

BLEAK JOURNAL

AGE 12+

STOP!

DO NOT READ ENTRIES
IN NUMERICAL ORDER

52 Dilapidated though it was, the inn was perfect. Its boarded-off basement gave the innkeeper a secret place to conduct her research away from prying eyes. But one who is trapped in the house saw these horrifying experiments and knew it was the Wolf who caused this madness. More words fade into focus on the backs of the photographs: "You must promise to stay strong. Please promise to stop Him."

Find Swear an Oath to End Him (P257). This contains a side goal and reaction for this game (no matter which haunt you play).

Depending on the tile the haunt reveler is on, turn to the matching entry in the Bleak Journal.

65 CRYPT, RITUAL ROOM,
SOUNDPROOFED ROOM

114 KITCHEN, MASTER BEDROOM,
NURSERY, SERVANTS' QUARTERS

148 ARBORIUM, HANGING TREE,
LIBRARY, MUSKEG

53 I will await the blood that will regrow My strength. It will drip down through the earth, through the different worlds, and refresh Me. I will awaken. I can sense when humans walk above Me. I can cloud their minds, incite them to violence, to kill. I am patient. I shall await until I am strong enough to escape Hell.

Gain 4 Knowledge. Other players may read this entry again at any time but do not gain the trait bonus.

54 The haunt has begun, and Sarah was instructed to consult the Helm by the introductory text. She draws a random Rune token, revealing a ✕. There is no family crest on that branch, so she draws another, revealing a V. There are two family crests on that branch, one on the inner ring and one on the outer ring. She rolls a die and gets a □. There is no crest there, so she rolls again and gets a □.

The crest on that space belongs to Sam, who will reap the effect of the Helm as instructed by the introductory text.

55 Your world has written itself nicely onto this world. That's enough. You concentrate and close the portal . . . or try to. Some force is willing it to stay open, and whatever this force is, it is more powerful than you. The portal shudders violently, then grows, stretches, ripping the seam between worlds. When your vision clears, you see a great chasm in the floor, with no bottom in sight. From below emerge music, light, mist . . . and screams. The first lock is broken. He is almost awake.

Open Door 4 in the Folium Infernum. Place the sticker you find there on the tile that had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions. (continued . . .)

The traitor places their family crest on the Deed to the House.

The two worlds are joined. Some days, you can see the other through a mirror or silvered glass.

Add Image in the Mirror (P270) and Ȑonim Ȑrl ni Ȑgsml (P246) to the Event deck.

The chasm formed a link between the worlds. Reality is now more an opinion rather than a fact. Add Reality is Broken (P213) to the Event deck.

This is not a house for certainty. It never was, and it is even less so now.

Add What the . . .? (P235) to the Event deck.

Several family members were lost that day. If the future could be known, surely these tragedies could be avoided. Or so some believed.

Add Seer (P209) to the available Calling cards.

If cards P221 or P224 are still in the Purgatory deck, destroy them. They are not part of your story.

56 The stones have been laid above the world tree. The godar marked them with runes, warning all to leave them be, lest He awaken. A few of us still believe in Him. My wife and I bled into a chalice, then she drank from it, and then we buried it. This offering should keep Him alive while He is chained and serve as a key between our world to His. My wife will start a sacred order to find a way to bring Him back. The blood of our ritual will give her powers. I will likely hang for my crimes. If it saves Him, our sacrifice will be worth it.

Gain 4 Sanity. Other players may read this entry again at any time but do not gain the trait bonus.

57 "We can use His omens to create our own way to Hell. The elevator can be enchanted to explore the Otherworlds, to find an entrance to the land your ancestors locked shut."

Find Enchant the Elevator (P293) in the Purgatory deck and put it on the table. It is a two-sided card. Turn the side that reads "Enchant the Elevator" face up. It is a new main goal for this haunt.

58

Viktor's screams are drowned out by the shouting of the mob. His creature flails and crushes the head of a villager before it, too, is brought down. Torches and pitchforks surround you, voices blame you for this abomination. You are dragged toward the chasm. As you fall, in your last living moments, you feel Him watching. You can see Him there, smiling with sharpened teeth. Your agony will sate His hunger. He is almost strong enough to act.

The last hero to take a turn places their family crest on the Deed to the House.

Photographs of the group were found scattered around the house.

Put all family photographs into the Tomb.

This creature is slain but Viktor had other creations, other creations that may come looking for him.

Add or intensify Misshapen Figure (P233).

Viktor looked at you plaintively as his life left him, almost as if it was your fault.

Intensify Blood (S3).

The measured ways of science very nearly proved useful. Perhaps, with further investigation, they may yet do so.

Add Experimentist (P271) to the available Calling cards.

If any of cards P236, P250, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

59 *He drinks greedily from the chalice, and before your eyes, strength returns to His limbs. He flexes against the chains. "Did you think that I would not be nourished by Mine own cup?" The first link breaks, iron crashing to the bleak ground. "It is as I have always said: nothing of any known world can harm Me. My strength has returned."*

Add Moment of Weakness (P264) to the Event deck.

You all back away from Him. Toward the light. Toward the sun. Your plan to strike Him down was foolish. Instead you have set Him free. The youngest among you realizes the truth. If the chalice is the entry to Hell, destroying it will close the portal, like breaking a key off in a lock. He will be trapped here in Hell. He will not infect the world.

Add or intensify Moment of Hope (P226).

With a silent nod from the others, you put the chalice underfoot and crush it. The entrance to Hell closes. The realm is sealed off from the Otherworlds. No way in. No way out. He is trapped. And you with Him.

On the back of the rulebook, check the box on the clock near the 8.

Turn to Entry 120.

60

Shattered pieces of the reflections are pulled into the portal. We see strange inverted versions of ourselves, backwards and wrong. The sharp edges of two realities grate, scraping against each other. From below, a low rumble starts, growing louder and louder, until the portal shatters. When the world settles, a great chasm in the floor leads down as far as the eye can see. From it emerge music, light, mist . . . and screams. The first lock is broken. He is almost awake.

Open Door 4 in the *Folium Infernum*. Place the sticker you find there on the tile that had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions.

On the back of the rulebook, check the box on the clock near the 5.

The last hero to take a turn places their family crest on the Deed to the House.

