellow explorers. But you all met for the first time here at the house, and now you know the truth: the people you thought were your companions were ghosts haunting the house, and they've made room for one more. Now you have to get out of this house, and fast. If the ghosts manage to strip away your sanity, you, too, will become a permanent resident of this haunted home.

RIGHT NOW

- ◆ Leave the room. The traitors get to stay with the house this time.
- ◆ Get a piece of paper (representing the Spirit Board). Write the letters A through Z on it. Leave plenty of room between them. (If you have an actual spirit board, such as The Ouija® Board, you can use that.)
- ◆ When you return, get a pentagonal item token (representing the Planchette, the pointed indicator for a spirit board) from the box.
- ◆ Take the Spirit Board omen card from whoever found it.

WHAT YOU KNOW ABOUT THE BAD GUYS

The other explorers are now Poltergeists, and are trying to turn you into a ghost to join them in haunting the house.

YOU WIN WHEN...

... you move through the front door of the Entrance Hall.

SPECIAL ATTACK RULES

You may attempt exorcisms to kill Poltergeists instantly. Each exorcism roll requires a specific room or item card. You can make one **exorcism roll** each turn.

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

If you succeed, one traitor in your room dies instantly.

HOW TO USE THE SPIRIT BOARD

- ◆ When you are attacked, you do not roll any dice. Instead, you use your Spirit Board. The Poltergeist will write down a thing depicted on the room tile; it must be one or two words and at least six letters. Look at the room and get an idea of the things in the room. As many times as you have points of Knowledge, you can move the corner of your Planchette around your Spirit Board to indicate one letter in the object you believe the Poltergeist is attacking you with. The Poltergeist must tell you how many times it occurs in the answer. Each letter you got correct (once per time it occurs in the word or phrase) counts for 1 point in the number you use to defend.
- ◆ Then guess the word or phrase. If you are correct, you get 1 more point in the number you use to defend.
- ◆ For example, if you have a Knowledge of 5 and are in the Kitchen when the Poltergeist attacks, you might indicate the letters F-R-I-G-E. If the Poltergeist wrote down FRIDGE, you'd defend with a value of 5. But if it was REFRIGERATOR, you'd defend with a value of 8 (3 Rs, 2 Es, 1 F, 1 I, 1 G). If you guessed REFRIGERATOR as well, you'd defend with a value of 9.
- ◆ When you would damage a Poltergeist with the Spirit Board, you may instead move 1 room.

SPECIAL MOVEMENT RULES

Poltergeists do not count as opponents for purposes of counting movement.

SPECIAL OMEN RULES

The Spirit Board cannot be dropped, traded, or stolen.

IF YOU WIN...

You race through the front door, your heart pounding as fast as the sound of your feet slapping the sidewalk. You made it out with your mind, body, and spirit intact, and as you look back at the house, you see that several of the windows are filled with the silhouettes of spectral observers. Yet one window remains vacant, and a warm, inviting light shines from within, beckoning to potential new residents.

SUSHI NIGHT

Your mouth would water whenever you'd see your "friend." But you never betrayed the hunger in your eyes when you set the lure for this trap. "Mersteak," the meat of mermen and mermaids, is said to be the most fantastic delicacy. Rich, flaky . . . and it grants you eternal youth. You wonder how it tastes with soy sauce.

WHAT YOU KNOW ABOUT THE BAD GUYS

The house is flooding, and your friend has been transformed into a Merperson. Its newly grown fins will make it formidable and hard to catch in the water. You must hunt down the traitor before the house floods completely and the Merperson slips back into the ocean.

YOU WIN WHEN...

... the Merperson is dead. You can feast on its flesh to become immortal.

SPECIAL MOVEMENT RULES

When in a flooded room marked by a face-down monster token, your roll 2 fewer dice on Speed rolls. If you enter or start your turn in a flooded room your movement for that turn is reduced by 2. (You can always roll a minimum of 1 die and move a minimum of 1 space.)

IF YOU WIN...

Fish. Definitely tastes like fish. Something delicate, like halibut. Odd. Were you expecting a flavor more... humanlike?

But you can see your skin glow with renewed smoothness. You feel younger, stronger. Especially your legs. But there's a pain, bone deep. You clutch at your ankle and feel the scales beginning to grow.

THE CARDINAL SINS

Your friend puts on a bright red, pointy hat. Brandishing a scepter, your friend forthrightly exclaims, “Today, if all goes as planned, I shall be elected Pope!”

Hey, that doesn’t sound so bad. It’d be cool to know the-

“To ensure my uncontested election, I shall bathe this house in the blood of sinners!”

Oh, right. You forgot where you were for a moment.

RIGHT NOW

Put one of each color small monster token (representing seven Electors) face-down in any rooms that the heroes do not currently occupy. No two such rooms may be adjacent, even between floors, unless doing so is impossible, in which case come as close as you can.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is Cardinal Sinn, who thinks you have been very sinful.

YOU WIN WHEN...

... you stop the traitor from being elected Pope. The traitor needs four Electors and must get to the roof. If the heroes have a total of four Electors or kill the traitor, you win.

HOW TO STOP THE CARDINAL FROM BECOMING POPE

Get a majority of Electors to vote against the traitor. When you are in a room with an Elector that has not voted, you may attempt a Sanity roll of 6+ to gain the Elector’s vote. If you succeed, take the Elector off the tile and put it on your character card.

SPECIAL ATTACK RULES

- Unless the traitor has four or more Electors, the traitor cannot take mental or physical damage. You can make attacks to steal item cards.
- If you die, give all of your Electors to the traitor.

IF YOU WIN...

The electors have decreed that no Pope will be elected today. After not seeing the white smoke rise from the roof, the traitor goes to the top of the house and leaps off in shame.

Seems like you’re gonna need a new Pope.

MURDERBALL

You hear the sound of a young boy giggling, then a gleeful whisper, "I know a fun game! Let me tell you the rules, and you can teach the others..."

RIGHT NOW

- ◆ Set aside a number of triangular Knowledge Roll tokens equal to the number of heroes.
- ◆ Set aside a number of triangular Sanity Roll tokens equal to the number of heroes.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is beguiled into playing a game by the spirit of a mean little boy. The spirit is a Bully who delights in games of violence. His favorite game involves hurling a stone at you to see who bleeds the best!

YOU WIN WHEN...

... you free the spirit from the Bloodstone by putting a number of Knowledge Roll and/or Sanity Roll tokens in the Nursery equal to the number of heroes.

HOW TO FREE THE SPIRIT

- ◆ Lure the spirit out of the Bloodstone by showing him more interesting and deadly weapons. Gather two weapons and drop them in the Nursery. For purposes of this haunt, the Dynamite is considered a weapon, along with the Axe, Blood Dagger, Boomstick, Chainsaw, Sacrificial Dagger, Revolver, and Spear. The Blood Dagger can be dropped in the Nursery, but is treated as if it's stolen.
- ◆ When at least two weapons are in the Nursery, you can try to trick the Bully into leaving the Bloodstone. Once, on your turn, you may attempt a Knowledge or Sanity roll of 5+ in the Nursery to trick the Bully. If you succeed, put a token appropriate to the roll in the Nursery.

IF YOU DIE...

The Bully's voice in your head says "Hey, I didn't say you could quit! Go touch the base, and then get back in there!"

Drop all of your item cards and put your figure in the Nursery. Reset your traits to their starting value, then draw an item card and do nothing else this turn. Continue taking turns as normal.

IF YOU WIN...

The spirit looks shocked as he leaves the stone, flames starting to spring up around his ethereal form. "What's happening? This game is no fun!"

He tries to grab the weapons, but his hands pass harmlessly through them. "You cheated! I should've won! I played better than you..."

The spirit is dragged down into the ground in a puff of flames and smoke. He screams as he disappears, "No faaaaaair!"

HE WHO MUST NOT BE READ

As you open the book—a children’s story about an evil necromancer named Maldovo—a bat-winged flying key falls to the floorboards. And then something unexpected and horrid takes place. The ornate illustrations inside glow with eldritch light, illuminating the face of your fellow explorer holding the book.

“At last,” your friend intones, in a voice no longer what you remember, “my summoning is complete. I am Maldovo and I have arrived back into this world!”

RIGHT NOW

If the traitor has the Key card, choose a hero to take it.

WHAT YOU KNOW ABOUT THE BAD GUYS

From what you remember in the children’s story, a young wizard saved the day by destroying the necromancer Maldovo’s hidden soul. You’ll need to find it secured within the house before Maldovo hunts you down and consumes your own souls.

YOU WIN WHEN...

... you destroy Maldovo’s soul. In the story, Maldovo’s soul was hidden in a series of Soulcruxes. The necromancer’s soul was hidden within an egg, which was hidden within a duck, which was hidden within a rabbit, which was hidden within a locked chest. So you’ll need to find a way to open the chest, then kill the rabbit, kill the duck, break the egg—and destroy Maldovo’s evil soul inside.

SPECIAL ATTACK RULES

Maldovo cannot take damage.

IF YOU WIN...

The necromancer utters an ear-splitting shriek and collapses into dust before your eyes. There is nothing left of Maldovo in this world, save for the book itself which falls to the ground with a ponderous thud... leaving you the decision whether to commit the book itself to some fire, or retain it as a priceless artifact for your own private library. The choice weighs heavily upon you.

You pick up the key. Maybe best to lock it away.

NO NOOSE IS GOOD NEWS

A warm, dusty breeze gusts through the house and swirls around one of your fellow explorers. Holding a rope in one hand that has been tied into a noose, you see that your friend is giving you a very strange look. And then, an eerie warning escapes your friend's lips, "I'll come for you, one by one . . . The Hangman's job is never done..."

WHAT YOU KNOW ABOUT THE BAD GUYS

The Traitor has been possessed by the spirit of an Old West hangman. The Hangman will not rest until everyone in the house is hanging at the end of a noose. However, you won't be hanging high if you can play the gallows game better than the Hangman can.

YOU WIN WHEN...

... all living heroes are protected from the gallows or the traitor is dead.

Alternative Win Condition

All living heroes, who are protected from the gallows, win. The haunt ends when all living heroes are protected from the gallows or the traitor is dead.

HOW TO PLAY THE GALLOWS GAME

- ◆ On your turn, you may use all your movement to guess a letter, word, or phrases to solve your individual gallows game.
- ◆ For each incorrect guess, the Hangman will draw a body part on the gallows, and you take 1 die of physical damage.
- ◆ For each correct guess, the Hangman must fill in the letters in the appropriate positions on your Hangman card and show all heroes the progress on the game. If you guessed the whole word or phrase correct, you solved your gallows game. When a hero solves the game, he or she is protected from the gallows.

HOW TO BREAK FREE OF A NOOSE

The Hangman may use a noose to prep you for the gallows. If at the start at your turn, you are currently caught in a noose, you may attempt a Might roll of 4+ to break free.

SPECIAL ATTACK RULES

Only heroes who are protected from the gallows may attack the traitor.

IF YOU WIN...

The house is still and quiet. The creaks of the gallows have been silenced once more. As you look at the other survivors, one by one, you imagine what it would have felt like if you met the noose like so many before you. As you step outside the doors of the house, you envision the land around you as it would have been in the Old West... and thank your lucky stars for English class.

TO REACH THE COSMOS

You've had a ringing in your ear since you got here. It started low and you thought it was just the altitude, but it's been steadily going up. Now you can't stop thinking about it... thinking. Every thought, every internal voice, reverberates in your head like a drum. It's so loud! You almost don't notice the pale blue tentacle enter the room, standing upright like a bendy straw pointing intently at your head.

RIGHT NOW

- ◆ Get a piece of paper and write down a "Thought" from your hero's perspective. It could be the first thing that comes to mind, or from an earlier event. Fold the paper so that no one else can read it.
- ◆ On the outside of the paper, write down a trait. Raise that trait by 1.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has turned into a brain-sucking horror and is trying to steal your Thoughts with his terrifying Brainstraws.

YOU WIN WHEN...

... you have taken all of the traitor's Thoughts.

YOU MUST DO THIS ON YOUR TURN

If you do not have a Thought at the start of your turn, take 1 die of mental damage.

SPECIAL ATTACK RULES

- ◆ You may steal one of the traitor's Thoughts, chosen randomly, by succeeding in a Knowledge attack against the traitor.
- ◆ If a Brainstraw defeats you in physical combat while you have a Thought, you take no damage. Otherwise, you take normal damage.
- ◆ When you defeat a Brainstraw in combat, it is stunned and retreats. Put the Brainstraw in the same room as the traitor.
- ◆ When you defeat the traitor in physical combat, you deal no damage but may move the traitor to any room containing a Brainstraw.
- ◆ A hero may attempt to steal a Thought by succeeding in a Knowledge attack against whoever has it.

