



TRAITOR'S TOME

AGE 12+

Death At A Wedding, EXPLAINED

The **Traitor** box contains all the extra actions you can do on your turn. It also contains any reactions that you have. Note that only the traitor gets these actions and reactions. Monsters have their own boxes with their own actions.

Some actions have conditional text that tells you only when and where you can perform the action. In this box, you can Dress the Corpse when you are on the same tile as the Corpse.

Facts are something special that you need to know for this haunt. They're in addition to the normal rules for the game. Facts can change how tokens, monsters, players, and even the house functions. They aren't something you can do but something you should know. Both haunt books usually have the same facts.

The **Monster** box contains the traits, actions, and reactions that a monster has. Note that only the monster gets these actions. The traitor's actions are limited to the Traitor box. If there are multiple monsters of the same type, they all have access to the actions listed in the box.

For months a specter has appeared in my dreams, demanding true love. I'd not slept in over a month. She relented only two nights ago, when I at last agreed to her demands: a wedding. I've lured my friends here, as one of them is a descendant of her beloved and has the same name. Close enough, I figure—it's time for a wedding.

I know this to be true: that the heroes are trying to prevent the ceremony and banish the bride.

OVERVIEW

YOU WIN WHEN YOU CONDUCT THE WEDDING OR ALL THE HEROES ARE DEAD.

- Kill the Bride's Soulmate (or just hope they die).
- Dress the Corpse for Marriage after they are dead.
- Conduct the Wedding at the Hanging Tree.

FACTS

THE BRIDE'S SOULMATE

When the Bride's Soulmate dies, their corpse is considered an Object. It may not be STOLEN.

MONSTER: THE BRIDE

She's lovely. Even with an open ribcage.
At the start of her turn, you may place the Bride on any tile with a Runestone before moving her.

Speed 6 Sanity 5

Attack (Sanity)

Target a hero on the Bride's tile.
The Bride is stunned as normal if she loses.

These are **main goals**. These boxes contain actions that you must take to win the haunt.

Reactions automatically happen when the condition is met (in this case, when you die). Reactions can happen multiple times. In this case, you come back to life each time you die.

Death At A Wedding

SETUP

1. Place the Small Monster token on your tile. This is the **Bride**.
2. Take all the heroes' Crest tokens. Randomly select one and look at it but do not show it to the heroes. That hero is the **Bride's Soulmate**. Place the token face down on your Family card.
3. You are still in the game but have turned traitor. Take the Traitor card.
4. Put the Monster card on the table to your left. The monster (the Bride) will take a turn after you take yours.

THE TRAITOR

DRESS THE CORPSE FOR MARRIAGE

PREPARE (while on a tile with the corpse of the Bride's Soulmate): Reveal the face-down Crest token. Place the corpse on your Family card.

CONDUCT THE WEDDING

INVOKE (while on the Hanging Tree with the Bride and the corpse of the Bride's Soulmate): Make a Sanity roll. Add 2 to the result for each of the following Items you are carrying: Book of Scripture, Bells.

- 5+ *She completes the ceremony. The bride and her soulmate disappear in a shower of bloody petals. You win!*
- 0-4 You stumble on the words and have to start over. *She's so nervous!*

IF YOU DIE

Heal all of your traits, then gain **{1/2/3}** Speed and lose 2 Might.

The bride is going to make this wedding happen. She keeps your soul in your broken body. Death won't stop the wedding.

IF YOU WIN

I speak the final words of the ceremony to an empty room: "I now present to you this newly married couple, a gruesome example of love eternal."

TOKENS NEEDED

Searched: Tiles searched for the Diary
Crest: Bride's Soulmate

HAUNT



Infernal Protection

What the Hell is that smoke? Why is it coming at me? What is that noise? What is that screaming? Is that me? I hate everyone. I hate their stupid faces. I hate their laughing. I know I can kill them. I can no longer die. But they can.

I know this to be true: that every time I would die, the person with the crucifix will get a bit stronger.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

THE TRAITOR

When making a Might ATTACK, always roll at least 6 dice (it is possible to roll more).

WHEN YOU WOULD DIE

Move the Blood token down 1 space on the track. If it reaches 0, you lose.

Otherwise, fully heal all your traits. Do not drop items or Omens you are carrying.

AT THE END OF YOUR TURN

Deal 1 die of mental damage to one hero in line of sight.

IF YOU WIN

The final neck *SNAPS* in my hands. What a FANTASTIC noise. For the first time in my life, I am truly alive.

HAUNT

TOKENS NEEDED

Blood: Traitor's extra lives

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SETUP

1. Heal any traits of yours below their starting values.
2. Place the Blood token on the space marked {2/3/5} on the numbered track.
3. You are still in the game but have turned traitor. Take the Traitor card.

Most Dangerous Game

Hunting humans is not exciting because they are slow and weak. Hunting animals is equally boring because they are stupid and foolish. Now I can have the best of both worlds. On a previous expedition to the African wilderness, I unearthed a mystic spear and hid it in the house. A spear that could turn human into animal! Now they will be my prey.

I know this to be true: that they are trying to remember their humanity and escape my hunting grounds.

SETUP

1. Heal all your traits.
2. Take a Crest token for each hero.
3. Take the  Inhabitant card currently in the house and place it on top of the Monster card. This is your **Hunting Companion**. It is represented by the  token. You are still in the game but have turned traitor. Take the Traitor card.
4. Take the Monster card and put it to your left. The monster (Hunting Companion) will take its turn after you.

MONSTER: HUNTING COMPANION

The Hunting Companion uses the traits listed on its Inhabitant card.

The Hunting Companion does not have an attack.

MARK: Target a hero on the Hunting Companion's tile. Place their Crest token on the traitor's Family card. That hero is **marked**.

OVERVIEW

YOU WIN WHEN {2/3/3} HEROES ARE DEAD.

TRAITOR: THE HUNTSMAN

You can make only Might or Speed attacks.
Attacking with the mind is a sign of weakness.

FIND A WEAPON

SEARCH (while on the Armory, Vault, or Workroom, without a Searched token): Draw cards from the top of the Item deck until you draw a Weapon. **Bury** the rest. Place a Searched token on your tile.

MARKED PREY

SEARCH: If a hero has been marked by your Hunting Companion, and is 3 or fewer tiles away from you, you may place your figure on that tile.

SIDE GOAL

SIDE GOAL

IF YOU WIN

Ah yes, such savage and beautiful creatures these are. Now that they are dead and stuffed, I can relax and begin planning my next hunting season. Perhaps I can turn them into lions this time. Or bears. Something a little more challenging.

TOKENS NEEDED

Crest: Marked prey

Rune: Human memories

Searched

HAUNT

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Suffer a Witch to Live

I merely needed to speak the words I had learned from that book, and there she was in front of me. I kneel before the towering woman as she lays her hands on me. "Yes, my child, you have done well. Now help me gather my power in this place."

I know this to be true: that the heroes are trying to drive off the witch by stealing her power from the runestones.

SETUP

- Search the Otherworlds deck; remove all Curses from the deck and set them aside. This is the **Deck of Curses**. Any heroes with Curses keep

OVERVIEW

YOU WIN WHEN THE DECK OF CURSES IS EMPTY OR ALL HEROES ARE DEAD.

- You may **Empower** the Witch so she can cast more curses.
- The Witch will **Cast Curses** on the heroes.
- You may **Morph** to find a better shape.

MONSTER: THE WITCH

Speed 5 Might 4 Sanity 5

CAST CURSES

INVOKA: Target a hero within line of sight of the Witch. Shuffle the Deck of Curses and give one Curse to that hero. If there is a Knowledge token on the Monster card, give them a second Curse and remove the Knowledge token from the Monster card.

If the Deck of Curses has no cards in it, **you win!**

AT THE END OF THE MONSTER TURN

Each hero takes 1 general damage for each Curse they are carrying.

MAIN GOAL

REACTION

THE TRAITOR

FACTS

ANIMAL FORM

The Witch has transformed you into an animal. Take your turn as normal, but use the traits listed on the **Witch** Inhabitant card, ignoring its abilities. You may still carry and use Items and Omens.

MORPH

INVOKA: Search the **Witch** Inhabitant cards and choose one. Put the one you are using back into the pile, replacing it with the one you chose.

EMPOWER THE WITCH

SEARCH (while on the Creek, Crypt, Dark Altar, Library, Muskeg, or Pond): Make a Knowledge roll.

- 3+ Take the Knowledge token and place it on the Monster card.
0-2 *Nothing here.*

WHENEVER YOU TAKE DAMAGE

Return the **Witch** Inhabitant card you are using to the box. DROP all your Items and Omens. Place your **Witch** token on the tile with the Witch, then choose another **Witch** Inhabitant card.

If there are no **Witch** cards left when you take damage, you die.

IF YOU WIN

"We have done it, my pet," the witch says as she strokes my back. It is a comfortable feeling, being in this form. Her magics wrap me like a warm blanket. Perhaps I will stay in this body forever. She will need eyes and paws to help her.

HAUNT

TOKENS NEEDED

Rune: Stolen power**Knowledge:** Empowered Witch

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Small Monster: The Witch**Paw:** The traitor

A Growing Boy

SETUP

- Place the Small Monster token on your tile. This is the **Doll**. Return the Porcelain Doll card to the box.
- Give the Doll a name. Introduce it to the heroes. Do so lovingly.
- Place a Might token on **[3/3/4]** on the numbered track.
- You are still in the game but have turned traitor. Take the Traitor card.
- Put the Monster card on the table to your left. The monster (the Doll) will take a turn after you take yours.