The two worlds are joined. Some days, you can see the other through a mirror or silvered glass.

Add Image in the Mirror (P270) and 10niM ərl̩ ni əgsml (P246) to the Event deck.

The house has always seemed to rearrange itself every time one entered it. But now it would reconfigure itself below your very feet.

Add Reality is Broken (P213) to the Event deck.

This is not a house for certainty. It never was, and it is even less so now.

Add What the . . . ? (P235) to the Event deck.

We should have seen this coming. Should have known. If the future is known, it will be less terrifying. Or so some believe.

Add Seer (P209) to the available Calling cards.

If cards P221 or P224 are still in the Purgatory deck, **destroy** them. They are not part of your story.

61

The insects continued their work, turning living flesh into stone. Inside their bodies, the minds of the victims still whirled frantically. Unable to hear or see or move, they were held alive by some ghastly poison until such time as the insects could harvest them. Long decades of silent screaming drove each mind mad inside their stone prison. Their panic fed Him, acted as a lure, a beacon to keep His focus on the house.

Destroy the Specimen Room tile. Draw tile plank 19. Add the Statuary Corridor tile to the stack and **destroy** the other two tiles on the plank (Pentagram Chamber, Junk Room).

Destroy Study the Runestones (P249).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

All that remained were some small grubs, eager to make a nest to start again. They will be of no matter.

Add or intensify Larval Sac (P240).

The insects in the area drew close to the house, awakened by the call of these alien kin.

Add or intensify Creepy Crawlies (P219).

The asylum is in shambles. The building lies abandoned through a financial crash, a depression, and the second Great War. Upon returning from the war, a couple purchases the dilapidated structure with the hopes of opening an inn . . .

If any of cards P208, P234, P237, and P256 are still in the Purgatory deck, **destroy** them. They are not part of your story.

62

Broken and limp, the rat is quite dead. You hear a shrill chittering echo through the walls: subjects mourning their king.

In the corners of the room, you can see tiny eyes staring at you, oddly intelligent and full of malice.

If the Rat was killed by a player, find the Vermin card (L40) in the Event deck; place the family crest of the Rat's killer on the card, and shuffle it back into the Event deck.

63

The final collapse of the house leaves a ragged skeleton of a structure . . . and this: a hole in the foundation of the house, in the foundation of certainty. The house can be rebuilt, but this chasm is a wound torn in the flesh of reality. It will never heal. From somewhere you hear the frantic whispers of the groundskeeper. "The first lock is open. He is almost awake."

Open Door 4 in the *Folium Infernum*. Place the sticker you find there on the tile that had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions. (continued . . .)

The traitor puts their family crest on the Deed to the House.

The spirits summoned took residence in the cracks in the basement, occasionally pouring out in fits of madness.

Add Mist from the Walls (P239) to the Event deck.

The ancestor, so bent on revenge, will find a way back to this world.

Add Revenge from Below (P248) to the Event deck.

From time to time, the veil of death descends upon the house and all within are shrouded in the quiet of the grave.

Add Silence (P256) to the Event deck.

If a hero broke the Hand Mirror, **destroy** that card. Add the Shattered Hand Mirror (P260) to the Omen deck.

Talking to your ancestor revealed secrets from the Abyss. You can make good use of this newfound skill.

Add Seer (P209) to the available Calling cards.

If any of cards P221, P224, and P246 are still in the Purgatory deck, **destroy** them. They are not part of your story.

64 *"I will go now. I'll come back to play again. Maybe soon!" Jonah smiles and fades from view. Sometimes there are no winners, only those who lose last. His presence is everywhere now, a great darkness on the house, driving all who set foot inside mad. The second lock is about to break. None can resist His call. None can escape His corruption.*

The winner places their family crest on the Deed to the House.

From that day, toys in the house were said to move about without anyone touching them. Some sleeping guests awoke to find black button eyes staring into their own.

Add or intensify Creepy Puppet (P243).

"I'll be back to play. It'll be my turn."

Add Jonah's Turn (P265) to the Event deck.

"Whenever you're bored, I'll come play with you. Don't be bored."

Add Jonah's Game (P272) to the Event deck.

The carnage in the house caused some to study the ways of police work and investigation.

Add Investigator (P230) to the available Calling cards.

If cards P206 or P241 are still in the Purgatory deck, **destroy** them. They are not part of your story.

65

Some experiments are ahead of their time. The innkeeper's job as a medical aide during the war had convinced her that life was both cheap and precious. If a perfect army could be grown, cloned from normal humans . . . that, she reasoned, would solve a lot of problems. All she needed was a remote location and an influx of fresh bodies . . .

Have the haunt revealer draw the next card from the Legacy deck, The Radio, and give it its true name: "The Radio of Twinning." They are now carrying it.

Consult the Helm. Whoever is judged loses 2 Sanity. Each other player on the same branch loses 1 Sanity.

The traitor in this haunt is unknown to anyone, even the traitor. All players should turn to Haunt 8: Clones in the Secrets of Survival book.

66 Years ago, the bride had had an affair of the heart. Who was her lover? A stranger . . . and likely not of this world. The secret child of that union was kept hidden away until current events summoned him to this house. We've all been driven mad by the being underneath the ground. None of us can resist His call. It is not a matter of who is still good, but merely of who can escape alive.

The haunt revealer should draw the next card in the Legacy deck, the Wedding Veil, and give it its true name: "The Wedding Veil of Demons." They are now carrying it.

Place the Blue Bedroom tile on the bottom of the stack.

Consult the Helm. Whoever is judged gains 1 Might and loses 1 Sanity. Each other player on the same branch loses 1 Sanity.

All players are traitors in this haunt. All players should turn to Haunt 50: His Name is Jonah in the Traitor's Tome.

67 The Helm of Awe is not the source of power, but it does protect Me. The runes were etched into My skin by My own hand. The godar do not know how to thwart its powers so they cut it off Me. But it is still part of Me. Those who touch it bind themselves to Me. I can control them and bend them to My will.

Gain 4 Might. Other players may read this entry again at any time but do not gain the trait bonus.

68 We find the groundskeeper wandering, carrying the hand mirror and greatly agitated. "The stones have been moved! He will escape!" He shoves a large runestone. "No. That's not right either! He must not escape!" In his panic, he fails to see the hairline fracture form on the mirror, slicing like a razor across his right palm, nor the bloody hand prints he leaves upon the stones.