LOSING AND GAINING THOUGHTS

- ◆ If you lose a Thought, lose 1 in the trait listed on the outside of the paper.
- ◆ If you gain a Thought, gain 1 in its trait, and read the Thought aloud.
- ◆ You can give a Thought to another hero in your room without attacking; this counts as you losing and the other hero gaining a Thought.

IF YOU WIN...

The traitor lies on the ground, the brain-sucking straws shriveling up and disintegrating. Your former friend curls up and shrieks. "Noooo... those are mine. I was going to go up there! And now I'll forget everything." And yes, your friend will forget everything, but you won't. You turn your head towards the sky, looking at the stars.

THE OTHER SIDE

This is your house. It has always been your home, since the day you hung yourselves from the roof. New folks may come and go, but you will be here. Forever.

RIGHT NOW

If any hero doesn't have an item card, that hero draws one from the item stack. If the heroes don't have at least four items after that, each hero draws one until you have four items among you.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is attempting to remove you from your home. You have special ways to stop the traitor, since you're a Ghost.

YOU WIN WHEN...

... the traitor is killed and has joined you in the afterlife.

YOU MUST DO THIS ON YOUR TURN

At the end of your turn, gain 1 Sanity if you did not attack this turn.

SPECIAL ATTACK RULES

- ◆ You may attack the traitor using any trait. The traitor defends using the same trait. If you attack using a mental trait, the traitor takes mental damage. If you take mental damage, you must lose Sanity instead of Knowledge.
- ◆ You cannot die. If you would take enough damage to drop any of your traits to the skull symbol, lower the trait to the lowest value above the skull symbol. You may not voluntarily take actions that would lower your traits further.

SPECIAL MOVEMENT RULES

You are incorporeal. You are immune to negative room effects. During your movement, you may lose 1 Sanity to pass through any wall into another previously discovered room as if it were connected by a door.

SPECIAL ITEM AND OMEN RULES

You may not drop, trade, or steal item cards or omen cards.

IF YOU WIN...

Home is where the heart is. A wooden box would have been more appropriate, but this floral teapot will do nicely. As you replace the floorboards over the teapot's new resting place, the newest member of the family turns and says, "If this is my funeral, shouldn't someone say a few words?"

"Welcome home," you chant in unison.

MAN'S WORST ENEMY

"When I summoned the Beast, I thought it could be contained in the harmless form of my faithful pup. But it has sunk its talons into my soul, and it is only a matter of time before it consumes me. The dog cannot escape the wards with which it is bound. Now I must take my own life before I become a tool of the Beast." Even as you read this final entry in the old man's diary, you hear a cheerful bark and feel a power clutching at your mind.

RIGHT NOW

Set aside the matching explorer tokens for each hero.

WHAT YOU KNOW ABOUT THE BAD GUYS

A hellbeast bound to a puppy seeks to consume your minds or destroy your bodies. Unless you act quickly, you will all become slaves of this adorable Beast.

YOU WIN WHEN...

... you kill the Beast.

SPECIAL ATTACK RULES

- ◆ The Beast can attack you, but its power prevents you from attacking it directly. You can only fight it through the game of fetch.
- ◆ The Beast has been trained to respond to the Bell. Once during your turn, if you are in the same room as the Beast, you may use the Bell to attempt a Sanity roll of 5+ to stun the Beast into playing dead.
- ◆ A hero accompanied by the Cat cannot be possessed. If the Beast would deal damage to you, you may discard the Cat card instead of taking damage.
- ◆ You may attack the traitor or a possessed hero normally.

HOW TO PLAY FETCH

The Beast has one weakness: The fiend within him can't entirely overcome his natural instincts, and you can momentarily break the Beast's hold on the Dog with a game of fetch. Once during your turn, when you are in the same room as the Beast, you may attempt a Knowledge roll of 4+ to send the Beast to a room with an item symbol up to 6 spaces away.

- ◆ If there's a weapon already in the room, the Beast brings the weapon to you. You may immediately make an attack against the Beast using that weapon.
- ◆ If there's no weapon in the room, the Beast draws an item card and brings it to you. If the item card is a weapon, you may immediately make an attack against the Beast using that weapon.
- ◆ If you attack with a weapon on the turn it is fetched and deal damage to the Beast, take one of your explorer tokens.

When the heroes have a total number of explorer tokens equal to 1 more than the number of explorers who started the haunt, the Beast is slain, the spirit is banished, and its victims are no longer possessed. But the Dog is still there, and the Beast will come back. So the next time you play fetch and get a weapon, you must attack the Dog with the weapon that it brings you, or you lose all your explorer tokens.

IF YOU WIN...

Unearthly howling fills the air. You feel claws raking at your mind, tearing at your memories and thoughts. Just when you fear that you will lose yourself in this maelstrom, the torment ends and silence falls across the house. The dog's tail beats against the floor twice, and he licks your hand weakly before he dies. Even at the end, he's still a good boy.

EXISTENCE PRECEDES ESSENCE

The distinct lilt of a maniacal titter echoes through the house. “Hee hee heee ha hoo hee he hoo heee ha heeeeeeee!!!” You recognize this awkward and familiar laugh, it’s coming from one of your closest pals! Surely your friend is having an amazing time somewhere in the house! Perhaps after stumbling upon a nonhaunted fun-time room?

“Attention, all previous friends!” shouts your pal. “I have just met my new and only friend, a small hungry Head... say hello.” A meek but earnest voice squeaks out, “Hello, everyone. I’m hungry.”

“So,” your friend continues, “I’m going to let the Head feast on your faces! Hee ha hoo hee ha!” Hmm... that Head character seems alright but your friend sounds stressed out. Maybe your pal just needs a hug.

RIGHT NOW

Set aside a number of Obstacle tokens (representing Hugs) equal to twice the number of heroes.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is trying to feed you to his or her new best friend, a small polite Head.

YOU WIN WHEN...

... you either hug the traitor for enough turns, restoring mind, body, and soul to the person you once knew, and then team up to hug his or her new friend, the Head, or you kill them both (you soulless husk of a human being).

HOW TO HUG SOMEONE

- ♦ To hug either the traitor or the Head, make a Might attack. If you are hugging the traitor, add 1 extra die for each Hug on the traitor’s character card. Any other hero within 2 spaces of movement can grouphug along with you. Ignoring any text that hinders movement, put those heroes’ figures in your room and add 1 die to your roll per extra hugger. Hugging deals no damage, but does allow the normal stealing of item cards carried by the huggee; for this purpose, explorer tokens are considered items.
- ♦ To restore the traitor to normal, you must hug the traitor for a number of turns equal to twice the number of heroes. After each successful turn of hugging, put a Hug onto the traitor’s character card.
- ♦ If the Head is by itself, you may hug the Head. The traitor may join you in this Hug if he or she has returned to normal.

SPECIAL MOVEMENT RULES

When you hug on your turn, you may not move again that turn.

IF YOU WIN...

Hooray! Hugs and love are back in style! Or... did you kill everyone instead of hugging? Either way, you feel a raging sense of accomplishment. Emboldened by your actions, you take on a slow sassy strut and mosey out the front door, intentionally knocking over a couple chairs before you leave. “I’m amazing!” you call out to no one in particular. You’ve certainly given those paranormal forces something to scratch their chins at this day. Achievement unlocked!

COULROPHOBIA

You hear the laughter echoing down the halls. It fills you with a terror you've never known before. Each of you flashbacks to a horrific childhood memory of a terrible stranger whose deranged humor plagued your nightmares. You know in your bones that a dread figure stalks the halls of this house. In his giant hands he wields torturous implements of death. It's time to run for your lives, or the evil clown will get you.

RIGHT NOW

- ◆ Set aside a number of triangular Might Roll tokens equal to the number of heroes.
- ◆ Set aside a number of triangular Knowledge Roll tokens equal to the number of heroes.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is Knick-Knack the Clown, who has prepared a number of deadly jokes that will surely slay you. Each hero chooses a piece of paper provided by the traitor, each representing a different Gag. If there are more pieces of paper than heroes, hide the unchosen ones in the game box.

YOU WIN WHEN...

... the last living hero escapes the house, you kill the Clown, or all the Clown's Gags are destroyed. However, you lose if two of you are killed, regardless of what else happens.

SPECIAL ATTACK RULES

The traitor will try to kill you with your own Gag. If you attack the Clown, you may use the Stealing Items rules to steal a Gag (chosen by the Clown). You may also attack the traitor's Dog to stun it or, if it is carrying a Gag, to steal the Gag. If you succeed at stealing a Gag, you immediately destroy the Gag.

HOW TO LEAVE THE HOUSE

- ◆ The Clown has locked, chained, and tied a bow around the only door out of the house. Once during his or her turn, a hero in the Entrance Hall may attempt a Might roll of 5+ to break the chain or Knowledge roll of 5+ to pick a lock. If you succeed, add a token of the appropriate type to the Entrance Hall. Once there are a number of tokens in the Entrance Hall equal to the number of heroes, the door is unlocked.
- ◆ If you start your turn in the Entrance Hall and the door is unlocked, you may escape.

IF YOU WIN...

You've escaped with your lives. If you never see another clown again, it will be too soon.

LET IT GLOW

A chill fills the air. No, you aren't imagining the icy cold. There is actually a thin layer of ice beginning to cover every inch of the house. Standing before you is your former friend, transformed into a bitter Ice Queen. If you don't find a way to warm up soon, you'll certainly freeze to death, unless the Queen kills you first.

RIGHT NOW

- ◆ Set aside 7 pentagonal item tokens (representing Thermostats).
- ◆ Put one Thermostat number-side-up in the Furnace Room, and one more in each room with an omen symbol of your choice until you run out of Thermostats or omen rooms without Thermostats.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has found a childhood memory trigger that has turned your friend into an evil Ice Queen, who is trying to freeze you to death. The Ice Queen's power seems to come from the cold. The house is getting colder by the minute, and is completely covered in snow and ice, so there is little time to spare. You must get to rooms with Thermostats to warm the house back up.

YOU WIN WHEN...

... you kill the traitor, or lock six of the Thermostats and lower the Turn/Damage track to 0.

HOW TO DEFROST THE HOUSE

- ◆ Once on your turn, you may attempt to raise and lock a Thermostat in the house. Attempt a Knowledge roll of 4+ to turn up the heat and lock the Thermostat. Once a Thermostat is locked, turn the item token number-side-down, then lower the Turn/Damage track to the next number.
- ◆ If any explorer discovers an omen room, put a Thermostat on that room if you still have one that hasn't been put into play.

IF YOU WIN...

In the warm glow of the thermostats coming to life, the blood begins to return to your tingly, frostbitten fingers. You shiver again, perhaps out of habit . . . perhaps from nerves. As the ice begins to melt into huge puddles, you leap over the wet spots and make your way to the front door. You think to yourself that a long vacation is well overdue. Someplace warm sounds nice.

BACK TO THE PAST

The weathered photo is of you, but how is that possible? You look up to find a butler standing in the doorway. “It’s time to go home,” he says in a raspy voice. He drops a metal tray and the clang echoes in your ears as everything goes dark.

You’re back at the entrance of the house, but something has changed. The hallways are lit by warm flickering candlelight, and there are people here, oblivious to the horrors the house holds. A flash from a camera’s light blinds you. “Thanks!” someone squeaks.

“We don’t have much time.” The butler continues. “You are reincarnated members of the company that built this house. Tonight is the night it became cursed. You, or more specifically, your former selves have just been murdered. You need to dispatch your murderer in the past before the murderer completes the ritual. Stop this, and you will prevent this house from ever awakening.” He smiles sadly as his body fades from view. “Good luck...”

RIGHT NOW

- ◆ Starting with the haunt revealer, take turns drawing rooms off the room stack and placing them in the house. You cannot place a room if it would make it impossible to place another room. Keep doing this until all tiles are placed or you can’t put any more rooms in the house.
- ◆ Put your figures in the Entrance Hall.
- ◆ Set up the Turn/Damage track with a plastic clip at 12. You’ll use this to keep track of time—which is about to go backwards!

WHAT YOU KNOW ABOUT THE BAD GUYS

Your former selves were murdered by the traitor, who is looking to collect the magic of the house through a ritual that will go awry, or has gone awry... Time travel is confusing!

YOU WIN WHEN...

... you reveal the traitor before the Turn/Damage track reaches 0.