MONSTER: THE DOLL

The Doll's Might is equal to the number of the space on the track under the Might Token (maximum 8).

Speed 4

Might X

ATTACK (Might): Target a hero or inhabitant on the Doll's tile. If the Doll kills a hero or an inhabitant, move the Might token up 1 space on the track.

The doll grows visibly larger as it consumes blood.

AT THE END OF THE MONSTER TURN

If the Might token is at 8 on the track and the Doll is on a tile with the **Paw** symbol, **you win!**

THE TRAITOR

FEED THE DOLL

PREPARE (while on the same tile as the Doll): Move the Might token up 1 space on the track. If the Doll was stunned, it becomes unstunned. Then take 3 general damage (even if it kills you).

The doll greedily laps up your blood.

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 164 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Now that it is content, the doll unhinges its jaw. It utters a great cry, drawing the life essence out of all the heroes in the house. I see their wailing souls go down its gullet. A fitting dessert for a good boy.

TOKENS NEEDED

Might: Doll's Might**Small Monster:** The Doll**Crib:** Doll's Crib**Rune:** Memorized runes

HAUNT

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Abductions

They're here. They're finally here. I've been calling them my entire life, waiting for them to take me away. I can't understand them, but they need my help!

I know this to be true: that the heroes are trying to raise a deflector array to drive off the aliens.

SETUP

- If the Bright Light token is not in play, place it on the outside tile farthest from the Front Steps. This is the **Aliens**.

OVERVIEW

YOU WIN WHEN YOU CONDUCT {4/6/8} EXPERIMENTS ON HEROES OR INHABITANTS, OR WHEN ALL THE HEROES ARE DEAD.

- Conduct an Experiment on heroes and inhabitants.

FACTS

10' Poles are Objects.

THE TRAITOR

CONDUCT AN EXPERIMENT

The meteorite holds alien teleport technology, and you can use it.

OPERATE (while on the same tile as a living hero or inhabitant and the Meteorite): Choose one living hero or inhabitant to be experimented on, as if the Aliens did it (see **EXPERIMENT** in the monster's text box).

MONSTER: THE ALIENS

The Aliens can ignore all obstacles and tile abilities, and ignore walls when moving to an adjacent tile.

The Aliens does not have an attack.

The Aliens are never stunned.

Speed 4

EXPERIMENT: Target a living hero or Inhabitant on the same tile as the Bright Light. The target makes a Speed roll.

- 4+ They dodge out of the way.
0-3 They are experimented on.

MAIN GOAL

SIDE GOAL

HAUNT

TOKENS NEEDED

Bright Light: The Aliens
Trait: Experiments

- If there is an Ongoing Event card with the Bright Light, **bury** it.
- Take all eight Trait tokens and shuffle them face down. Keep {4/6/8} of these tokens. Return the rest to the box.
- You are still in the game but have turned traitor. Take the Traitor card.
- Put the Monster card on the table to your left. The monster (the Aliens) will take a turn after you take yours.

WHEN A HERO OR INHABITANT IS EXPERIMENTED ON

The experiments the aliens perform are never pretty.

Flip up one of the face-down Trait tokens and place the token on the hero's Family card or the Inhabitant card.

- If a hero is experimented on, they will be affected by the token. If this is the second token on their Family card, they die. Leave the Trait tokens on their Family card.
 - If an inhabitant is experimented on, they die. Leave the Trait token on their Inhabitant card.
- If {4/6/8} Trait tokens have been placed, you win!

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 101 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The lights are truly beautiful. The noises are heavenly. And the probes don't hurt . . . much.

The Binding

Every year, on this day, blood must be sacrificed to try to awaken the one we worship. This is why we gather here. My master has allowed me to administer this year's sacrifice, although I am but a lowly apprentice. It is my day.

I know these things to be true: that the heroes do not know who my master is, that they will search the grounds to uncover that person's identity, and that they will then try to kill them.

SETUP

- Shuffle the Number tokens 1 through 9. Randomly place three, face down, on an Inhabitant card. Place three others, face down, on a different Inhabitant card. Return the three leftover tokens to the box, face down.

OVERVIEW

YOU WIN WHEN ALL THE UNBELIEVERS (THE HEROES) ARE DEAD.

- You may **INVOKE** one powerful incantation on each of your turns.

FACTS

WHO IS THE CULT LEADER?

The Cult Leader is the inhabitant with the higher total value of Number tokens on their card. **If there is a tie, the heroes win by killing either inhabitant.**

REACTION

IF AN INHABITANT ON YOUR TILE IS ATTACKED

You may jump in front of the target and defend against the attack yourself instead.

MONSTER: CULTISTS

Cultists are killed instead of stunned. Return killed Cultists to the box.

Speed 2

Might 2

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

- Secretly look at the face-down tokens on the Inhabitant cards. The inhabitant with the higher total is the **Cult Leader**. After looking, you may swap two tokens. **The final result should not be a tie.**

- Place one Small Monster token on each Landing tile and on each tile with an Inhabitant symbol. These are **Cultists**.

- Set aside the remaining Small Monster tokens.
- You are still in the game but have turned traitor. Take the Traitor card.
- Put the Monster card on the table to your left. The monster (the Cultists) will take a turn after you take yours.

THE TRAITOR

You cannot attack inhabitants.

REACTION

AT THE BEGINNING OF YOUR TURN

If you are dead, set all your traits to critical and stand your figure back up. You may return any number of Cultists from any tiles to the box. Heal one trait for each Cultist returned this way.

"You are still useful, apprentice."

SIDE GOAL

SUMMON CULTISTS

INVOKE: Place {2/3/4} Cultists on your tile. If there are no more Small Monster tokens left (all are returned to the box), you cannot choose this action.

SIDE GOAL

BRING DAMNATION

INVOKE: Return all Cultists on a single tile to the box. Choose a hero in line of sight to that tile and roll dice equal to the number of Cultists you returned this way. Deal that much mental damage to the chosen hero.

SIDE GOAL

DRAW POWER

INVOKE: Return any number of Cultists on your tile to the box. Gain 1 Might and lose 1 Sanity for each Cultist returned this way.

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 130 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

"Good work, young apprentice. You will go far. You will go far indeed. Now start bottling their blood."

TOKENS NEEDED

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

HAUNT

11

10

Roswell

The hidden earpiece I am wearing beeps. "Code Omega, imminent threat, Alphabet Soup protocol enabled. Eliminate all evidence. Lethal force authorized." The rest of my "friends" have gotten too close to the truth. It's time to stop them before they cause a panic. I set a match to the bonfire I've created, and the blaze climbs higher. It's crude, but it will incinerate the evidence around the house.

I know these things to be true: that the heroes are trying to prove the existence of aliens, and that they want to drive away with the evidence in their car.

OVERVIEW

YOU WIN WHEN YOU BURN {5/4/3} PIECES OF EVIDENCE OR ALL THE HEROES ARE DEAD.

- Collect Evidence by PICKING IT UP or STEALING it from the heroes.
- Burn Evidence in the fire.

FACTS

Evidence is an Object.

MONSTER: ALIEN PARTNER

If the heroes stun the Alien Partner, she disgorges all Evidence she has eaten and DROPS it.

The Alien Partner may carry Evidence only through the EAT action (below). She cannot carry Items or Omens.

Speed 4

Might 6

ATTACK (Might): Target a hero on the Alien Partner's tile. If successful, the Alien Partner deals no damage. Instead the target DROPS all Evidence they are carrying.

EAT (while on the same tile as dropped Evidence): Place all dropped Evidence on the tile on top of the Large Monster token to show that it is being carried.

VOMIT (while on the same tile as the Fire token): Place all pieces of Evidence carried by the Alien Partner on the Fire token to show it was burned. If the total on the Fire token is {5/4/3}, you win!

MAIN GOAL
SIDE GOAL

SETUP

1. If it isn't already in play, place the Fire token on the tile where the haunt was revealed. (It will be in play on a different tile in campaign mode).
2. Place a Large Monster token on the Front Steps. This is your **Alien Partner**.
3. You are still in the game but have turned traitor. Take the Traitor card.
4. Put the Monster card on the table to your left. The monster (your Alien Partner) will take a turn after you take yours.

THE TRAITOR

BURN EVIDENCE

DROP (while on the same tile as the Fire token): Burn the evidence.

Place all pieces of Evidence you carry on top of the Fire token to show it was burned. If the total on top of the token is {5/4/3}, you win!

AT THE END OF THE MONSTER TURN

Call for government mind-control rays.

Choose {1/1/2} heroes who are not carrying the Gramophone, Head in a Jar, Meteorite, or Radio, or are not on the Armory, Crawlspace, or Soundproofed Room tiles.

Move each of those players up to 2 tiles. You may then have them make an unarmed Might ATTACK against any other hero on that tile. You cannot use any Calling's ability for this attack.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 94 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The evidence burns, and I turn my attention to the survivors. I tell them to look into the flashing light on my wristwatch as I erase their memories. They'll be confused when they wake up in the government black site, but I can't take any chances with crazies like these. I shovel them into the car as the blazing house consumes my trail.