Consult the Helm. Whoever is judged gains 1 in each trait. Each other player on the same branch gains 1 in a trait of their choice. (continued ...)

The haunt revealer should draw the next card in the Legacy deck, the Hand Mirror, and give it its true name: "The Hand Mirror of Dimensions." They are now carrying it.

The player who just drew the Hand Mirror is the traitor. The heroes and traitor should turn to Haunt 48: Splitting Image in their respective books.

69

How do the innkeepers not notice this thing? It's the size of a mastiff. The rat is best not named.

70

His presence is everywhere now, a great darkness on the house, driving all who set foot inside mad. Even when we band together, we cannot focus on the task at hand. The second lock is about to break. None can resist His call. None will escape His corruption.

The last hero to take a turn places their family crest on the Deed to the House.

I suppose I might leave a little something in this time stream to help them . . .

Add or intensify For Your Health (P211).

Maybe stop by from time to time to give advice . . .

Add or intensify Unseen Helper (P203).

Even try to fix things up when I can . . .

Add Doctor's Visit (P254) to the Event deck.

The presence of that mysterious helper inspired some to study the ways of investigation.

Add Investigator (P230) to the available Calling cards.

If any of cards P206, P241, and P243 are still in the Purgatory deck, **destroy** them. They are not part of your story.

71 "Thank you for your help. I'm sorry I bothered you. You have the eyes of my beloved, you know. Perhaps I will be reunited with him some day . . ."

Destroy the Bride Event card. Find The Lost Bride (P210) and put it into the Tomb.

72

Who's a good boy? You are! Oh yes you are!

Give the Dog a name. Write it on its card.

73

"I am so glad I get to leave this place every night. Too bad you can't. I look forward to my nice steak dinner tonight while you eat mystery meat."

Give the Nurse a name. Write it on her card.

74

A brooch glistens among the tree's roots. As you reach for it, a ghostly hand pushes through the soil and clamps tight around your wrist. A specter arises from the earth. A Viking warrior. Here? A voice speaks in your mind. "It is time for revenge at last. It was my choice to bleed into the chalice, but they killed me for it, and now I will have vengeance. I still serve Him." Just before the ghost dissipates, he presses the brooch into your palm. "Look to this for answers."

The haunt revealer should draw the next card in the Legacy deck, the Brooch, and give it its true name: "The Brooch of Rage." They are now carrying it.

The haunt revealer is the traitor. The heroes and traitor should turn to Haunt 37: Wrath of the Berserker in their respective books.

Remember, after you take an action or use an ability inside a box in your haunt book, the other side may ask you to read what is in that box.

75

Weeks later, the thing is fully awake, fully adapted to our world. Cunning. Alert. It understands what they were trying to do. It needs to destroy the evidence. It lights a fuse. Waters rush in, burying its nest below the dark waters. From behind, it hears the voice of a young human. "I don't need to hide anymore. I need to find my way home." It turns to strike but there is no one there.

Destroy the Underground Cavern tile. Draw tile plank 20. Add the Underground Lake tile to the stack and **destroy** the other two tiles on the plank (Tower, Charred Room).

Destroy Learn More about the Meteorite (P231).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Before leaving the area, the creature spawned a series of hatchlings.

Add or intensify Larval Sac (P240)

The insects around the house grew larger after the arrival of the being.

Add or intensify Creepy Crawlies (P219).

Every year, the creature returns to its nesting place to hunt again. Whether this is ritual or necessity is unknown.

Add or intensify Beast Hunted (P212)

After the events of the night, the inn was abandoned. No one claimed ownership and it fell into disrepair. For over 40 years it lay dark and then, one day, a girl emerged from the shadows to blink in the light for the first time in a long while. "I need to find my father," she said.

If any of cards P204, P223, P227, P242, P247, P253, P258, and P273 are still in the Purgatory deck, **destroy** them. They are not part of your story.

76

"I never abandoned you! I come now to join you in Hell!" The berserker's final cries echo into the night.

What madness is this? What would a Viking be doing here, and why? This homestead offers so many questions and so few answers. I should get a priest to put crucifixes up around the house. Merely as a precaution, of course.

On the back of the rulebook, check the box on the clock near the 1.

The last hero to take a turn places their family crest on the Deed to the House.

His ghost haunted the house forever after, acting out the final moments of his death.

Add Bloody Corpse (P275) to the Event deck.

The blood spilled here has collected in pools. The earth itself rejects it.

Add Puddle of Blood (P241) to the Event deck.

In a dusty corner of the house, we found a book. Inside the front cover is a list of names: ours. Was all of this planned?

If the traitor killed at least one hero, add Book of Flesh (P221) to the Event deck.

The veneer of civilization on some families was thin, needing only the berserker's savage example to scrape it away entirely.

Add Savage (P218) to the available Calling cards.

77 "You show great courage. Interesting. You would deny me Mine own cup? Do you think I would have lured you here if I could not simply take that which is Mine?" His limbs flex against the chains.

Add Courage (P216) to the Event deck.

The first link breaks, iron crashing to the bleak ground. "It is as I have always said: nothing of any known world can harm Me. My strength has returned." You all back up, away from Him. Toward the light. Toward the sun. Your plan to come here was foolish. You have set Him free.

The youngest among you realizes the truth. If the chalice is the entry to this world, destroying it will close the way in and out of Hell, like breaking a key off in a lock. He will be trapped here in Hell. He will not infect the world.

Add or intensify Moment of Hope (P226).

With a silent nod, you put the chalice underfoot and crush it. The entrance to Hell closes; the realm is sealed off from the Otherworlds. No way in. No way out. He is trapped. And you with Him.

On the back of the rulebook, check the box on the clock near the 8. Turn to Entry 120.

78

Now that the world below has opened, we know there are forces at work here more powerful than we. Whatever—or whoever—is trapped down there is bigger than our squabbles. And yet, even as we vow to resist His lure of insanity, so too are we are plagued by mundane afflictions. One among us is feverish, coughing up bile and blood. Are we to band together against an unearthly horror only to be laid low by this earthly malady?

The haunt revealer should draw the next card in the Legacy deck, the Apothecary Kit, and give it its true name: "The Apothecary Kit of Healing." They are now carrying it.

