

SECRETS OF SURVIVAL

AGE 12+

Witch Hunt

We must kill the witch before the witch kills us.

We know these things to be true: that the witch is draining our sanity, and that they will hide their identity until they would die.

OVERVIEW

YOU WIN WHEN YOU KILL THE WITCH OR ARE THE LAST PLAYER ALIVE.

FACTS

HIDDEN TRAITOR

The traitor of this haunt is not known at the start. Players may ATTACK and STEAL from each other and may choose to act as small obstacles for other players. The witch has none of the associated abilities of being the traitor.

You may NOT say what's on your card unless you die or the haunt allows you. Of course you are likely lying. Especially if you are the witch.

IF YOU ARE THE WITCH

If you are the last player alive and are the witch, draw card P279 from the Purgatory deck and add your family crest to it.

SETUP

1. You should be set up! Everyone should have scratched their card so they know if they are a normal human or the witch.
2. Since there is a hidden traitor in this haunt and there aren't any monsters, you will not use the Traitor or Monster cards.
3. The player to the left of the haunt reveler will take the first turn.

REACTION

AT THE END OF YOUR TURN

If you did not attack another player, roll 1 die and lose that much Sanity (0, 1, or 2).

Your sanity is dripping away.

If you are the witch and this would kill you, reveal your card. You may skip this step and take no damage.

REACTION

WHEN YOU DIE

Reveal your card to show if you are the witch or a normal human.

If you are the first to die, immediately draw the top card of the Legacy deck (whether you are human or witch).

WHEN YOU WIN

Turn to Entry 117 in the Bleak Journal.

HAUNT

TOKENS NEEDED

1

None

Infernal Protection

For years, those in the house knew that evil was kept at bay through vigilance. Holy symbols, blessings, and prayers were essential. When we removed the crucifix, we broke that delicate balance. Something black and evil and unholy has been released, and swarms into the one most vulnerable to its influence. We see our friend's eyes fill with blood. They scream.

We know these things to be true: that the killer will come back to life a number of times after we kill them, and that their presence will rot our minds.

SETUP

None!

OVERVIEW

YOU WIN WHEN THE TRAITOR IS DEAD AND HAS NO MORE LIVES.

- You may Steal the Killer's Power to increase your traits.

SIDE GOAL

STEAL THE KILLER'S POWER

INVOKES (while on a land in the Otherworlds):
The traitor loses 1 Might or 1 Speed (your choice). A hero of your choice gains 1 Might or 1 Speed.

REACTION

WHEN YOU KILL THE TRAITOR

If a hero is carrying the Crucifix, that hero gains 1 Might and 1 Speed.

IF YOU WIN

We wait for the eyes to spring open once more, but nothing happens . . . yet. Whatever possessed them is gone.

TOKENS NEEDED

Blood: Traitor's extra lives

HAUNT

2

Malignant

The radio clicks on. We hear each of our names in turn, and the details of a serum meant to cure radiation poisoning. The report states that we are already irradiated during our time in the house. We begin to feel sick, but whether this is in our heads or our marrow is unknown. But it gets worse: "One subject showed a disposition toward mutation, which would result in incredible strength and mindless rage when injected with the serum. The subject named . . . *static* . . . will kill anything if injected. More testing needed."

OVERVIEW

THE HEROES WIN WHEN THE TRAITOR DIES.

THE HEROES LOSE WHEN {2/2/3} HEROES ARE DEAD.

- You may **Find a Syringe of Serum**.
- You may **Examine a Blood Sample** to see if that player is the traitor.
- You may **Administer the Serum** to stop the radiation poisoning.

FACTS

UNKNOWN TRAITOR

No one will know who the traitor is at the start (not even the traitor). Players may ATTACK each other, STEAL from each other, and act as small obstacles for any player leaving their tile. After all, that player could be the enemy.

Until the traitor is revealed, they have none of the associated abilities for being the traitor. Once the traitor is revealed, they take the Traitor card. Normal traitor rules apply thereafter.

If a player dies, they reveal their Number token.

SYRINGE OF SERUM

Syringes of Serum are Objects.

HAUNT

TOKENS NEEDED

Number: Who is the traitor?

Crest: Blood samples

Rune: Syringe of Serum

SETUP

- Take both Crest tokens for each family playing.
- Shuffle Number tokens labeled 1 to {3/4/5} face-down. **No one should look at the tokens.** Take one set of Crest tokens and place one, face up, on each Number token. The player whose family crest is on top of the token labeled 1 is the traitor, but they don't know that yet.
- Shuffle the other set of Crest tokens face down and place {2/3/4} in different regions, each farthest from the Landing tile in that region, in the following order: basement, outside, upper floor, ground floor. Return the remaining token to the box without looking at it.
- Put {3/4/5} Rune tokens in a pile to the side. These are **Syringes of Serum**.
- The player to the left of the haunt revealer takes the first turn.

SIDE GOAL

FIND A SYRINGE OF SERUM

LISTEN (while on the same tile as the Radio): Roll 2 dice.

- Place a Rune token on your tile.
The serum is right behind you.
- Place a Rune token on the Landing tile in your region.
You're getting warmer . . .
- Place a Rune token on a Landing tile in a different region.
Hmmm . . . lukewarm.
- Place a Rune token on the outside tile farthest from the Front Steps.
You're getting colder . . .
- You find nothing.
You're getting colder, ice cold.

SIDE GOAL

EXAMINE A BLOOD SAMPLE

STUDY (while on a tile with a Crest token): If the token is face down, first flip it face up. Then secretly look at the Number token under that player's family crest.

SIDE GOAL

ADMINISTER THE SERUM

The radio says you have to stick a giant needle into your heart. If you do it wrong, you'll die.

OPERATE (while carrying a Rune token): Make a Speed roll. Add 4 to the result if another player on your tile agrees to assist you.

Reveal your Number token and place it on your Family card.

If you are a hero:

- 5+** You administer the serum successfully.
Return the Rune token to the pile.
- 0–4** You inject the serum into bronchial tissue and asphyxiate on your own blood. **You are dead.**

If you are the traitor:

- 5+** Set your Speed and Might to their maximum values. Return the Rune token to the pile.
- 0–4** You no longer take damage at the end of your turn but cannot administer the serum again.

IF YOU ARE THE TRAITOR

You win when {2/2/3} heroes are dead.

REACTION

AT THE END OF YOUR TURN

Unless you have taken the serum, take 1 die of mental damage.

You can feel the effects of the radiation poisoning. Maybe. You're unsure.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 100 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 198 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

Their body begins to morph and bubble, slowly turning into a viscous blob and melting into the floor. We aren't sure what the government was going to use our former peer for, but we're glad they can't anymore. Hopefully they don't have any more plans for us either.

IF THE TRAITOR WINS IN FREE PLAY

GRAHHHHH. URGH ARRRRHHH. ROOOOOOOOOOOAR.

Shoggoth

From the floor springs a giant mouth, whispering, gasping, muttering, sometimes crying. A pale tongue licks dry lips. Watery eyes blink from the walls, looking at us no matter how we try to avoid their gaze. Tentacles erupt from the floor, each searching for anything to feed the mouth. It is one being with a thousand tentacles, a thousand eyes. The house echoes with delirious moans. The hunger. It is a shoggoth and it is hungry.

We know these things to be true: that the tentacles want to feed the mouth, that we may use debris to choke it to death, and that if it grows too large it will eat the house and all of us.

SETUP

- Take Number tokens labeled 1 through {3/4/5} and hand one to each player, secretly. Each player should look at their token. The player with the token labeled 1 is the traitor.

OVERVIEW

YOU WIN WHEN YOU GORGE THE SHOGGOTH'S MOUTH WITH DEBRIS.

- Collect Debris on tiles with Tentacles.
- Gorge the Mouth with Debris by getting the Blood token to {5/7/10} on the track.

FACTS

HIDDEN TRAITOR

The traitor of this haunt is not immediately known. Players may ATTACK each other, STEAL from each other, and choose to act as obstacles for any player leaving their tile. After all, that player could be the enemy.

If a player dies, reveal their token. If it is a 1, the traitor is revealed.

Until the traitor is revealed, that player has none of the associated abilities of being the traitor.

Once the traitor is revealed, they take the Traitor card. They control the monsters, and normal traitor rules apply thereafter.

DEBRIS

Debris (both Large and Small Obstacle tokens) count as Objects. If you STEAL Debris from another player, take all of the pieces of Debris they are carrying. You may pick up any Obstacle tokens on tiles, no matter how they were placed.

- If the Mouth token isn't already in play, place it (representing the **Shoggoth's Mouth**) on the tile where the haunt was revealed. (It will be in play already during the campaign). The token cannot be moved or relocated by any effect.
- Place a Small Monster token on each Landing tile and on each tile adjacent to the Shoggoth's Mouth. These are **Tentacles**.
- Put all Small and Large Obstacle tokens not already in the house in a pile to the side. These are **Debris**.
- Place the Blood token on 0 on the numbered track.
- Put the Monster card on the table to the left of the haunt revealer. The monster (the Shoggoth) will take a turn after the haunt revealer. This does not change even after the hidden traitor is revealed.
- The player to the left of the haunt revealer takes the first turn.

COLLECT DEBRIS

The flailing tentacles are creating debris for you.

SEARCH (while on a tile with a Tentacle): Make a Knowledge or Might roll.

- 5+ Place a Large Obstacle token on your Family card. If there are none in the pile, you may place a Small Obstacle token instead.
- 3-4 Place a Small Obstacle token on your Family card.
- 0-2 Take 1 die of physical damage and 1 die of mental damage.

You cannot collect Debris if there are no tokens left in the pile.

GORGE THE MOUTH

If you feed the mouth enough, it will choke to death.

DROP (while on the tile with the Shoggoth's Mouth): Return all Debris tokens you are carrying to the pile. Roll 1 die for each Small Obstacle you returned this way and 2 dice for each Large Obstacle you returned. Move the Blood token up the track a number of spaces equal to your result. If the Blood token reaches or exceeds {5/7/10}, you choke the Shoggoth's Mouth and **you win!**

HAUNT

TOKENS NEEDED

4

- Number:** Who is the traitor?
Mouth: Shoggoth's Mouth
Small Monster: Tentacles

Large and Small Obstacle: Debris

Blood: Debris consumed by the Shoggoth

IF YOU ARE THE TRAITOR

You may reveal yourself as the traitor at any time. When you do, place one Small Monster token on any tile without one. Return all Debris tokens you carry to the pile. Gain 1 Might for each Small Obstacle and 2 Might for each Large Obstacle you returned this way. Lose 1 Speed for each piece of Debris you returned (regardless of size), but not below critical.

Your god gives you otherworldly powers, and it makes you hungry. You unbind your jaw and eat the debris.

Once you have revealed yourself to be the traitor, the Shoggoth does not attack you.

You win when all the heroes are dead.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 168 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 127 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

The mouth lets out a hungry scream. Spittle and chunks of plaster and mortar spray out from the orifice. Then everything is silent.

IF THE TRAITOR WINS IN FREE PLAY

The last body falls into the mouth. Crunching sounds accompany smacking lips. The tentacles flail joyfully before one last meal, grabbing me and tossing me into a moist paradise.

MONSTER: SHOGGOTH

MOUTH AND TENTACLES

The Shoggoth's Mouth and Tentacles do not act as obstacles. Tentacles are killed, not stunned. The Shoggoth's Mouth cannot be attacked.

There can be only one Tentacle on a tile.

Might 4

ATTACK (Might): Target each player on a tile with a Tentacle or the Mouth token. Make one roll for all Tentacles and the Mouth. Players defend separately. Inhabitants are killed automatically.

Players on the tile with the Shoggoth's Mouth roll 2 fewer dice when defending against this attack.

REACTION

AT THE END OF THE MONSTER TURN

If all 20 Tentacles are on the board, skip this step.

If the traitor hasn't been revealed, each player places a Tentacle on any tile adjacent to a Tentacle.

If the traitor has been revealed, the traitor places {3/4/5} Tentacles on tiles adjacent to Tentacles, one per tile.

HAUNT

4

Be Our Guest

Spirits of those who die in the house rarely find rest. The endless unlif drives some mad. Others seek to inhabit any kind of body again. In this case, they found a home in the furniture about the house. Now that they are "real" again, they want revenge on those who still walk and breathe... and bleed. Our only hope is to burn some of the furniture in order to cast out the spirits.

SETUP

1. Place the following tokens on the indicated tiles (if they aren't in the house already).

Armoire: Upper floor tile farthest from the Landing

Chest: Basement tile farthest from the Landing

Stove (Large Monster token): Kitchen. If the Kitchen isn't in play, place the token on the ground floor tile farthest from the Entrance Hall.

{0/1/2} Candelabra (Small Monster token): Chapel. If the Chapel isn't in play, place the token(s) on the Basement Landing.

OVERVIEW

YOU WIN WHEN YOU BURN THE CHEST, STOVE, AND ARMOIRE TO DRIVE OUT THE SPIRITS.

YOU LOSE IF ALL THE HEROES ARE DEAD.

- Drag the Furniture to the Fire.
- Burn the Furniture.
- You may Command the Spirits in the Furniture to gain an advantage.

DRAG THE FURNITURE

PICK UP (while on a tile with a stunned piece of furniture): Place that token on your Family card. While you are carrying a piece of furniture, your movement may be slowed.

- **Armoire, Stove:** Each tile costs you 1 additional move.
- **Chest, Candelabra:** No movement penalty.

AT THE END OF YOUR TURN

Remove any pieces of furniture from your Family card and place them on your tile. (They are still stunned.)

MAIN GOAL

BURN THE FURNITURE

DROP (while on the tile with the Fire token): Return a piece of furniture on your Family card to the box. If the Chest, Armoire, and Stove are burned, **you win!**

- **Armoire, Stove:** Each tile costs you 1 additional move.
- **Chest, Candelabra:** No movement penalty.

COMMAND THE SPIRITS IN THE FURNITURE

INVOK (while on a tile with two or more ghosts): Make a Knowledge or Sanity roll.

- 7+ Move a piece of furniture up to 3 tiles. If it ends on the tile with the Fire, remove it as if you had **Burned the Furniture**.
- 4-6 Give any player, including yourself, a Rune token. A player may return one Rune token per ATTACK to roll 2 extra dice on that attack. Rune tokens are not Objects. *You learn the spirit's weakness.*
- 0-3 Unstun all furniture. **DROP** any furniture you are carrying. Move each piece of furniture 1 tile away from the Fire.

REACTION

HAUNT

5

TOKENS NEEDED

Small Monster: Candelabra
Large Monster: Stove
Fire: Fire

Rune: Learned Weakness
Armoire
Chest

MONSTERS: FURNITURE

Instead of moving, a piece of furniture is placed on a tile with a hero who is in line of sight. If multiple heroes are in its line of sight, the haunt reveler chooses where it moves. If no heroes are in line of sight, the furniture moves up to 2 tiles toward the closest Landing tile (if the furniture is on a Landing tile, it does not move).

A piece of furniture can make a Might ATTACK after moving (the haunt reveler chooses the furniture's target if there's more than one). Furniture cannot use any ability that allows rerolling attack rolls. Furniture take their turns in the following order.

ARMOIRE

Might 6, large obstacle

If the Armoire successfully ATTACKS a hero, in addition to taking damage, that hero must **bury** an Item or Omen.