HAUNT

TOKENS NEEDED

Rune: Evidence

Car: The Car

Fire: Evidence disposal site

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Large Monster: Alien Partner

Here there Be More Dragons

SETUP

1. Place {2/3/4} Small Monster tokens on your tile. These are **Baby Dragons**.
2. You are still in the game but have turned traitor. Take the Traitor card.
3. Put the Monster card on the table to your left. The monsters (Dragons) will take a turn after you take yours.

MONSTER: DRAGON MOTHER

The Dragon Mother is killed instead of stunned.

The Dragon Mother ignores the first 3 damage dealt to her each time she would take damage.

*Add 2 to Speed and Might if the traitor is riding the Dragon Mother.

Speed 4* **Might 6*** **Sanity 5**

ATTACK (Might): Target a hero on the same tile as the Dragon Mother or on a tile adjacent to her. The Dragon Mother makes an unarmed Might attack against that hero.

INCINERATE: Target a tile within 2 tiles of the Dragon Mother. Each player (including the traitor, whether riding the Dragon Mother or not) on that tile must make a Speed roll.

5+ You dodge out of the way and take no damage.

2-4 Take 2 dice of physical damage.

0-1 Take 4 dice of physical damage.

THE TRAITOR

REACTION SIDE GOAL

CLIMB (while on the tile with the Dragon Mother): Place your figure on top of the Large Monster token. You are riding the Dragon Mother.

While You Are Riding the Dragon Mother

- You cannot move or take any ATTACK action.
- You cannot be the target of any Might attack.
- If you take any damage from a Speed attack, remove your figure from the Large Monster token and place it on the tile with the Dragon Mother.

JUMP (while riding the Dragon Mother): Remove your figure from the Large Monster token. Place it on the tile with the Dragon Mother.

MONSTER: BABY DRAGONS

Baby Dragons are killed instead of stunned. A Baby Dragon ignores the first 1 damage dealt to it each time it would take damage.

Speed 5

Might 3

ATTACK (Might): Target a hero or inhabitant on the Baby Dragon's tile.

INCINERATE: Target a tile adjacent to the Baby Dragon. Each player (including the traitor) on that tile must make a Speed roll.

4+ You dodge out of the way and take no damage.

0-3 Take 1 die of physical damage.

THE FIRST TIME A BABY DRAGON IS KILLED

Place a Large Monster token on the Front Steps. This is the **Dragon Mother**.

REACTION

TOKENS NEEDED

Large Monster: Dragon Mother
(the heroes don't know mom shows up)

Small Monster: Baby Dragons

Trait: Magic Items

HAUNT

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Short Fuse

Yes! I found the last part! The radio can activate my new toys! I've armed some bombs around the house, but more need to be placed if I'm going to bring this house down.

I know this to be true: that the heroes are trying to disarm my bombs and make the house safer for themselves.

SETUP

- Place {6/8/10} Rune tokens on Event tiles, one per tile. If there are not enough Event tiles, place the rest on any tiles that don't have players on them. You cannot place tokens on the four starting tiles (Ground Floor Staircase, Hallway, or the Landing tiles). These are your **Bombs**.

OVERVIEW

YOU WIN WHEN YOU DESTROY {3/4/5} TILES WITH BOMBS OR ALL THE HEROES ARE DEAD.

- You may **Set Triggers**.
- You may **Place More Bombs** in the house.

FACTS

TRIGGERS

If any hero makes a trait roll and the final result matches a Trigger's number, they will move the Timer token down 5 spaces on the track and remove that Trigger. (The heroes may instead choose a result of 0 and move the Timer token down 1 space).

THE TRAITOR

SIDE GOAL

SET TRIGGERS

STUDY: Take the {1/2/3} highest Number tokens that aren't face up on your Family card and place them face up on your Family card. If you are carrying the Radio, you may choose the Number tokens instead.

SIDE GOAL

PLACE MORE BOMBS

OPERATE (while on any tile without a Bomb): Place a Rune token on the tile. You cannot place Bombs on the four starting tiles (Ground Floor Staircase, Hallway, or the Landing tiles).

- Take the Number tokens 1 through 10 and set them aside. These are **Triggers**.
- Roll 5 dice. Take the Number token matching the result and place it face up on your Family card. Repeat this until you have three Number tokens face up on your Family card.
- Place the Timer token on the 10 space of the numbered track.
- You are still in the game but have turned traitor. Take the Traitor card.

AT THE START OF EACH PLAYER'S TURN

Move the Timer token down 1 space on the track. Then, if the Timer token is at 0, **Detonate** a bomb as described below. Then set the Timer token to 10.

REACTION

DETONATE!

If the Timer token is at 0 at the beginning of any player's turn, detonate any Bomb.

Remove the Rune token from a tile, flip the tile it is on face down, and place a Small Obstacle token on it. **Bury** any dropped Items and Omens on the tile. It loses any tile effects and is considered to have doorways on all four sides. If anyone is on the tile, they must make a Speed roll:

- 5+** You dodge out of the way and take no damage.
- 2-4** Take 2 dice of physical damage.
- 0-1** Take 4 dice of physical damage.

If {3/4/5} tiles are face down, **you win!**

IF YOU WIN

KABOOM!!!

HAUNT

TOKENS NEEDED

- Rune: Bombs
- Number: Triggers
- Timer: Bomb Timer

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The Demon of Ice and Winter

SETUP

- Place the Timer token on 0 on the numbered track. This is the **Storm's Intensity**.
- Place a Large Monster token on the tile with the **Inhabitant** token. If the **Inhabitant** hasn't been found, place the Large Monster token on the Entrance Hall.
- Return the **Inhabitant** card and **Inhabitant** token to the box.
- You are still in the game but have turned traitor. Take the Traitor card.
- Put the Monster card on the table to your left. The monster (the Demon) will take a turn after you take yours.

THE TRAITOR

The Spear cannot damage you for any reason. The demon has given you powers.

REACTION

AT THE END OF YOUR TURN

Make a Sanity roll unless you are holding the Spear, or are on a tile with a lit torch (Rune token).

- 5+** You steel yourself even though your teeth chatter.
- 0-4** Take general damage equal to the number under the Timer token. *It's so cold.*

IF YOU WIN

The last body is frozen solid. The demon places its hands on my former friend, drawing out the last of their life energy before shattering them to pieces. The storm rages. All is winter now.

SIDE GOAL

INVOKE: All heroes on the Demon's tile DROP an Item or Omen of their choice. If the traitor is on the tile, they may PICK UP all Items and Omens on the tile.

Numbing frost.

INVOKE: Stun the Demon. Move the Timer token up 1 space on the track.

The Demon freezes to the bone.

REACTION

AT THE END OF THE MONSTER TURN, IF THE HEROES HAVE NOT YET CLEARED THE STORM

- Move the Timer token up 1 space on the track. *The storm is getting stronger.*
- If the Demon is dead, place the Large Monster token on the Entrance Hall.

TOKENS NEEDED

- Large Monster: The Demon of Ice and Winter

HAUNT

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- Rune: Torch
- Timer: Storm Intensity

East Gasp

I grab the brooch and feel . . . lonely, a biting loneliness that even death cannot abate. How could they not notice me dying on the floor? After all my years of service to this house, how come NO ONE is looking for me?

I know this to be true: that if I die alone here, I will find a way to return AND THEN THEY WILL NOTICE ME!

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

THE TRAITOR

FACTS

SPECTRAL PROTECTION

Any time you would take damage, you take 1 less damage for each Small Monster token on your tile.

RAISE UNFORTUNATE SOULS

INVOKED (while on any tile without a Searched token): Place a number of Small Monster tokens on your tile equal to the number of ghosts on the tile. Place a Searched token on the tile.

HOWLING SPIRITS

INVOKED (while on a tile with 4+ Unfortunate Souls): Remove all Small Monster tokens from this tile. All heroes in this region take 5 general damage.

SIDE GOAL

SETUP

1. Place {2/3/4} Small Monster tokens on your tile. These are **Unfortunate Souls**.
2. You are still in the game but have turned traitor. Take the Traitor card.
3. Put the Monster card on the table to your left. The monsters (Unfortunate Souls) will take a turn after you take yours.

MONSTER: UNFORTUNATE SOULS

Unfortunate Souls ATTACK with Sanity and can be attacked only with Sanity.

Speed 3

Sanity 4

ATTACK (Sanity): Target a hero on your tile. If you are successful, deal mental damage.

IF YOU WIN

I will not be forgotten. We will not be forgotten. Those who enter our house will do well to respect all of us. But first we must clean up this mess, because we are also dutiful.

HAUNT

TOKENS NEEDED

Small Monster: Unfortunate Souls
Searched: Souls raised

Slay Bells Ring

SETUP

1. Place a Large Monster token on the tile where the haunt was revealed. This is the **Krampus**.
2. Place the Car token on the tile where the haunt was revealed. This is the **Krampus's Sleigh**.
3. Return the Meteorite to the box.
4. You are still in the game but have turned traitor. Take the Traitor card.
5. Put the Monster card on the table to your left. The monster (the Krampus) will take a turn after you take yours.

MONSTER: THE KRAMPUS

The Krampus is immune to Speed attacks.

Speed 3 Might 6 Sanity 6

ATTACK (Might): Target a hero on the same tile as the Krampus. If the Krampus is successful, instead of dealing damage, it puts the hero into its bag. Place the hero's figure on the Monster card.

If the Krampus rolls lower, it is stunned as normal.