Consult the Helm. Whoever is judged draws and keeps the next Item card. Each other player on the same branch must choose and bury an item if they are carrying one, unless doing so would reduce a trait below critical.

There is no traitor in this haunt. All players should turn to Haunt 17: Double Blind in the Secrets of Survival book.

79 *The girl in the painting blinks, seeming to awaken. She looks around confusedly, then smiles. The painting fades away.*

On the back of the rulebook, check the box on the clock near the 13, then **destroy** the Unfinished Painting card.

80 *The cat has no interest in you. Your attempts to befriend it demean you both.*

You can give the Cat a name but it won't answer to it. Write it on its card.

81 *You inject the formula into your former friends' veins, then send them down to delve into the Otherworlds. Perhaps they will find a way into Hell. If nothing else, they can survive those worlds better than you. When you find your Master—and you will, if you possibly can—He will be pleased that you were the one to release Him. You hope.*

You found a second portrait, depicting a smug and cunning face. It delighted in whispering to passersby.

Add Cunning Portrait (P262) to the Event deck.

Visitors to the asylum occasionally experience blackouts, awakening with mad stories of being drugged by a shadowy figure with a needle.

Add or intensify What the...? (P235).

Choose one crest other than yours on the Helm. Blacken it completely.

Destroy Map the Otherworlds (P274). The moment has passed.

Players should return their family photographs to the Tomb (if they didn't during play).

If any of cards P211, P213, P255, P263, and P276 are still in the Purgatory deck, **destroy** them. They are not part of your story.

82

A note upon the table: "It is time, my servant. Remove the unbelievers so we may start the process of awakening Him. We have waited centuries for the sign that He is still alive, and finally, we have it. After their slaughter, I shall show you the power of the item I carry."

Have the haunt revealer draw the next card in the Legacy deck, the Crucifix, and give it its true name: "The Crucifix of Rituals." They are now carrying it.

The player with the lowest Sanity is the traitor. The heroes and traitor should turn to Haunt 11: The Binding in their respective books.

83

Lights flash as the UFO disappears into the sky. Maybe they decided that humanity isn't worth the trouble. The deflector array is functional, but exposed. It needs to be hidden. One of you has enough money to hire some contractors to cover it. The inn is abandoned, so no one notices. Within a few months, the array is hidden but still working as designed.

Destroy the Unfinished Room tile. Draw tile plank 20. Add the Tower tile to the stack and **destroy** the other two tiles on the plank (Underground Lake, Charred Room).

On the last day of construction, one worker hears a voice behind him: the voice of a child, a young girl. "I don't need to hide anymore. I need to find my way home." He turns but there is no one there.

On the back of the rulebook, check the box on the clock near the 12.

Destroy Learn More about the Meteorite (P231).

Players should return their family photographs to the Tomb (if they didn't during play).

A little transmitter, left behind to monitor for any future trouble.

Add or intensify Rusted Transmitter (P247)

The spaceship is gone, but radios in the house still occasionally broadcast signals from far, far away.

Add or intensify Static Voices (P273)

The alien experiments left long-lasting effects: depression, paranoia, hallucinations. Not all the heroes returned to society.

Add or intensify They're Coming for Us (P223).

After the events of the night, the inn was abandoned. No one claimed ownership and it fell into disrepair. For over 40 years it lay dark and then, one day, a girl emerged from the shadows to blink in the light for the first time in a long while. "I need to find my father," she said.

If any of cards P204, P212, P219, P227, P240, P242, P253, and P258 are still in the Purgatory deck, **destroy** them. They are not part of your story.

84

How, then, am I mad? Harken! and observe how healthily—how calmly I can tell you the whole story. The being below the earth was nearly awake. He had driven all the others quite mad but I, and I alone, could keep calm in this moment. His corruption had sharpened my senses—not destroyed—not dulled them.

The haunt revealer should draw the next card in the Legacy deck, the Wedding Veil, and give it its true name: "The Wedding Veil of Murder." They are now carrying it.

Connect the set-aside Blue Bedroom tile to any open doorway in the upper floor region.

Consult the Helm. Whoever is judged gains 1 Might and loses 1 Sanity. Each other player on the same branch loses 1 Sanity.

All players are traitors in this haunt. All players should turn to Haunt 21: Her Beating Heart in the Traitor's Tome.

85

There is something milky smooth in the bucket water. You reach in . . .

Find Plucked Eyeball (P283). Place your Crest (not Heirloom) sticker on the card and take it. You are now carrying it.

86

The cook and the farmhand thought they could hide here. Foolish. No matter who you are, no matter your intentions, when you make a deal with Hell, Hell always comes for you. One of you is part of an order that has been working with the forces of Hell for generations. They've come to collect Hell's debts . . . and also to make a delivery of their own.

Have the haunt revealer draw the next card in the Legacy deck, the Crucifix, and give it its true name: "The Crucifix of Banishing." They are now carrying it.

The player with the highest Speed (but not the haunt revealer) is the traitor. The heroes and traitor should turn to Haunt 31: Hellbound in their respective books.

*THE DEVIL MAN IS A LIAR.
STOP LISTENING TO HIM!*

87

We fled the grounds. More dolls kept appearing, giggling, bent on revenge against the cat. We heard the floor of the salon buckling under the weight of thousands of dolls. The cat had only just darted out of the house when a horrible creaking filled the air along with the sounds of tiny voices wailing, crying, screaming . . .

Destroy the Salon tile. Draw tile plank 7. Add the Collapsed Room tile to the stack and put the Bloody Room tile into the Tomb.

On the back of the rulebook, check the box on the clock near the 3.

The last hero to take a turn places their family crest on the Deed to the House.

The structure of the house must've been weakened by the constant renovations, and in parts, compromised beyond repair.

Intensify Crumbling Ceiling (L18). Remember that "intensify" means to find the card in the Event deck and check a box on it.

One doll, a puppet, survived the collapse. It was badly mutilated and spent its days gaining revenge on any it encountered.

Add Creepy Puppet (P243) to the Event deck.

Late at night, more dolls slipped through a crack into our world. They were hideously misshapen, melted as if in a terrible fire.

Add Faceless Humanoids (P217) to the Event deck.