CHEST

Might 5, small obstacle

If the Chest successfully defends, instead of taking damage, that hero must **bury** an Item or Omen. If the hero cannot do so, they take damage as normal.

STOVE

Might 7

At the beginning of the monster turn, the Stove (even if stunned) deals 1 physical damage to every hero on its tile.

CANDELABRA

Might 3

When attacking or defending, the Candelabra deals 1 physical damage to its opponent before making its combat roll.

AT THE END OF THE MONSTER TURN

If no furniture attacked, all heroes take 2 general damage. *The spirits howl in rage.*

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 124 in the Bleak Journal.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 129 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

A crackling fire almost drowns out the shrieks of the spirits returning to Hell. Their service failed the test.

IF YOU LOSE IN FREE PLAY

The furniture settles back into place, each piece camouflaged within the house to wait patiently for the next group to come expecting friendly songs and food.

HAUNT

HAUNT

5

Most Dangerous Game

What is happening to us? We watch as our fingers turn to claws. Our backs bend into animal shapes. We hunch and growl. Something is changing us into beasts. We begin to lose our minds, becoming feral. And we roar.

We know these things to be true: that the traitor is hunting us, and that their hunting companion will help them reach us.

OVERVIEW

YOU WIN WHEN {1/1/2} HEROES HAVE BECOME HUMAN AND ESCAPED THE GROUNDS, OR THE TRAITOR IS DEAD.

- Remember Your Humanity in the house.
- Become Human Again where the animals live.
- Escape the Grounds!

FACTS

DIRTY STINKING ANIMALS

You have been transformed into an animal. You still use your figure, and act like a hero, but you will use the traits on the Inhabitant card.

While you are an animal:

- If you take any damage, you will die.
- You cannot carry any Items or Omens. If you discover a tile with an Item or Omen symbol, do not draw a card and do not lose your moves.
- You don't take damage from Events or tile effects.

REMEMBER YOUR HUMANITY

INVOK (while on the Chapel, Dining Room, Guest Quarters, Master Bedroom, or Nursery): Make a Sanity roll. Add 1 to the result for each of the tiles listed above that have been discovered.

- 3+** Place a Rune token on your Inhabitant card. You remember what it is like to be human.
0-2 Nothing happens. You howl!

SETUP

1. Shuffle the Inhabitant cards and randomly hand one out to each hero. This is the animal you have been transformed into.
2. Set aside the Rune tokens.
3. DROP all Items and Omens you are carrying.

MAIN GOAL

BECOME HUMAN AGAIN

INVOK (while on a tile with an Inhabitant symbol that doesn't have a Searched token): Roll 1 die. Add 1 to the result for each Rune token on your Inhabitant card.

- 3+** Return the Inhabitant card you were using to the box and place a Searched token on the tile. Lose all your moves. Play the rest of the haunt as a human with your Family traits as they were when the haunt started.
- 0-2** The huntsman is on your trail. Tell the traitor they may move 2 tiles closer to you.

MAIN GOAL

ESCAPE THE GROUNDS

FLEE (while you are human, on an outside tile with an open doorway): You escape the grounds to safety. If {1/1/2} heroes have escaped the grounds, **you win!**

IF YOU WIN

The night air is cool. You run and run and run far from this house, not noticing your cuts, your scratches, and your fangs that will never go away.

HAUNT

TOKENS NEEDED

Family Crest: Marked prey
Rune: Human memories

6

Searched: Location where someone became human again

Suffer a Witch to Live

In the dark of night, a witch has been summoned. One of our former friends found the source of her power. She brings the power from the chasm below, and if enough leaks out into our world, then nothing can stop her.

We know these things to be true: that the witch will curse us, and that she has transformed the traitor into a shapeshifting animal.

SETUP

1. Set aside eight different Rune tokens.

REACTION

AT THE END OF YOUR TURN

If you are carrying the Talisman, you may **bury** it to return 1 Curse placed upon you to the box.

IF YOU WIN

With force of will, we push the witch back beyond the fabric of reality, back into the ghastly Otherworlds, where she will be trapped. Now that we have her power, however, perhaps we can see what this magic thing is all about . . .

MAIN GOAL

STEAL THE RUNESTONES' POWER

INVOK (while on a tile with a Runestone that does not have a Rune token on it): Make a Knowledge roll.

- 3+** You've stolen a bit of the Witch's power. Place the matching Rune token on your tile.
- 0-2** Magical blowback. Take 1 physical damage.

If there are {2/3/5} Rune tokens in the house, you have stolen enough of the Witch's power. You may now attempt to drive the Witch away.

MAIN GOAL

DRIVE THE WITCH AWAY

ATTACK (Sanity) (while on the same tile as the Witch and there are {2/3/5} Rune tokens in the house): If you are successful, you drive the Witch off and **win the haunt**. You may use the Violin or Crucifix for this attack.

TOKENS NEEDED

Rune: Stolen Power
Knowledge: Empowered Witch

Small Monster: The Witch
: The traitor

HAUNT

7

Clones

The wall slides away, behind, an alcove filled with tanks. Inside the tanks are exact copies of each of us. Are those clones . . . or our original bodies? The radio clicks on: "To my clones. Your memory is damaged, so you may not remember immediately, but it is your job to infiltrate the outside world."

SETUP

1. Set aside one Crest token for each player in the game.
2. Take the Number tokens labeled [3-8/2-9/1-10].

OVERVIEW

THE HEROES WIN WHEN ONE OR MORE HEROES DRIVE AWAY FROM THE HOUSE, WITHOUT ANY CLONES.

THE CLONES WIN WHEN ALL THE HEROES ARE DEAD, OR WHEN A CLONE DRIVES AWAY FROM THE HOUSE.

- Fix the Car with Car Parts from around the house.
- Drive Away without any Clones in the Car.
- You can Uncover Clones to make sure they don't drive away with you.

FACTS

UNKNOWN TRAITOR

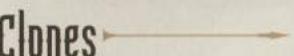
No one will know who the traitor (or traitors!) are at the start (not even the traitor). Players may ATTACK each other, STEAL from each other, and act as small obstacles for any player leaving their tile.

After all, they're probably a clone.

When a player dies, reveal both of their Number tokens.

CAR PARTS

Car Parts are Objects.



3. Shuffle the taken Number tokens face down, then place two tokens face down underneath each player's Crest token. Each player whose Number tokens add to 12+ is a Clone, but they don't know that yet. There could be more than one clone. Perhaps there aren't any!
4. Place the Car token on the outside tile farthest from the Front Steps. If there is a tie, the haunt reveler chooses.
5. Place a Rune token on the tile farthest from the Landing tile in each region except the outside region.
6. The player to the left of the haunt reveler takes the first turn.

SIDE GOAL

UNCOVER CLONES

LISTEN (while on the same tile as the Radio and while there is no Number token on your Family card): Secretly look at one of the Number tokens under your family crest, then place it face down on your Family card.

REACTION

WHEN A PLAYER TAKES DAMAGE IN COMBAT

Clones bleed green.

That player reveals a face-down Number token under their family crest. Only one token may be revealed this way for each player.

MAIN GOAL

FIX THE CAR

The engine clicks but won't start. What a time for a breakdown.

PREPARE (while on the tile with the Car): Place all the Car Parts you're carrying on the Car token. If there are three Car Parts on the Car, it is fixed.

MAIN GOAL

DRIVE AWAY

OPERATE (while on the tile with the Car, after it has been fixed): All players on the tile vote to see if they leave.

On the count of three, each player on the tile with the Car gives a thumbs up or thumbs down. If all voting players give a thumbs up, those players escape in the Car. Everyone in the Car reveals their Number tokens. If a Clone was a part of the successful vote, the Clones win. Otherwise, the heroes win.

REACTION

AT THE END OF YOUR TURN

Who are you? What are you?

Take 1 die of mental damage unless you've seen both of your Number tokens.

HAUNT

TOKENS NEEDED

Number and Crest: Who is a Clone?

Car: Getaway car

Rune: Car Parts



IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 153 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 137 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

You jump into the car and put the pedal on the floor. Everyone in here is human, at least. You think . . . you hope . . .

IF THE TRAITOR WINS IN FREE PLAY

The car drives away. You dispose of any other pesky humans on the way to town. Everything you need to create a new cloning facility is in the trunk. And you will, until only people like you remain.

HAUNT



A Growing Boy

The sound of a crying baby comes from the little porcelain doll, which runs off to find its parent. Blood drips from its mouth. It appears it is a carnivore. We noticed some old stones engraved with runes. Perhaps they hold the power to cage this demon child?

We know these things to be true: that the doll feeds off of killing; that, if gets full enough, it will burrow down where the animals in the house are found; and that, if it does, we won't be able to reach it.

OVERVIEW

YOU WIN WHEN YOU DESTROY THE DOLL.

- You may **Memorize Runes** to help you **Prepare the Crib**.
- Prepare the Crib** while on a tile that has the **SEARCH** action written on it.
- ATTACK the Doll** to force it to flee to the Crib, where you can destroy it.

MEMORIZE RUNES

Ancient stones, etched with worn but powerful runes. If we study them, we can learn their magics.

STUDY (while on a tile with a Runestone but without a matching Rune token): Make a Sanity roll.

- 4+ Place a Rune token that matches the Runestone on that tile. Draw the top three tiles from the stack. **Bury** two of them and put the remaining tile on top of the stack. *The runestone gives you insight about the house.*

- 0-3 Nothing happens.

SIDE GOAL

SETUP

- Set aside one set of Rune tokens.

MAIN GOAL

PREPARE THE CRIB

PREPARE (if the Crib token is not already in play, while on a tile with the **SEARCH** action written on it): Make a Knowledge roll. Add 2 to the result for each placed Rune token.

- 10+ Place the Crib token on this tile.
You build the crib and inscribe it with runes.

- 0-9 You need more time.

REACTION

IF YOU SUCCESSFULLY ATTACK OR DEFEND AGAINST THE DOLL

If the Crib token is not in play, the Doll is stunned.

If the Crib token is in play and on another tile, the Doll flees. Place it on the tile with the Crib, stunned.

If the Crib token is in play and the Doll is on that tile, **you win!**

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 123 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The doll gives one last cry before being silenced forevermore.

HAUNT

TOKENS NEEDED

Might: Doll's Might
Small Monster: The Doll

9

Abductions

What was that bright light in the sky? Are the aliens here to study us? Someone was prepared for this. There's a working deflector array to drive them off, but it's too low to be effective. We need to get it up high enough to interfere with the aliens' systems.

We know these things to be true: that we can be experimented on, that we will die if we are experimented on twice, and that the meteorite might teleport us onto the alien ship.

OVERVIEW

YOU WIN WHEN YOU SCRAMBLE THE SHIP.

- Find or Fashion 10' Poles** to raise the Deflector Array.
- Raise the **Deflector Array**.
- When the Deflector Array is tall enough, **Scramble the Ship**.

FACTS

10' Poles are Objects.

FIND OR FASHION 10' POLES

SEARCH (while on the Arborium, Armory, Dining Room, Furnace Room, Hanging Tree, Stable, Woods, or Workroom): Make a Knowledge roll.

- 3+ Place a Rune token on your Family card. Place a Searched token on the tile. *This might work.*
- 0-2 *You hurt yourself.*
Take 1 physical damage.

MAIN GOAL

RAISE THE DEFLECTOR ARRAY

PREPARE (while on the tile with the Contraption token): Place all Rune tokens you carry under the Contraption token.

MAIN GOAL

SCRAMBLE THE SHIP

PREPARE (while on the tile with the Contraption token): Roll 3 dice. Add {2/1/1} to the result for each Rune token under the Contraption token.

- 7+ **You win!** *You've successfully scrambled the ship!*
- 0-6 The Aliens immediately abduct you. Tell the traitor to **Conduct an Experiment** on you.

SETUP

- If the Contraption token isn't in play, place it on the tile where the haunt was revealed (during the campaign, it will already be in play). This is the **Deflector Array**.
- Set aside the Rune tokens. These are **10' Poles**.

REACTION

IF YOU SUCCESSFULLY ATTACK THE ALIENS

Instead of stunning them, move the Bright Light token 1 tile for each damage you would have dealt.

REACTION

IF YOU HAVE BEEN EXPERIMENTED ON

If you have a Trait token on your Family card, you suffer the following restriction:

SPEED

If you move more than 3 tiles, take 1 die of physical damage at the end of your turn.

KNOWLEDGE

Lobotomized
You cannot speak for the rest of the haunt.

MIGHT

Amputated
You can never roll more than 3 dice on a Might roll.

SANITY

Tortured
If you end your turn anywhere but in the outside region, lose 1 Sanity.

Keep these tokens on your Family card, even if you die.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 83 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Lights flash as the UFO goes to lightspeed. Maybe they decided that humanity isn't worth the trouble.

HAUNT

TOKENS NEEDED

Contraption: Deflector Array
Rune: 10' Poles

HAUNT

10

The Binding

We were led into this house for a darker purpose—it was an invitation to our own slaughter. There is a cult here bent on using us as victims for its ceremony.

We know these things to be true: that the traitor has magical powers, that they can cheat death, and that they draw their powers from their own cultists.

OVERVIEW

YOU WIN WHEN YOU KILL THE CULT LEADER.

- Search the Tiles Where the Inhabitants Appear to determine who has the higher-valued Number tokens.

FACTS

WHO IS THE CULT LEADER?

The Cult Leader is the inhabitant with the **higher total value of Number tokens** on their card.

You cannot attack an inhabitant until the face-up Number tokens on their card total 6 or more.

SEARCH THE TILES WHERE THE INHABITANTS APPEAR

SEARCH (while on a tile with an Inhabitant symbol that doesn't have a Searched token): Make a Knowledge roll. Subtract 2 from the result if there are any Cultists on the tile.

- 4+ Flip a Number token on that Inhabitant card face up. Place a Searched token on that tile.
You've learned all you can here.
- 0-3 Lose 1 Sanity. *They left a curse on their belongings.*

SETUP

None!

REACTION

WHEN ANY INHABITANT DIES

The game ends immediately. Turn over all Number tokens on the Inhabitant cards. If the dead inhabitant was the Cult Leader, **you win!** If not, the traitor wins instead. If it is a tie, then both inhabitants were members of the cult so **you win!**

It's possible for both inhabitants to die at the same time. In this case, **the traitor wins** since you killed an innocent victim as well as the Cult Leader.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 89 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The last shreds of dark powers howl out into the night. The ritual has been disrupted, and the sacrifice was delayed. The cult will find a new master, but for now the inhabitants of the house can rest easy.

MAIN GOAL

HAUNT

TOKENS NEEDED

Number: Who Is the Cult Leader?
Searched: Tiles searched
Small Monster: Cultists



Roswell

Something alien is happening here. We've got to warn the world, even if the person in the suit insists that we do not. **ESPECIALLY** if the person in the suit insists that we do not.

We know these things to be true: that the traitor is the person in the suit trying to burn the evidence, that their alien partner will take evidence from us, and that attacking the alien partner will cause her to drop evidence she has.

SETUP

None!

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 166 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

We drive away, throwing on our tinfoil helmets. We wouldn't want them mind controlling us now that we are so close to our goal. We'll need to make copies of this information, and drop it to every newspaper within 500 miles. We will expose the truth.