PUNISH BAD CHILDREN

PUNISHED (while on the Arborium, Basement Landing, Hanging Tree, Woods, or Woodshed): Roll 3 dice. Deal that much physical damage to each hero on the Monster card, then place their figure on the tile with the Krampus, alive or dead.

The Krampus beats the sack against a wood block.

THE TRAITOR

SIDE GOAL

DRIVE THE SLEIGH

OPERATE (while on the same tile as the Krampus's Sleigh): Place your figure and the Krampus's Sleigh up to 3 tiles away. If the Krampus was on the tile with the Sleigh, you may place it with the Sleigh.

SIDE GOAL

RING THE SLAY BELLS

INVOKED (while on the same tile as the Krampus's Sleigh): Roll your Sanity. Each hero within 3 tiles of the Sleigh also rolls Sanity. Each hero who rolls lower than you moves 2 tiles closer to the Krampus's Sleigh, ignoring obstacles.

IF YOU WIN

I watch as each of my former friends is stuffed neatly into a box, wrapped, and left next to the fireplace. The Krampus gestures to its sleigh and I jump in. There are more naughty kids to punish. Bah Humbug.

TOKENS NEEDED

Rune: True Meaning of Christmas
Knowledge: Astral Quill

Large Monster: The Krampus
Car: Krampus's Sleigh

HAUNT

Her Beating Heart

There entered many men, who introduced themselves as officers of the police. A shriek had been heard during the night; suspicion of foul play had been aroused; information had been lodged at the police office; and they (the officers) had been deputed to search the premises. We were all in love with a woman who lived in this house. But she loved none of us back. We are all guilty of her death in our own way and we know it. The others' sins are greater . . . surely I can send them to jail instead of me. I smile—for what have I to fear?

SETUP

1. Place the **Inspector** token on the Entrance Hall.
2. Place a Small Monster token on each tile with a player. These are **Constables**.
3. Place the Number token labeled 10 on the tile where the haunt was revealed.

OVERVIEW

YOU WIN WHEN YOU ARE THE LAST PLAYER ALIVE AND UNARRESTED.

- You may **Fabricate Evidence** to get others arrested.
- You may **Destroy Evidence** to divert attention from you.

FACTS

FREE-FOR-ALL

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

UNDER SCRUTINY

While in line of sight of the Inspector or a Constable, you cannot use the **ATTACK** action and you cannot **Fabricate Evidence**.

SIDE GOAL

FABRICATE EVIDENCE

OPERATE (while on a tile that meets all the following criteria):

- Is not in line of sight of the Inspector or a Constable
- Does not already have an Evidence token on it
- Has any face-up Number token between 1 and 9 on it

Make a Knowledge roll:

- 4+** Draw the top piece of Evidence from the stack and place it **face up** on your tile. If it matches your family crest, instead put it on the bottom of the stack and draw again.
That should fool the police.
- 0-3** Place a Small Monster token on this tile.

SIDE GOAL

DESTROY EVIDENCE

SMASH (while on a tile with Evidence): Make a Knowledge roll. Subtract 2 from the result if you are in line of sight of the Inspector.

- 3+** Take the Evidence token from your tile and put it on the bottom of the stack of Evidence.
- 0-2** Move any Constable not currently in your line of sight up to 2 tiles.

HAUNT

21

TOKENS NEEDED

Number: Inspector's route
Crest: Evidence

Inspector: The Inspector
Small Monster: Constables

MONSTER: THE INSPECTOR

The Inspector cannot be attacked and never takes damage.

The Inspector moves toward the lowest Number token. He will **not** use tile effects or special movement to shorten his route.

The Inspector does not act as an obstacle and ignores all text on tiles.

Players may choose to act as obstacles to the Inspector.

Speed 5

REACTION

WHEN THE INSPECTOR MOVES ONTO THE TILE WITH THE LOWEST NUMBER TOKEN

Return the Number token to the box.

If there is a Crest token on that tile, remove that token. That player has been **arrested** and is out of the game. **Bury** all Items and Omens they are carrying. Remove their figure from the board. They do **not** leave a ghost. The Inspector loses all remaining moves.

If the Inspector does not arrest anyone, he keeps moving with any remaining moves toward the next lowest Number token.

REACTION

WHEN THE INSPECTOR REACHES THE NUMBER TOKEN LABELED 10

Place all living heroes on that tile. Reveal the token on top of the stack of face-down Crest tokens. **Arrest** that player, following the rules above. Repeat this until there is one player left. **That player wins!**

MONSTER: CONSTABLES

A constable may be attacked only if the Inspector and no other constables are in line of sight to the attacker.

Constables do not **ATTACK** but will defend.

Constables do not act as obstacles.

Constables are killed instead of stunned.

If a Constable successfully defends against an attack, the attacking player is **arrested** and out of the game. **Bury** all Items and Omens they are carrying. Remove their figure from the board. They do **not** leave a ghost.

Might 5

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 90 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The officers were satisfied. My manner had convinced them. I was singularly at ease. They sat, and while I answered cheerily, they chatted of familiar things. But, ere long, I felt myself getting pale and wished them gone. My head ached, and I fancied a ringing in my ears: but still they sat and still chatted. The ringing became more distinct . . .

HAUNT

21

On the Dangers of Summoning a Demon

I read the books for months, practiced the incantations, brought all the materials. I start the ritual. Soon I see it, a majestic demon to do my bidding. Wait! How is it breaking the chalk circle I drew? How is it coming at me? One of those idiots with me must have moved the crucifix I placed as part of the ritual. I am torn apart in an instant, my bones scattered through the portal, my soul now part of the demon.

I know this to be true: that the heroes are trying to exorcise me by burning the bones of my human remains.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

MONSTER: THE DEMON

The Demon can never enter a tile with a Chalk Circle (Rune token).

The Demon may treat the Coal Chute and the Basement Landing as adjacent, and does not automatically fall down the Coal Chute.

The Demon may use 4 moves to teleport from its tile to any tile with an open doorway (and no Rune token).

Speed 4 Might 7 Sanity 5

ATTACK (Might): Target a hero on the same tile.

INVOKING (while on the same tile as an inhabitant): Move that inhabitant a number of tiles up to their Speed, using special tile movement abilities automatically. If they end their move on the same tile as a Rune token, remove that Rune token. If the inhabitant ends their move on the same tile as a hero, they make a Might ATTACK against that hero.

SIDE GOAL

SETUP

You are dead. You will play the part of the demon, who just ate your soul.

- Take the Monster card. Place a Large Monster token on the tile with your corpse. This is the **Demon**.
- Return your corpse to the box. Your bones have been cast into the Otherworlds.

REACTION

AT THE END OF YOUR TURN

Any hero within line of sight of the Demon makes a Sanity roll:

- 4+ You stop yourself from screaming.
- 0-3 Take 2 mental damage.

IF YOU WIN

They are so delicious when they scream. Foolish mortals. They never learn. This house will do well as my new abode. I shall summon more of my brethren, and then will see what new flesh awaits outside.

TOKENS NEEDED

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

HAUNT

22

Ghost in the Machine

For years, I looked for the proper power source for my greatest creation: the Robot Man. Now I've found it. Science can't explain why these ghosts are drawn to my machine, but here they are. I need to finish my machine before the others can disable it.

I know this to be true: that I didn't think to defend my machine against primitive technology; the heroes will use it to destroy my creation.

SETUP

- Place a Large Monster token on your tile. This is the **Robot**.

OVERVIEW

YOU WIN WHEN YOU FINISH PROGRAMMING THE ROBOT OR WHEN ALL HEROES ARE DEAD.

- Take **Loose Programming** when the Robot finds it.
- **Program the Robot** by placing Trait tokens on it.
- You may **Influence Subroutines** by changing their composition.

FACTS

LOOSE PROGRAMMING

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

REACTION

AT THE BEGINNING OF EACH HERO'S TURN

Flip the top Trait token on the Robot and execute that Subroutine before the hero starts their turn. Afterward, place that Trait token on the bottom of the stack face down. The hero then starts their turn.

- Take all eight Trait tokens, shuffle them, and set them aside face down. These are the **Robot's Subroutines**.

- Place {3/4/5} Trait tokens on top of the Large Monster token in a stack, face down. Place the other {5/4/3} Trait tokens face down on the Monster card. Do not look at them.

- You are still in the game but have turned traitor. Take the Traitor card.

farthest from the Robot. If there are no Trait tokens on the Monster card, each player carrying Loose Programming takes 1 mental damage.

Sanity: Empathy for Master

The Robot gains 4 moves and may heal all your traits (even if you are dead).

THE TRAITOR

MAIN GOAL

PROGRAM THE ROBOT

PREPARE (while on the tile with the Robot and carrying at least one Trait token): Place all Trait tokens you carry on the bottom of the stack, face down. If there are eight Trait tokens in the stack, the Robot is complete and **you win!**

SIDE GOAL

INFLUENCE SUBROUTINES

PREPARE (while on the tile with the Robot): Take the top Subroutine from the Robot's stack and one random Trait token from the Monster card. Look at both. Place one on top of the Robot's stack and one on the Monster card, face down.

MONSTER: THE ROBOT

The Robot:

- cannot be stunned.
- deals no damage when defending.
- does not have a standard attack. It can damage heroes only with Subroutines.

The Robot does not have a monster turn.

Might 6

IF YOU WIN

My machine is finished, the flamethrowers, the tank treads. It is beautiful. Now we will ride into town, and all those idiots who said my robot was "impractical" will burn.