YOU MUST DO THIS ON YOUR TURN

Lower the Turn/Damage track to the next number. If the traitor has not been found, the traitor may place an Obstacle token (representing a Pentagram) in any room.

HOW TO SEARCH FOR THE TRAITOR

- ◆ At the start of your turn, you may ask the traitor one yes or no question about where he or she is. The traitor must answer truthfully. Questions must be limited to the names or characteristics of the room. They cannot involve information about what floor the room is on, or its position in relation to other rooms. Additionally, you cannot ask questions about symbols or game text on the room.
- ◆ At the end of your turn, you may declare that your room is the room where the traitor is hiding. If you are correct, the Traitor will tell you so, and you’ve won. If not, take 1 point of mental damage and lower the Turn/Damage track to the next number.

SPECIAL MOVEMENT RULES

- ◆ You can access all false doors, as long as you are going through the door’s entrance side.
- ◆ When you enter a face-down room, take 1 die of mental damage as your memories of the older version of the house start to confuse you. You were already here, right?
- ◆ You can enter and exit through any side of a facedown room.
- ◆ Ignore any text that hinders movement with the exception of the Pentagrams placed by the traitor. It takes an extra space of movement to enter a room containing a Pentagram token.

IF YOU WIN...

The murderer screams momentarily before collapsing lifelessly to the ground. As magic flows out of the halfcrafted ritual, memories of a previous life flood back to you. You’ve come so far. You’ve sacrificed so much. And now, it is time to start your new life.

THEY'RE ALWAYS AFTER ME

You find what appears to be an old cereal box. On the outside, it says "Begorrah! Here be a lucky charm indeed!" Your friend opens the box, and is engulfed in a cavalcade of colorful lights. Rainbows, moons, horseshoes, all manner of sparkles.

When the sparkles fade, you see that your friend has turned into a twisted little gnome in a green suit and red cap. "Ye will not get me pot o' gold!" the creature cackles, and takes off running.

Pot o' gold, ye say? Hmm.

RIGHT NOW

- ◆ Put the pentagonal item tokens 1 to 7 (representing Wishes) near the Entrance Hall.
- ◆ Set aside seven monster tokens (representing Colors of the Rainbow), one of each color.
- ◆ Set aside a pentagonal Item Pile token (representing the Pot of Gold).

WHAT YOU KNOW ABOUT THE BAD GUYS

Erin go bragh! Your friend has become a Leprechaun! And where there's a Leprechaun, there's a Pot of Gold at the end of a Rainbow. Now you need to find the Rainbow.

YOU WIN WHEN...

... you find the Pot of Gold or the Leprechaun dies.

SPECIAL ATTACK RULES

Leprechauns are vulnerable to being caught by their toes. If you defeat the Leprechaun, instead of dealing damage, you may pick a Wish from the Wishes table, then put the matching item token back in the box. You may not pick a Wish whose item token is not on the table.

SPECIAL ITEM AND OMEN RULES

- ◆ If you would draw an item card, you may draw an omen card instead.
- ◆ If you draw the Medallion card, choose an open door on the roof and place the seven Colors of the Rainbow out from that door, in this order: red, orange, yellow, green, blue, purple, magenta. Then put the Pot of Gold at the end of the Rainbow. (If there is no open door on the roof, extend the Rainbow from the side of a roof tile and pretend that a door is there.)

WISHES

WISH	WHAT HAPPENS
1	Each Hero draws an item card.
2	You may put your figure in any room that is not part of the Rainbow.
3	Gain 1 Speed and 1 Might.
4	Gain 1 Sanity and 1 Knowledge.
5	Draw three events, pick one to keep, and shuffle the others into the event stack.
6	Replace any non-landing room with the top tile from the room tile stack.
7	Steal any item card or omen card from the Leprechaun, even if it can't be stolen.

SPECIAL MOVEMENT RULES

Each Color of the Rainbow is considered its own room tile as a part of the Roof. Only one hero may be on each Color at the end of any turn, but you can pass through a Color containing another hero. If you enter the final magenta Color, you may take the Pot of Gold and win the game. If you don't, it's a long way down.

IF YOU WIN...

The Leprechaun is mightily glum. "Ye have me pot o' gold. What be yer fondest wish?" The explorers say, "To be out of this crazy haunted house!"

And so the Leprechaun's wish-granting power whisks you home. You are thrilled that no more leprechauns will torment you till your dying day. Till then, you will count your gold and laugh into the night.

THE DEVIL'S NAME

A tablet covered by a grid of glyphs serves as the lid of a stone coffer. As you lift the capstone, a blast of violent heat and searing words rushes forth. A vicious thought—a name that threatens to consume—tries to force its way into your mind. Yet just as suddenly as it came, the gale tears away, escaping down the hall. Your attention returns to the tablet as its glyphs re-etch upon the stone, forming familiar letters and the hint of an ageless, terrible word.

B	R	M	T	S
O	E	L	A	H
L	I	T	U	R
M	O	C	I	M
V	A	P	H	K

RIGHT NOW

If the Chalk card is not yet in play, search through the item stack and discard pile until you find it and give it to a hero. Then shuffle the discard pile into that stack.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has been possessed by an ancient entity that seeks to possess any mortal it encounters, replacing their identities with its own blasphemous name. It seeks to spread its viral consciousness to every explorer in the house, and then across the world.

None can say how long the Fiend has been trapped, but it's been held prisoner by the power of its own true name. Its true name lies encrypted upon the mysterious Brimstone Square (shown above), along with the names of untold other spirits and dark gods. The fiend might be locked away once more, but first you'll have to discover the secret of its true name.

Throughout the house are hidden six Tomes of Lore. Each can reveal one letter of the Fiend's true name; each instance of a letter is considered a different letter, even if the name contains multiples of the same letter. The tomes are represented by pentagonal item tokens. The fiend knows the danger of the tomes, so get to them as fast as you can.

YOU WIN WHEN...

... you banish the Fiend by speaking its true name.

HOW TO LEARN THE FIEND'S TRUE NAME

You can take a Tome of Lore when you enter a room that contains one. On your turn, you may forgo your movement to attempt a Knowledge roll of 5+ to research the Fiend's true name in the Brimstone Square on the left. Each column corresponds to a letter in the Fiend's five-letter true name, read left to right. If you succeed, you discard the Tome of Lore and the traitor must tell you one letter of the name (any unrevealed letter the traitor desires). If you fail, you may try again on a later turn. You can only carry one Tome of Lore at a time.

HOW TO BANISH THE FIEND

Once you believe you know the Fiend's true name, the entity's consciousness must still be banished. You must be in the same room the Fiend, or a hero possessed by the Fiend, and speak what you believe to be its true name. You can say a name to one traitor once on your turn, regardless of whether you have revealed all the letters. While the information gained from a subset of the Tomes of Lore might be enough to suggest a name, such daring proves risky.

- ♦ If you speak the **incorrect** true name to a possessed hero, the Fiend deals you a number of points of mental damage equal to the number of unrevealed letters. If you speak it to the Fiend, you become one of its possessed puppets.
- ♦ If you speak the **correct** true name to a possessed hero, it ends the possession, frees the dominated hero, and makes the hero immune to future possession. If you speak it to the Fiend, you banish the Fiend.

IF YOU WIN...

You speak the Fiend's true name, the rancid word scarring your tongue like burning rat fat. The entity's flesh-puppet screams in two voices, both its own and a shearing, soulless shriek. The invisible fiend lashes through the air, dragged back to its prison-tomb by your mastery of its name.

Yet, even as it's imprisoned once more, the Fiend's name lingers, a scar upon your mind—a scar that seems to whisper.

THE TWINS

A look passes between your two friends, a glance laden with an emotion you can't make sense of. In a moment, a red cord erupts in the space between them, binding them, and slicing through everything else with its core—a flexible black whip filled with pinprick stars. They are like two poles of a magnet; the space between them is filled with crackling force.

WHAT YOU KNOW ABOUT THE BAD GUYS

They have unified into a hybrid being, both halves of a powerful energy connection. Between them, they are trying to create a Seam of energy that might bring this house crashing down.

YOU WIN WHEN...

... one of the Twins is dead.

NODES

The Twins are leaving Nodes of energy around the house. You may attempt a Knowledge roll of 5+ to either destroy the Node (giving it back to the Twins) or move one of the Twins up to 5 spaces toward you.

SPECIAL MOVEMENT RULES

You cannot move or create line of sight through a Node; the passage is blocked from one side of the Node to the other. Note that the Nodes can never separate a room or set of rooms from the rest of the house.

IF YOU WIN...

The force between your two friends, or what were once your friends, thickens and heats as they are brought close. Pressing them together nearly exceeds the limits of your endurance, until they pass a point of no return; shrieking, the two mix and boil, stretching, until they become a column of fire that goes through the floor and ceiling. And then they are gone.

I, MUTANT

You're really light-headed. You thought it was the adrenaline of running around in this spooky house, but no. Something is definitely wrong. Your legs are numb and everything is going...

... you wake up on the floor hours later. Wiping the drool from your chin, you realize your skin has changed texture. Color, too. Surely, you weren't always this shade of periwinkle.

RIGHT NOW

Set up the Turn/Damage track with a plastic clip at twice the number of explorers. You'll use this to keep track of damage to the Research Laboratory.

WHAT YOU KNOW ABOUT THE BAD GUYS

You have been betrayed by a scientist of the less-than-sane variety who wishes to make you the subject of some uncanny research.

YOU WIN WHEN...

... you lower the Turn/Damage track to 0, destroying the Research Laboratory and stopping the traitor's dastardly experiments.

GETTING CAPTURED

The traitor has left Electronets around the house to capture you. If you get captured, tip your figure over. On your turn, you may not move or take any action except mutating and dropping an item. At the start of your turn, remove an Electronet from your room. If there are no Electronets in your room, you are no longer captured; tip your figure back up.

MUTATING

At the end of your turn, you may mutate. To do so, lower any traits by 1 or more, and raise another trait by the total number of points you lowered your traits. Then, for your highest trait (choose among your highest if tied), you gain an additional power for the rest of the game:

- ♦ **Speed:** You may slip through the cracks in the walls like a slug. You may spend 1 space of movement to pass through a wall to a discovered room on the other side. You may spend 2 spaces of movement to ignore an Electronet in a room you enter.
- ♦ **Might:** You can lift the very foundations of the house. Once on your turn, you may pick up and rotate the room you are in, matching at least one door. You can't do this if you would separate a room or set of rooms from the rest of the house.
- ♦ **Sanity:** You see reality in ways others cannot. You may ignore any room text and can control the Mystic Elevator at will. Also, once during your turn, you may attempt a Sanity roll to remove an Electronet from your room for each die that results in a 2. (You can do this even if you are captured.)
- ♦ **Knowledge:** All the secrets are yours to behold. Once on your turn, you may draw an item card.

You may only have one of these powers at a time. If your highest valued trait changes by the end of one of your turns, your power changes too.

HOW TO DESTROY THE RESEARCH LABORATORY

If you start your turn in the Research Laboratory, instead of moving or attacking, you may smash the lab equipment. Attempt a Might roll. For each die that results in a 2, lower the Turn/Damage track to the next number.

IF YOU WIN...

The laboratory is now in pieces. The scientist drops to a knee, tears streaming down. "My work. My lifetime of work, gone. There's nothing left. No way to start over now. Here, take it." The scientist holds out the key to the front door.

As you leave, you realize you don't have a cure for your newfound condition. The only research has been destroyed. Oh well. As you walk back to the van, you debate the potential merits of pale blue skin with your fellow mutants.

THE CANOPIC CURSE

You're not sure you would have opened the box like that, but your companion didn't hesitate. Inside was a strange jar, just like the ones you've seen scattered about the house. You heard your friend say, "Of course. Canopic jars. Now to find the right one," and take off running from room to room. You're not sure what is going on, but you are sure that it would be a very bad idea for your friend to "find the right one."

You start to head toward one of the rooms where you recall seeing a jar. Then, a strange feeling comes over you...

RIGHT NOW

- ◆ Take pentagonal item tokens (representing Jars) numbered from 1 to 6.
- ◆ Put items 1 through 5 face-up in different rooms randomly throughout the house, with no more than two tokens on any floor. Choose unoccupied rooms with item symbols first, then unoccupied rooms with omen symbols, if possible.
- ◆ Give item 6 to the traitor.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has discovered that one of the Jars in the house holds the remains of a great pharaoh which will provide great power to the person who opens it in the Pentagram Chamber.

YOU WIN WHEN...

... you bring the correct Jar to the Entrance Hall.