OVERVIEW

YOU WIN WHEN YOU HIDE {3/4/5} PIECES OF EVIDENCE IN THE CAR.

- Find the Car.
- Collect Evidence.
- Hide Evidence in the trunk of your car.

FACTS

EVIDENCE

Evidence is an Object.

PROTECT YOURSELF FROM GOVERNMENT SIGNALS

If you are carrying the Gramophone, Head in a Jar, Meteorite, or Radio, you are protected from government signals. If you are on the Armory, Crawlspace, or Soundproofed Room, you are also protected from government signals.

MAIN GOAL

FIND THE CAR

SEARCH (while on the Carriage House, Caves, Pasture, or Stables and the Car hasn't been found): Place the Car token on the tile.

MAIN GOAL

COLLECT EVIDENCE

SEARCH (while on a tile with a Runestone and no Searched token): Place a Searched token on the tile. Place a Rune token on your Family card. This is **Evidence**.

MAIN GOAL

HIDE EVIDENCE

DROP (while on the same tile as the Car): Place all Evidence you are carrying onto the Car token to hide it. If the total Evidence on the Car is {3/4/5}, then **you win!**

TOKENS NEEDED

Rune: Evidence
Car: The Car

HAUNT

Fire: Evidence disposal site
Large Monster: Alien Partner



Here There Be More Dragons

We hear a tiny roar. Then several more. A flash of scales and tiny teeth. There's a pack of... dragons? They don't look in the mood to play.

We know these things to be true: that the dragons can incinerate us by breathing fire, and that more may come.

OVERVIEW

YOU WIN WHEN YOU KILL ALL DRAGONS.

- You may **Find Magic Items** to help you in your quest.

FACTS

MAGIC ITEMS

Magic Items are Objects.

MIGHT**Dragonlance***It shimmers like autumn twilight.*

Add 3 to the result of your Might attacks.

(Found in the Armory, Catacombs, or Furnace Room)

KNOWLEDGE**A Dragon's True Name***From a forgotten realm.*

When you make a Might ATTACK against a Dragon, it rolls 1 fewer die when defending.

(Found in the Crypt, Library, or Observatory)

SPEED**Potion of True Shot***The bottle is the shape of a grey hawk.*

Add 2 to the result of your Speed attacks.

(Found in the Crossroads, Master Bedroom, or Workroom)

SANITY**Arcane Armor***Emblazoned with a dark sun.*

Ignore the first 2 damage you take from any Dragon ATTACK or INCINERATE action.

(Found in the Ritual Room, Soundproofed Room, or Vault)

HAUNT**TOKENS NEEDED**

Small Monster: Baby Dragons
Trait: Magic Items

13

SETUP

- Set aside one of each type of Trait token. These are Magic Items.

SIDE GOAL

FIND MAGIC ITEMS

SEARCH (while on a tile listed as having a Magic Item): Make the trait roll associated with that Magic Item.

- 3+** You find a Magic Item. Place the corresponding Trait token on your Family card. That Magic Item can't be found again.
- 0-2** You find a few copper pieces of no value whatsoever.

IF YOU WIN

What an experience! We brush all the dust off these new magic items we have found. Perhaps they will be worth some gold at a nearby shop.

Short Fuse

One of our friends picks up the radio and snickers. It turns into a full-blown laugh when digital timers light up. They are counting down. You have to stop them!

We know these things to be true: that the traitor is a mad bomber and is placing bombs in the house, and that bombs will go off automatically if we take too long disarming them.

SETUP

None!

OVERVIEW

YOU WIN WHEN YOU KILL THE TRAITOR AND THERE ARE FEWER THAN {3/4/5} BOMBS ON ANY TILES.

- Disarm Bombs in the house.

FACTS

TRIGGERS

The Number tokens on the traitor's Family card are Triggers.

When you make a trait roll, you may choose to get a 0 instead of rolling and move the Timer token down 1 space on the track. If you do, choose one Trigger on the traitor's Family card and remove it.

Otherwise, if the final result of your trait roll matches a Trigger's number, move the Timer token down 5 spaces on the track. Then the traitor removes that Trigger from their Family card.

If the Timer token is at 0, the traitor will detonate a Bomb at the start of the next turn.

MAIN GOAL

DISARM BOMBS

OPERATE (while on a tile with a Rune token): Make a Knowledge roll.

- 4+** Remove the Rune token and set it aside. *Disarmed.*
- 1-3** Move the Timer token down 1 space on the track.
- 0** Move the Timer token down 3 spaces on the track.

TOKENS NEEDED

Rune: Bombs
Number: Triggers
Timer: Bomb Timer

HAUNT**14**

What You Wish For

We find a body crushed under a large sack filled with pure gold! The corpse clutches an apothecary kit. Tucked inside is a note titled "A formula for summoning a genie." We soon complete the formula and a shackled genie appears. "Complete my requirements and I will grant one of you a wish. But you will have to contend with the guardians that enslave me." Did he say . . . one of us?

SETUP

- Shuffle all 16 Rune tokens, face down, and place {3/4/5} of them face down on the numbered track. These are the **Genie's Instructions**. Flip one of them face up. This is the Genie's Current Instruction.

OVERVIEW

YOU WIN IF YOU COMPLETE THE LAST OF THE GENIE'S INSTRUCTIONS.

Everyone loses if all players are dead.

FACTS

FREE-FOR-ALL

Players may act as obstacles to other players and may ATTACK and STEAL from each other.

GENIE'S INSTRUCTIONS

The face-up Rune token on the numbered track is the Genie's current Instruction. The Genie's Instructions do not give you actions, so you must complete them using other actions. The Genie will check to see if you completed its current Instruction at the end of your turn.

- | | | | |
|--|---|--|--|
| | Carry a Curse from the Otherworlds. | | Gain 1 Sanity or have maximum Sanity. |
| | Bury an Item. | | DRINK from the Apothecary Kit. |
| | Successfully attack a Guardian. | | Be critical in any trait. |
| | Kill an inhabitant with an ATTACK. If there are no inhabitants left alive, you automatically complete this instruction. | | Kill a player with an ATTACK. If there are no other players left alive, you automatically complete this instruction. |

WHEN A PLAYER DIES

You have but one dying wish . . .

Choose any living player. Give that player any Number tokens you have. The Guardians matching those Number tokens will now move toward that player on the monster turn.

HAUNT

TOKENS NEEDED

Rune: Genie's Instructions
Small Monster: Guardians
Number: Target of Guardians

The Demon of Ice and Winter

Winter is always the worst time to visit, but the letter we received from the caretaker was insistent. Now we see that it was just a ruse. He lured us here for some sick sacrifice. A sacrifice to the gods of winter. The cold is the enemy now. We know this to be true: that the longer we wait, the more the cold will hurt us.

SETUP

- Set aside the Rune tokens.

CLEAR THE STORM

INVOCATION (while in the outside region): Make a Sanity roll. Add {3/2/2} to the result for each Rune token in the house.

12+ The storm clears. The Timer token will no longer move up the track.

0-11 The storm intensifies. Move the Timer token up 1 space on the track.

KILL THE DEMON

If you attack the Demon with the Spear, add 2 to the result. If you successfully attack with the Spear, the Demon is killed instead of stunned.

If you kill the Demon and you have cleared the storm, **you win!**

AT THE END OF YOUR TURN

Make a Sanity roll unless you are carrying the Spear or are on a tile with a Rune token.

4+ You steel yourself even though your teeth chatter.

0-3 Take general damage equal to the number under the Timer token. It's so cold.

LIGHT TORCHES

PREPARE (while on any tile in a region that doesn't have a Rune token): Make a Speed roll.

5+ Place a Rune token on your tile. A torch springs to life.

0-4 Lose all your moves. The cold is biting.

IF YOU WIN

We bury the spear in the demon's icy heart. Nothing will ever grow here again. The ground is too cold and tainted. Perhaps someday the magic blighting this place will fade. The house is without an owner, and one of us should stay to make sure the storm is kept calm and the demon cannot return. One of us must keep the torches lit.

TOKENS NEEDED

Rune: Torch
Large Monster: The Demon of Ice and Winter
Timer: Storm Intensity

HAUNT

Double Blind

A letter addressed to me is tucked into the apothecary kit . . . how odd. I open it:

'Dearest grandchild, thank you so much in advance for your help in testing my hypotheses for my new book entitled 'Otherworldly Poisons and Their Potential Remedies.' This being the first test of Campanula Lupina Intersectorum, I don't expect you to make it much past the door that my assistant laced with the poison, but if you do, please send me a letter so I can tell my editors to take 'post-mortem' out from in front of your name.

"Love, Gregory J. Dubourde"

OVERVIEW

YOU WIN WHEN YOU CREATE THE ANTIDOTE FOR THE POISON.

YOU LOSE WHEN YOU ARE ALL DEAD.

- Search for **Reagents** by discovering Curses and Items in the Otherworlds.
- Research the Assistant's Notes to gather data.
- You may **Perform a Reckless Experiment** to gather data faster.
- Create the Antidote.

FACTS

REAGENTS

Any Items or Curses you find in the Otherworlds may be used as Reagents in your experiments.

AT THE START OF THE MONSTER TURN

The poison is taking its toll. Each player takes {1/2/3} general damage. You lose when all heroes are dead.

RESEARCH THE ASSISTANT'S NOTES

STUDY (while on a tile with the symbol, while carrying at least one Reagent): Make a Knowledge roll.

- 4+** Flip up a face-down Rune token. **Bury** a Reagent (even if it is a Curse). *You are getting closer!*
- 0-3** You'll need more data. *These results don't make sense!*

SETUP

1. Shuffle all the Rune tokens face down and set them aside in a pile.
2. Put the Monster card on the table to the left of the haunt revealer. There is no monster, but heroes will feel the toll of poison on the monster turn (see below).
3. The player to the left of the haunt revealer takes the first turn.

PERFORM A RECKLESS EXPERIMENT

If you need data fast, just study your reagents and hope for the best!

STUDY (while on any tile, if you are carrying one or more Reagents): Flip over two face-down Rune tokens and compare them to the runes on your Reagents.

If any runes on the just revealed tokens match runes on your Reagents, leave those tokens face up.

Take 1 physical damage for each Rune token that doesn't match, flip them face down, and shuffle the face-down Rune tokens.

CREATE THE ANTIDOTE

PREPARE: Roll a die for each face-up Rune token.

- 7+** *EUREKA! You create the antidote. You win!*
- 0-6** Take 1 mental damage. *You don't understand why it's not working! You need more time.*

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 122 in the Bleak Journal.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 143 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

That was a close one! Now that you know the antidote, it's time to recreate the poison. Revenge is a dish best served immediately . . .

IF YOU LOSE IN FREE PLAY

As your vision darkens, you think back to that mocking letter and the symbol at the bottom. If only you had more time . . .

HAUNT

TOKENS NEEDED

Rune: Antidote Formula

Last Gasp

SETUP

None!

The servant was one of many. She worked hard her whole life in the service of the house. One day she took ill and fell to the floor of the room she was cleaning. No one came to check on her. For long days she lay there, dying, and became filled with hatred that that she had lived her life unnoticed despite all her years of service. Her last thought as she grasped her brooch was of being noticed . . .

We know these things to be true: that the traitor can bring back other ghosts in the house, and that these unfortunate souls will protect the traitor from our attacks.

OVERVIEW

YOU WIN WHEN YOU BURY THE BROOCH.

- You may **Dispel Unfortunate Souls** to buy time.

DISPEL UNFORTUNATE SOULS

INVOKES (while on any tile with Small Monster tokens): Roll a die. Roll an extra die if you carry a Sacred Item or Sacred Omen. Remove that many Small Monster tokens from the tile.

BURY THE BROOCH

PREPARE (while on the Chapel, Crypt, or Graveyard while carrying the Brooch): Make a Sanity Roll.

- 5+** *Your eulogy moves the servant's spirit. You win!*
- 0-4** *You weren't heartfelt enough. Place two Small Monster tokens on your tile.*

HAUNT

TOKENS NEEDED

Small Monster: Unfortunate Souls
Searched: Souls raised

HAUNT

The Writhing Tide

I'm SURE I remember the special concoction my uncle taught me. A little of this and a little of that, add a drop of my blood, and POOF, I've got insect pets to do my bidding . . . No! That wasn't supposed to happen. These insects are much, much larger than they were said to be in the notes. And much more vicious. They are clearly from another world. Perhaps if we go to their world, we can learn a weakness . . .

OVERVIEW

YOU WIN WHEN YOU TRAP AND KILL THE QUEEN.

YOU LOSE IF THE QUEEN REACHES HER NEST, OR IF ALL OF THE HEROES DIE.

- Prepare Traps to stun her so you can attack her.

PREPARE TRAPS

PREPARE (while on an Otherworlds card): Choose and flip over two random Rune tokens.

Take each flipped Rune token that matches a Rune symbol on an Otherworlds card discovered this turn (not on Curses or Items carried by players). Place each of those tokens on a different tile without the Queen or Drones. These are **Traps**. Once placed, Traps cannot be PICKED UP or moved by any means.

Turn any tokens that didn't match face down and shuffle the pile.

MAIN GOAL

REACTION

IF THE QUEEN ENTERS A TILE WITH A TRAP

The Trap is triggered. Remove all Drones from her tile. She loses the rest of her moves.

AT THE END OF EACH PLAYER'S TURN

The ants go marching one by one . . .

Reveal the top tile of the stack and add it to the house. Place a Small Monster token on the tile. Do not draw a card for this tile.

If there are no tiles left in the stack or no Drones left to place, skip this step.

REACTION

HAUNT

TOKENS NEEDED

Large Monster: The Ant Queen
Small Monster: Drones
Rune: Traps

19

SETUP

1. If the Nest token is not already in play, place it on the Chasm. If the Chasm is not in play and the Nest is not in play, place the Nest token there when the tile is discovered.
2. Place a Large Monster token (representing the **Ant Queen**) with {2/3/4} Small Monster tokens (her "Antourage" of **Drones**) on top of it on the tile where the haunt was revealed.
3. Shuffle eight unique Rune tokens and set them aside in a pile face down.
4. Put the Monster card on the table to the left of the haunt revealer. The monsters will take a turn after the haunt revealer.
5. The player to the left of the haunt revealer takes the first turn.

The monsters take their turns in the order listed.

MONSTER: THE QUEEN

The Queen cannot be stunned. If the Queen takes any damage while she is on a tile with a Trap, she is killed.

The Queen will move to the following tiles in order:

- Front Steps
- Kitchen
- Entrance Hall
- Basement Landing
- Crypt
- Chasm

If the Queen reaches the Chasm, you lose.

On her turn, if there is a path to the next tile on her route, move the Queen and her Antourage toward that tile. If the Queen could take more than one path, the haunt revealer chooses one. The Queen will use tile effects and special movement to shorten her route. If the Queen reaches a tile on her route and has moves left over, she will start moving to the next tile on her route.

When the Queen reaches one of the listed tiles for the first time, place an **Egg Sac**, represented by a Small Obstacle token, on the tile. This counts as an obstacle even for the Queen.

If there is not a clear path to her next tile (for example, the Crypt hasn't been found), she stops moving.

Speed 6

Might 7

ATTACK (Might): When the Queen moves, she will ATTACK the first tile she reaches that contains a hero or inhabitant, including her starting tile. If there is more than one target, the haunt revealer chooses. When attacking, after rolling the dice, the Queen rerolls 1 blank die for each Drone on her tile, keeping the results of the reroll. She will then continue moving if she has any moves left.