One survivor of the horror never slept again but instead studied all the occult tomes available.

Add Occultist (P261) to the available Calling cards.

If card P244 is still in the Purgatory deck, **destroy** it. It is not part of your story.

88

Now that the world below has opened, we know there are forces at work here more powerful than we. Whatever—whoever—is trapped down there is bigger than our squabbles. Let us vow to use reason and logic to combat His madness, at least for one day. We shall work together, like a colony of ants. Actually . . . that gives one of us an idea. Is it possible that insects could help us in some way?

Have the haunt revealer draw the next card in the Legacy deck, the Apothecary Kit, and give it its true name: "The Apothecary Kit of Infestation." They are now carrying it.

Consult the Helm. Whoever is judged draws and keeps the next Item card. Each other player on the same branch must choose and bury an item if they are carrying one, unless doing so would reduce a trait below critical.

There is no traitor in this haunt. All players should turn to Haunt 19: The Wriggling Tide in the Secrets of Survival book.

89

The master smiles as death approaches.
"You are too late. It has already started.
He is awakening. We have waited for
centuries, since the first blood was spilled into
the chalice."

On the back of the rulebook, check the box on the clock near the 2.

The last hero to take a turn places their family crest on the Deed to the House.

*From the trees, a robed figure witnesses all.
The Order will not let this go unpunished.*

Add Shadowy Figure (P236) to the Event deck.

*Many of the cultists' bodies had strange
writings on them. The ink disappeared but
often reappears on papers about the house.*

Add The Writings of Cultists (P237) to the Event deck.

*A small familiar darts from the shadows and
takes up residence in the eaves of the house.
It will seek revenge for its fallen master.*

Add Foul Imp (P258) to the Event deck.

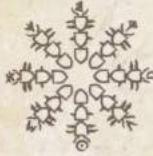
*A sacred order to combat a foul one. Through
their struggles to vanquish this dark cult, some
found a higher calling.*

Add Clergy (P220) to the available Calling cards.

If card P207 is still in the Purgatory deck, **destroy** it. It is not part of your story.

*A packet is found on the master's body,
wrapped in oilcloth. Was it meant to be found
or to be hidden?*

Open the envelope below the tray, the one marked with the symbol below, and read what is inside.



90

*And still the men chatted pleasantly,
and smiled. Was it possible they heard
not that sound of a heart beating?
They heard! —they suspected! —they knew! —
they were making a mockery of my horror!
But anything was better than this agony!
I could bear those hypocritical smiles no longer!
I felt that I must scream or die! and now —
again! —hark! louder! louder! louder!
I ran off into the night. The second lock is
about to break. None can resist His call. None
will escape.*

The player who was not arrested (or the last left alive) places their family crest on the Deed to the House.

*A fellow suitor left a note. How awfully
careless. I'm sure they wouldn't want anyone
to find it.*

Add or intensify Blackmail (P263). (continued...)

*But what of the bride, dear reader, what of the
bride? Her body lies still and cold, but her spirit
walks e'er restless.*

Add or intensify The Voice (P206).

*From that day, the constabulary kept watch
on the house, angry tho' it made them to come
anywhere near it.*

Add Move Along (P276) to the Event deck.

*One inspector in particular grew cool and
cunning from his time in the house.*

Add Confiscation (P227) to the Event deck.

*The crime was never solved, and that drove
some to study the ways of investigation.*

Add Investigator (P230) to the available Calling cards.

If cards P241 or P243 are still in the Purgatory deck,
destroy them. They are not part of your story.

91 *You run from the asylum, from the
madness and evil that has existed in it.
The night air awakens you, and around
the next bend: freedom. But your footsteps
slow. Evil will return, of that you are certain.
You are one of the few who know what's
coming. You turn, walk back through the door
of the sanitarium, and climb into your bed.
If you cannot escape, then you must prepare.*

On the back of the rulebook, check the box on the clock near the 9.

*Reality is hard and cold and smells bad.
My mind place is happy. I'll go there instead.*

Add or intensify Reality Is Broken (P213).

*At night I dream of my own funeral.
Why does it seem less like a dream and more
like a memory?*

Add or intensify Funeral (P255).

*It doesn't matter. He'll find a way out.
He's almost here. There's nowhere to hide . . .*

Add or intensify They're Coming for Us (P223).

Players should return their family photographs to the Tomb (if they didn't during play).

Destroy Map the Otherworlds (P274).

The moment has passed.

If any of cards P211, P235, P262, P263, and P276 are still in the Purgatory deck, **destroy** them. They are not part of your story.

92 *His beefy left hand flexes menacingly.
"Stay where you're told. Do as you're
told. This isn't my home, but I treat it
that way."*

Give the Orderly a name. Write it on his card.

93

*The nest was destroyed and we fled
panicked into the night, ranting and
raving like the damned. Had we done
enough? He will escape and we must be ready.
If not us, then our children or cousins, or
perhaps our children's children. We are all
bound and committed now, even those who
continually fall prey to His lure to do evil.*

On the back of the rulebook, check the box on the clock near the 10.

Destroy Study the Runestones (P249).

Players should return their family photographs to the Tomb (if they didn't during play).

*The few remaining insectoids found other
patients and staff to poison for their collection.
Although the damage was less than it could've
been, there remains a ghastly horror of
the work done that night. The insects had
arranged their collection near the nest for
reasons never determined.*

Destroy the Specimen Room tile. Draw tile plank 19.

Add the Statuary Corridor tile to the stack and **destroy** the other two tiles on the plank (Pentagram Chamber, Junk Room).

*All that remained were some small grubs,
eager to make a nest to start again. They are
of no matter.*

Add or intensify Larval Sac (P240).

*The insects in the area drew close to the house,
awakened by the call of these alien kin.*

Add or intensify Creepy Crawlies (P219).

*The molted husk of an insect did not decay but
remained alive in some alien form. It mewed
pitifully and skittered off into the darkness.*

Add or intensify Molted (P204).

*The asylum is in shambles. When local
authorities arrive at dawn, arrests are made.
The building lies abandoned through a
financial crash, a depression, and the second
Great War. Upon returning from the war, a
couple purchases the dilapidated structure with
the hopes of opening an inn . . .*

If any of cards P208, P234, P237, and P256 are still in the Purgatory deck, **destroy** them. They are not part of your story.