TOKENS NEEDED

Trait: Subroutines
Large Monster: Robot

HAUNT

25

It Evolves

A glowing rock rests at my feet. I saw . . . something . . . scamper away and disappear. Whatever it was, it was beautiful. My life snaps into focus. These people, these "friends" I've always hated, they're going to try to stop this beautiful Thing from becoming what it is supposed to be. I'm going to save it. This world doesn't deserve to survive anyway.

I know this to be true: that they are using explosives to flood its beautiful nest.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

- You may get the Meteorite and the *Thing* onto the tile with the Nest token to evolve the *Thing*.

FACTS

Explosives are Objects.

MONSTER: THE SMALL THING

The Small *Thing* can be attacked only with a Speed attack.

The Small *Thing* may carry Items, Omens, and Objects but cannot use them and gains no bonuses from them.

If the Small *Thing* is stunned, it drops all Items, Omens, and Objects it is carrying.

Speed 5

ATTACK (Speed): Target a hero on the *Thing's* tile. If successful, instead of dealing damage, STEAL one Item, Omen, or Object from the defending Hero.

PICK UP: The Small *Thing* may PICK UP Items, Omens, and Objects that are on a tile with an Item Pile token (like a player).

AT THE END OF THE MONSTER TURN

If the Small *Thing* and the Meteorite are both on the tile with the Nest token, the Small *Thing* evolves into its large form. Replace the Small Monster token with a Large Monster token. Use the box for the Large *Thing*.

REACTION SIDE GOAL

HAUNT

TOKENS NEEDED

Small Monster: Small *Thing*
Large Monster: Large *Thing*
Rune: Explosives

26

SETUP

- Place a Small Monster token on any tile in the upper floor region, where you think it will be safe. This is the *Thing*.
- If the Nest token isn't already in play, place it in the basement as far away from the Basement Landing as possible. If there is a tie, you choose. (It will already be in play in the campaign.)
- You are still in the game but have turned traitor. Take the Traitor card.
- Put the Monster card on the table to your left. The monster (the *Thing*) will take its turn after you take yours.

MONSTER: THE LARGE THING

The Large *Thing* may carry Items, Omens, and Objects but cannot use them and gains no bonuses from them.

If the Large *Thing* is stunned, it drops all Items, Omens, and Objects it is carrying.

Speed 7

Might 7

ATTACK (Might): Target a hero on the *Thing's* tile.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 75 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

What can only be described as a loving gaze fills its eyes as its maw envelops my face. I did a good job today.

No Strings on Me

SETUP

- Place a Large Obstacle token on your tile, then place your figure on top of it. This is your **Puppetmaster's Perch**.
- Place a Rune token on each hero's Family card. These are **Strings** you've attached to the heroes.
- Place {1/2/2} Small Monster tokens on the Entrance Hall. These are your **Puppets**.
- You are still in the game but have turned traitor. Take the Traitor card.
- Put the Monster card on the table to your left. The monsters (Puppets) will take their turn after you take yours.

MONSTER: PUPPETS

Speed 3 Might 5 Sanity 5

ATTACK (Might or Sanity): Target a hero on The Puppet's tile. If you succeed, place a Rune token on the defender's Family card instead of dealing damage. Then, if they have four Rune tokens on their card, remove their figure from the tile and replace it with a Small Monster token. It cannot move or attack this turn. They are permanently a Puppet and out of the game.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD OR TURNED INTO PUPPETS.

- You may **Attach a String** to a hero to help turn them into a Puppet.

THE TRAITOR

Your figure cannot move or be moved for the rest of the game. Instead, you command Puppets throughout the house.

SIDE GOAL

CONTROL HEROES

INVOKE: Choose a hero who has at least one Rune token on their Family card. Move that hero a number of tiles up to the number of Rune tokens on their card. They ignore obstacles, cannot use special tile actions, and cannot discover new tiles or explore the Otherworlds. They are still affected by effects on tiles and Ongoing Events.

SIDE GOAL

CONTROL HEROES

OPERATE: Choose a hero who has at least one Rune token on their Family card. Have that hero make an unarmed Might ATTACK against another hero on their tile. Add 1 to the result for each Rune token on the attacking hero's Family card.

REACTION

AT THE END OF YOUR TURN: ATTACH A STRING

Place a Rune token on one hero's Family card. Then, if they have four Rune tokens on their card, remove their figure from the tile and replace it with a Small Monster token. They are permanently a Puppet and out of the game.

IF YOU WIN

The show was a wild success. Drama! Tragedy! Bloodshed! Everything a good tale needs. Now to gather my puppets in the attic, and gather an audience for the next show.

HAUNT

TOKENS NEEDED

Large Obstacle: Puppetmaster's Perch
Small Monster: Puppets

Rune: Strings
Searched: Key's location
Knowledge: The Key

HAUNT

27

Seeing Red

I put on this brooch and am instantly possessed of a rage—a knowing, focused rage. The spirit in the brooch was murdered by some lawmen intent on “justice.” I will be the vessel she uses to get revenge. But killing these fools won’t do. I must spread my hatred.

I know this to be true: that they are trying to cure the rage in me.

OVERVIEW

YOU WIN WHEN THERE ARE FOUR RUNE TOKENS ON EACH HERO'S FAMILY CARD OR ALL HEROES ARE DEAD.

- Attack heroes to **Spread The Rage**.
- You may **Poison the Waters** to infect heroes with the Blood Rage.
- You may **Force Them to Hold the Brooch** to intensify the Blood Rage.

FACTS

BLOOD RAGE

Each player can have up to four Rune tokens on their Family card, representing the progression of the Blood Rage. If a player already has four tokens, ignore any more Rune tokens they should take and instead put them back into the pile.

You add 1 to the result of any Might roll you make for each Rune token on your Family card.

Heroes may succumb to the Rage at the beginning of their turn. If they do, read the box below.

WHEN A HERO SUCCUMBS TO THE BLOOD RAGE

REACTION You take their turn for them. While you are taking their turn, you may only have them move and ATTACK. At the end of that player's turn, remove a Rune token from their Family card unless that player made a successful attack against another player during the turn.

SETUP

1. Place one Rune token on each hero's Family card.
2. Place {2/3/4} Rune tokens on your Family card.
3. You are still in the game but have turned traitor. Take the Traitor card.

THE TRAITOR

SPREAD THE RAGE

ATTACK (Might): Target a hero on the same tile. If you are successful, instead of dealing damage, place Rune tokens equal to the damage you would have dealt on their Family card.

POISON THE WATERS

PREPARE (while on the Caves, Creek, Pond, or Well House without a Searched token): Place a Rune token on a hero's Family card. Place a Searched token on the tile.

FORCE THEM TO HOLD THE BROOCH

ATTACK (Speed): Target a hero on the same tile. If you are successful, instead of dealing damage, GIVE that hero the Brooch and place three Rune tokens on their Family card. *They will see red.*

IF YOU WIN

Blood drips out my nose and mouth. I've spread the gospel of blood to all here, and soon, I will spread it to the nearby town. All will see red. All will see blood. They will pay for killing me and my family.

I chant the incantation I spent months memorizing. After a moment I hear Hellish hoofbeats. A fiery mustang arrives. The inhabitants of the house made a deal, and the debt has come due. It's time to get to work.

I know these things to be true: that the heroes will use sacred items to weaken and eventually drive off the night mare, and that they can attack it through open doorways in the house.

SETUP

1. Place a Large Monster token on the Front Steps. This is the **Night Mare**.

OVERVIEW

YOU WIN WHEN YOU DRIVE TWO INHABITANTS TO THE BRIGHT LIGHT OR ALL THE HEROES ARE DEAD.

- **Charm an Inhabitant** to lure them toward the Bright Light.
- Have the Night Mare **Breathe Sulfur** to make them flee toward the Bright Light.

THE TRAITOR

MAIN GOAL You cannot carry anything that is Sacred. If you find a Sacred Item or Sacred Omen, you must DROP it.

SIDE GOAL You may choose to act as a small obstacle to inhabitants.

REACTION You cannot attack Inhabitants. *There are bigger plans for them.*

CHARM 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 heroes move the token. |

If an inhabitant ends on the Bright Light, remove them from play. **If this was the second inhabitant removed, you win!**

AT THE END OF THE MONSTER TURN

REACTION Each hero who is outside takes 1 die of mental damage.

Hellbound

2. **DROP** all Items and Omens you are carrying that are Sacred.
3. Place all Inhabitant tokens (whether the inhabitant has been discovered or not) on the Upper Landing.
4. If the Bright Light token isn't in play, place it on the outside tile farthest from the Front Steps.
5. You are still in the game but have turned traitor. Take the Traitor card.
6. Put the Monster card on the table to your left. The monster (the Night Mare) will take a turn after you take yours.

MONSTER: THE NIGHT MARE

The Night Mare cannot leave the Front Steps or be stunned.

If the Night Mare successfully defends against an attack, the attacker takes **mental** damage equal to the difference between the rolls. This is true even for Firearm or mental attacks made at a distance.

The Night Mare does not have an attack.

Speed 6 Might 6 Sanity 6

BREATHE SULFUR

ATTACK: Stack 5 dice either on the Night Mare OR near the edge of an open doorway on a tile in the upper floor, ground floor, or basement regions. You may also stack them just outside the front doors of the Entrance Hall.