MONSTER: DRONES

Drones are killed instead of stunned.

If the Queen has fewer than {2/3/4} Drones on her token, move Drones toward the Queen by the most direct path, (even past heroes if they have the moves). If they reach the Queen, they become part of her Antourage. Place them on top of the Large Monster token. If there is no path to the Queen (or the Queen already has {2/3/4} Drones), they move toward the closest hero or inhabitant and stop. Drones do not use special movement or tile effects.

Speed 4

Might 3

ATTACK (Might): After moving, each Drone makes a Might ATTACK against any hero or inhabitant on its tile. The players choose the target, with the haunt revealer getting the final decision.

Drones do not attack if they are part of the Antourage. *They are busy assisting the Queen.*

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 183 in the Bleak Journal.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 105 in the Bleak Journal

IF YOU WIN IN FREE PLAY

As we clean up the last of the chitinous mess, we wonder what could have gone wrong. Maybe next time try spiders?

IF YOU LOSE IN FREE PLAY

Masses of black and red insects stream from every doorway. Some are the size of pocket change, some are the size of small dogs. One is as large as a horse. All are hungry for our flesh.

HAUNT

19

Slay Bells Ring

'Twas the Night before Christmas, when all 'round the hill, an icy wind blew with a murderous will. A grim red light shone high above in the night; the Krampus was coming to fill us with fright. He'd lure us with sleigh bells and give us a thwack, then drag us back home all tied up in a sack. Though the way wasn't easy, we knew what to do; even frightened and tired, we knew these things were true: that the Krampus is trying to kill us all and ruin Christmas. He can capture us and put us into a bag.

OVERVIEW

YOU WIN WHEN YOU HAVE CROSSED THE NAMES OFF THE NAUGHTY LIST.

- Find the **Astral Quill** in the Otherworlds.
- Give things to the traitor to learn the **True Meaning of Christmas**.
- Cross off **Names** from the Naughty List in the Krampus's Sleigh.

FIND THE ASTRAL QUILL

SEARCH (while on any Otherworlds card with the ☺ or ☹ symbol): Make a Knowledge roll.

- 3+ Place the Knowledge token on your Family card. *The Astral Quill!*
- 0-2 Lose all moves. *You aimlessly walk through a winter wonderland.*

The Astral Quill is an Object, but it cannot be STOLEN.

THE TRUE MEANING OF CHRISTMAS

GIVE (while on the same tile as the traitor): Give the traitor one Item or Omen, and place a Rune token on the traitor's Family card. You cannot do this if the traitor is dead. If you ATTACK the traitor, remove all Rune tokens from the traitor's Family card.

SETUP

- Set aside all Rune tokens and 1 Knowledge token.

MAIN GOAL

CROSS OFF NAMES

OPERATE (while carrying the *Astral Quill*, on the tile with the Krampus's Sleigh): Make a Knowledge roll. Add {2/1/1} to the result for each Rune token on the traitor's Family card.

- 8+ You cross off your names! **You win!**

- 0-7 Nothing happens. *You are distracted by jingle bells.*

REACTION

IF YOU START YOUR TURN IN THE KRAMPUS'S BAG

Make a Might or Speed roll:

- 5+ Place your figure on the same tile as the Krampus. Take your turn as normal.

- 0-4 You get no moves this turn. *You are nestled all snug in your bag.*

IF YOU WIN

We fled from the house; our lives were like gifts, with nightmares of monsters and Otherworldly rifts.

The Krampus spoke loudly, to the betrayer's alarm, "With those greedy kids gone, it is you I will harm!"

HAUNT

TOKENS NEEDED

Rune: True Meaning of Christmas
Knowledge: Astral Quill

On the Dangers of Summoning a Demon

An unearthly chant comes from . . . everywhere. We hear demonic shrieks and the tearing of flesh. A demon has been summoned into the house. That crucifix might help! We take it from the wall . . . and hear our friend torn apart as soon as it is removed. Now the demon is loose. We must burn the bones of the person who summoned it to drive it back to Hell.

We know these things to be true: that the demon can use inhabitants to do its bidding, and that looking at the demon can drive us mad.

SETUP

Set aside {2/3/4} Arm and Leg tokens. These are the traitor's **Bones**.

SIDE GOAL

CREATE CHALK CIRCLES

Demons can't cross chalk circles.

INVOKE (while on a tile without a Rune token or the Demon): Make a Sanity roll. Add 1 to the result for every Sacred Item or Sacred Omen you are carrying.

- 5+ Place a Rune token on the tile.

- 0-4 Your hand is shaking too much.

IF YOU WIN

Acrid black smoke rises from the pure white fire, turning it green, then purple, then an unholy black. The demon screams and deforms as it is pulled into the fire. We've exorcised the house, but that doesn't mean we are going to stay here. We flee into the night.

MAIN GOAL

FIND THE BONES

SEARCH (while on an Otherworlds land):

You find a bone with scraps of fabric and flesh.

Take an Arm or Leg token and place it on your Family card. Lose all remaining moves.

MAIN GOAL

CREATE A HOLY FIRE

INVOKE (while on the Dark Altar, Furnace Room, Woods, or any tile with 3+ ghosts): Make a Sanity roll.

- 3+ Place the Fire token on your tile. If it is already in play, move it to your tile.

- 0-2 Take 1 die of physical damage. *Too close!*

MAIN GOAL

BURN THE BONES

DROP (while on the tile with the Fire token): Place any Bones you are carrying onto the Fire token. If the Fire token has {2/3/4} Bones on it, you cleanse the house. **You win!**

TOKENS NEEDED

Arm and Leg: Traitor's Bones
Large Monster: The Demon
Rune: Chalk Circles

HAUNT

Devil Monkey

We'd heard the legends of the devils from the pine barrens, ferocious beasts driven to consume the flesh of those who wander near their lair. There is one, more powerful than the rest, given great ferocity by an amulet it wears. We do not know how it got this amulet, but we do know this to be true: that removing the talisman will weaken the devil so greatly that it will flee.

SETUP

- Set aside all the Rune tokens in a pile. These are **Strips of Flesh**.
- Place one Large Monster token on the tile with the haunt revealer. This is the **Devil Monkey**.
- Place one Small Monster token on each other hero's tile. These are the **Lesser Devils**.
- Put the Talisman card under the Monster card. The Devil Monkey is wearing the Talisman.
- Put the Monster card on the table to the left of the haunt revealer. The monsters will take a turn after all players have taken a turn.
- The player to the left of the haunt revealer takes the first turn.

OVERVIEW

YOU WIN WHEN YOU STEAL THE TALISMAN FROM THE DEVIL MONKEY.

YOU LOSE IF ALL THE HEROES ARE DEAD.

- You may **Strip Your Own Flesh** or **Find Other Flesh** to lure the devils.
- You may **Poison Flesh** to weaken the Devil Monkey.
- Steal the Talisman** from the Devil Monkey.

FACTS

STRIPS OF FLESH

Strips of Flesh (Rune tokens) are Objects.

A face-up Rune token is a normal Strip of Flesh. A face-down token is poisoned.

The Lesser Devils and the Devil Monkey are attracted only to Strips of Flesh that are on tiles, not carried by heroes.

STRIP YOUR OWN FLESH

OPERATE: Take 1 physical damage and place two Strips of Flesh on your Family card.

FIND OTHER FLESH

OPERATE (while on the Crypt, Kitchen, or Graveyard without a Searched token):

Place **{2/3/4}** Strips of Flesh on your Family card. Place a Searched token on the tile.
Mmmm, jerky.

POISON FLESH

PREPARE (while on the Blood Field, Dark Altar, or Workroom while carrying unpoisoned Strips of Flesh): Make a Sanity roll.

- 4+** *You poison the flesh.*
Flip one of your Rune tokens face down to mark it as poisoned.
- 0-3** *You fail to poison the flesh.*
Return one Rune token to the pile.

STEAL THE TALISMAN

If you make a successful Might ATTACK against the Devil Monkey and win by 2 or more, you steal the Talisman from the Devil Monkey and **win the haunt!**

WHEN A HERO OR INHABITANT DIES

Remove the corpse. Place **{2/3/4}** Strips of Flesh on the tile where they died, in addition to any they were already carrying.

AT THE START OF EACH MONSTER'S TURN

If there is a Strip of Flesh within 5 tiles:

- It moves towards the closest one. It does not stop or attack heroes/inhabitants along the way.
- If it doesn't have enough moves to get to the tile, it goes as far as it can toward it.
- If a monster reaches a tile with at least one Strip of Flesh, it loses all remaining moves.

If there are no Strips of Flesh within 5 tiles, the monster moves toward the closest hero or inhabitant, stopping when it reaches its first target.

These monsters cannot use special movement such as secret passages, text on tiles, and the like.

If there is a tie for how monsters would move, the haunt revealer chooses.

MONSTER: DEVIL MONKEY

The Devil Monkey cannot be stunned.

After moving, the Devil Monkey eats all Strips of Flesh on its tile. Return all face-up Rune tokens to the pile. Place face-down Rune tokens on the Monster card instead.

The Devil Monkey's Might is 1 less for each Rune token on the Monster card.

The Devil Monkey makes its ATTACK only after moving.

Speed 5

Might 8*

ATTACK (Might): If multiple heroes or inhabitants are on the tile, the Devil Monkey attacks the hero or inhabitant with the lowest Might. If there's a tie, the haunt revealer chooses.

MONSTER: LESSER DEVILS

Each Lesser Devil takes its turn before the Devil Monkey's turn.

After moving, a Lesser Devil eats one Strip of Flesh on its tile. Return one Rune token to the pile.

If a Lesser Devil eats poisoned flesh, it dies. Return the face-down Rune token it ate to the pile.

A Lesser Devil makes its ATTACK only after moving.

Speed 4

Might 4

ATTACK (Might): If multiple heroes or inhabitants are on the tile, the Lesser Devil attacks the hero or inhabitant with the lowest Might. If there's a tie, the haunt revealer chooses.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 162 in the Bleak Journal.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 191 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

We grab at the amulet that gives the beast its great strength, and strike the weakened monkey again and again until its twitching ceases. Filthy animal.

SIDE GOAL

SIDE GOAL

HAUNT

TOKENS NEEDED

Rune: Strips of Flesh

Small Monster: Lesser Devils

Large Monster: Devil Monkey

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HAUNT

23

Woefully Outmatched

A creak. A groan. Then hundreds of them, surrounding us. Spider-like horrors, with strange appendages and dripping fangs. Where their secretions touch the earth, it begins calcifying to stone.

We know these things to be true: that the traitor let loose chittering scourge lice whose venom turns flesh to stone, and that eventually we will be alive but trapped in stone for all time.

SETUP

- Take Number tokens labeled 1 through {3/4/5} and hand one to each player, secretly. Each player should look at their token. The player with the token labeled 1 is the traitor.
- If the Nest token isn't in play, place it on any tile in the upper floor region (during the campaign, it will be in play).

OVERVIEW

YOU WIN WHEN YOU DESTROY THE NEST.

- Fashion a Nest Extermination Kit.

FACTS

HIDDEN TRAITOR

The traitor of this haunt is not immediately known. Players may ATTACK each other, STEAL from each other, and choose to act as obstacles for any player leaving their tile. After all, that player could be the enemy.

If a player dies, reveal their token. If it is a 1, the traitor is revealed.

Until the traitor is revealed, that player has none of the associated abilities of being the traitor.

Once the traitor is revealed, they take the Traitor card. They control the monsters, and normal traitor rules apply thereafter.

NEST EXTERMINATION KIT

The Fire, Contraption, Antidote, and Blood tokens are Objects.

3. The haunt reveler holds five Small Monster tokens in one hand. These are **Scourge Lice**. Hold the numbered track on its edge on the Basement landing. The haunt reveler places their wrist on top of the track, then releases the tokens from their hand. Any tokens not touching tiles are set aside. Otherwise, leave the Scourge Lice tokens on the tiles where they landed (if a token landed on more than one tile, place it on the tile closer to the Nest). Repeat this for each Landing.
4. Set aside the Antidote, Blood, Contraption, and Fire tokens. If they are already on tiles due to Ongoing Events, remove them and discard the Event cards associated with them.
5. Put the Monster card on the table to the left of the haunt reveler. The monsters (Scourge Lice) will take a turn after the haunt reveler, even after the traitor reveals their identity.
6. The player to the left of the haunt reveler takes the first turn.

FASHION A NEST EXTERMINATION KIT

PREPARE (while on the Furnace Room):
Place the Fire token on your Family card.
A heat source.

PREPARE (while on the Workroom):
Place the Contraption token on your Family card.
Something to hold the insecticide.

PREPARE (while on the Operating Theater):
Place the Antidote token on your Family card.
A patented bug-killing formula.

PREPARE (while on the Service Tunnels):
Place the Blood token on your Family card.
Bonding agent.

DESTROY THE NEST

ATTACK (while on the tile with the Nest token):
Make a Might roll. Add {4/3/3} to the result for each of the following tokens you have on your Family card: Antidote, Blood, Contraption, Fire.

16+ You demolish the Nest and win the haunt!

0-15 You only manage to rile up the creatures. Place three Small Monster tokens from other tiles onto your tile.

TOKENS NEEDED

Number: Who is the traitor?
Nest: Lice Nest

Small Monster: Scourge Lice
Antidote, Blood, Contraption, and Fire:
Nest Extermination Kit

AT THE START OF THE MONSTER TURN

The haunt reveler holds all remaining Small Monster tokens that are not on tiles. They hold the numbered track on the tile with the Nest as described in **Setup**, and drop the remaining Scourge Lice into the house following those rules.

If the traitor has been revealed, instead they may drop the Scourge Lice as above, but onto any Landing tile.

IF YOU ARE THE TRAITOR

You may reveal yourself after **The Scourge Attacks**. Take no damage. Instead, heal all your traits and gain 1 Might or Speed for each 1 damage you would have taken. You can gain traits this way only once per game.

Their toxin empowers you.

You win when all the heroes are dead or have been turned into stone.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 93 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 61 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

We squash bug after bug, making sure none escape. Their venom seeps into the nest, and we hear crunching. The walls of the nest harden, turning to stone and crushing the rest of the monsters. We don't think we'll ever sleep again.

IF THE TRAITOR WINS IN FREE PLAY

Mighty fine statues these morons make. The creatures set each of my former compatriots up on pedestals, their faces locked in terror. These curious collectors have completed their hoard, and recede back into their nest to sleep for another generation.

MONSTER: SCOURGE LICE

Scourge Lice do not attack and do not count as obstacles.

If a Scourge Louse takes any damage from a Might attack, kill all Scourge Lice on the tile.

If the traitor isn't revealed, the Scourge Lice move toward the nearest player. The haunt reveler chooses if there is a tie.

If the traitor has been revealed, they move the Scourge Lice on the monster turn.

The Scourge Lice do not have a Might attack.

Speed 3

Might 4

The Scourge Attacks

After the monsters move, each player rolls a die for each Small Monster token on their tile. That player loses 1 Speed for each blank rolled. If this kills a player, they turn to stone. Do not place a ghost on the tile. Their figure does not become a corpse. That player is still out of the game. If all living players are turned to stone, the traitor wins.