YOU MUST DO THIS ON YOUR TURN

Each hero will be cursed in some way. The traitor will call you into the other room one by one and randomly assign you a Curse as listed in the Traitor's Tome. You must obey the rules of the Curse at all times. You cannot tell the other heroes in any way what the nature of your Curse is, nor discuss why you are taking specific actions on your turn.

HOW TO ACQUIRE A JAR

- ◆ You may take a Jar from a room at the end of your turn.
- ◆ You can't move after taking a Jar, but you can give the Jar to another explorer.
- ◆ You cannot pick up more than one Jar during your turn.
- ◆ You may drop a Jar at any time during your turn. You can't pick up a Jar you dropped on the same turn.

HOW TO KNOW WHO HAS THE CORRECT JAR

When all six Jars are collected, the traitor will reveal the Curse under the Mummy. The explorer with the matching Jar token holds the correct Jar. It immediately becomes that explorer's turn. If the explorer is a hero, the explorer must head toward the Entrance Hall.

SPECIAL ATTACK RULES

Explorers may not attack an explorer who holds a Jar until the correct Jar is revealed. After this, they may attack normally. An explorer who is damaged during an attack must succeed at a Might roll of 4+ to continue to hold on to the Jar. If the Jar is dropped, any explorer may pick it up normally.

IF YOU WIN...

As you exit the house with the jar in your hand, you look down to see it disintegrating. The magic that had protected it existed only within the house. Such is the transience of history.

GET A CLUE

A scream echoes through the house, as if someone had just been found dead. But this time, there is no need to wonder, as the corpse of your dinner party host has been found. No need to solve this mystery, as you can already tell who is guilty. The butler did it!

The only question now is how to get out of the house before you become his next victim. Time to clue yourselves in and realize which famous house you've found yourselves in!

RIGHT NOW

- ◆ If the Dining Room is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.
- ◆ Put all heroes' figures in the Dining Room. Each of you is a dinner guest invited to the house, based on your explorer's color.
- ◆ Set aside an explorer token for each hero.
- ◆ Put a number of pentagonal item tokens equal to the number of heroes in the Dining Room. They represent the potential murder weapons: 1) a Stiletto, 2) a Derringer, 3) a Candelabrum, 4) a Crowbar, and 5) a Truncheon. Use these in order; with fewer than five heroes, not all weapons will be used. Note that the Rope is also a potential murder weapon, but starts with the traitor.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is the Butler of the house, and he or she is a very disgruntled employee. After strangling Mr. Dedman, the owner of the house, due to an argument over dessert dishes, the Butler has completely snapped, and now you are the next potential victims! However, the police are on the way, and when they get there, everyone needs an alibi, or there will be a Rope calling your names.

YOU WIN WHEN...

... each hero establishes an alibi before the police arrive. One of the alibis must include the Rope, which does not start in the Dining Room. If a hero dies before establishing an alibi, another hero may establish an alibi for that hero, using the dead hero's alibi rooms.

HOW TO ESTABLISH AN ALIBI

A hero may establish an alibi by taking one of the potential murder weapons (either the Rope or one from the pile in Dining Room) to one of his or her specific alibi rooms. The hero must then attempt a Knowledge roll of 5+ to "remember" a convincing story using you, the weapon you brought, and your current room. To avoid conflicting stories, each alibi must be established in a different room. Put your explorer token and the item token or card in the room when you establish your alibi; it may not be picked up or used until the police arrive.

DINNER GUESTS

COLOR	NAME	ALIBI ROOMS
Red	Mr. Rose	Ballroom, Entrance Hall, Game Room
Yellow	Lieutenant Lemon	Drawing Room, Entrance Hall, Study
White	Professor Pale	Conservatory, Entrance Hall, Kitchen
Green	Mr. Lime	Ballroom, Conservatory, Entrance Hall
Blue	Mrs. Sapphire	Drawing Room, Entrance Hall, Game Room
Purple	Miss Violet	Library, Entrance Hall, Study

SPECIAL ATTACK RULES

- ◆ The Butler can be damaged as normal, but cannot be killed. You can steal items using physical attacks as normal.
- ◆ While in one of your alibi rooms, the traitor cannot do any damage to you during an attack.

IF YOU WIN...

The police sirens near, and you breathe a sigh of relief—mostly because of the fact that you can still breathe at all. You swear to yourselves that this is the last dinner party you will ever attend. Who needs fancy dinners anyway?

After being questioned, you are told by the captain that you will be getting a medal of honor and an invitation... to the mayor's annual dinner party.

IN THE DETAILS

This letter... it's a contract. Apparently the people in the house have signed a deal with someone they shouldn't have. And now the devil wants his due. Is that brimstone? Is that your name on the contract? Why is your head swimming so? What have you done?

RIGHT NOW

- ◆ Mix up Obstacle tokens (representing Names) numbered from 1 to the number of players plus two (so, in a four-player game, you'd have the tokens numbered 1 to 6). Give each player a Name token in secret. Set aside the other two.
- ◆ The haunt revealer takes the first turn.

WHAT YOU KNOW ABOUT THE BAD GUYS

Them? You? Whomever doesn't have the lowest number amongst all players is currently on the hook to give his or her soul to the infernal powers in the house. Better kill the others so that you have the lowest by default. Or wait until the contract shifts in your favor.

YOU WIN WHEN...

... you are either the last person left in the house or find a loophole in the contract.

HOW TO FIND A LOOPHOLE IN THE CONTRACT

- ◆ The infernal contract keeps changing and shifting. Sometimes your Name is on there; sometimes it's not. If you have the lowest number out of all the players still in the game, you may have found a loophole in the contract.
- ◆ To find a loophole, at least one explorer must have died; after all, the devil isn't going to walk away with nothing. After that, you may attempt a Knowledge roll of 4+ while in the Pentagram Chamber to turn over your Name token. If no one else has a lower number, you have found a loophole. If someone else has a lower number, he or she shows it to you secretly and you go up in a puff of smoke and are out of the game. Set aside your Name token.

HOW TO BETTER UNDERSTAND YOUR POSITION

You may attempt a Knowledge roll of 5+ in the Library or Study to look at all the set-aside Name tokens and swap one of them with yours, if you like.

HOW TO MAKE A BARGAIN

You may attempt a Sanity roll of 5+ in the Chapel to swap tokens with any other explorer.

HOW TO PLAY DICE WITH THE DEVIL

- ◆ If you have the Letter in the Game Room, you may shuffle the Letter into the omen deck to randomize the Names in the contract. You put your Name token back out of play and roll 4 dice. All other living explorers roll 4 dice. Any who roll equal to or lower than you must put his or her Name token out of play; any who roll higher than you can choose to do that if they want. Then everyone who doesn't have a Name token then gets a random set-aside Name token in secret.
- ◆ If you draw the Contract event card, instead of following its instructions, you may shuffle it into the event deck to randomize the Names as above.

SPECIAL ATTACK RULES

If you kill another explorer, you may look at his or her token number and compare it to yours. Place the higher of the two out of play and keep the other one, face-down.

AT THE END OF THE ROUND

At the end of the round, just before the haunt revealer's turn, every living explorer passes his or her Name token clockwise to the next explorer.

IF YOU WIN...

You did it. You found a way to get out of the bargain. Again. It's almost becoming too easy. Oh well, there will always be another group of people willing to sign away their souls for power. Maybe next time one of them will be a worthy adversary.

FORGET TO REMEMBER

The house creaks and groans like a voice without words. The portraits on the walls stare out at you, following you with their eyes, and every one of them depicts Richard Smith. Newspaper clippings in the foyer say he was exonerated, but everyone in this town knows he was a killer. And now your friend is staring at you, too—just like Richard Smith in his portraits—and when you make eye contact, the house creaks and groans anew.

RIGHT NOW

Set aside six Knowledge Roll tokens.

WHAT YOU KNOW ABOUT THE BAD GUYS

This house was home to a madly brilliant killer named Richard Smith. He designed this garish house to augment his psychic abilities. He aimed to maintain his spirit in the physical world and preserve his memory. But it backfired: Now his memory and his spirit are bound to the house. By entering this place, you have, in a very real way, entered his mind. The house itself wants to imprint Smith's mind onto yours, so he can live—and kill—again.

YOU WIN WHEN...

... you have slain the Psychic Spirit of Richard Smith by slaying every body it inhabits, or the traitor chooses to erase the last vestige of Richard Smith from his or her memory.

SPECIAL ATTACK RULES

- ◆ Whoever has the Crystal Ball card can use it to make distance attacks with Knowledge, which also activate the Crystal Ball as normal (thereby risking Sanity loss for the attacker). Surely the Crystal Ball has value and power for the Psychic Spirit and the traitor as well, so he or she might seek it out. Be careful.
- ◆ You may use any method of dealing physical damage to drive Richard Smith's spirit out of a room. Make a Might attack against your room, treating the room as having Might 5, or Speed 5 against cards like the Dynamite. This attack deals no damage; instead, put a triangular Knowledge Roll token in that room if you deal 2+ physical damage to it. (The Dynamite still deals damage normally to all explorers and monsters in that room.) No more than two such tokens can be placed in a single room; if you run out of tokens, you can move one from another room. Each Knowledge Roll token in a room lowers the Sanity and Knowledge value of the Psychic Spirit by 1 in that room.

WHAT HAPPENS WHEN YOU WOULD DIE

- ◆ If your Knowledge drops to the skull symbol, you become catatonic instead of dead, and automatically roll a 0 on all physical and mental attacks. (You can still defend normally. You always roll a 0 on all die rolls with Knowledge.)
- ◆ If your Sanity drops to the skull symbol, you become a monster capable of making mental attacks on behalf of the Psychic Spirit. You are inhabited by the Psychic Spirit and must be slain to defeat the haunt.
- ◆ If both your Sanity and your Knowledge dropped to the skull symbol you cannot move, but you may attack heroes in the same room with you.
- ◆ If your Might or Speed drops to the skull symbol, you die.

IF YOU BECOME A MONSTER

- ◆ Drop your items but keep your companions.
- ◆ You are capable to do mental attacks on behalf of the Psychic Spirit. You roll dice equal to the Psychic Spirit's Sanity or Knowledge value in your room, but you have to subtract 2 from the result.
- ◆ You cannot be stunned; instead you take damage like other explorers.
- ◆ You don't roll for your movement.
- ◆ In all other aspects, you behave like a monster (see the Rulebook, page 18, 19).

IF YOU WIN...

You have trouble trying to remember. They ask you questions about what happened in the house, but it's all so foggy. They keep using the words "that night"—as in, "What happened that night?"—but you feel afraid to answer, without being able to remember why. And it seems like no one in town can remember whose house it used to be, as if there's a hole drilled through everyone's memory...

THE MURDERER IN THE MACHINE

The sound of that tarnished old ring hitting the floor sounds, oddly, just like your ringtone. As the ring falls into a hole, you realize that your phone is buzzing. Your hand, by muscle memory, reaches into your pocket.

Onscreen you see a notification from Flitter, the social media network where you and your friends chirp about everything that's important in your lives.

But this is no normal alert. There's a progress bar at the top of the screen that wasn't there before. And it's labeled "Dead Friends." Right now it's set at zero, but something tells you it's not going to stay there...

RIGHT NOW

- ◆ Each hero takes a pentagonal item token (representing a Smartphone).
- ◆ Set aside all the small monster tokens (representing Bars of reception) and Obstacle tokens (representing Dead Zones).

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has been driven insane by... something. And it seems that the same force is about to drive you crazy, too. If the traitor doesn't kill you first, that is.

YOU WIN WHEN...

... at least one hero with a positive Sanity score escapes the house. The problem? The front door's still locked and the windows are securely boarded up! You're going to have to call for help... but the reception in here is horrible!

HOW TO USE YOUR SMARTPHONE

Once during your turn, if you possess a Smartphone, you may either look for reception or call for help. You can also lose your phone.

- ◆ You can **look for reception** in any non-basement room. Roll 1 die on the ground floor or 2 dice in the upper floor or roof. Add 1 to the result if the room has a window or is outside (see this expansion's rule sheet). Your total is the number of Bars of reception in that room. Put that number of Bar tokens (maximum of five) in the room; if zero Bars were discovered, put a Dead Zone token in the room. You may not look for reception again in a room whose reception has already been established.
- ◆ You can **call for help** in a room with at least one Bar. To call for help, roll 4 dice and add your room's number of Bars to the result. If your result is 9+, help is on the way! (See **How to Escape the House**.)
- ◆ You can **lose your phone** like you would an item card, but it's not cool to do so. If you willingly drop a Smartphone, or give it to another hero, lower your Sanity by 1 die. ("Give up my phone? Are you crazy?!") Once a hero's Sanity drops to the skull symbol, that hero becomes a "friend" of the traitor. (Have the explorer read this haunt in the Traitor's Tome.)