Tip the dice stack over with one finger. Remove any dice that landed on a tile in a different region than the one you stacked them in. Remove any still on the Night Mare (if stacked there). Replace any figures or tokens that were moved by the dice.

Each player (including the traitor) takes 1 physical damage for each die on their tile, regardless of what is rolled on the dice.

Move each Inhabitant 1 tile for each die on their tile, regardless of what is rolled on the dice, ignoring all obstacles. If an inhabitant ends on the Bright Light, remove them from play. **If this was the second inhabitant removed, you win!**

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 125 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

No mortal escapes their debt to Hell. Who knows what contract was signed, but surely a Hellish profit was earned.

HAUNT

TOKENS NEEDED

Rune: Blood Rage
Blood: Cure progress

TOKENS NEEDED

Large Monster: The Night Mare

HAUNT

Do No Harm

Oh God, oh God, oh God, what have I done? The experiment was supposed to help them, not kill them! I'm a murderer! I have to hide their bodies. I can't go to jail; my work is too important! I will use my assistants to help me. Yes, yes, they will protect me. They can calm the angry spirits while I do my work. I can fix this.

I know these things to be true: that the heroes are angry spirits, that they get stronger if I stumble across them, and that they will try to drive me mad.

OVERVIEW

YOU WIN WHEN YOU DISPOSE OF ALL THE BODIES.

- **Dispose of Bodies** around the house.
- You may **Order Inhabitants Around** to dispel Angry Spirits.

FACTS

ANGRY SPIRITS

The heroes are Angry Spirits. They cannot be killed, but they may be dissipated by inhabitants. This will temporarily remove them from the house. Angry Spirits must re-materialize on Omen tiles, but cannot do so if the tile is occupied by an inhabitant or by you.

Angry Spirits do not act as obstacles.

CORPSES

The heroes' corpses are Objects. When you PICK UP a corpse, place it on your Family card to show that you are carrying it. You may carry only one corpse at a time.

SETUP

1. You are still in the game but have turned traitor. Take the Traitor card.
2. If any inhabitants are not already in play, place their tokens on the Entrance Hall.

THE TRAITOR

DISPOSE OF A BODY

PREPARE (while carrying a corpse on the Furnace Room, Pond, Vault, Well House, or any tile where you can explore the Otherworlds; the tile cannot have a Searched token): Return the corpse and corresponding Crest token to the box and say a short eulogy. Their spirit is sent into the afterlife and they are out of the game. Place a Searched token on that tile.

ORDER INHABITANTS AROUND

TALK: Choose {1/2/3} inhabitants. Move them up to their Speed. They may discover new tiles but do not draw any cards if they do.

If an inhabitant ends their move on a tile with an Angry Spirit, that Angry Spirit is removed from the board until the beginning of that player's next turn.

I chose assistants who knew both science and the occult.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 189 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Now that all the ghosts are laid to rest, it's time to look over my notes again. Soon I'll arrange for another group to visit this historical mansion. This time I'll be more careful.

HAUNT

TOKENS NEEDED

Crest: Angry Spirits
Sanity: Astral Power
Searched: Disposed bodies

Chuckles

SETUP

1. Your body dies and your spirit is sucked into the doll. **You are dead.** Choose one of your Items or Omens and DROP all other Items and Omens you are carrying. Replace your figure with a Small Monster token.
2. Return the Porcelain Doll to the box.
3. Put the Monster card in front of you. You take your turn on the monster turn.

MONSTER: CHUCKLES THE DOLL (YOU)

Speed 6 Might 4 Sanity 6

ATTACK (Speed): Target a hero on your tile. If you are successful, your target must DROP an Item or Omen of your choosing instead of taking damage.

DRAIN THEIR MIND

INVOKE (while on the same tile as a hero whose Heirloom sticker is on an Item you are carrying): You and the hero both make Sanity rolls. If you roll higher, the hero takes mental damage equal to the difference.

If this kills a hero, you inhabit their body. **You win!**

IF THE LAST HERO DIES

If they died from any effect other than **Drain Their Mind**, you lose.

Oh great, now you're a doll forever.

IF YOU WIN

"What a fresh new body," I say in a voice that sounds like my friend's. I take the doll and toss it into an old chest, locking it with a padlock. I wouldn't want what happened to them hitting me again.

TOKENS NEEDED

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

HAUNT

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

Damnable Behavior

Sometimes you take a gamble. It called itself a pukwudgie and was very helpful. It would do chores, find lost items, and make me delicious bowls of soup. I knew there'd be a price. Gradually, it started making demands of its own, and now I must be rid of it.

I know these things to be true: that the pukwudgie can be threatened into admitting I work with it, that killing someone will be used as evidence of my guilt, and that I am not as guilty as I look. I just had a run of bad luck.

SETUP

1. Place a Small Monster token on your tile. This is the **Pukwudgie**.
2. Take the Number tokens 1 through 9 and shuffle them face down. Set them aside for now.

OVERVIEW

YOU WIN WHEN YOU IMPRISON THE PUKWUDGIE IN THE TALISMAN OR ALL THE HEROES ARE DEAD.

- You may **Find Pieces of the Imprisonment Spell** so you can imprison the Pukwudgie.
- **Imprison the Pukwudgie in the Talisman** by casting the spell.
- You may **Plead Your Innocence** to force heroes to discard evidence against you.

THE TRAITOR

Damage from the Pukwudgie or its Traps cannot reduce any of your traits below critical.

Although the pukwudgie doesn't like you, it still has a use for you.

SIDE GOAL
MAIN GOAL

FIND PIECES OF THE IMPRISONMENT SPELL

INVOKE (while on the Blood Field, Crypt, Dark Altar, Woodshed, or Workroom, without a Searched token): Place a Searched token on the tile to represent a piece of the spell.

IMPRISON THE PUKWUDGIE IN THE TALISMAN

INVOKE (while on the same tile as the Pukwudgie): Make a Knowledge roll. Add 2 to your roll for each piece of the imprisonment spell you've found. Add 3 to the result if you are carrying the Talisman.

11+ You imprison the Pukwudgie.
You win!

0-10 Remove a Trap token from any tile.

SIDE GOAL
MAIN GOAL

PLEAD YOUR INNOCENCE

TALK (while on the same tile with a hero who is carrying Evidence): Both of you make a Knowledge roll. If you roll higher, that hero returns one piece of Evidence they are carrying to the pile.

HAUNT

TOKENS NEEDED

Rune: Evidence
Small Monster: The Pukwudgie
Searched: Pieces of a spell

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MONSTER: THE PUKWUDGIE

If the Pukwudgie starts on the same tile as you, you heal one physical trait. Place the Pukwudgie on any Landing tile. It does not move this turn.

Otherwise the Pukwudgie moves toward you. If it reaches your tile, it ends its turn.

The Pukwudgie does not have an attack.

Speed 4 Might 3

AT THE BEGINNING OF THE MONSTER TURN

Place a random Number token face down on the tile the Pukwudgie is on.

If there are no more Number tokens, whoever is carrying the Talisman takes 1 general damage.

REACTION

WHEN A PLAYER ENTERS OR BEGINS THEIR TURN ON A TILE WITH A NUMBER TOKEN

Turn the token face up and replace it with the Trap token matching its number shown below. Return the Number token to the box.

Each Trap has a different effect when a player (including you) enters or begins their turn on the tile (including the turn when the Trap is first placed). If multiple Traps are on the same tile, resolve each of them in numerical order.

You are not required to tell the heroes what a specific Trap does until it is activated.

1 Crib The Crib makes a Sanity ATTACK against you. It rolls 4 dice.

2 Nest The Nest makes a Might ATTACK against you. It rolls 4 dice.

3 Bright Light Take 1 mental damage for each piece of Evidence you are carrying.

4 Antidote Heal one physical trait. Then take 2 mental damage.

5 Contraption Draw and resolve the top Event card. You do not lose moves for doing so.

6 Fire Take 1 physical damage.

7 Eye Take 1 mental damage.

8 Mouth Take 1 die of physical damage. Then place your figure on any outside or basement tile without a Trap. If there are none, place a new outside tile and place your figure there.

9 Portal Take 1 die of mental damage and place yourself on any other tile in your region, or any Landing tile in a different region.

IF YOU WIN DURING THE CAMPAIGN

If you imprison the Pukwudgie, turn to entry 193 in the Bleak Journal.

If all the heroes died before you imprison the Pukwudgie, turn to entry 144 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The pukwudgie chuckles with glee as I hand over my creation. It waves the talisman about, speaking its arcane tongue. Strange smoke billows out of the talisman and engulfs the creature. Its laughter turns to pitiful screams as it turns to smoke itself and is sucked into the talisman. It is unfortunate that such a simple ritual had to be so violent.

HAUNT

34

Wrath of the Berserker

Upon closer inspection, I realize the serpent on this brooch has the head of a wolf. I look into its eyes. The spirit of a long-dead Viking held in the brooch melds with my body. We are two souls bound together. We are filled with a rage I've never felt before. (I'm still in here.) I am angry. Furious. Berserk. I am filled with unending rage and supernatural might. It is time to kill. (I agree.)