If the traitor has been revealed, they do not roll dice for these tokens on their tile.

Ghost in the Machine

We find the spear, and one of our friends looks nervous. It appears we found something that didn't factor into their plans. They quickly press some buttons, and a structure begins moving. What we originally thought was abstract art has come to life! It's a giant hulking robot!

We know these things to be true: that our former friend is trying to finish programming the robot, and that only primitive weapons help hurt it.

OVERVIEW

YOU WIN WHEN YOU DESTROY THE ROBOT.

- Find the Robot's Weakness to let you destroy it.

FACTS

SUBROUTINES

The Robot will execute one of its Subroutines before each hero takes their turn. Each Trait token represents a different Subroutine.

LOOSE PROGRAMMING

Trait tokens are Objects until placed onto the Robot. Then they are Subroutines.

FIND THE ROBOT'S WEAKNESS

STUDY (while on the Armory, Laboratory, Observatory, Service Tunnels, Soundproofed Room, or Workroom): Make a Knowledge roll. Add 1 to the result for each of the above tiles in play.

7+ You may now damage the Robot.

0-6 Nothing but random mathematical papers.

DESTROY THE ROBOT!

Add 2 to your attack rolls against the Robot if you are carrying the Harpoon, Pitchfork, Sickle, or Spear. When you attack the Robot, you deal no damage if you haven't discovered its weakness. If you deal damage, **you win!**

HAUNT

TOKENS NEEDED

Trait: Loose Programming/Subroutines
Large Monster: Robot

25

It Evolves

A glowing rock rests at our feet. We can see . . . something . . . slither out of the meteorite and disappear. Whatever it was, it's not from Earth. We noticed it avoided the puddles in the house.

We know these things to be true: that the Thing starts out small but will become large after it nests, and that it can steal what we are carrying.

OVERVIEW

YOU WIN WHEN YOU FLOOD THE THING'S NEST BY HAVING THE TIMER TOKEN REACH 0.

- Find Explosives around the house.
- Detonate Explosives on the Nest.
- You may Attack the Thing to weaken it before it reaches its nest.

FACTS

Explosives are Objects.

FIND EXPLOSIVES

SEARCH (while on the Armory, Crawl Space, Kitchen, Laboratory, Service Tunnels, Stable, Vault, or Workroom): Make a Knowledge roll. Subtract 1 from the result for each Searched token on the tile.

2+ Take a Rune token and place it on your Family card. Place a Searched token on this tile.

0-1 You find nothing.

DETONATE EXPLOSIVES ON THE NEST

PREPARE (while on the tile with the Nest): Make a Speed roll.

If you roll equal to or lower than the number of Rune tokens you are carrying, take 2 physical damage for each token you are carrying, then move the Timer token down the track exactly 1 space.

If you roll higher than the number of tokens you are carrying, move the Timer token down the track by the number of tokens you are carrying.

In either case, return all Rune tokens you carry to the pile.

If the Timer token reaches 0, **you win!**

SETUP

1. Place the Timer token on {4/5/6} on the numbered track. This is the structural integrity of the nest.
2. Set aside the Rune tokens.

ATTACK THE THING

You cannot ATTACK the Thing with Might while it is small, but you can use Speed attacks. When the Thing is large, you may use Might Attacks as normal.

ATTACK (Speed): The Thing must be on your tile. You cannot use any weapons for this attack.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 173 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

It's dead. It's really dead. Nobody will know how close this world came to annihilation.

TOKENS NEEDED

Small Monster: Small Thing
Large Monster: Large Thing

Rune: Explosives
Timer: Nest integrity
Nest: Thing's Nest

HAUNT

26

No Strings on Me

We turn, and one of our comrades is gone. Spectral strings shoot out of the walls and embed themselves in our limbs. Our arms move on their own.

We know these things to be true: that our former comrade is an evil puppetmaster trying to turn us all to puppets; that if four strings attach themselves to any of us, that person will turn into a puppet forever; and that the puppetmaster may pull our strings and make us do things.

OVERVIEW

YOU WIN WHEN YOU PUSH THE PUPPETMASTER OFF THEIR PERCH.

- Find the Key to the Puppetmaster's Perch in the basement.
- You may Cut the Strings to regain some control over your body.

FACTS

GETTING TO THE PUPPETMASTER

Heroes cannot move onto the tile with the Puppetmaster's Perch unless they have the Key. Once the hero with the Key enters the tile with the Puppetmaster's Perch, place the Knowledge token on the tile. Any hero may then enter the tile afterward.

You cannot attack the Puppetmaster unless you are on the same tile.

THE KEY

The Key is an Object.

SETUP

- Set aside a Knowledge token and the Searched tokens.

MAIN GOAL

FIND THE KEY

SEARCH (while on any of the Burrows, Chasm, Crawl Space, Dark Altar, Hedge Maze, Service Tunnels, Wood Shed, or Workroom without a Searched token): Make a Knowledge roll. Add 1 to the result for each Searched token in the house.

- 8+** Take the Knowledge token and place it on your Family card.
You find the key!
- 0-7** Place a Searched token on this tile.
Nothing here.

MAIN GOAL

PUSH THE PUPPETMASTER OFF THEIR PERCH

If you succeed with a Might ATTACK against the Puppetmaster, you push them from their Perch and they die. **You win!**

SIDE GOAL

CUT THE STRINGS

You can either cut the strings . . . or tear them out.

CHALLENGE (while you have a Rune token on your Family card): Remove a Rune token from your Family card. Take 1 physical damage if you don't have the Bone Saw, Crucifix, Kris, or Sickle.

IF YOU WIN

We pull the last vestiges of these silk strings from our flesh, removing some muscle and bone in the process. The puppetmaster's body lies not far away; his puppets close in and carry it off. We flee before they can repurpose the corpse for the next showing.

HAUNT

TOKENS NEEDED

Large Obstacle: Puppetmaster's Perch
Small Monster: Puppets
Rune: Strings

The Reanimator

The portrait whispers. It gives a formula for a mix of chemicals intended to bring the dead to life. It now makes sense why the inhabitants of the house look so . . . different. Their eyes are milky, their skin is pale. Something is wrong with them now. The way they walk is stilted. Their speech is simple. Some dastardly experiments are happening here, and we are next. Someone is using forbidden medicine to turn normal humans into reanimated beings.

We know this to be true: that the traitor will try to kill us and then reanimate our bodies.

SETUP

- Place the Blood token on 0 on the numbered track.
- Set aside {2/3/4} Rune tokens. These are **vials of the Concoction**.

MAIN GOAL

CREATE A VIAL OF THE CONCOCTION

PREPARE (while on the Caves, Kitchen, Laboratory, Well House, or Woodshed): Make a Speed roll. Add 6 to the result if you've found the Concoction Recipe.

- 7+** Place a Rune token on your Family card.
- 0-6** Take 2 dice of physical damage.
The ingredients explode!

MAIN GOAL

DESTROY THE REANIMATED

ATTACK (Speed) (while on a tile with a Reanimated, while carrying a vial of the Concoction): If you are successful, the Reanimated is killed and does not come back by any means.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 106 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Our friend's diary contains the recipe for the blight they released in the house. Perhaps we should burn it. Or maybe we can keep it for ourselves.

TOKENS NEEDED

Small Monster: The Reanimated
Rune: Concoction Vial
Blood: Concoction Recipe

HAUNT

Hell Breaks Loose

For eight generations, mysterious items have been imbued with His evil. A brooch. A doll. Even a simple veil. Each of them is connected to the others, connected to us through the Helm. Each has been tainted by the infernal being chained and buried in Hell far below the house. Each of these omens has caused madness, murder, blood, insanity.

But now, He is awakening beneath the house. He has gained enough strength to break the barrier between Hell and our world. We have one hope: His first omen, the chalice, can be a beacon to Him. His connection to the chalice is strong: it can guide us to Hell from the Otherworlds. It can lead us to Him. From there, we may be able to strike Him down while He is still chained.

We know this to be true: that the traitor wants to make us thralls to serve the evil below.

OVERVIEW

YOU WIN WHEN YOU HAVE FOUND {2/3/4} CORNERS OF HELL AND A HERO HAS THE CHALICE.

- Find the Chalice.
- You may use Omen tiles to Search the Otherworlds.
- You may Use the Helm to gain assistance.
- Use the Chalice to Explore the Corners of Hell to find Him.

FACTS

HIS POWER IS OVERWHELMING

You may sticker the Helm any number of times during this haunt, but only once per roll.

If you discover an Event tile, do not draw a card (and therefore do not lose moves).

Even the spirits of the house are terrified of His power.

SETUP

1. Place your figures on the Front Steps.
2. Set aside one set of Rune tokens, face down, used to consult the Helm.
3. Return the Event deck to the box.
4. Find cards P285, P286, P287, and P288 in the Purgatory deck. These are the **Corners of Hell**.
5. Take {12/8/4} cards from the Otherworlds deck and shuffle the four Corners of Hell with those selected cards.
6. Place the remaining Otherworlds cards on top of these to form the Otherworlds deck.

SIDE GOAL

SEARCH THE OTHERWORLDS

You may descend into the Otherworlds from any Omen tile that doesn't have a Searched token. When you do so, place a Searched token on that Omen tile.

His omens have punched holes in reality.

SIDE GOAL

USE THE HELM

INVOKE: Consult the Helm. If a hero is judged, that hero chooses one of the following:

- Monsters are killed this turn instead of stunned.
- Look at the top card of the Otherworlds deck. You may **bury** it or leave it on top of the deck.
- Placed the judged hero on any discovered tile.

If the traitor is judged, they may gain 1 in any trait.

MAIN GOAL

EXPLORE THE CORNERS OF HELL

When you reveal a Corner of Hell while exploring the Otherworlds, do not bury that card (after taking damage). Instead, set it aside.

When you've set aside {2/3/4} Corners of Hell and the Chalice has been found (it can be carried by anyone or on a tile), **you win!**

IF YOU WIN

Turn to Entry 177 in the Bleak Journal.

HAUNT

TOKENS NEEDED

Rune: Consult the Helm
Searched: Omen tiles explored
Crest: His Mark

Seeing Red

Legend tells of a family of serial killers who once lived in this house. When their ghastly crimes were brought to light, a mob killed them all. We see now that the spirit of the matriarch got imbued into the brooch. Whatever rage she had in life has left her hungry for revenge.

We know these things to be true: that one of our fellow explorers has become a conduit for the Blood Rage, and that the Blood Rage is spread by attacking each other.

OVERVIEW

YOU WIN WHEN NO LIVING PLAYER HAS THE BLOOD RAGE.

- Avoid people under the influence of Blood Rage.
- Learn about the Rage to discover a cure.
- Calm the Rage in yourselves and the traitor.

MAIN GOAL

LEARN ABOUT THE RAGE

STUDY (while on the Chapel, Organ Room, or any tile with any player who has {2/3/4} Rune tokens on their Family card): Make a Knowledge Roll. Add 2 to the result if you are carrying the Crucifix.

- 4+ Move the Blood token up 1 space on the numbered track. You discover part of a cure.

- 0-3 Place a Rune token on your Family card. The Rage spreads.

MAIN GOAL

CALM THE RAGE

CHALLENGE (while on a tile with any player who has Rune tokens on their Family card): Make a Speed roll.

- 4+ Remove a number of Rune tokens from that player's Family card equal to the number under the Blood token.

- 0-3 Same as above, but place the removed tokens on your Family card.

If no players have Rune tokens on their Family cards, you win!

IF YOU WIN

We never knew that someone could be that angry, that full of rage. We bury the brooch deeper this time, hopeful that none will ever succumb to the rage in this house again.

TOKENS NEEDED

Rune: Blood Rage
Blood: Cure progress

HAUNT

Hellbound

The smell of brimstone, the clatter of hooves. Hell has decided that some in this house owe it hard labor. We see a night mare, a mustang from the Pit itself, circling the house. Hell wants its due.

We know these things to be true: that the night mare can breathe sulfur through open doors, that sulfur will cause the inhabitants to flee to the bright light, and that if two inhabitants enter the bright light, we will lose.

OVERVIEW

YOU WIN WHEN YOU DRIVE OFF THE NIGHT MARE.

- **Calm an Inhabitant** to keep them from going to the Bright Light.
- **Drive Off the Night Mare** by attacking it while carrying a Sacred item or Sacred Omen.

FACTS

INHABITANTS

The inhabitants are on your team, and you cannot attack them.

Heroes may choose to act as small obstacles to inhabitants.

ATTACKING THE NIGHT MARE

If you are carrying a Firearm, you may use it to ATTACK the Night Mare through any open doorway on the upper floor, ground floor, or basement regions.

We shot it through the windows.

Add 1 to the result of your attack roll for each Sacred Item or Sacred Omen on your tile.

CALM AN INHABITANT

TALK (while on a tile with an Inhabitant token): Make a Knowledge roll.

- 6+ That inhabitant gains 3 moves. You move the token.
- 4-5 That inhabitant gains 2 moves. You move the token.
- 2-3 They stare at you blankly.
- 0-1 That inhabitant gains 2 moves. The traitor moves the token.

If an inhabitant ends on the Bright Light, remove them from play. **If this was the second inhabitant removed, the traitor wins.**

SETUP

None!

MAIN GOAL

DRIVE OFF THE NIGHT MARE

If you successfully ATTACK the Night Mare, have one hero on your tile place one Sacred Item or sacred Omen under the Monster card.

The sacred power weakens it.

Once there are {2/3/4} cards under the Monster card, any successful attack against the Night Mare drives it off and **you win!**

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 111 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

With a flash of white light and the sound of a choir, the black mustang disappears in a cloud of brimstone. The traitor's last cries are to beg for mercy, but they go unheard as they erupt in flame. Hell needed to take someone today . . .

Do No Harm

Our legs start to feel weak. Fingertips and lips are numb. Hard to focus. Pain. Such pain. We double over, reality fading away. With that, all goes dark. We are all dead. Poisoned. Something must be done. The murderer must pay for these crimes.

We know these things to be true: that the traitor's assistants will attempt to drive our spirits back, and that the traitor is trying to dispose of our bodies to banish us permanently to the afterlife.

OVERVIEW

YOU WIN WHEN THE TRAITOR IS DEAD.

- You may **Learn from the Past** to grow your Astral Power.
- **Demand Atonement** from the traitor to kill them.

FACTS

ANGRY SPIRITS

You are still in the game, even though you are dead. Take your turn as normal with the following changes:

- At the beginning of your turn, roll 3 dice to determine your moves. You always gain at least 1 move.
- You ignore all obstacles.
- You can discover new tiles as normal. Ignore Event and Omen symbols. Do not draw a card and do not lose moves when discovering those tiles.
- If you discover an Item tile, draw an Item card as normal and DROP it on that tile.
- You can never carry anything.
- You cannot ATTACK.
- You ignore all text on tiles and Inhabitant cards.
- You may explore the Otherworlds as normal. Place your family crest in front of you, instead of exiting as normal. You cannot carry Curses or Items from the Otherworlds.

REACTION

AT THE BEGINNING OF YOUR TURN

If your Crest token is not in play, place it on any Omen tile that is not occupied by an inhabitant or the traitor. If there are no available tiles, place your Crest token on the Entrance Hall.

You return to haunt the world of the living.

REACTION

IF YOU WOULD TAKE DAMAGE

You dissipate instead. Remove your Crest token from the board and place it in front of you.