HOW TO ESCAPE THE HOUSE

- ◆ When help is on the way, add the number of living heroes to the number marked on the Turn/Damage track. Mark that number on the Turn/Damage track with a spare clip so everyone knows that's when help will arrive. For example, if four heroes are alive when a successful call for help is made on turn 3, help will arrive on turn 7.
- ◆ On the turn that help arrives, or on any turn thereafter, any hero in the Entrance Hall lets the police into the house, and the heroes win.

IF YOU WIN...

The red and blue lights of police vehicles flash across the landscape. You burst through the once-locked front door with the help of a black-clad SWAT officer, who ably wields a stout crowbar.

Medics try to rush you to a waiting ambulance, but you snatch the crowbar from the officer's hands. You hurl your phone to the ground and use the crowbar to smash it to jagged, broken pieces.

As the paramedics help you into the ambulance, you see the driver checking her phone...

THE WOODS IN THE CABIN

All this time you thought you were in a haunted house. But now you remark that the wooden frame of the house is quite rough-hewn, and there are leaves everywhere. Despite some Frank Lloyd Wright wannabe glomming all sorts of habitable attachments on it, the house is not a house at all! It is a mighty tree.

There is only one problem. It is an ensorcelled tree that is growing recklessly out of control. Its roots can shatter the foundations of skyscrapers. Its acorns can crush city buses. Its squirrels are ravenous monsters.

You have to cut down this tree before it kills you all.

RIGHT NOW

- ◆ Each hero that does not have a weapon draws a random weapon from the item stack, if any are in the stack. Then shuffle the stack.
- ◆ Set aside one matching explorer token for each hero.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has become a giant, rapidly growing Tree.

YOU WIN WHEN...

... you fell the Tree.

HOW TO CUT DOWN THE TREE

You must destroy the ground floor and make sure the top of the house is so heavy that the trunk can't handle the weight. You can do this when there are no ground floor tiles except the Tree House and the total number of rooms on the upper floor and roof exceeds the total number of Roots and Rootstalks in the basement.

SPECIAL ATTACK RULES

- ◆ Once on your turn, you may attack a ground floor room. Make a Might attack against the room. If you defeat the room, remove all non-monster tokens on it and flip the room tile over (or, in the case of the Entrance Hall or Grand Staircase, put a random ground floor room tile face-down on top of it). You may not attack the Tree House. You can attack the Coal Chute before sliding to the Basement Landing. (If you defeat it, you don't slide down.)
- ◆ You may attack a Root, represented by a small green monster token. The Roots are so thick that the only way to remove a Root is to use Dynamite or drop one of the incredibly heavy Acorns (small orange monster tokens) on it. Once on your turn, you may remove an Acorn in your room from the house. Then roll 6 dice, and if you equal or exceed the number of rooms on the ground floor, remove a Root of your choice. You may not remove a Rootstalk (the Plant token), which counts as a Root.
- ◆ If you are in a room with an Acorn and a Squirrel (small red monster tokens), you may make a Knowledge attack against the Squirrel. If you defeat the Squirrel, remove the Squirrel and Acorn from the room.
- ◆ The first time you do any of the above actions, put your explorer token on your character card.

SPECIAL MOVEMENT RULES

- ◆ You may move from a face-down tile to any adjacent room, or discover a room through any side of that face-down tile. (But hey, you're trying to destroy the ground floor, so don't do that any more than you have to.) You cannot enter a face-down tile.
- ◆ If the Stairs from Basement are in play, they now lead to and from the Tree House.
- ◆ Treat the Tree House like it has doors on all four sides.

IF YOU WIN...

"Timmmmberrrr!" you shout, and the tree starts to buckle under its own weight. The leaves and acorns fall off in droves, blanketing the earth with flotsam from man's depredations. Finally, its trunk can take no more, and the tree snaps in half.

You look around and you see the hill is surrounded by trees. They don't look happy.

SIBLING RIVALRY

You have released the spirits of siblings eternally locked into a deadly game of pranking. As their spirits enter the house, you discover a letter.

Esteemed Sir and Madam:

I have tried to alert you many times to the fact that your children are called to the darkness. Their continual pranking is becoming more and more dangerous and I can no longer stand by while you do nothing. I have found a way to subdue their violent tendencies, but am certain they know. I have a plan, but will need to lure them into a room where their spirits can be cleansed. I implore you, please help me for their sake. If you agree, meet me in that room and we can lay our trap. I can only hope that I do not fall prey to one of their pranks along the way.

*Sincerely,
Doctor Abigail Mitchell
Headmistress, Wexley School for Girls*

RIGHT NOW

Set aside five triangular Sanity Roll tokens.

WHAT YOU KNOW ABOUT THE BAD GUYS

Your friend has been possessed by Siblings in the house, and they are playing deadly pranks. You need to find the spirit of the Headmistress. She is trying to complete her exorcism of the Siblings but will need someone who is living to help her.

YOU WIN WHEN...

... the evil spirits of the Siblings are cleansed through exorcism.

HOW TO PERFORM THE EXORCISM

- ♦ Only the Headmistress knows how to perform the exorcism, so you will have to lead her to a cleansing room of the house to get it done. On your turn, you can pick up the Headmistress when you enter her room, move her token with your figure, then stop moving with her at any point during your movement. With the Headmistress in the Bathroom, Chapel, Graveyard, Organ Room, or Solarium, you may attempt a Sanity roll of 6+ to conduct the ritual. If you succeed, put a Sanity Roll token in that room.
- ♦ Once the exorcism ritual has been performed, each Sibling needs to be cleansed by a hero when the Sibling is in a room containing a Sanity Roll token on that hero's turn. If this happens, remove the Sibling and Sanity Roll token from the house.

HOW TO FREE THE SPIRIT

- ♦ If you attack and defeat a Sibling, instead of dealing damage, you can grip the Sibling by the ear and drag the Sibling along as you move. Until the caught Sibling leaves your room, any hero entering that room may automatically catch and drag the Sibling by the ear.
- ♦ If the Headmistress is in your room, add 2 dice to your attack and defense rolls against the Siblings.

IF YOU WIN...

"We just wanted to have some fun, and you've all ruined it!" scream the spirits in unison as they rise through the ceiling. You make your way to the front door of the house, you stepping into each room to make sure there are no leftover pranks to lead you to your death. With rattled nerves, any small scare could be your doom. You need a long rest at a distant vacation spot to restore yourself to normal... no children allowed!

CRY, BABYLON!

You hear the howl of mighty winds that shake the house. Your friend starts a scream that turns into a roar as you feel something very strange and powerful occurring nearby. If someone asked to describe what it felt like to be in the presence of a god, this would probably be it. The house doesn't seem to like it, though.

You can hear something else moving around nearby. One giant paw can be seen around a corner. "I am the Lammasu," the lionlike bird-creature purrs. "And we are now in the presence of the great death god Marduk. May he have mercy on your souls.

RIGHT NOW

- ◆ Set aside the Cat card.
- ◆ Put the Cat token (representing the Lammasu) in a room on a floor other than the one the traitor is on. Put it in a room that is at least three rooms away from any hero and a landing if possible. Otherwise put it as far away from the heroes on that floor as possible.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has become Nebuchadnezzar, the living avatar of the Babylonian god Marduk. He wants to gain power through absorbing your souls.

YOU WIN WHEN...

... you kill the walking god your friend has become.

HOW TO ENLIST THE LAMMASU'S AID

- ◆ You have an ally. The protective spirit of the house, a Lammasu, has manifested and can help you, but it requires sacrifices to gain its assistance. When you end your movement in the room with the Lammasu, you can discard an item card or omen card (other than the Cat card) to put the Lammasu in the room with the traitor, who loses 1 from each trait.
- ◆ If you do this, you may also take the Cat card from wherever it is.
- ◆ The Lammasu is then destroyed but materializes in a room on another floor. The traitor decides which floor, and you place the Lammasu. Put it in a room that is at least 3 rooms away from any hero and a landing if possible. Otherwise put it as far away from the heroes on that floor as possible.
- ◆ At the end of any turn in which you don't sacrifice a card to the Lammasu, set aside the Cat card, if you have it.

IF YOU WIN...

The winds buffeting the house die down as your former friend falls. The Lammasu's voice echoes through the house: "Marduk is once more banished to the void. He can only return when another of the ancient king's bloodline claims the throne."

The Lammasu smiles at one of you, but at which is not very clear at all.

ONE OF THE MASTER'S AFFAIRS

Coming home from a wedding, your car blew a tire in the road on the rain-slicked asphalt, and this house's lights were on. Of course you decided to spend the night here. Little did you know that this house was owned by a freaky doctor who has made a monster out of body parts! Your friend tosses aside a cloak and is revealed to be Rough Ralph, a hunchbacked servant to the evil Doctor Frank N. Sense! The Doctor's fabulously dressed servants are calling for a feast, and you're on the menu!

But you know something they don't know. You've discovered the secret of warping time.

RIGHT NOW

- ◆ Each hero takes a pentagonal item token (representing Time) and a blank piece of paper.
- ◆ Set aside a triangular Speed Roll, Might Roll, Sanity Roll, and Knowledge Roll token, as well as the Fountain token.
- ◆ If the Ballroom, Dusty Hallway, Gymnasium, Larder, Master Bedroom, and Operating Laboratory are not yet in play, search through the room stack until you find them and place them in the house. Then shuffle that stack.
- ◆ Put your figures in the Ballroom.

WHAT YOU KNOW ABOUT THE BAD GUYS

The Doctor has created a monster out of the body parts of the last people who stopped here on a rainy night. The Doctor's servants are preparing for some big event. You expect you don't want to be here when it happens.

YOU WIN WHEN...

... all living heroes exit through the front door of the Entrance Hall. Sadly, it is locked.

HOW TO THWART THE BAD GUYS

You must complete these tasks before the doors to the Entrance Hall swing open. Different heroes can complete different parts of each task; each hero may attempt a task once a turn, attempting to get a victory. Each time you get a victory, stun one of the monsters and tell the traitor to put that monster in the room in which the monster started the haunt.

◆ **Stage a farce:** In the Theater, a hero must attempt a Speed, Might, Sanity, or Knowledge roll of 3+. When a hero fails one of these rolls, he or she puts the appropriate triangular Trait Roll token on the Theater. Each of these Trait Roll tokens can be put into the Theater once, each counting as a victory. If you succeed, nothing happens.

◆ **Climb the radio tower:** Three times, a hero must be in the Tower and attempt a Might roll of 3+ to put the top room tile of the room stack under the Tower tile; if unsuccessful, the hero takes 1 die of physical damage for each tile under the Tower. Each room tile under the Tower counts as a victory.

◆ **Synchronize your swimming:** Two heroes in the Underground Lake must roll 4 dice each on one of their turns, aiming to have all dice show the same number. Either of the heroes may discard an item card or omen card that can be dropped to allow both heroes to reroll any number of dice. This may continue to occur until the heroes give up or all dice match. Having all dice match counts as a victory; to indicate this, put the Fountain in the Underground Lake.

◆ When you have all eight victories (4 triangular Trait Roll tokens in the Theater, three room tiles under the Tower, and the Fountain token in the Underground Lake), the front door unlocks. If you can make it there, you can escape.

HOW TO WARP TIME

- ◆ At the end of your turn, you may discard your Time token to write your current traits (making sure to note exactly where the clip on each is), your current room, and your current event cards, item cards, and omen cards on a piece of paper. This is called a Time Slip.
- ◆ At the start of any of your turns thereafter, you may move to the room listed on the Time Slip and reset your traits and cards to how they are listed on the slip. This can involve taking a card from another explorer or searching a stack or discard pile; shuffle any stack you search this way. Tear up your Time Slip if you do this.

IF YOU WIN...

Your friend leaps off the highest gable of the house in despair. On the way down, Rough Ralph triggers some sort of bomb in the basement. You barely make it out of the house before it explodes, the Doctor and monster long gone from this earth. Ah well. You have just enough time to fix your tire and catch that midnight cult movie you've been meaning to see.

INTERNAL CONFLICT

The internship has been going great. Your fellow interns aren't just co-workers, they're your friends. You work together to deliver coffees to the people who do the real work. That is, until you get an email from the boss.

"Interns," the email reads, "I have decided to create a new position: Chief Intern. It has been awarded to the intern who has shown the best performance."