I know this to be true: that my prey will place traps to slow me down or hurt me.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

THE TRAITOR

- You may not STEAL or PICK UP any Items. You still draw Item cards for discovering Item tiles.
- Each turn, if you let out a great roar, you may ATTACK a second time.
- You take damage only from a Trap or from an attack with a Weapon.
- You don't lower traits for any reason. If you would take damage, instead move the Blood Token down 1 space on the track. **If the Blood token reaches 0, you lose.**

REACTION

AT THE END OF YOUR TURN

There must be blood. You don't care whose.
If you didn't damage a hero during your turn, you rage against yourself. Make a Might roll. If the result is less than your Might, move the Blood Token down 1 space on the track. **If the Blood token reaches 0, you lose.**

SETUP

1. DROP all Items and Omens you're carrying, except for the Brooch.
2. Return your Calling card to the box.
You are too furious.
3. Heal all your traits.
4. Gain 3 Might.
5. Place the Blood token on {3/5/7} on the numbered track. This represents your health.
6. You are still in the game but have turned traitor. Take the Traitor card.

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 197 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Their bodies lie torn and broken at my feet. My anger is satisfied. For now. With the easy prey conquered, I march off in search of new blood.

Angels and Demons

Do not read this box to the heroes. They have a very different perception of reality. Comfort them when you can.

This has gone on long enough. The patients have been ranting about the "house" on the "hill" being "haunted" and someone "betraying" them for some time. They keep collecting junk, calling them omens and items. Not unusual, but it has been intensifying lately. Something in the portrait has triggered them, and they look violently upon me. I must get them to their rooms for their own safety.

I know these things to be true: that they need medicating, and that the attendants can guide them to their rooms.

SETUP

Do not explain what the Small Monster tokens are. The heroes are in a fragile state of mind.

1. Place {2/3/4} Small Monster tokens on the Entrance Hall. These are your **Attendants**.
2. You are still in the game but have turned traitor. Take the Traitor card.
3. Put the Monster card on the table to your left. The monsters (your Attendants) will take a turn after you take yours.

MONSTER: YOUR ATTENDANTS

The Attendants never ATTACK and deal no damage while defending.

They are here to help.

Speed 4

Might 5

MEDICATE PATIENTS

CHALLENGE (while on a tile with a hero): The Attendant and hero both make Might rolls. If you roll higher, increase the Sanity of that hero by 1. Otherwise, nothing happens.

THE "TRAITOR"

IF YOU WOULD REDUCE A HERO'S TRAIT BELOW CRITICAL

Set that trait at critical instead.

CONFISCATE CONTRABAND

CHALLENGE (while on a tile with a hero): You both make Might rolls. If you roll higher, return an Item that player is carrying to the box. If you tie or roll lower, nothing happens.

CARRY THEM TO SAFETY

CHALLENGE (while on a tile with a hero): Make a Might roll. Move yourself and that hero up to as many tiles as your result.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 174 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

"Everything will be fine. There are no demons here," I whisper in the ear of the last of my patients, tucking them into bed. They look so serene now that they have calmed down. I can't imagine what traumas they have seen.

Don't Scream

As I don the veil, all goes dark. The ghost within it tells me a story: She was to be wed to a unsavory man, but on the night of the wedding, she fled and hid in a steamer trunk, where no one could hear her. It locked atop her. She stayed there for days, screaming in futility until she finally died. All was dark and all was quiet. The ghost intends to keep it that way. She removes my sight and instills me with great power.

I know these things to be true: that the heroes are performing a rite to take away my power, and that they hope to move in secret.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

- You may make a **Blind Attack** when they are hiding.
- You may discard heirloomed Items to **Find Them**.

FACTS

Hero figures will be off the board when they are **hiding**.

THE TRAITOR

Whenever you make any trait roll, use dice equal to the number under the Blood token (instead of your trait). If the result of this roll is lower than the number the Blood token is on, use the number where the token is as the result instead. For example, if the Blood token is on 6, and the result of the roll is 4, use 6 as the result instead.

At the start of your turn, roll dice equal to the number where the Blood token is to determine your moves.

You still raise and lower your traits as normal to track when you die.

You can't target heroes you can't see other than when you make a **Blind Attack**.

SETUP

1. You are still in the game but have turned traitor. Take the Traitor card.

THE TRAITOR

REACTION

OVERHEARING THE HEROES

If you hear a hero who is hiding speak, say "I hear you . . ." , say their name, and tell them to place their figure on the tile they currently occupy. This does not apply to asking rules questions, reading Secrets of Survival text boxes, or anything in the real world, such as ordering a pizza or noting that the cat is on the table. Again.

Whenever a hero discovers a new tile or performs any ACTION (besides PREPARE), they must place their figure on that tile.

SIDE GOAL

BLIND ATTACK

ATTACK (Might): (while on a tile with no visible heroes): All heroes on the tile you are on must place their figures on the tile and defend against the attack. You roll only once for the attack, but they defend separately. This still counts as your ATTACK action, even if there are no heroes on the tile.

SIDE GOAL

FIND THEM . . .

INVOKE: Bury an heirloomed Item that you are carrying. Tell the hero(es) whose heirloom you buried to place their figure on the tile they occupy.

IF YOU WIN

Even blind I am stronger than them. The ghost continues talking to me. She is no longer alone. I crawl into the trunk and lock it behind myself. Glorious silence.

HAUNT

TOKENS NEEDED

Blood: Traitor's power
Rune: Ritual performed

The Doll's Puppet

the Landing tiles. Set aside the other 10 Small Monster tokens.

2. If the Music Note token isn't already in play, place it on any tile that has a SEARCH action. If there isn't such a tile in the house, place the Music Note token on the first one you discover. This is the **Lullaby**. (If the Music Note token would be removed from a tile, instead place it on any tile that has a SEARCH action.)
3. You are still in the game but have turned traitor. Take the Traitor card.
4. Put the Monster card on the table to your left. The monsters (the Dolls) will take a turn after you take yours.

MONSTER: DOLLS

Dolls always attack and defend as a group. Their Might is equal to the number of unstunned Dolls on the tile.

If a group of Dolls would take damage, stun one Doll on that tile for each 1 damage they would take.

Dolls:

- are immune to Speed attacks.
- do not act as obstacles to heroes. The heroes still act as obstacles to Dolls.
- can discover new tiles. When they do, they stop moving but do not draw cards.

Speed 3

Might X

ATTACK (Might): Target a hero on a tile with at least one Doll. Dolls on the same tile attack as a group. Only make this ATTACK once per monster turn (on a tile of your choice). After attacking, all Dolls lose any remaining moves for that turn.

THE TRAITOR

SIDE GOAL

SING THE DOLL LULLABY

SING (while on the tile with the Music Note token): Place a Small Monster token on each tile with a Runestone. Sing this song to them. Introduce the Dolls by their names to the heroes.



IF YOU WIN DURING THE CAMPAIGN

Turn to entry 107 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

I'll never be squeezed again. Never tossed, never yanked, never thrown into a corner to be forgotten. The house is empty, a perfect place for me and my own dolls. What's a doll to do with its own dollhouse, anyway?

TOKENS NEEDED

Music Note: Lullaby
Nest: Animal's Lair
Paw: Animal

HAUNT

HAUNT

A Pox on Thee

DO NOT READ UNLESS INSTRUCTED TO DO SO BY THE SECRETS OF SURVIVAL BOOK

The doctor makes her goodbyes and disappears into the blue bedroom, setting the antidote on the bannister. As the door shuts, we hear a terrifying roar. One of us jumps back in a fright, knocking the vials down to the ground below. Hopelessness sets in as the shattering of the glass dooms our lives. Wait! Miraculously, one unbroken vial rolls down the front steps. One chance to live . . . I hope I was the only one to see it.

SETUP

1. Heal all players' traits (even if they are dead). Time somehow went backwards.
2. Set the Blood token to 2 on the numbered track.

OVERVIEW

YOU WIN WHEN YOU ARE THE LAST PLAYER ALIVE.

- Carry the **Antidote** to cure yourself of the disease.
- If someone has already taken the Antidote, **Drink the Blood of the Corpse** to get the Antidote.

FACTS

THE ANTIDOTE

The Antidote is an Object. It may only be PICKED UP. Immediately when you pick it up, heal all your traits. Place the Antidote token under your figure. It now moves with you and cannot be STOLEN or otherwise lost. If you are killed, leave the Antidote token under your corpse.

DRINK THE BLOOD OF THE CORPSE

If the Antidote token is under a player's corpse, you may PICK UP that token. Follow the same instructions as if you drank the Antidote (see the box above).

HAUNT

41

TOKENS NEEDED

Antidote: The Antidote
Blood: Progression of the disease

3. Any players in the Blue Bedroom region place their figures on any tile on the upper floor, starting with the player to the left of the Monster card.
4. Place the Antidote token on the Front Steps.
5. Return the Blue Bedroom tile to the box. Any tiles in its region are shuffled back into the stack. Any tokens (including inhabitants) on those tiles are removed to be discovered again. Any Items or Omens on those tiles are buried.
6. The player to the left of the Monster card takes the first turn.

REACTION

AT THE END OF YOUR TURN

Unless you have the Antidote token under your figure, take general damage equal to the number of the space where the Blood token is on the track.

REACTION

ON THE MONSTER TURN

Move the Blood token up 1 space on the track.

REACTION

WHEN YOU WIN DURING THE CAMPAIGN

Turn to Entry 103 in the Bleak Journal.

WHEN YOU WIN IN FREE PLAY

I'm alive! I survived! This wasn't that hard; a little bit of murder can solve any problem. I heard the doctor say something about "No need for violence" before she left. Pah! What does that damnable doctor know anyway?