You are starting to pass on to another world.

SETUP

1. **You are dead.** DROP all your Items and Omens. Bury any other cards you hold. Lay your figures down on their tiles. Put your Family and Calling cards into the box.

2. Place your Crest token on the tile with your corpse. This is your **Angry Spirit**.

3. Place a Sanity token on 0 on the numbered track. This is your **Astral Power**.

REACTION

IF THE TRAITOR MOVES ONTO A TILE WITH YOUR ANGRY SPIRIT

Yell "BOO!" They take 1 mental damage. Increase your Astral Power by moving the Sanity token up 1 space on the track.

SIDE GOAL

LEARN FROM THE PAST

STUDY (while on a tile with any heirloomed Item, even if the traitor is carrying it): Increase your Astral Power by moving the Sanity token up 1 space on the track. Return the Item to the box.

MAIN GOAL

DEMAND ATONEMENT

TALK (Special): Target the traitor or an inhabitant on your tile. Roll dice equal to your Astral Power. The target defends with Sanity.

- If you roll higher against the traitor, they take mental damage equal to the difference in your rolls. **If this kills the traitor, you win!**
- If you roll higher against an inhabitant, place that inhabitant on any revealed tile with their symbol. If there are no tiles with their symbol, place their token on the Front Steps.
- If you roll lower, remove your Crest token from the tile and place it in front of you.

REACTION

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 133 in the Bleak Journal.

REACTION

IF YOU WIN IN FREE PLAY

The police arrive when they hear about someone driven mad in the house. We watch idly as the police find each of our bodies in turn. Justice has been served.

Chuckles

A chant echoes in our minds. Dark clouds roll over the house. One of our friends chants along. When they finish, we see them run from the grounds. Where they were stands a small, creepy doll. It begins to come towards us menacingly.

We know these things to be true: that the doll will try to steal one of our souls, and that our family heirlooms are conduits to our souls.

OVERVIEW

YOU WIN WHEN YOU DESTROY THE DOLL.

- Find Clues to where Chuckles's Heart is.
- Replace the Heart in the Doll.
- Destroy the Doll while its Heart is in it.

FACTS

CHUCKLES'S HEART

Chuckles's Heart is an Object. Once it is on the Small Monster token, it cannot be removed.

MAIN GOAL

FIND CLUES

SEARCH (while on a tile with no Searched token): Make a Knowledge or Speed roll. Add 3 to the result if you are on the Dark Altar, Laboratory, Organ Room, Pond, or any tile with three or more ghosts.

- 6+** Move the Blood token up 1 space on the track. Place a Searched token on the tile. A clue to the whereabouts of the heart!

- 0-5** You find nothing.

REACTION

IF THE BLOOD TOKEN IS AT {2/3/4} ON THE TRACK

You have found the heart! Take the Blood token off the numbered track and place it on your Family card. It is now Chuckles's Heart.

SETUP

1. Place the Blood token on 0 on the numbered track.
2. Set aside the Searched tokens.

REPLACE THE HEART

ATTACK (Might) (while on the same tile as the Doll and while carrying Chuckles's Heart): If you are successful, place Chuckles' Heart on top of the Small Monster token.

You shove the still-beating heart into the doll's chest.

DESTROY THE DOLL

If you successfully attack Chuckles while the Heart is on the Small Monster token, you destroy the Doll and **win the haunt!**

IF YOU WIN

The heart beats, pushing blood that looks a little too human into porcelain veins. We smash the doll into a shower of jagged material, stuffing, and blood. The dark clouds over the house clear. Nearby lies the package that the Chuckles doll came from. "Your new best friend," the package reads. We throw it into the fire.

HAUNT

TOKENS NEEDED

Small Monster: Chuckles

Blood: Clues to the Heart (while on the numbered track)

Blood: Chuckles's Heart (once found by the heroes)

Damnable Behavior

SETUP

1. Set aside the Rune tokens in a pile. These are **pieces of Evidence**.

We suspect our "friend" is colluding with an otherworldly being and practicing the dark arts, but we must get proof. This is a place of laws, after all, and it just wouldn't be right to hang someone without first proving them guilty. We will gather evidence and then we will have justice.

We know these things to be true: that the pukwudgie will set traps for us, and that the traitor will proclaim their innocence to the end.

OVERVIEW

YOU WIN WHEN THE TRAITOR IS DEAD.

- You may **Force a Confession** from the Pukwudgie.
- **Hold a Trial.**
- **Hang the Traitor** after you find them guilty.

FACTS

LAWFUL CITIZENS

You cannot deal damage to the traitor with an **ATTACK** until you **Hold a Trial** and find them guilty of a crime. You may still **STEAL** from the Traitor using an **ATTACK** action.

EVIDENCE

Evidence is not an Object and cannot be **DROPPED**, **TRADED**, or **STOLEN**. If you die while carrying Evidence, return all your Rune tokens to the pile.

SIDE GOAL

FORCE A CONFESSION

STUDY (while on a tile with the stunned Pukwudgie): Make a Knowledge roll.

- 2+** Place any Rune token on your Family card to represent a piece of Evidence. All heroes should point their fingers at the traitor and shout "HERETIC!" at the same time. Unstun the Pukwudgie. The traitor places it on any Landing tile.
- 0-1** You've drawn the ire of the Pukwudgie. Place a face-down Number token on a tile with another hero. If you are the only hero, place it on yours.

TOKENS NEEDED

Rune: Evidence

Small Monster: The Pukwudgie

Searched: Pieces of a Spell

HAUNT

Number: Unknown traps
Antidote, Bright Light, Contraption, Crib, Eye, Fire, Mouth, Nest, Portal: Traps

Forbidden Knowledge

When we pick up the hand mirror, everything becomes silent. There is no more creaking of floorboards or rustling of trees. We cannot even hear each other talk unless we focus. But we can hear the whispers: ancient spells coming from somewhere in the basement. We recognize only pieces. If we know the whole spell, we may be corrupted, but parts of the spell can be used against itself.

I know these things to be true: that the portal is growing, that there are spell fragments to close it, and that one or more of us may become tempted to keep the portal open.

OVERVIEW

YOU WIN WHEN YOU PERFORM THE RITUAL OF CLOSING.

- **Find Spell Fragments** for the ritual by searching Runestone tiles.
- **Perform the Ritual of Closing** by bringing Spell Fragments to the portal.

FACTS

SPELL FRAGMENTS

Spell Fragments are Objects. They may not be GIVEN, TAKEN, DROPPED, or STOLEN. If a hero dies, place any Spell Fragments they carry face up on the tile where they died.

SET UP

1. Shuffle all the Rune tokens. Place eight of them, face down, on the numbered track, covering spaces 1–8. Flip one of them face up.
2. Set aside the other eight Rune tokens in a pile, face down. These are **Spell Fragments**.
3. Place the Portal token on a basement Item tile. If there isn't a basement Item tile, place the token when one is discovered.
4. Place the Monster card to the left of the haunt revealer.
5. The player to the left of the haunt revealer takes the first turn.

MAIN GOAL

FIND SPELL FRAGMENTS

SEARCH (while on any tile with a Runestone without a Searched token): You find a Spell Fragment. Take a set-aside Rune token and place it face up on your Family card. Place a Searched token on the tile. Gain 1 in a mental trait.

REACTION

IF THE RUNE TOKEN MATCHES A FACE-UP RUNE TOKEN ON THE TRACK

You immediately become a traitor. Read the box labeled "If You Are a Traitor" (on the next page).

MAIN GOAL

PERFORM THE RITUAL OF CLOSING

PREPARE (while on the tile with the Portal): Choose any heroes (including yourself) on your tile. If those players carry a total of {3/4/5} or more Spell Fragments, you close the portal. **You win!**

REACTION

AT THE END OF THE MONSTER TURN

The portal belches out strange magics that tear at reality . . .

Flip a face-down Rune token on the numbered track face up. If the flipped token matches a Rune token that a player is carrying, that player immediately becomes a traitor. They should read the box labeled "If You Are a Traitor" (below).

If the flipped token matches a face-up token on a tile, immediately remove the revealed token from the track and return it to the box.

If the flipped token matched a face-up token on the track, flip the next token on the track.

Then, all heroes take 1 die of mental damage.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 134 in the Bleak Journal.

IF THE TRAITOR(S) WIN DURING THE CAMPAIGN

Turn to Entry 119 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

The book's instructions are detailed and right. The portal flashes unnameable and indescribable colors. These are the dark arts, we are sure of it, and we can only be glad we used them to cover the darker arts.

IF THE TRAITOR(S) WIN IN FREE PLAY

A little eye of newt. A couple inches of frog's legs. Two drops of blood. And of course, the incantation. I never knew magic was this simple!

The portal opens, and flames lick out at my feet, burning the house down around me. I stand in awe of the creatures that smell of brimstone and sulfur. I never knew ending the world could be this simple . . .

IF YOU ARE THE TRAITOR

You are still in the game but have turned traitor. Take the Traitor card. If someone already has the Traitor card, they are still a traitor. You share the card. **You win when all heroes are dead or everyone is a traitor.**

Immediately DROP any Spell Fragments you carry, face up. Remove, from the numbered track, the token that turned you into a traitor. Return it to the box.

You cannot PICK UP Spell Fragments.

HAUNT

TOKENS NEEDED

Rune: Spell Fragments

Searched: Tiles searched for spells

Portal: Portal

HAUNT

Viktor's Creature

A frantic man in rumpled and torn evening attire crashes into the entrance hall. "Quickly! They'll be here any minute—"

Before we can ask who he is talking about, we hear a loud bellow and the distant shouts of a crowd. Looking through the windows, we make out the flicker of torches and the sound of breaking branches as a mob approaches. It is then that the creature emerges—a massive man, with a pallid complexion and a chaotic pattern of stitches on every exposed patch of skin, a look of fear and anger on his face.

OVERVIEW

YOU WIN WHEN YOU GET THE CREATURE SAFELY INTO THE OTHERWORLDS.

YOU LOSE IF VIKTOR IS DRAGGED OUTSIDE, IF THE CREATURE'S HEALTH REACHES 0, OR IF ALL THE HEROES DIE.

- Talk to Viktor to get him to follow you.
- Guide the Creature to Safety on the Chasm.

SETUP

1. Place the **Viktor** token on the Entrance Hall.
2. Place a Large Monster token on the Front Steps. This is the **Creature**.
3. Place two Small Monster tokens on the Entrance Hall. Then place a Small Monster token on each tile in the ground floor and basement regions that has at least one unconnected doorway. These are the **Mob**.
4. Place the Blood token on {8/7/6} on the numbered track.
5. Put the Monster card on the table to the left of the haunt reveler. The monster will take a turn after all players have taken a turn.
6. The player to the left of the haunt reveler takes the first turn.

MAIN GOAL

TALK TO VICTOR

TALK (while on the same tile as Viktor):
Make a Knowledge roll.

Move Viktor up to that many tiles. Viktor cannot use secret passages but can still use tile effects for movement. Mob members count as small obstacles to Viktor.

Viktor may discover new tiles. If he does, he does not draw a card but loses all remaining moves.

MAIN GOAL

GUIDE THE CREATURE TO SAFETY

SEARCH (while on any Otherworlds land, while Viktor and the Creature are on the Chasm):
Roll dice equal to the number of Otherworlds cards revealed.

- 4+** You win! You find a safe place for Viktor and the Creature, far from the normal world.
0–3 Nothing happens. Keep searching; you're almost there!

HAUNT

TOKENS NEEDED

Large Monster: The Creature
Viktor: Viktor

36

The monsters take their turns in the order listed.

MONSTER: VIKTOR

Viktor does not move on the monster turn. Viktor does not act as an obstacle.

If Viktor ends his turn on an outside tile, he is carried off and you lose the haunt.

REACTION

Place a Small Monster token on each tile in the ground floor and basement regions that has at least one unconnected doorway.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 104 in the Bleak Journal.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 58 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The mob follows, but they all become lost in the realms below the chasm, becoming wraiths and spirits to haunt the world. We found a home for this odd couple.

IF YOU LOSE IN FREE PLAY

Viktor's screams are drowned out by the shouting of the mob. His creature flails and crushes the head of a villager before they bring it down as well. Torches and pitchforks surround us; surely we are to blame for this abomination of nature.

MONSTER: THE CREATURE

The Creature moves toward Viktor by the shortest possible route and then stops.

The Creature does not act as an obstacle. Heroes and Viktor do not act as obstacles to the Creature.

After moving, if the Creature ends on a tile without Viktor, it ATTACKS anyone on that tile out of fear and confusion.

Speed 3

Might 7

ATTACK (Might): The Creature targets everything on its tile. The Creature rolls once, and each target rolls to defend separately.

MONSTER: THE MOB

Mob tokens on a tile defend as a group. Their Might is equal to the number of Mob tokens on the tile.

If the Mob would take any damage, remove that many Mob tokens from the tile.

Move all Mob tokens toward Viktor by the shortest possible route. They will stop if they enter the tile with the Creature but will try to move through tiles with heroes.

After moving, any Mob tokens on a tile with the Creature swarm it. Move the Blood token down 1 space on the numbered track for each Mob token. Then remove all Mob tokens from that tile. **If the Blood token reaches 0 on the track, the Creature dies and the heroes lose.**

Then, if any Mob tokens are on a tile with Viktor, roll a die for each Mob token on the tile. Move Viktor and the Mob tokens on that tile that many tiles toward the Front Steps, by the shortest possible route, ignoring all obstacles and the Creature.

Speed 2

Might *

HAUNT

36

Wrath of the Berserker

We see formerly friendly eyes filled with bloodlust, cutting skin, carving runes into flesh, building up to a fury. They have been possessed by an ancient spirit. We hope beyond hope that we can make something that will slow them down.

We know these things to be true: that the berserker cannot control their bloodlust, and that they will hurt themselves if they can't strike at us.

OVERVIEW

YOU WIN WHEN YOU KILL THE BERSERKER.

- You may **Set a Trap** to try to slow down or hurt the Berserker.
- You may **Look for a Weapon** to help you defend yourself.

FACTS

THE BERSERKER

The Berserker never lowers traits and can be damaged only by an ATTACK from a Weapon or by a Trap. If they would take lose any amount from a trait for any reason, they instead move the Blood token down 1 space on the track, no matter how much damage is dealt. **If the Blood token reaches 0, you win!**

SET A TRAP

PREPARE (while on a tile without a Crest token): Place your family's Crest token on that tile. If both of your Crest tokens are on tiles, you cannot take this action.

LOOK FOR A WEAPON

You rifle around, looking for something to defend yourself.

SEARCH (while on an Item tile without a Searched token): Make a Speed roll.

- 5+ Draw from the top of the Item deck until you draw a Weapon, then **bury** the rest and reshuffle the deck afterward. If there are no Weapons in the deck, keep nothing. If you find a Weapon, place a Searched token on the tile. *You find something of use.*
- 0-4 Nothing happens. *You gain nothing but growing panic.*

HAUNT

TOKENS NEEDED

Blood: The Berserker's health

Crest: Traps

Searched: Tiles searched for Weapons

Angels and Demons

The portrait showed us! It has shown us the illusion of this place. One of us, the strange one, the one we don't trust, has summoned demons, and these demons are trying to get us back to their lair to eat us! Even worse, this former "friend" has some serum that will sap our will to fight back! We must talk to the angels to find out what to do next.