94

*The last of the evidence goes on the fire.
The alien watches the flames grow. Part
of her wishes it would burn the house
down. Mostly she knows that wouldn't change
anything. Still, the flames are beautiful, and
they grow larger and larger . . .*

Destroy the Unfinished Room tile. Draw tile plank 20.

Add the Charred Room tile to the stack and **destroy** the other two tiles on the plank (Underground Lake, Tower). (continued...)

95

*As the alien walks away from the house, she
hears a voice behind her: the voice of a young
girl. "I don't need to hide anymore. I need to
find my way home." The alien turns but there
is no one there.*

Destroy Learn More about the Meteorite (P231).

Choose one crest other than yours on the Helm.
Blacken it completely.

Players should return their family photograph to the tomb (if they didn't during play).

*From the corner, a small creature watches the
flames. The government isn't particular about
who or what it uses as a spy . . .*

Add or intensify Foul Imp (P258); it may have been
removed in an earlier game.

*New orders: Put families under surveillance.
Monitor descendants for further anomalies.*

Add or intensify Under The Skin (P242).

*The government watched the abandoned inn,
interfering with anyone foolish enough to
trespass.*

Add or Intensify Confiscation (P227).

*After the events of the night, the inn was
abandoned. No one claimed ownership and
it fell into disrepair. For over 40 years it*

*lay dark and then, one day, a girl emerged
from the shadows to blink in the light for the
first time in a long while. "I need to find my
father," she said.*

If any of cards P204, P212, P219, P223, P240, P247, P253, and P273 are still in the Purgatory deck, **destroy** them. They are not part of your story.

95 *His limbs flex against the chains,
straining, straining . . . and then the
chains break, iron crashing to the bleak
ground. Even you back up, away from Him.
Toward the light, the sun, anywhere. Just
away. What have you done?*

*"I am free." He slowly arises. "These thralls
will serve Me well." He smiles at those you have
brought Him; it is a chilling sight. "It is as I
have always said: nothing of any known world
can harm Me. My strength has returned. We
will leave and return to My world."*

*The youngest hero—the most innocent, the
hardest to corrupt—regains a moment of
clarity. If the chalice is the entry to Hell,
destroying it will close the portal, like breaking
a key off in a lock. Their young hands reach
out and grab the chalice. He may be unbound,
but He can be trapped in this world if the door
is shut. With a sudden strength, their young
foot crushes the chalice, closing the door to Hell.
Your Master is angry, so angry. He is trapped
here. And you with Him.*

Add or intensify Revenge from Below (P248)

Turn to Entry 120.

96

"I knew I'd need explosives! Oh man, this is going to be far out! I think I saw a little alien! Maybe we can flood its nest before it adapts to our world! That should kill it, right? Pretty sure we have to divert the waters from the pond into the cavern . . . or . . . something."

Have the haunt revealer draw the next card from the Legacy deck, the Meteorite, and give it its true name: "The Nesting Meteorite". They are carrying it.

Consult the Helm. Whoever is judged loses 1 from each trait. Each other player on the same branch loses 1 Sanity and 1 Knowledge.

Place the Nest token on the Underground Cavern. If the Underground Cavern isn't in play, search the stack for it and place it in the basement, then place the Nest token on it. Shuffle the tile stack.

The player with the highest Knowledge is the traitor. Players should turn to Haunt 26: It Evolves in their respective books.

97 "I am not a monkey. I am a chimpanzee. Common mistake."

Whatever this is, give it a name. Write it on its card.

98 A girl. Her face is young but her eyes are haunted. She keeps her distance from you. "I know how to stop Him. I was too scared, too lost, to find my way out. My head hurts so much . . . because your families, they couldn't . . ." She stares off helplessly for a moment before finding her resolve. "The stars have fallen and it is time to act. You must find the madman—my father. He will tell you how to end this. His mind has some clarity tonight." She backs away from you, then races off into the darkened house.

Find the Girl (P278) Inhabitant card and put it face down near the other Inhabitants. The family who has been the traitor the most times takes the first turn.

99 "If you can find Him, you can kill Him this time. That rock from space, the one that caused all the bright lights in the sky 40 years ago? That rock will hurt Him when nothing else will. I'll help you find it."

Draw the top Omen card (you are now carrying it). Place the ♡ token on any discovered tile in the basement.

100 The traitor drops dead. Yet another generation of madness. You must find a way to stop this, to stop Him. The radio turns on of its own accord. Again, the girl's voice: "Nothing in this world can harm him. In 22 years, the stars will fall from the sky. Help me." You listen as it loops her words over and over, then walk out into the night.

On the back of the rulebook, check the box on the clock near the 11. (continued...)

Destroy Swear an Oath to End Him (P257).

Players should return their family photographs to the Tomb (if they didn't during play).

We shall leave this behind, in case this experiment is performed again.

Add or intensify Test Kit (P268).

Experiment complete. Initiate new experiment. Will need some new subjects.

Add or intensify Poisoned! (P229).

We documented our predicament. At least future visitors will have some warning.

Add Slideshow (P253) to the Event deck.

If any of cards P203, P217, P239, P245, and P259 are still in the Purgatory deck, **destroy** them. They are not part of your story.

101

The alien ship hovers over the house. A beam comes down and disables the deflector array. The parts float in the air and reassemble themselves into a beacon. Stones and wood float up, covering the beacon, shielding it from sight. Within minutes, the beacon is hidden but still working perfectly.

Destroy the Unfinished Room tile. Draw tile plank 20. Add the Tower tile to the stack and **destroy** the other two tiles on the plank (Underground Lake, Charred Room).

Destroy Learn More about the Meteorite (P231).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

A little transmitter, left behind to monitor for any future interference with this device.

Add or intensify Rusted Transmitter (P247).

The ship leaves but often sends signals to the radios in the house.

Add or intensify Static Voices (P273).

The alien visit left long-lasting effects: depression, paranoia, and hallucinations in those who visited later.

Add or intensify They're Coming for Us (P223).

After the events of the night, the inn was abandoned. No one claimed ownership and it fell into disrepair. For over 40 years it lay dark and then, one day, a girl emerged from the shadows to blink in the light for the first time in a long while. "I need to find my father," she said.