The Revenant

SETUP

1. Place the Head token on your tile, face up.
2. Place your choice of {2/3/4} Arm and Leg tokens, face up, on top of the Head token. These Body Part tokens are considered to be **attached**.
3. Place a Small Monster token on top of the stack of tokens. This stack is the **Revenant**.
4. You are still in the game but have turned traitor. Take the Traitor card.
5. Put the Monster card on the table to your left. The monster (the Revenant) will take a turn after you take yours.

MONSTER: THE REVENANT

Add 1 to the Revenant's Speed for every Item card under the Monster card.

The Revenant cannot be stunned with Firearms (other attacks stun it as normal).

Speed 3***Might 6**

ATTACK (Might): Target a hero on the Revenant's tile.

INVOKE: Choose an unattached Body Part token that isn't carried by a hero. Move that token up to 2 tiles, ignoring obstacles.

REACTION

AT THE END OF THE MONSTER TURN

Each Body Part token carried by a hero deals {1/2/2} physical damage to that hero.

Place one unattached Body Part token on the same tile as the Revenant, but not carried by a hero, under the small Monster token.

It is rebuilding itself!

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 186 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The revenant slowly, methodically, severs its victims' arms. Then their legs. Then finally, their heads. Its work is done for now. But I can bring my friend back if I ever need it.

TOKENS NEEDED

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

HAUNT

42

Gaze at the Abyss

Mists roll through the grounds. The veil between living and dead has been weakened. A spirit materializes in front of me. It's one of my ancestors. I have heard the stories. They died far too early, and it is time to show the others what it is like to be cast into Hell, even if they must take the whole house with them. I am ready to help a loved one. Somewhere in the basement, a portal to other worlds opens in the floor.

I know this to be true: that the heroes are trying to use family heirlooms to help close the portal.

OVERVIEW

YOU WIN WHEN THE TILE WITH THE PORTAL COLLAPSES, OR WHEN ALL THE HEROES ARE DEAD.

- Your Ancestor helps you by **Furthering the Collapse**.

FACTS

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

The collapse will begin as soon as the Portal token is in the house.

After the Portal has been discovered, the heroes will collapse a tile in the house at the beginning of each of their turns, using the following rules:

- 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 in this region to be unreachable from the Landing in this region through doorways.
- If a player, inhabitant, or monster is on a tile that collapses, place them on the Landing tile of that region. If it was a hero, they lose 1 Speed.
- If there are no non-Landing tiles in the region with the Rune token, 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.

SETUP

- Choose an ancestor from your Family card. Place a Small Monster token on your tile. This is **Your Ancestor**.
- You are still in the game but have turned traitor. Take the Traitor card.
- Put the Monster card on the table to your left. The monster (Your Ancestor) will take a turn after you take yours.

MONSTER: YOUR ANCESTOR

They look just like you; it's uncanny...

Your Ancestor:

- can be attacked (and stunned) only with a Sanity ATTACK.
- can move through walls to adjacent tiles even if they are not connected by a doorway.
- does not act as an obstacle.

Speed 4

Sanity 6

FURTHER THE COLLAPSE

INVOKE (while on a tile that could be collapsed, following the rules): Collapse the tile Your Ancestor is on. Place Your Ancestor on the tile with the Rune token.

Your Ancestor may INVOK any number of times per turn.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 63 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The last soul plummets into the unseen depths below. The feeling of exultation is short-lived, as the ground beneath me explodes with spectral power.

HAUNT

TOKENS NEEDED

Small Monster: Your Ancestor
Portal: Portal
Rune: Collapsing Region

Exsanguinated Susan

I thought it was a game. I did the ritual. Said her name three times. Spun around in a circle. I didn't expect her to appear, but I guess in this place she can. I offered her my friends instead of me. She liked the words.

I know this to be true: that the heroes are trying to destroy Susan.

SETUP

- Place a Large Monster token on the tile where the haunt was revealed. This is **Exsanguinated Susan**.
- Write $\{3/4/5\}$ words down on a piece of paper. Each word must be at least five letters long. Label these words 1 to $\{3/4/5\}$. These form the **Ritual Phrase**. If a player says the phrase with
- You are still in the game but have turned traitor. Take the Traitor card.
- Put the Monster card on the table to your left. The monster (Exsanguinated Susan) will take a turn after you take yours.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

AT THE END OF EACH HERO'S TURN

If any hero said any of the words in the ritual phrase, place Susan on the tile of the hero whose turn just ended. Susan attacks a hero on that tile.

MONSTER: EXSANGUINATED SUSAN

Exsanguinated Susan cannot be stunned.

Speed 5 Might 5 Sanity 5

ATTACK (Might or Sanity): Target a hero on Susan's tile.

IF THE HEROES FLIP OVER A NUMBER TOKEN

Say the word that is labeled with that number. The heroes may ask you at any time to repeat any words that correspond to face-up Number tokens.

TOKENS NEEDED

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

HAUNT

Stacked like Cordwood 4: Crimson Jack's Final Attack

A distant relative of mine used to lure my victims to this house. Now I've become powerful enough to do it myself. But this time things didn't go as planned. When I sprung my trap, they were ready with knives and implements of destruction. I was cut to pieces. But they don't know how stubborn I am. My body will re-form, and I will kill them all. People have been chopping me up for hundreds of years and I always find a way to return. Always.

I know this to be true: that the heroes are trying to perform a ritual to kill me once and for all.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

THE TRAITOR

WHEN YOU ARE WHOLE

Your traits cannot decrease by any means.

Before moving each turn, you may place your figure on any tile that isn't in line of sight to a hero.

ATTACK (Might): Target all heroes on the tile. Make a single roll. They each defend individually.

SETUP

- You are dead.** Drop all Items and Omens. Remove your figure from the game.
- Place the Head token on the tile where your figure was (the heroes will place the rest of your Body Parts).
- Take the Monster card. Body Parts act as monsters until you are **whole** (you will skip the traitor turn until then).

MONSTER: SEVERED BODY PARTS

Body Parts can attack only with the traits listed.

ARMS

Speed 2 Might 4

ATTACK (Might): Target a hero on the same tile.

LEGS

Speed 5 Might 4

ATTACK (Speed): Target a hero on the same tile.

HEAD

Speed 1 Might 1 Sanity 5

ATTACK (Sanity): Target a hero on the same tile.

IF ALL BODY PARTS ARE ON THE SAME TILE

If none of the Body Parts are carried by a hero, you re-form your body. Remove all the Body Part tokens from the tile and replace them with your character's figure. Raise all your traits to the highest value. You are now **whole**. Put the Monster card back into the box and take the Traitor card.

IF YOU WIN

The last bit of gory splatter is thrown, and I smile. They almost had me this time. It was almost a challenge. Time to clean up for the next group who want a bit of a thrill.

Splitting Image

I gaze into the mirror. My reflection blinks, then smiles and reaches THROUGH the glass. It touches me, and there is a brilliant flash of light—I am free! A portal is summoned so my realm may bring forth more of our world. From the portal they arrive, little reflections made of glass. Each contains a being from my realm looking for a new host.

I know these things to be true: that the heroes are trying to close the portal, that it will be harder to do so the more reflections I summon, and that they can smash many of my reflections at once by throwing items at them.

SETUP

- Heal your traits, then gain 1 in each trait you healed.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE ASSIMILATED OR DEAD.

- You may **Summon Reflections** to assimilate the heroes.

MONSTER: REFLECTIONS

Reflections do not act as obstacles to heroes. Heroes still act as obstacles to Reflections.

REACTION

AT THE START OF THE MONSTER TURN

Place a Small Monster token on the tile with the Mirror Portal. Then place a Small Monster token on tile(s) adjacent to the Mirror Portal equal to the number of living heroes.

Speed 2 Sanity 2

ATTACK (Sanity): Target a hero on the Reflection's tile. If the Reflection would deal any damage, ignore the damage. The hero is assimilated instead. They are now a traitor. Have them read the box labeled "**When a Hero is Turned into a Traitor during the Haunt**". Remove the Reflection from the board.

REACTION

- Place the Portal token on a basement Item tile. This is the **Mirror Portal**. If there isn't a basement Item tile in play, place the token when one is discovered.

- Put the 20 Small Monster tokens near your Family card. Place one of them on your tile and on each adjacent tile. Then place a Small Monster token on {2/3/4} Landing tiles. Finally, place a Small Monster token on the Mirror Portal. These tokens are **Reflections**.

- You are still in the game but have turned traitor. Take the Traitor card.
- Put the Monster card on the table to your left. The monsters (Reflections) will take a turn after you take yours.

THE TRAITOR

SUMMON REFLECTIONS

INVOKE (while on a tile without a Small Monster token on it): Make a Sanity roll. Add 3 to the result if you are carrying the Hand Mirror.

- 5+ Place a Small Monster token on your tile. Then place {0/1/2} Small Monster tokens on each adjacent tile that doesn't already contain one.

- 0-4 Place a Small Monster token on your tile.

WHEN A HERO IS TURNED INTO A TRAITOR DURING THE HAUNT

You never realized how pleasant another reality could be . . .

You are still in the game but have turned traitor. You now share the Traitor card and all its abilities.

You take your turn in normal turn order.

You cannot **Summon Reflections** during your turn.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 55 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Now that I've all settled in nicely, the rest of the world is sure to follow. I will be stronger here. Smarter. Faster. Soon all of this world will bow to my will.

HISTORY OF THE HOUSE

HISTORY OF THE HOUSE

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