We know these things to be true: that the traitor has summoned demons to devour our bones and our souls, and that if our sanity is all restored to "normal," we will be under their spell and lose.

SETUP

1. If your Sanity is at or above its starting level, lose Sanity until it is 1 below its starting level.

TALK TO THE PORTRAIT

The Portrait can cast spells to protect you against the demons.

TALK (while carrying the Portrait): Ask it any question that is on your mind. It must be a different question than you asked on an earlier turn. You now have a **Crazy Plan** for the rest of your turn.

CRAZY PLAN

When you ATTACK, roll an additional die. If you defeat a Demon this way, it is killed instead of stunned.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 76 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Hah! That'll show the monsters! We rave and rant as we flee down the main road. As we arrive in town, we see more monsters. Everyone! Everyone has been turned into monsters! We must cleanse this place!

FACTS

HARD TO FOCUS

If your Sanity is at or above its starting value, you cannot take the ATTACK action.

MAIN GOAL

TALK TO ANGELS

TALK (while on an Event tile in the outside region without a Rune token): Lose 1 Sanity. Place a Rune token on the tile. *The angels bless you.*

If you ATTACK a Demon this turn, add 2 to the result. If you have spoken to six angels and the traitor is dead, **you win!**

TOKENS NEEDED

Small Monster: Demons

Rune: Angels talked to

HAUNT

Don't Scream

[whisper]: We're being hunted.

We know these things to be true: that the traitor gains immense power from the ghost in the wedding veil, that they are blind, and that they can discover our location using heirloomed items.

OVERVIEW

YOU WIN WHEN YOU KILL THE TRAITOR.

- You may Perform The Weakening Ritual to take dice away from the traitor.
- You may Hide from the Traitor.

FACTS

WHILE YOU ARE HIDDEN

You may not show other heroes your paper, leave the table with a hero, or physically touch anyone. *You are all alone.*

When you move, write down where you end your movement. Use your Speed trait as normal to determine how far you can move. The traitor does not act as an obstacle.

If you discover a new tile, or perform any ACTION (other than PREPARE), you become visible. Place your figure on the tile you occupy.

If the traitor hears you speak, you will become visible. Place your figure on the tile you occupy.

When you become visible, lose the rest of your moves.

SIDE GOAL

HIDE FROM THE TRAITOR

PREPARE (while your figure is on a tile): Make a Speed or Sanity roll.

- 5+ Remove your figure from the board. Write the tile where you were on your piece of paper.
- 0-4 Do not remove your figure from the board. *Terror grips you as you stumble around the room.*

SET UP

1. Each hero takes a piece of paper and writes down the tile their figure is on.
2. Take each hero's figure off their tile and place it on their Family card. They are hidden.
3. Place the Blood token on {7/8/8} on the numbered track.

SIDE GOAL

PERFORM THE WEAKENING RITUAL

INVOKE (while on an Event tile without a Rune token): Make a Knowledge roll.

- 5+ Place a Rune token on the tile. Move the Blood token down 1 space on the track. *You speak the words of a ritual.*
- 0-4 Nothing happens. *You can't quite remember the words.*

The maximum number of dice the traitor can roll is the number under the Blood token.

IF YOU WIN

We finally breathe again, after what seems like an eternity. Don't scream. Don't talk. Just run from the house.

HAUNT

TOKENS NEEDED

Blood: Traitor's Power
Rune: Ritual performed

The Doll's Poppet

SETUP

1. Place the Nest token on a tile with the symbol. If none of these tiles are in the house, place the Nest token as soon as you discover one. This is the **Animal's Lair**.
2. Set aside the Rune tokens. You will use these on tiles where you cast a spell of silence.

SIDE GOAL

FIND THE ANIMAL

TALK: Make smoochy noises. Look at the top three tiles. If any have the symbol, place them legally. **Bury** the rest.

MAIN GOAL

TALK TO THE ANIMAL

TALK (while on the same tile as the token): Move the token a number of spaces up to its Speed. It can use tile effects and special movement, and ignores any negative effects of tiles or penalties for doing so. It cannot discover new tiles.

REACTION

AT THE END OF YOUR TURN

If the token is on a tile where you can only whisper with any number of Dolls, roll 2 dice. It takes that many of them back to its lair and tears all of them to shreds. (It will always carry off at least one.) Place the token on the tile with the Nest token and place the shredded Dolls on top of the Nest token. These Dolls are out of play.

If there are {6/8/10} Dolls on the Nest token, **you win!**

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 87 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

We've never liked dolls, and angry ones animated by the spirits of our rivals are even worse. Still, they're just dolls. They'll always just be dolls . . . right?

TOKENS NEEDED

Rune: Silenced Rooms
Small Monster: Dolls

HAUNT

Bigger on the Inside

The wedding veil is warm to the touch; it burns like a person with a great fever. There is a pestilence inside the lace. We feel our blood begin to warm and a great thirst come upon us. We are infected and—

A doctor strides onto the patio from the blue bedroom (were they always connected like that?), frazzled but confident. "Listen!" she says in her charming accent. "There's a way to help, but we have to work quickly!" We realize she's not speaking to us, but to a companion she's brought with her.

OVERVIEW

YOU WIN WHEN YOU HELP THE DOCTOR DISCOVER A CURE.

- You may **Treat the Disease** by searching the Blue Bedroom region.
- **Find Something Old, Something New, Something Borrowed, and Something Blue.**
- **Discover a Cure** with the doctor.

SETUP

1. Find the Blue Bedroom tile and put it to the side of the house, disconnected from all other regions. If the Blue Bedroom tile has already been discovered, remove it from the upper floor region and set it aside as above. **Bury** any tiles in the upper floor region that can no longer be reached from the Upper Landing. If any players are on tiles buried this way, place those players' figures on the Blue Bedroom.
2. Place the Blood token on 2 on the numbered track.
3. Put the Monster card on the table to the left of the haunt revealer.
4. The player to the left of the haunt revealer takes the first turn.

FACTS

THE BLUE BEDROOM REGION

The Blue Bedroom and all tiles connected to it are considered to be a separate region of the house.

The Blue Bedroom tile counts as a Landing tile for the rest of the haunt.

The Blue Bedroom is adjacent to all other Landing tiles.

You may discover tiles in the Blue Bedroom region just like any other region. When you discover a tile there, draw the top tile of the stack (regardless of its region marking).

If the tile requires you to draw an Item or Omen card, draw the top card of the appropriate deck, regardless of region markings. If a tile requires you to draw an Event card, draw an Item card instead.

There are a thousand histories in this place . . .

HAUNT

TOKENS NEEDED

Blood: Progression of the disease

41

TREAT THE DISEASE

STUDY (while on an Event tile in the Blue Bedroom region that you discovered this turn): Make a Knowledge roll.

- 4+** Move the Blood token down 1 space on the track. *A stream of incomprehensible jargon issues from the doctor. You seem to have helped!*
- 0–3** Place your figure on any Landing other than the Blue Bedroom. *Caught in the time stream.*

SIDE GOAL

FIND SOMETHING OLD, SOMETHING NEW, SOMETHING BORROWED, AND SOMETHING BLUE

Collect the following Items to help the doctor **Discover a Cure**.

Something Old: Crossbow or Book of Scripture

Something New: Bloodletting Fleam or Elephant Gun

Something Borrowed: Head in a Jar or Burial Mask

Something Blue: Violin or Harpoon
They aren't really blue but I had to finish the rhyme...

MAIN GOAL

DISCOVER A CURE

"Ah, yes! What did I ask for? Five cards of the same color? No, different time stream. Give me those. These'll do."

PREPARE (while on the Blue Bedroom, with the needed Items also on the tile):

Your contributions have helped the doctor immensely. You win!

REACTION

ON THE MONSTER TURN

All players take general damage equal to the number under the Blood token on the track.

Then move the Blood token up 1 space on the track.

IF YOU WIN DURING THE CAMPAIGN

The day is saved! The doctor hands the vials of the antidote to the bridesmaid. There's enough to cure all the guests!

Immediately turn to Haunt 41 in the Traitor's Tome.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 70 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The day is saved! The doctor hands the vials of the antidote to the bridesmaid. There's enough to cure all the guests!

Immediately turn to Haunt 41 in the Traitor's Tome.

IF YOU LOSE IN FREE PLAY

"Hmhhh . . . I need to investigate further in the past. There is something, or someone, rotten in the floorboards, I think." The doctor returns to the blue bedroom, which . . . disappears?

HAUNT

41

The Revenant

From the house we hear a hideous scream. Something dead, but not dead, has arisen. A revenant. Our former friend has agreed to follow this decaying corpse; whether out of fear or malice is unclear. One thing is very clear: It is coming for us. It is coming.

We know these things to be true: that the revenant will try to rebuild itself as we rip it apart, and that its body parts are not safe to be around.

OVERVIEW

YOU WIN WHEN YOU BURY THE HEAD OF THE REVENANT.

- Rip the Revenant Apart to detach its Body Parts (Arms, Legs, and Head).
- Bury the Body Parts of the Revenant.
- You may Fling a Body Part to get it away from you.

FACTS

BODY PARTS

The Head, Arm, and Leg tokens are Objects.

RIP THE REVENANT APART

CHALLENGE (while on the same tile as the Revenant): You and the Revenant both make Speed rolls. Add 2 to the result of your roll if the Revenant is stunned. If you roll higher, take the top Body Part token from the Revenant and place it on your Family card. If you tie or roll lower, take 2 general damage.

BURY THE BODY PARTS

PREPARE (while on the Creek, the Pond, or any tile with a Secret Passage): Make a Might roll.

4+ Return the Body Part token to the box. **If that is the Head, you win!**

0-3 Take 1 physical damage.

SETUP

None!

FLING A BODY PART

THROW: Place one of the Body Part tokens you are carrying on a tile within line of sight.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 158 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The dirt settles across the still-grinning skull as we scoop more into the makeshift grave. It would normally be against our better judgment to leave a grave unmarked, but we don't want anyone finding what we did here.

MAIN GOAL

MAIN GOAL

HAUNT

TOKENS NEEDED

Small Monster: The Revenant
Head, Arm x 2, Leg x 2: Body Parts

42

Cucid Nightmares

Suddenly we are very tired. Then we are outside our bodies, astral forms floating about the house. This sleep is unnatural. We know these things to be true: that the traitor is among us, and that they will attempt to sacrifice our bodies if they wake up first.

SETUP

1. Take Number tokens labeled 1 through {3/4/5} and hand one to each player, face down. Each player should look at their token. The player with the token labeled 1 is the traitor.

OVERVIEW

YOU WIN WHEN THE TRAITOR IS DEAD.

- You may Discover Metaphysical Evidence to discover the traitor's identity.
- You may Manipulate Dreams.
- Wake Up to attack players' Physical Bodies.

FACTS

HIDDEN TRAITOR

The traitor of this haunt is not immediately known. Players may ATTACK and STEAL from each other, and choose to act as obstacles for any player leaving their tile.

If a player dies, reveal their Number token. If it is a 1, the traitor is revealed and the heroes win!

WHILE IN ASTRAL FORM

- Use Knowledge, not Speed, to determine your moves at the start of your turn.
- You are not an obstacle and may ignore all obstacles.
- Your astral form is immune to all attacks other than Sanity attacks (your body can be attacked only with Might or Speed).
- You cannot ATTACK sleeping players' Physical Bodies. You may still ATTACK Astral Forms.
- Your unarmed attack uses Sanity, not Might (and therefore deals mental damage).
- You cannot carry Items or Omens. If you discover an Item or Omen tile, do not draw a card. If you get an Omen or Item card, DROP it.
- If your Physical Body dies while you are still in Astral Form, your Astral Form dies as well.

IF YOU ARE THE TRAITOR

Do not take the Traitor card. You never gain the abilities listed on the Traitor card.

You win when you kill a hero with the Kris, or when all the heroes are dead.

IF YOU KILL A HERO WITH THE KRIS

Reveal your Number token. **You win!**

REACTION

2. You are asleep. Each player DROPS all Items and Omens on the tile with their figure. Place that player's Crest token on the tile with their figure to mark their Physical Body.

3. Take the second set of figures. Each player attaches their colored base to their corresponding figure. These are their Astral Forms.

4. Place all Astral Forms on the basement tile farthest from the Basement Landing.

DISCOVER METAPHYSICAL EVIDENCE

SEARCH (while on the same tile as another player's Physical Body): Look at that player's face-down Number token. Place that player's Crest token on your Family card.

WAKE UP

INVOKE (while your Astral Form and Physical Body are on the same tile): Make a Sanity roll.

- 5+ Return your Crest token to the box and end your turn. On future turns, move your figure as normal.
0-4 Gain 1 Sanity.

MANIPULATE DREAMS

INVOKE (while on an Event tile): Draw the top Event card. Give that card to any other player (even if they are awake), and have them resolve it as though they had drawn it.

WHEN YOU ATTACK A PLAYER'S PHYSICAL BODY

If you are in your Physical Body and ATTACK a sleeping player's Physical Body, they do not roll defense and instead take physical damage equal to your roll. The target may immediately Wake Up as if they had rolled a 5+.

IF THE HEROES WIN

We all start awake. Finally that nightmare is over.

IF THE TRAITOR WINS

The knife plunges into the chest of a sleeping victim, and the spell is complete.

TOKENS NEEDED

Number: Who is the traitor?
Crest: Physical Body

HAUNT

43

Gaze at the Abyss

Mists begin pouring from cracks in the ground, coalescing into a figure that we recognize, only barely. The figure has the same eyes as one of our friends. It cackles madly and begins chanting. We hear the word "revenge" as part of it. The house distorts inward, as though something in the basement is trying to swallow the structure whole. Other mists pour from the walls, and more faces start pulling apart the stones.

We know these things to be true: that the portal is sucking the house into other dimensions, and that the traitor's ancestor will expedite the process if it gets far from the portal.

OVERVIEW

YOU WIN WHEN YOU CLOSE THE PORTAL.

- You may **Rebuke the Ancestor** to prevent them from collapsing the house.
- Collect heirloomed Items and the Hand Mirror to help you **Close the Portal**.

IF YOU ARE INSTRUCTED TO COLLAPSE THE HOUSE

The house is collapsing in on itself as reality is shattered by the portal.

- Remove one non-Landing tile from the region that is currently collapsing. Return it to the box. You cannot collapse a tile that would cause other tiles to be unreachable from the Landing in that region through doorways.
- If a player, inhabitant, or monster is on a tile that collapses, place them on the Landing tile of that region. Heroes placed this way lose 1 Speed.
- If there are no more non-Landing tiles in that region, place the Rune token and any inhabitants, heroes, or monsters that were on the tile onto the Landing tile of the next region and return the other Landing tile to the box. Players may no longer access this region in any way.
- Regions collapse in this order: outside, upper floor, ground floor, basement.

REBUKE THE ANCESTOR

INVOKE (on the tile with the Ancestor, while carrying the Hand Mirror): Place the Ancestor on the tile with the Portal token. If the Portal has not been discovered, place the Ancestor on the Basement Landing.

HAUNT

44

TOKENS NEEDED

Small Monster: The Ancestor
Portal: Portal
Rune: Collapsing region

SETUP

1. If the Portal token isn't in play, place it on any Item tile in the basement (your choice). If there aren't any, place that token when the first Item tile in the basement is discovered.
2. Place a Rune token on the Front Steps. This is the region that is currently collapsing.