If any of cards P204, P212, P219, P227, P240, P242, P253, and P258 are still in the Purgatory deck, **destroy** them. They are not part of your story.

On the back of the rulebook, check the box on the clock near the 11. (continued...)

Destroy Swear an Oath to End Him (P257).

Players should return their family photographs to the Tomb (if they didn't during play).

We shall leave this behind, in case this experiment is performed again.

Add or intensify Test Kit (P268).

Experiment complete. Initiate new experiment. Will need some new subjects.

Add or intensify Poisoned! (P229).

We documented our predicament. At least future visitors will have some warning.

Add Slideshow (P253) to the Event deck.

If any of cards P203, P217, P239, P245, and P259 are still in the Purgatory deck, **destroy** them. They are not part of your story.

102

Nothing in this house seems right. What would the chalice be doing here by the tree? As for that family, how is it they died of the pox when no one else even took sick? None of it makes sense . . . unless someone here is consorting with dark powers. That's it, isn't it? One of us killed the family and lured the rest of us here! One of us is a witch! Already you can feel a foul spell at work, draining your sanity away . . .

The player who found the Hanging Tree draws the top card of the Legacy deck, the Chalice, and gives it its true name: "The Chalice of Insanity." They are now carrying it.

Then draw the next card from the Legacy deck and read what it says on the other side in order to set up the haunt.

103

His presence is everywhere now, a great darkness on the house, driving all who set foot inside mad. Even when we band together, we cannot focus on the task at hand. The second lock is about to break. None can resist His call. None will escape without His corruption infesting them. We are doomed.

The winner places their family crest on the Deed to the House.

"That got a bit gruesome, didn't it? Perhaps I should keep an eye on this time stream?"

Add or intensify For Your Health (P211).

Years later, when the last survivor of the Wedding Plague died, their blood seeped into the ground and could not be removed.

Add or intensify Puddle of Blood (P241).

"They murdered each other! I will have to adjust a few things in this time stream. Yes. Yes, seems right."

Add Doctor's Visit (P254) to the Event deck.

The presence of that mysterious helper inspired some to study the ways of investigation.

Add Investigator (P230) to the available Calling cards.

If card P206 or P243 is still in the Purgatory deck, **destroy** them. They are not part of your story.

104

The mob follows but over time becomes lost, eventually transforming into wraiths to haunt these other worlds. As for you, you have found a home for this odd couple. And yet . . . this path between worlds shouldn't be open. You felt watched, and not just by the usual horrors of these subterranean worlds. He was there, just out of sight, in a land you can't reach. His hunger has almost been sated. He is almost strong enough to act. His hate is everywhere.

On the back of the rulebook, check the box on the clock near the 6.

The last hero to take a turn places their family crest on the Deed to the House. (continued...)

Our group's story is done.

All players should put their family photographs into the Tomb.

As he walks away, Viktor turns back to thank you. "If ever I can repay you, I shall. Time moves strangely here. My help may come at unexpected moments."

Add Unseen Helper (P203) to the Event deck.

Viktor continues. "I had made others, earlier attempts. One may try to find me around the house. It is a . . . savage thing. Uncontrollable."

Add or intensify Misshapen Figure (P233).

The measured ways of science have proven useful and are worthy of further investigation.

Add Experimentist (P271) to the available Calling cards.

If any of cards P236, P250, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

105

The ant queen descends into the chasm, dragging a body behind her. Perhaps it is to feed her young, but it is likely for something far worse. Something beneath the chasm is feeding on pain, on agony, on fear. His hunger has almost been sated. He is almost strong enough to act.

The last hero to take a turn places their family crest on the Deed to the House.

Photographs of the group were found scattered around the house.

Put all family photographs into the Tomb.

The giant insects excited the regular ants that live on the grounds. They were drawn to the queen and are unlikely to leave.

Add Creepy Crawlies (P219) to the Event deck.

The egg sacs left behind eventually hatched.

Add Larval Sac (P240) to the Event deck.

Living together and dying together. Not ideal, but there was a sense of peace in resisting His call.

Add or intensify Bound Together (P250).

The measured ways of science very nearly proved useful. Perhaps, with further investigation, they may yet do so.

Add Experimentist (P271) to the available Calling cards.

If any of cards P233, P236, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

106

You inject the concoction into the last body. They are catatonic but alive.

Though each will recover, none will ever be the same. The stories you were told as a child are true. There is an evil force below the house. It wasn't all in your head. He is escaping. He is coming. It is up to you to prepare.

On the back of the rulebook, check the box on the clock near the 9.

You found a second portrait, depicting a smug and cunning face. It delights in exploiting the weaknesses of passersby.

Add Cunning Portrait (P262) to the Event deck.

The reanimated, although cured, lost large portions of their memory. Those who visited the building later were also prone to sudden blackouts, awakening in unexpected locations.

Add or intensify What the...? (P235).

Players should return their family photographs to the Tomb (if they didn't during play).

Destroy Map the Otherworlds (P274). The moment has passed.

If any of cards P211, P213, P255, P263, and P276 are still in the Purgatory deck, **destroy** them. They are not part of your story.

107

The dolls spent the rest of the day in wild celebration, racing through the house, dragging the dead heroes behind like discarded toys. They worked the corpses like marionettes, moving the mouths, laughing at how foolish they looked. Finally, all the bodies were brought to the guest quarters, where a puppet ceremoniously cut them open in a great ritual. Blood poured out, blood that would never wash off, leaving crimson stains forever.

Destroy the Guest Quarters tile. Draw tile plank 7. Add the Bloody Room tile to the stack. Put the Collapsed Room tile in the Tomb.

The traitor places their family crest on the Deed to the House.

Every year on the anniversary of the slaughter, a pool of blood wells up in the house.

Add or Intensify Puddle of Blood (P241). Remember that "intensify" means to find the card in the Event deck and check a box on it. If the card is still in the Purgatory deck, instead add it to the Event deck.

Most of the dolls returned whence they came, but the puppet visited from time to time.

Add Creepy Puppet (P243) to the Event deck.

They come from a world not too far from our own. More will arrive, each more hideously misshapen than the last.

Add Faceless Humanoids (P217) to the Event deck.
(continued...)

When evidence of the horrible mutilation was found, some people were driven mad and others driven to study those dark works so that it could not happen again.