Immediately, all of you get dozens of emails. All of them from the Chief Intern, all of them containing instructions for you to follow. You secretly vow that you will do anything to get that job. You are suddenly reminded of how the previous batch of interns snapped and [REDACTED FOR LEGAL REASONS]. But that couldn't happen to you... right?

RIGHT NOW

- ◆ If there are less than five rooms on any floor, place rooms from the room stack until there are at least five rooms on every floor.
- ◆ Put one Obstacle token (representing a full-time Employee) in each room with an event symbol.

WHAT YOU KNOW ABOUT THE BAD GUYS

Those Employees really enjoy bossing you around, and they're especially grumpy if they don't have their Coffee. Their wish is your command, and they won't take any excuses. And, as if you didn't have enough problems, one of your former friends has betrayed you by impressing the boss and earning a promotion to Chief Intern. Now your friend gets to order you around too.

YOU WIN WHEN...

... you are the last intern alive!

YOU MUST DO THIS ON YOUR TURN

If you discover an event room, put an Employee in that room before you draw your event cards.

HOW TO DELIVER COFFEE

- ◆ To deliver a Coffee, end your turn in the same room as an Employee. Remove the Employee from the house and put it on your character card.
- ◆ If you deliver a Coffee on your turn, raise your Speed by 1. If you don't, lower your Sanity by 1.

HOW TO GET PROMOTED

You really want that job, but standing out from the crowd might require some pretty drastic actions. You may also want to set your sights on stealing the Chief Intern's Badge by defeating the Chief Intern by 2 or more when making a Might attack, or, of course, just looting it from his or her dead body. None of the Employees can tell you Interns apart anyway, so whoever wears it automatically gains all of the Chief Intern's powers, and can now read the *Traitor's Tome*. If still alive, the explorer that lost the Badge gets demoted to a regular Intern.

IF YOU WIN...

As your fellow interns are dragged away in straitjackets and/or body bags, a clipboard with the company insurance forms is handed to you. Cause of death? Organ donor? Usual stuff.

As your friend is carried past you, you take the Chief Intern badge and pin it to your jacket.

"Wait," you think to yourself, "who am I going to boss around now?"

BURN OUT THE DARKNESS

The soft, warm light suffusing from the vial suddenly flared to life, revealing the house in stark details. All around the periphery of the room, darkness seeped out of the house like oil, covering everything. You were one of the lucky ones—your torch held back the inky black that enveloped your less fortunate fellows.

Your reprieve was anything but permanent, however, as the silent darkness continues to seep into... everything. Only the fire seems to hold it back. Cleansing fire.

It looks like you have work to do.

RIGHT NOW

- ◆ This haunt can have multiple traitors. The hero to the traitor's left chooses a player other than a traitor to join the heroes, then the traitor chooses someone to join the traitors. Repeat this until each explorer is either a traitor or a hero. The traitors leave the room together.
- ◆ If there are less than five rooms on each floor, draw room tiles for each floor and put them into play until there are at least five rooms on each floor.
- ◆ If the Stairs from Basement is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack. **For purposes of this haunt, the Stairs from Basement is considered a landing.**
- ◆ Each hero takes 15 small monster tokens of one color of green, orange, or red (each representing the hero's own Fire). Each hero puts one of his or her monster tokens face-down in his or her room.
- ◆ The hero to the traitor's left takes the first turn.

WHAT YOU KNOW ABOUT THE BAD GUYS

The Darkness will continue to spread out from the house, unless you can stop it. Fire is the only way; you'll have to burn the house down, of course. It's the only way to truly purge the Darkness. Unfortunately, not everyone escaped its clutches, and they're going to try to bring you into the Darkness.

YOU WIN WHEN...

... every non-landing room in the house is burned. Kill it with fire!

HOW TO BURN DOWN THE HOUSE

- ◆ When you enter a room, you may put one of your Fire tokens there, face-down.
- ◆ At the start of your turn, the Fire spreads. Put one of your Fire tokens face-down in each room connected to a room containing one of your face-up Fire tokens, unless it already contains one of your color. In addition to normal door connections, the Roof Landing is connected to the Upper Landing, which is connected to the Grand Staircase; the Foyer is connected to the Stairs from Basement.
- ◆ Then, destroy each non-landing room that has one of your Fire tokens face-up. That room is burned in cleansing fire. Remove any figures and tokens on the room (returning all Fire tokens that were on the room to their heroes), and flip the room over. Return any non-Fire tokens and figures.
- ◆ After you flip those room tiles, if there are any heroes in a face-down room, each such hero must put his or her figure in the nearest face-up room and attempt a Speed roll. Each hero who gets a result lower than 2 plus the number of spaces he or she moved takes 2 dice of physical damage.
- ◆ Finally, flip all your face-down Fire tokens face-up.

SPECIAL MOVEMENT RULES

Treat face-down room tiles as if they have doors on each side and do not block line of sight.

IF YOU WIN...

*The smoldering bonfire of the house backlights you.
Unbidden, words come to you:*

Some say the world will end in fire,

Some say in ice.

From what I've tasted of desire,

I hold with those who favor fire.

GHOST AT THE FINISH LINE

The room goes dark. The faint sound of a roaring crowd fills the air. You hear a voice. “I was a winner. The fastest runner the world’s ever seen.” The image of a young athlete begins to form before your eyes. “But the sport could never top my love for a good bribe. I mean a loss here and there is worth a pocketful. Some would pay an arm and a leg for that chance. I paid a leg and a leg”. As the spirit reveals itself, you see it’s missing half of its body. “Life is a race against time, they say. But being dead ain’t all so bad, you know? I may have lost my ability to run, but I still enjoy a good old-fashioned foot race. So how about a race? The winner wins. The losers . . . lose. Runners to your marks, get ready, set, GO!” The lights come back on. Everyone briefly stares at each other in panic before making a mad dash to the nearest doors. Let the race begin!

RIGHT NOW

- ◆ None of you are traitors. But you’re all in competition to win this haunt.
- ◆ Note how many total item cards and omen cards are in front of each hero. Then shuffle all cards from explorers’ hands and/or discard piles into their respective stacks.
- ◆ Put the large circular Ghost token (representing the Runner) in the Gymnasium. Set aside seven other random large circular monster tokens.
- ◆ Each player takes three pieces of paper and writes down, in secret, an attribute of item cards and omen cards on each. This can be anything not too specific, such as “Is a weapon,” “Starts with C,” or “Cannot be dropped.” Choose something general that applies to more than a few cards. Put these notes face-down without discussing them.
- ◆ Randomly pick six notes and read them aloud. These are the Runner’s criteria. If any match, discard the duplicate and draw another note. (If you run out, write another note.)
- ◆ Deal the same number of item cards and omen cards to each hero as they had before.

WHAT YOU KNOW ABOUT THE BAD GUYS

The Runner is a ghost who wants you to bring him things like those he loved in life. He will grant you ghostly powers based on how much your gifts resemble what he wants.

YOU WIN WHEN...

... you discover the final room tile. If it is ever impossible to place any more rooms in the house, the explorer who places the last tile wins.

SPECIAL MOVEMENT RULES

At the start of your turn, you must give the Runner a gift from any room in the house, if you can. Discard an item card or omen card—even one that can’t be dropped—and then check how many of the criteria you matched. Depending on how many you match, the Runner will grant you a ghostly power. For example, if you discard the Girl, then you might match “Has just one vowel” and “Rhymes with an animal” (that is, “squirrel”), for two matches on this table. If you can’t give the Runner a gift, treat it as giving a gift that has zero matches.

CRITERIA MATCHES

Matches	Power
0	You are attacked by the Runner.
1	You have 1 more space of movement this turn.
2	You have 2 more spaces of movement this turn.
3	Discovering a new room with any symbol does not end your movement this turn.
4+	Once during this turn, you may teleport to any room. You may also choose one of the other powers on this table.

SPECIAL ATTACK RULES

- ◆ You can’t damage other explorers. However, you can steal item cards.
- ◆ The Runner can’t be damaged.
- ◆ At the start of your turn, if you can’t give the Runner a gift, he makes a Sanity attack against you, with his Sanity equal to the number of large circular monster tokens in his stack (including himself). Then, put a large circular monster under the Runner, unless there are already eight in his stack (including him).

IF YOU WIN...

You did it. You’ve won the race! You raise your arms in victory. The crowd goes wild. As the room goes dark again, you fall to the floor from exhaustion but when you come to you are outside of the house. Why stop running now? As you run to safety, a chilling wind freezes you in your tracks. You know this feeling too well. A voice whispers, “So how about another race?”

OWL'S MOVING CASTLE

Skeletons of small animals litter the floor. As you walk, bones crunch under your feet. If only you didn't have to walk in this horrid, crunchy place. What was that? It feels as though the ground is trembling. No... not trembling... moving. This house is moving?! Can that happen? What was that? It sounded like the rustling of feathers. As you turn, two glittering eyes peer down at you from the rafters and you hear a soft hoot. Something about that owl reminds you of your best friend. Could it be... ? There must be some way to get your friend back. If only you could hear yourself think over the sound of all these crunchy bones underfoot!

RIGHT NOW

Put three of your matching explorer tokens on your character card.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is very happy to be an Owl and would like for all of you to be Owls forever. The traitor's house is slowly making its way towards the edge of a cliff. When parts of the house fall, they are lost forever—and the only way to survive if you are in such a place is to transform into an Owl.

YOU WIN WHEN...

... you have turned the traitor back into a Human.

HOW TO TRANSFORM

- ◆ You may transform from a Human into an Owl by losing 1 Sanity and discarding your explorer token from your figure. If this would cause your Sanity to drop to the skull symbol, discard one of your explorer tokens instead of losing 1 Sanity.
- ◆ You may transform from an Owl into a Human by moving one of the explorer tokens from your character card to your figure. If you have no explorer tokens on your character card, you're unable to transform into a Human. You're an Owl for the rest of your days.

HOW TO ACT WHEN YOU'RE AN OWL

- ◆ You can fly. This means you are able to move on tiles that are flipped over, and across non-existent tiles between sections of the house if you enter and exit through any side of a room with a window or an outside room. Each space where there would be a room counts as 2 spaces of movement. You must stay on the same floor and must end your turn on a tile in the house. A list of rooms with windows and outside rooms is in this expansion's rule sheet.
- ◆ Your Speed is double the value on your character card. You roll a maximum of 8 dice if you make a Speed roll. You don't take damage from falling, as in the Balcony, Collapsed Room, or Mystic Elevator.
- ◆ You can't attack or use item cards or omen cards.
- ◆ If transforming into an Owl would drop your Sanity to the skull symbol, discard one of your explorer tokens and leave your Sanity at the lowest value above the skull symbol.
- ◆ You can hoot as much as you would like.
- ◆ Make every "oo" sound into a very long "oooo," for you are an Owl.

HOW TO ACT WHEN YOU'RE A HUMAN

- ◆ You cannot walk on tiles that have been flipped. If you can't move from the room you are in without crossing a flipped tile, you must transform into an Owl if you want to move.
- ◆ You can still hoot as much as you like. It just seems weird, that's all.

SPECIAL ATTACK RULES

- ◆ When you are a Human, you can make a Knowledge attack against the traitor, if he or she is an owl. When the traitor's Knowledge is reduced to the skull symbol, reset his or her Knowledge trait to one step above the skull symbol. The traitor turns back into a Human.
- ◆ Before you make a physical attack as a Human when the traitor is an Owl, you must first succeed at a Speed roll of 4+ or the traitor flies out of reach. If you fail at this roll, you cannot attack again this turn.

IF YOU WIN...

Phew! Back on solid ground. As you head toward the front door, the bones crunching underfoot sound comforting. Once outside in the cool fall air, you turn to ask your friend what on earth they were thinking, trying to turn you all into owls. "Well," your friend says with a grin, "I just thought it'd be a hoot." You all laugh (or groan) and head out into the night.

Behind you, the house slowly begins to walk away.

LAST WILL AND TOURNAMENT

Your rich, eccentric Aunt Edwina had always delighted in the supernatural. At every visit, she spun fantastic tales about things ancient and strange, especially about her prized collection of unusual artifacts. On her last trip, she whispered that she had heard of a way to cheat death.

Unfortunately, it seemed that your auntie's efforts were for naught. She passed soon after, and you were called together for the execution of her will. You all explored the odd old house, finding various pieces of her collection, recalling the stories you'd been told, and apportioning them to you, her inheritors. Everyone wanted something to remember Edwina.