REACTION

AT THE START OF YOUR TURN

If the Portal has been discovered,
Collapse the House.

MAIN GOAL

CLOSE THE PORTAL

INVOKE (while on the tile with the Portal): Say your family name, then say the name of each Item you carry that has an Heirloom sticker (of any sort) on it. Place those Item cards under the Monster card. Each other player on your tile may do the same.

If you are carrying the Hand Mirror, you may break it to release its magics. To do so, place it under the Monster card.

Say: "Return to your world, O spirit!"

Make a Sanity roll. Add 1 to the result for each Item card under the Monster card. Add an additional **{4/3/2}** if the Hand Mirror is under the Monster card.

13+ *You win. The portal is closed!*

8-12 Place your figure on any Landing tile and end your turn. *The portal fluctuates maliciously.*

0-7 **Collapse the House** once for each Item underneath the Monster card.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 178 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The portal screams a shriek of agony. We are free! As we flee the grounds, we hear a wailing begin under the earth. If we listen carefully, we can hear our former friend and their vile relative join the chorus. The wails build to a deafening roar, and all the windows of the house flare momentarily with a bright red light. Then silence.

Exsanguinated Susan

We all thought the game was for children, but whatever our friend saw in the mirror made them pale. They summoned something to come after us, and it is coming.

We know this to be true: that if we say all of the ritual phrase, we will banish Susan, but if we only say part of it, she will become enraged.

OVERVIEW

YOU WIN WHEN YOU BANISH EXSANGUINATED SUSAN.

- **Find All the Words** by searching tiles with reflections.
- **Say the Phrase** to banish Susan.

MAIN GOAL

FIND ALL THE WORDS

SEARCH (while on the Creek, Kitchen, Master Bedroom, Muskeg, Observatory, Operating Theatre, Pond, or Well House if it does not have a Number token): Make a Knowledge roll.

4+ Place one of the face-down Number tokens on the tile and turn it face up. The traitor will tell you the ritual word that matches that number token. **Don't say it yet!** You may ask the traitor to repeat this word for the rest of the haunt, but still don't say it until you are ready.

0-3 You search in vain. Lose 1 Sanity.

MAIN GOAL

SAY THE PHRASE

TALK (when you think you know all the words of the ritual phrase): Say all of the words out loud. If you are correct, Susan is banished and **you win!**

HAUNT

45

TOKENS NEEDED

Number: Words of the Ritual Phase
Large Monster: Exsanguinated Susan

HAUNT

45

Strange Signals

The radio comes to life. Ghosts pour out of the speaker and form humanoid shapes. You can feel their rage. The radio speaks. "We are legion. We will escape this house, will escape this trap that has been built around us. We will inhabit one of you. One of you is perfect. One of you is impure. One of you will gain our power and enact our revenge. We need to find our perfect vessel."

Someone has built a barrier for the ghosts, and only destroying the barrier generators will free them.

OVERVIEW

YOU WIN WHEN YOU DESTROY {4/6/8} BARRIER GENERATORS.

YOU LOSE WHEN ALL HEROES ARE DEAD.

- **Destroy the Barrier Generators** in the outside or upper floor regions of the house.
- You may **Commune with Ancestors** to learn the Purity of other players.

FACTS

UNKNOWN TRAITOR

No one will know who the traitor is at the start (not even the traitor). Players may ATTACK each other, STEAL from each other, and act as small obstacles for any player leaving their tile. After all, that player could be the enemy.

Until the traitor is revealed, they have none of the associated abilities for being the traitor. Even if they know they are the traitor, they must die to get the abilities listed in the traitor's text box as well as on the Traitor card. Normal traitor rules apply thereafter.

If a player dies, they reveal their Number token.

THE RADIO

The Radio cannot be GIVEN, TAKEN, or DROPPED. It can be STOLEN.

SETUP

1. Take one Crest token for each family playing.
2. Shuffle face-down Number tokens labeled 1 to {6/8/10}. **No one should look at the tokens.** Place each Crest token on top of a random face-down Number token. This is each player's **Purity**. The player with the lowest Purity is the traitor.
3. Place the other {3/4/5} Number tokens face down on the numbered track.
4. Set aside any {4/6/8} Rune tokens. These are the **Destroyed Barrier Generators**.
5. Put the Monster card on the table to the left of the haunt revealer. The monster will take a turn after the haunt revealer.
6. The player to the left of the Haunt Revealer takes the first turn.

REACTION

IF A PLAYER DIES

That player secretly looks at the face-down Number tokens under all crests.

- If they have the lowest Purity, they take the Traitor card, heal all their traits, then gain 1 in all traits. Return the Radio to the box. Read "The Traitor: Perfect Vessel" on the next page.
- Otherwise, they leave the Number tokens face down and say nothing.

If the player who died was carrying the Radio, they give the Radio to the next living player on their right.

MAIN GOAL

DESTROY THE BARRIER GENERATORS

A bone, a bird feather, and a vacuum tube in a bakelite box, powered by electricity. It creates a field to contain spirits.

SEARCH (while on an outside or upper floor Event tile that does not already have a Rune token on it): Make a Knowledge roll.

- 3+** Place a Rune token on this tile.
Then, reveal one face-down Number token on the numbered track. *You sever the wires.*
- 0-2** Take 1 die of physical damage.
Don't cross the wires!

If this was the last Barrier Generator,
the heroes win!

HAUNT

TOKENS NEEDED

Number, Crest: Purity

Rune: Destroyed Barrier Generators

SIDE GOAL

COMMUNE WITH ANCESTORS

INVOKE: Bury an heirloomed item. Look at the Purity of all players whose family crests were on that item.

REACTION

AT THE END OF THE MONSTER TURN

The player carrying the Radio chooses a player on their tile. That player defends against a Might 5 attack. Instead of defending, the defender may choose to die.

MAIN GOAL

THE TRAITOR: PERFECT VESSEL

Now that your soul has fled, there is room for new ones.

You win when all the heroes are dead (even if you are dead).

LEGION

ATTACK (Sanity): Target a hero in line of sight.

You may use this ATTACK three times each turn.

You are legion, because you are many.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 132 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 170 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

We smash each box in turn. One by one, the ghosts fizz into dust. Bing Crosby comes on the radio, clear as day.

IF THE TRAITOR WINS IN FREE PLAY

Inhabited by a thousand ghosts, I walk out into the night. All the voices in my head scream a single thought: Kill.

HAUNT

Stacked Like Cordwood 4: Crimson Jack's Final Attack

For centuries, a madman known as Crimson Jack has been luring unwitting explorers to this house. We had heard the stories, but this time we were prepared. When he took hold of his weapons, we produced our own and chopped him to bits. Now we are on our way to bury the body in different parts of the land, but they begin to stir in our grasp. Something else must be done.

We know these things to be true: that the body parts will attack us, and that the killer will become powerful once whole.

OVERVIEW

YOU WIN WHEN YOU PERFORM THE RITUAL TO TRAP THE KILLER'S SOUL IN THE OTHERWORLDS.

- You may **Attack Body Parts** to pick them up so you can move them and keep the killer from re-forming.
- You may **Do Research** to make it easier to perform the ritual.
- **Perform the Ritual** with the Spear on any land in the Otherworlds.

ATTACK BODY PARTS

If you succeed in an attack against an Arm, Leg, or Head, place that Body Part on your Family card instead of stunning it.

DO RESEARCH

STUDY (while carrying a Body Part): Make a Knowledge roll.

- 4+ Place a Rune token on your Family card. *You've learned something.*
- 0-3 The traitor attacks you using that Body Part. *Ahhhhhhh!*

SETUP

- Shuffle the Arm and Leg tokens, then randomly place one on each hero's tile. (Place more than one on each hero's tile in a three- or four-player game.)

MAIN GOAL

PERFORM THE RITUAL

INVOKE (while carrying the Spear, on any land in the Otherworlds): Make a Knowledge roll. Add {3/2/1} to the result for each Rune token on all living players' Family cards.

- 12+ You trap the killer's soul in the Spear. **You win!**
- 0-11 Tell the traitor that they may move each Body Part up to 2 tiles.

REACTION

AT THE END OF YOUR TURN

If you are carrying a Body Part, **DROP** it on your tile.

IF YOU WIN

We flee from the Otherworlds, safe in the knowledge that the killer is entombed beneath us. A bird caws. Lightning strikes. We think we hear something crash in the basement. But it couldn't be him . . . could it?

SIDE GOAL

HAUNT

HEAD: Traitor's severed head

- 4+ Place a Rune token on your Family card. *You've learned something.*
- 0-3 The traitor attacks you using that Body Part. *Ahhhhhhh!*

TOKENS NEEDED

Head: Traitor's severed head

Arm x 2, Leg x 2: Traitor's severed arms and legs

Rune: Researched Body Parts

Splitting Image

A strange keening builds at the edge of our hearing and we see reflections emerge through every crack in the house, slowly entering our world. We see multiple glass-like reflections of ourselves . . . but different. Each is smiling and drawn to our lights. They march forward purposefully, looking to swap places with us.

We know these things to be true: that an evil doppelganger has replaced our friend, and that if we make the slightest error against reflections, the reflections will replace us.

SETUP

None!

CLOSE THE PORTAL

INVOKE (while on the tile with the Mirror Portal): Make a Sanity or Knowledge roll. Subtract 1 from the result for each Reflection in play.

- 4+ **You win!** *The portal winks shut.*
- 0-3 Take 2 dice of mental damage. *The portal pulls at your essence.*

MAIN GOAL

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 60 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The portal closes with a brilliant flash of white light. All remaining vestiges of the Mirror Realm shatter like cheap glass and fade away, leaving piles of sand and teeth. The ground deep beneath us begins to rumble, and we flee as quick as we can . . .

OVERVIEW

YOU WIN WHEN YOU CLOSE THE PORTAL.

- You may **Shine a Light** to lure Reflections.
- You may **Smash the Reflections** to return them whence they came.
- **Close the Portal.**

SIDE GOAL

SHINE A LIGHT

PREPARE (while on a tile with no Reflections): Make a Knowledge roll.

- 4+ Place all Small Monster tokens within line of sight on your tile.
- 0-3 Place all Small Monster tokens within line of sight on your tile. Any that were stunned become unstunned. Then each Reflection on your tile may make a Sanity ATTACK against you. The traitor decides which ones do, if any.

SIDE GOAL

SMASH THE REFLECTIONS

SMASH (while on a tile with one or more Reflections): Make a Might roll. Add 2 to the result if you **bury** an item you carry.

- 5+ Return all Small Monster tokens on your tile to the box. *Smashed into powder.*
- 3-4 Return all Small Monster tokens to the box and take 1 general damage for each one removed this way. *They explode into shards of silvered glass.*
- 0-2 Lose 1 Sanity.

TOKENS NEEDED

Portal: Mirror Portal
Small Monster: Reflections

HAUNT

The Elder Thing Comes

PH'NGLUI MGLW'NAFH CTHULHU R'LYEH
WAGH'NAGL FHTAGN.

We know these things to be true: that there is a cultist hidden in our midst who wants to summon the Elder Thing, and that we must carefully complete a ritual to banish it.

SETUP

- Take Number tokens labeled 1 through {3/4/5} and hand one to each player, secretly. Each player should look at their token. The player with the token labeled 1 is the traitor.

OVERVIEW

YOU WIN WHEN YOU CLOSE THE PORTAL.

- You may Bloody the Kris on Omen tiles in the basement to increase your chances of closing the portal.
- Complete the Ritual on the tile with the Portal token to close the portal.

FACTS

HIDDEN TRAITOR

The traitor of this haunt is not immediately known. Players may ATTACK each other, STEAL from each other, and choose to act as obstacles for any player leaving their tile. After all, that player could be the enemy.

If a player dies, reveal their token. If it is a 1, the traitor is revealed.

Until the traitor is revealed, that player has none of the associated abilities of being the traitor.

Once the traitor is revealed, they take the Traitor card and read the text under "If You Are the Traitor" on the next page. They control the monsters, and normal traitor rules apply thereafter.

- Set aside 12 Small Monster tokens in a pile. These are Cultists.
- If the Portal token isn't already in play, place it on the tile where the haunt was revealed. (It will already be in play during the campaign.) Place a Small Monster token on the tile with the Portal.
- Place the Monster card to the left of the haunt revealer. The monsters (Cultists and the Elder Thing) will take their turn after the haunt revealer's turn. This does not change even after the hidden traitor is revealed.
- The player to the left of the haunt revealer takes the first turn.

REACTION

AT THE BEGINNING OF EACH PLAYER'S TURN

If the traitor hasn't been revealed, move one Cultist 1 tile and place another Cultist on any Landing tile.

If the traitor is revealed, they do this step instead (even if they are dead).

REACTION

INTERROGATE THE CULTISTS

When you kill a Cultist on your tile, you may lose 1 Sanity to gain 1 Knowledge.

SIDE GOAL

BLOODY THE KRIS

STUDY (while carrying the Kris, on any basement Omen tile without a Rune token): Make a Sanity roll.

- 4+ Lose 1 Sanity and 1 Might. Place a Rune token on your tile.
- 0-3 Place the Kris as far from you as you can on a tile within line of sight. Gain 1 Sanity. *You come to your senses.*

MAIN GOAL

COMPLETE THE RITUAL

INVOCATION (while carrying the Kris, on the tile with the Portal token): Make a Knowledge roll. Add 3 to the result for each Rune token on tiles in the basement.

- 13+ The Portal closes and the heroes win!
- 0-12 Place a Cultist on any tile that already has a Cultist.

IF YOU ARE THE TRAITOR

You win when all the heroes are dead.

- Blend in until you can Summon the Elder Thing.

SUMMON THE ELDER THING

INVOCATION (if you have not revealed your Number token, while on a tile with three or more Cultists): Reveal your Number token and place a Large Monster token on the tile. This is the Elder Thing.

This is the only way to reveal that you are the traitor (other than dying).

MAIN GOAL

MONSTER: CULTISTS

If Cultists take any damage, they are killed instead of stunned. Put them back in the pile.

If the traitor isn't revealed, the Cultists do not move or ATTACK on the monster turn.

Speed 2 Might 3 Sanity 1

ATTACK (Might): Target any hero on the Cultist's tile.

MONSTER: THE ELDER THING

Speed 3 Might 8 Sanity 8

ATTACK (Might): Target any hero on its tile. If the Elder Thing deals its target any damage, they lower all of their traits to the skull.

AT THE END OF THE MONSTER TURN

All players, inhabitants, and Cultists in line of sight to the Elder Thing make a Sanity roll:

- 5+ Nothing happens.
You look away.
- 0-4 Take 2 mental damage.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 151 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 110 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

The house settles as the portal closes, leaving only a slimy puddle to remember the horrors from the other side. The house is silent now. As we all head toward the front door, we swear we hear a whisper . . .

'FHTAGN.'

IF THE TRAITOR WINS IN FREE PLAY

The unearthly light of R'LYEH washes over me as the portal opens. I breathe a sigh of relief as my god's giant tentacle reaches out and wraps around me. Then a final sigh as it crushes the life out of me. The portal will be open only for a little while, but my god will have fun while it lasts. I am honored to be the first.

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