At some point, things turned sour. Squabbling turned to scrabbling, scrabbling turned to skirmishing, and a palpable sense of greed settled over you all. Staring at the gilt-framed photograph of Aunt Edwina hanging over the mantel, the traitor suddenly spoke with the voice of the dearly departed: "You ungrateful wretches! Put down my things, and then get out of my house!"

RIGHT NOW

- ◆ Set aside the Item Pile tokens.
- ◆ If there are fewer rooms in the house with an item symbol than the number of explorers, draw room tiles and put the ones with item symbols into play until there are as many item rooms as explorers.
- ◆ Each hero draws an item card, then each counts his or her total number of item cards and omen cards that can be traded or stolen. (A card that can be traded but not stolen, or vice versa, counts. For example, the Armor and Blood Dagger count, but the Bite doesn't.) These cards represent your Bequests, which will change as you gain and lose cards.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is possessed by the greedy spirit of your dear Aunt Edwina, who seems to be intent on repossessing all the most interesting pieces of her macabre collection—at least, the pieces that you have.

YOU WIN WHEN...

... you trap the spirit of Aunt Edwina inside an heirloom in her collection, freeing yourselves and the house from its influence.

HOW TO CAPTURE EDWINA'S SPIRIT

If the traitor ever has no Bequests, Edwina's spirit begins casting about for a suitable Bequest. In that case, any hero in a room with an omen symbol may say "You are free" and drop a Bequest to draw out Edwina's spirit. Her spirit is pulled into the heirloom, and the heroes win.

SPECIAL ATTACK RULES

As usual, the only explorer you may attack and steal from normally is the traitor. However, instead of your normal attack, once during your turn, you may attempt to steal a Bequest of another explorer in your room, either by persuading the explorer that the Bequest isn't worth dying over (using Sanity), or by relating an old story from Aunt Edwina that proves the Bequest means more to you than it does to the explorer (using Knowledge). If you do this while in a room with an item symbol, add 1 die to your attack. This attack deals no damage, but if you defeat the other explorer, you roll on the Bequest Disposition table. If you don't, your attack has no effect.

BEQUEST DISPOSITION

Roll 1 die.

0	The attacked explorer discards a random Bequest.
1	Steal a random Bequest from the attacked explorer.
2	Steal a Bequest of your choice from the attacked explorer.

SPECIAL ITEM AND OMEN RULES

You are overcome with greed, and may not willingly trade or drop item cards or omen cards, except as described in **How to Capture Edwina's Spirit** above. If you are ever in a room with any dropped item cards or omen cards, you must pick up all of them. When you die, drop all your Bequests in an item pile. For each Bequest you drop for any reason, roll 1 die; if you roll a blank, the Bequest is discarded.

IF YOU WIN...

Throughout the house, a plaintive cry echoes. "My precious things!" As the scream fades, the aura of greed lifts, and sanity returns. Luckily, you have a small keepsake to remember dear Auntie Edwina. May she rest in peace.

NANNY, INTERRUPTED

The Nanny's ghastly tones can be heard reverberating from the walls. She calls out, "I know you're excited to grow up, but if I had my way, you'd stay the same age forever." You can hear her smile. The very marrow of your bones seems to be crying out to run, but how?

"Heavens! Howsoever did the children get out of their cribs? There is a time and place for games and this is not it!"

You notice the ceilings of the house start to rise higher until you are hit by the terrible realization that you are actually getting shorter.

RIGHT NOW

Set aside the Item Pile tokens.

WHAT YOU KNOW ABOUT THE BAD GUYS

The Nanny is a strict and orderly caretaker with odd magical powers. She wants her naughty children—that's you—rounded up back in the Nursery.

YOU WIN WHEN...

... you are all not carried by the Nanny and you are all on the outside of the front door next to the Entrance Hall, which is locked.

YOU MUST DO THIS ON YOUR TURN

At the start of your turn, take 1 die of physical damage and 1 die of mental damage. If you begin your turn in the Nursery, take 2 dice of both types of damage instead.

SPECIAL DAMAGE RULES

- ♦ When you take mental damage, take all your damage to Knowledge. When you take physical damage, take all your damage to Might.
- ♦ When you take Might damage, raise your Speed by the amount you lowered your Might.
- ♦ If any of your traits drops to the skull symbol, you are a baby for the rest of the game. You can still move a minimum of 1 space if your Speed reaches the skull symbol. You get a 0 on trait rolls in any trait that is at the skull symbol. You can no longer take damage. You cannot communicate except in baby talk.

SPECIAL ITEM AND OMEN RULES

Not including those that cannot be dropped, you can carry a maximum of one item card or omen card for each point of Might you have (minimum of one). If you have more than that amount, you must drop the excess in an Item Pile.

SPECIAL ATTACK RULES

- ♦ If you are a baby, you may attack the Nanny using Speed. If you lose, you take no damage, but the Nanny picks you up. If you win, the Nanny takes no damage but drops a number of carried items, omens, and/or heroes equal to the difference between your rolls. You may throw any of them into any adjacent room or rooms if you like; for freed heroes, this doesn't count as exiting the room. If you lose, you take no damage, but the Nanny picks you up.
- ♦ If you are picked up by the Nanny, the first thing you must do during your turn is attack the Nanny to get her to drop you. You may use your normal Might attack or the Speed attack listed above, even though that one does not deal damage. If you defeat her, return your figure to any adjacent room and lose 1 Speed. If you don't defeat her, your turn is over.

SPECIAL MOVEMENT RULES

- ♦ You can spend 1 space of movement to crawl out a window or outside feature on either the roof (taking 5 dice of physical damage), upper floor (3 dice), or ground floor (1 die); you take no damage if you have the Rope (or if you are a baby, obviously). If you exit a room on the upper level or roof, put your explorer token outside next to the room on the same side of the house that is farthest away from the front door. A list of windows and outside rooms is in this expansion's rule sheet.
- ♦ Once you have left the house, you can walk around the perimeter of the ground floor; each outside edge of a tile counts as its own room. You can enter a ground floor window or outside room by spending 1 space of movement. Line of sight goes through windows and outside rooms on the ground floor as if the perimeter areas were rooms.
- ♦ You can hide in dumbwaiters. Spend 1 space of movement to move from a room into its dumbwaiter; put your figure on the dumbwaiter symbol. You roll 2 additional dice on defense while in a dumbwaiter. When you exit the dumbwaiter, you can spend one space of movement to re-enter the room, or 2 spaces of movement to move to the landing either one floor up or one floor down.
- ♦ If any of your traits is at the skull symbol, and you need to roll that trait to enter, cross, or exit a room feature, you automatically succeed. Nothing stops a baby who wants to get somewhere dangerous.

IF YOU WIN...

As you leave the house, every step brings a new memory of the family you have and couldn't bear to leave behind. You are alive (and close enough to the age you're supposed to be) and there is nothing in the world that can take that away from you.

HOUSE OF LEAVINGS

You've been pulled into an alternate dimension, one with a house that's similar to the one you were just in, but arranged differently. A wild gleam appears in the eyes of your friend, who scurries upstairs and out of sight before cackling madly. Then you hear the pleading voices of ghostly entities trapped in the house and the scratching of a very large... human, maybe? There's an eerie snorting sound, like you imagine a minotaur would make. If you could imagine a minotaur. You don't want to imagine a minotaur.

RIGHT NOW

- ◆ Put all heroes' figures in the Entrance Hall.
- ◆ Put the undiscovered room tiles back in the box. You won't need them.
- ◆ Set aside the Abandoned Room tile.
- ◆ Pick up all discovered non-landing room tiles and divide them into two equal-sized stacks. Shuffle the Abandoned Room tile into one of the stacks. Put that stack under the other stack, so that the Abandoned Room is somewhere in the bottom half of the combined pile.
- ◆ Put the traitor's explorer token on the omen that started the haunt.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor wants to keep you from escaping the house, and may have conjured a ghostly Minotaur to stop you. At least you think so. It's really hard to tell what is real here.

YOU WIN WHEN...

... any hero ends his or her turn with all living heroes in the Abandoned Room.

SPECIAL ATTACK RULES

- ◆ Only the hero carrying the omen that started the haunt can attack the traitor.
- ◆ You're not sure this Minotaur really exists; in fact, if you can keep it in sight—maybe even next to you—it won't scare you to death. You can make Sanity attacks against the Minotaur if it is in your line of sight. If you defeat the Minotaur, you can move it to any room within your line of sight

SPECIAL MOVEMENT RULES

- ◆ All the rooms you discover are considered "new" to you and must be discovered normally, as if you'd never visited them before.
- ◆ The Minotaur may leave Claw Marks (small yellow monster tokens) around the house. If an explorer draws the Abandoned Room from the room stack when discovering a room, and it would be placed adjacent to a room with a Claw Mark, shuffle the Abandoned Room into the room stack. If the explorer draws it immediately thereafter, place it regardless of the positions of Claw Marks.

IF YOU WIN...

The door resists for a moment as you shove it open, as if the house were making one last weak effort to keep you. Then you're free, back in the same place you were before all this began! Your pity for the house's trapped spirits is tempered by your relief at not having joined them.

LAMBS TO THE SLAUGHTER

The ominous howling did not bother you at first. But then the banging started. You can see their red eyes flash as they prowl around the windows. Occasionally one throws itself against the door. "Owwwwwooo." The baleful howl again. Wait... Did that come from inside the house? Was that a human? Did it come from you?

RIGHT NOW

- ◆ Take small yellow monster tokens (representing Origins), numbered from 1 to the number of explorers. Shuffle them face-down and deal one to each explorer, but do not look at them.
- ◆ If there are less than five open doors on the ground floor (including the front door), draw ground floor room tiles and put them into play until there are five such doors.
- ◆ Put a small red monster token (representing a Wolf) "outside" of five different open doors on the ground floor, hereafter called Barricaded doors.
- ◆ Set aside the Obstacle tokens (representing Barricades) numbered from 1 to 16. Take the tokens numbered from 12 to 16 and put one of them facedown randomly on top of each of the five existing Barricaded doors. Then put one of the remaining eleven Barricades randomly face-down next to each of the five existing Barricades. Each Barricaded door should now have two Barricades. Shuffle and put the Barricades into a stack on each door.
- ◆ Shuffle the rest of those Obstacle tokens into a facedown stack. This is the Shed.
- ◆ In turn order starting with the haunt revealer, each explorer puts his or her figure in a different landing or room with a dumbwaiter.

WHAT YOU KNOW ABOUT THE BAD GUYS

One of you was raised by the Wolves, but you can't tell who. In fact, that explorer doesn't even know it! The traitor will try to build sabotaged Barricades to hide his or her Origin, which will be revealed if the traitor dies.

IF YOU ARE NOT RAISED BY WOLVES, YOU WIN WHEN...

... you kill the traitor. Each time an explorer dies, reveal his or her Origin. If it is numbered 1, the other explorers win.

IF YOU ARE RAISED BY WOLVES, YOU WIN WHEN...

... you have the Origin numbered 1 and either all the other heroes are dead or the Wolves have broken into the house.

YOU MUST DO THIS ON YOUR TURN

At the end of your turn, the Wolves attack. Choose one Barricaded door with the most Barricades (your choice if there's a tie) and reveal a Barricade. If it has a number between 1 and 5, it is sabotaged; put it and the next Barricade token in that door's stack into the Shed, then shuffle the Shed. For any other number, roll 1 die. If it is blank, shuffle the Barricade face-down back into the door's stack; otherwise, shuffle it face-down into the Shed. If no Barricades remain at that door and a non-blank side was rolled, the Wolves come in and slay all the explorers, except for their lost pup... At the end of your turn, if you and another explorer are in a room by yourselves, you may look at that explorer's Origin, then give it back face-down. You can say anything you want about what you learned, even if it isn't true.

SPECIAL ACTION RULES

Once on your turn, when you are in a room with a Barricaded door, you may build or inspect a Barricade.

- ◆ **To build a Barricade**, draw three Barricades from the Shed, and choose one to shuffle into the door's stack. Shuffle the remaining tokens into the Shed without revealing their numbers.
- ◆ **To inspect a Barricade**, look at the top Barricade of the door's stack, and put it either on top or bottom of that stack, without revealing it.

SPECIAL MOVEMENT RULES

You cannot move through, see through, or discover rooms on the other sides of Barricaded doors.

IF YOU ARE NOT RAISED BY WOLVES AND YOU WIN...

You knew something was wrong with them. As they take their last breath, you hear a final howl outside, as the scratching dies down. The pack leaves. For now.

IF YOU ARE RAISED BY WOLVES AND YOU WIN...

The pack comes in through the busted down door, sniffing at the ground. They make their way to you, and began licking the blood off your hands. Together, you feed with your pack. You have found your people.

PLASTIC FANTASTIC

Tired of houses on hills, you came to this delightful lodge in Uncanny Valley for some peace and quiet. You brought some board games, that novel you've been meaning to read, and a regular string of tension headaches from dealing with the everyday world. But you could feel those worries slipping away into the bliss of a rare vacation. Right up to the time you noticed that someone has arrayed a million blank-eyed mannequins around the lodge.

Wait, one of them moved.

RIGHT NOW

Discard all weapon item cards and weapon omen cards, and draw an equal number of non-weapon item cards.

WHAT YOU KNOW ABOUT THE BAD GUYS

The house is filled with dull-eyed Mannequins that have absorbed the consciousness of your friend. Untrained in the nature of society, they come to life at the slightest provocation. Your friend—what remains of your friend—is still on your side, but he or she will animate the Mannequins that are now all around you. For the moment they are docile. For the moment.

YOU WIN WHEN...

... all the Mannequins have left the house, and at least one hero is still alive.

SPECIAL MOVEMENT RULES

For purposes of movement, all face-up Mannequins in a room count as one monster.

SPECIAL ATTACK RULES

- ♦ The Mannequins are made of plastic, and cannot be damaged by physical attacks (maximum of 8 dice).
- ♦ If you end your turn in a room with one or more face-up Mannequins, you may attack with Sanity or Knowledge. The number of face-up Mannequins in the room is the number of dice rolled by the player with the *Traitor's Tome*. If you defeat the Mannequins, turn all Mannequins in the room facedown. If you don't, you take the normal amount of mental damage.

SPECIAL ITEM AND OMEN RULES

If you draw a weapon from the item or omen stack, discard it and draw another card from the same stack.

IF YOU WIN...

Ah, the house is now back to normal. You realize that these mannequins have shuffled off into the real world, where undoubtedly they will learn and grow. Perhaps they will become normal members of society. Perhaps not. But for now, in this lodge, the quiet is quite nice.

THE MANOR OF YOUR DEMISE

The box opens on its own and begins to smolder. You lean in to investigate, and see tiny dice, cards, and tiles representing the rooms in a creepy old house. Suddenly, you are sucked into the box head-first. Against their better judgment, one by one, every member of your group gazes into the box to see what happened to the person before them. You all find yourselves standing in the entrance hall of an old mansion. Before you lies a foyer and grand staircase. You are stricken with the dire realization that if you don't investigate this tiny house, you will never be able to stop playing this game.

RIGHT NOW

- ◆ Pick up every non-landing room tile. Shuffle those rooms back into the room stack.
- ◆ Put each living explorer's figure in the Entrance Hall; those who have died previously do not rejoin the game. Keep your traits at their current values, and keep any item cards you currently have.
- ◆ Discard all other cards; if this would drop any of your traits to the skull symbol, lower the trait to the lowest value above the skull symbol. Shuffle all card stacks' discard piles back into their stacks.
- ◆ Set a timer at 30:00, or half of the last time you set a timer for this haunt, whichever is lower.
- ◆ Start the timer and begin a new game of *Betrayal at House on the Hill*.

YOU WIN WHEN...

... you draw the Box omen card in this new game of Betrayal at House on the Hill. You lose when all explorers have died, or the timer gets to 0:00 and you have not found the Box.

SPECIAL DAMAGE RULES

Because you revealed a haunt in the previous instance of the game, your traits can drop to the skull symbol now. If this happens, you die and do not return to the game.

SPECIAL HAUNT RULES

Even though you revealed a haunt in the previous instance of the game, you haven't revealed one in this game. You must make a haunt roll at the end of your turn if you draw an omen card other than the Box. If you reveal the haunt in this new game, read this haunt again, starting at the top.

IF YOU LOSE...

The walls of the house collapse in on you, becoming flat and featureless. As you watch in horror, the rooms are gathered up by an unseen force. One by one, you are placed in a polystyrene tray. Helpless and paralyzed, you scream silently as a giant cardboard lid plunges you into the blackest of all darknesses.

IF YOU WIN...

At the moment of your triumph, the walls of the box collapse, and the room around you begins to spin. When you look up, you are back in the house where you started. You sigh as you realize that you still need to escape from the House on the Hill—but that's a tale for another time.

LET'S PLAY A GAME

You stare at the envelope, out of which falls a beat-up cassette tape. The tape is scrawled with childish handwriting, pleading, "Play me."

You search the room and slide the cassette into an old recorder. The tape whines as it comes to speed and a low, lurching voice croaks forth.

"I think we would all enjoy a little game. I find you and your friends so very... interesting... and yet so ungrateful for your lives. Let's change that. This house is filled with challenges of my design, challenges determined to gauge the value of your life. You see, the house is also set to burn with you inside of it.

*"Each of you must now make a choice. Look at all of your friends. Do you trust them? Do you **need** them?*

RIGHT NOW

- ◆ You may reset any of your traits to 1 above their starting values.
- ◆ Put the 24 Obstacle tokens (representing Challenges) face-down randomly in rooms that do not contain explorers. Spread them out so that each floor has about the same number of Challenges, if possible. If you cannot place them all, set aside the rest.
- ◆ Open the *Traitor's Tome* to this haunt. That's where you'll find the Challenges.
- ◆ Set up the Turn/Damage track with a plastic clip at 8 and put it in front of the haunt revealer. You'll use this to keep track of time.
- ◆ Each explorer takes a small red monster token and a small blue monster token. Review **How to Vote** below. Once you do, each explorer chooses one token in secret. Once all explorers have chosen, everyone reveals their choice at the same time.

HOW TO VOTE

- ◆ **If you vote red**, you choose to work as a loner and must vanquish four Challenges by yourself. You may reduce the number of Challenges you need to vanquish by 1 for each explorer that you kill. When you make a physical attack, you steal an item if you win by 2 or more in addition to dealing physical damage.
- ◆ **If you vote blue**, you agree to work as a team with whomever else votes blue. The team must vanquish a number of Challenges equal to three times the number of living teammates; this total will go down if a teammate dies. If a team is formed, search the item stack and discard pile for the following six cards, if they are not yet in play: Amulet of the Ages, Ceremonial Robe, Chainsaw, Medical Kit, Pickpocket Gloves, and Rabbit's Foot. Shuffle these items and randomly deal one to each explorer on the team, shuffling the rest into the stack.

YOU WIN WHEN...

... you vanquish all of your Challenges before dying or the Turn/Damage track reaches 0. Anyone who doesn't achieve victory when someone wins or the haunt ends is killed in the fire.

YOU MUST DO THIS ON THE HAUNT REVEALER'S TURN

At the start of the haunt revealer's turn (even if the haunt revealer has died), lower the Turn/Damage track to the next number.

HOW TO REVEAL AND VANQUISH CHALLENGES

- ◆ If you discover a new room, and there are Challenges set aside because not all tokens could be placed, put a Challenge face-down in that room.
- ◆ When you are in a room with a face-down Challenge, you may spend 3 spaces of movement to look at its number in secret and preview the Challenge in the *Traitor's Tome*, then put it facedown.
- ◆ When you are in a room with a face-down Challenge, you may spend 1 space of movement to flip it over and reveal its number, then consult its entry in the *Traitor's Tome* to try to vanquish the Challenge. This ends your movement for the turn.
- ◆ If you vanquish a Challenge, put its token on your character card to denote your success.
- ◆ If you are on the team, you count as your own teammate for purposes of Challenge text.
- ◆ Members of the team are not their teammates' opponents. If a teammate dies, discard that teammate's tokens.

IF (SOME OR ALL OF) YOU WIN...

You walk away from the burning building, uncertain you made the right choice. The madman gave you an impossible decision, and you overcame it at great cost. Perhaps you will dedicate your life to finding him and hunting him down. Perhaps you will dedicate your life to making sure you can't be found.

SEASONS OF THE WITCH

At times you wonder: Why are you always drawn to houses on the hill? It seems like every time you round a bend on a dark, inclement night, a mansion is illuminated in the crackle of lightning. And every time, you venture in.

In a burnt chamber in the latest of your abandoned domiciles, one of you comes across a calendar. "October . . ." your friend wonders. "What comes after October?"

"Um, November?" one of you replies.

"And what comes after November?"

"December," one of you says. "But we should really—" "WHAT COMES AFTER DECEMBER?"

Each of you looks at the other. "January?" you stammer in unison.

"NO," your friend says, flipping past the last page and polymorphing into the form of a grizzled witch. "THERE ARE NO MORE MONTHS."

CALENDAR

TRACK	MONTH	EXPLORER'S BIRTHDAY
1	January	Vivian Lopez
2	February	Missy Dubourde
3	March	Jenny LeClerc
4	April	Father Rhinehardt
5	May	Brandon Jaspers
6	June	Darrin "Flash" Williams
7	July	Professor Longfellow
8	August	Heather Granville
9	September	Peter Akimoto
10	October	Ox Bellows
11	November	Zoe Ingstrom
12	December	Madame Zostra

RIGHT NOW

- ◆ Set up the Turn/Damage track with a plastic clip at 0 and place it in front of the haunt revealer. You'll use this to keep track of Months you are trapped in the house. January is about to begin.
- ◆ If any of your traits are below their starting values, raise them to their starting values.
- ◆ Note your hero's birthday on the Calendar on the right. This can also be found on your character card. Each hero gains a special ability upon surviving to see his or her birthday month.
- ◆ Take turns placing a room tile from the room stack until all rooms are in the house. When doing so, choose an open doorway on an appropriate floor, then flip the tile and place it. If you ever cannot place a room, you may rotate room tiles as needed to open a doorway, as long as you don't cut off one part of the house from another.
- ◆ Put the large circular Witch token (representing Magdalena) in the Widow's Walk.
- ◆ Put a Plant token (representing Food) in the Dining Room, Gardens, Kitchen, Larder, Tree House, and Wine Cellar.
- ◆ Put the Fountain token (representing Water) in the Underground Lake.
- ◆ Put the Smoke token (representing Coal) in the Furnace Room.
- ◆ Set aside the large circular Cat token, the small monster tokens of every color, the Obstacle tokens, the triangular Trait Roll tokens, and each hero's matching explorer tokens.
- ◆ The haunt revealer reads January's section of the *Traitor's Tome* and takes the first turn. Do not read ahead in the Traitor's Tome.

WHAT YOU KNOW ABOUT THE BAD GUYS

The witch Magdalena is the sole surviving heir to the Gunchester fortune. For generations, the Gunchesters preyed upon the weak, selling weapons of war to the worst people in the world. Worst of all was General Wilhelm Gunchester, the military titan who would stop at nothing to bring war where peace would reign.

Magdalena railed against her husband's absence of morality, so he locked her in the cupola of Gunchester House. After decades of captivity, she went mad, gaining terrible powers of witchcraft. From her widow's walk, she enchanted her family's residences to be houses of horror. She saved Wilhelm for last, killing him with his own animated weapons of terror. With all her relatives dead, only one house remains.

Once a devout pacifist, Magdalena has now sworn that humanity's violent ways will be its end. You have seen the witch's plans to destroy mankind on many occasions. You have seen her trees grow to towering heights in spring, her storms rage in summer, her owls fly in autumn, and her ice blanket the landscape in winter. And each time, you have tried to stop her destructive intentions. For your meddling, she has decided you will stay here now, in Gunchester House.

For a whole year.

YOU WIN WHEN...

... at least one of you survives twelve Months in the house, and defeats Magdalena.

YOU MUST DO THIS ON THE HAUNT

REVEALER'S TURN

At the start of the haunt revealer's turn, advance the Turn/Damage track to the next number. Then, the haunt revealer reads *only* that Month's section of the *Traitor's Tome*. If you advance the Turn/Damage track past 12, read the final section.

SPECIAL MOVEMENT RULES

- ♦ When you end your turn, treat your room as if you just discovered the room tile. If you use a special feature like the Larder or the Vault that requires marking it with an explorer token or similar token denoting that it has been exhausted, you may not use that feature after you have done so, even if it was before the haunt started.
- ♦ Magdalena does not take turns or move from the Widow's Walk. When a hero exits the Widow's Walk, Magdalena attacks that hero. If stunned, flip her face-up at the start of the next hero's turn.

MAGDALENA GUNCHESTER

Speed 8 Might 8 Sanity 8 Knowledge 8

IF YOU WIN...

You emerge into freedom a year older and several decades wiser. The witch Magdalena no longer will threaten humanity from her widow's walk at Gunchester House. For now, you have explored all the haunted houses you know of. Will more appear on hills across the world? Only the passing of the seasons will tell.

Haunt