Add Occultist (P261) to the available Calling cards.

If card P244 is still in the Purgatory deck, **destroy** it. It is not part of your story.

108

As a small child, one of you spent a summer in the guest quarters, passing many happy hours in your crib, playing with your doll, calling it your sweet baby. How delighted you were when it called you its parent! When you left, the farmhand forced you to leave your doll in the crib, claiming that the doll was possessed. He inscribed runes on the crib to contain it. Now you've returned to the house and found your lost child. It is hungry and weak, but everything will be all right. You will take good care of it.

Have the haunt revealer draw the next card in the Legacy deck, the Doll, and give it its true name: "The Hungry Porcelain Doll." They are now carrying it.

The player with the oldest character who is not the holder of the deed is the traitor. The heroes and traitor should turn to Haunt 9: A Growing Boy in their respective books.

109

"Is it you that keeps leaving salted meat in the cellar? What animal is that from? Gave me an idea for a painting I'm working on. I call it 'Girl at Feast.' Well, I don't remember painting the girl, just the food. Like she just showed up on my painting! Oh, look at me prattling on! Let me know if you need me to show you around."

Give the Cook a name. Write it on her card.

110

"PH'NGLUI MGLW'NAFH CTHULHU R'LYEH WAGH'NAGL FHTAGN!"

Green light and terrible sounds build and deepen as the portal opens. Something vile enters our world, inscribes a symbol on the floor, then closes the portal to prevent others of its kind from following. Its essence, the stench of madness and terror itself, wafts from the room into the shadows. It alights onto the winds, drifting this way and that, finding purchase in Europe, where it worms its foul hatred into many hearts.

Destroy the Study tile. Draw tile plank 19. Add the Pentagram Chamber tile to the stack and **destroy** the other two tiles on the plank (Junk Room, Statuary Corridor).

Destroy Study the Runestones (P249).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

After the portal was closed, there was silence so absolute that it swallowed one's sanity whole.

Add or intensify Silence (P256).

The portal eventually closed, but not before restless spirits passed through.

Add or intensify Mist from the Walls (P239).

The forbidden words reverberated through the building, echoing, demanding attention, infesting the minds of those who visited.

Add Unspeakable (P234) to the Event deck.

The asylum is in shambles. Local authorities arrive but there are no survivors, no bodies to be found. The building lies abandoned through a financial crash, a depression, and the second Great War. Upon returning from the war, a couple purchases the dilapidated structure with the hopes of opening an inn . . .

If cards P208 or P237 are still in the Purgatory deck, **destroy** them. They are not part of your story.

111

The traitor left stacks of mad scribblings, written in a rust-colored ink. There's an incantation to "summon the Night Mare," as well as something about a Sacred Order and a "great awakening." They are the rantings of a mind rotted by evil. We know not why someone would consort with Hell. This house corrupts even the most devout of souls.

On the back of the rulebook, check the box on the clock near the 2.

The last hero to take a turn places their family crest on the Deed to the House.

If any inhabitants were taken to Hell, put their cards into the Tomb.

If you used a Weapon to drive off the Night Mare, write the word "Sacred" on its card. It is forever a Sacred Weapon. *(continued...)*

112

To witness the triumph of the divine over evil, even if only for a moment, fills us with hope. This hope will linger.

Add Moment of Hope (P226) to the Event deck.

Hell remembers those who cross its path. From this day forth, our families are marked.

Add Beast Hunted (P212) to the Event deck.

Hell does not take defeat lightly. The mustang will return.

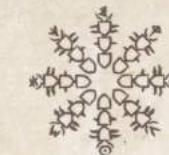
Add Coachman (P207) to the Event deck.

The sight of Hell on earth tests the heartiest of souls. Finding faith is not an uncommon reaction.

Add Clergy (P220) to the available Calling cards.

With the infernal beast driven off, the bright light fades from view. Where it was lies a package, wrapped in oilcloth. Did it come from the light, or was it placed there earlier? We know not what it could mean.

Open the envelope below the tray, the one marked with the symbol below, and read what is inside.



113

You have not slept much of late. The portrait's words run through your mind. Could it be that easy? Might it be possible to create a concoction that would allow safe travel to the Otherworlds? Can you really prepare against His return? It is too risky to try it on yourself. The orderly and nurse agreed to help administer your potion to the other patients. You will soon see the results. Hopefully you didn't make an error in transcribing the portrait's instructions.

The haunt revealer should draw the next card in the Legacy deck, the Portrait, and give it its true name: "The Poisoning Portrait." They are now carrying it.

Consult the Helm. Whoever is judged takes 1 general damage. Each other player on the same branch takes 1 physical damage.

The player left of the haunt revealer is the traitor. The heroes and traitor should turn to Haunt 32: Do No Harm in their respective books.

113

"The meteorite that fell, it's not of any known worlds. We can make a new spearhead for my spear—one that can kill Him. You'll have to forge it."

Find Forge the Spearhead (P291) and put it on the table. It is a new main goal for this haunt.

114 The second Great War showed the dangers of splitting an atom. A brilliant woman, consumed by the idea of a serum to cure radiation poisoning, bought an inn, where she could perform unorthodox experiments in the basement. She tested her serum on guests and has made great progress. But all progress comes with side effects.

The haunt revealer should draw the next card in the Legacy deck, the Radio, and give it its true name: "The Radio of Mutation." They are now carrying it.

Consult the Helm. Whoever is judged loses 2 Sanity. Each other player on the same branch loses 1 Sanity.

The traitor in this haunt is unknown to anyone, even the traitor. All players should turn to Haunt 3: Malignant in the Secrets of Survival book.

115 . . . protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and unforming. A way has been opened close to where He lies. Perhaps this will show an exit for Him to escape. One of us hid amongst the group of inmates to keep them docile while we summoned the Shoggoth. It has now arrived and we shall take our leave to let the beast feed on the helpless . . .

The haunt revealer should draw the next card in the Legacy deck, the Kris, and give it its true name: "The Kris of Gorging." They are now carrying it.

Consult the Helm. Whoever is judged loses 1 Sanity and 1 Might. Each other player on the same branch loses 1 Sanity.

Remove the Small Obstacle token from the Parlor. Place the Mouth token on the Parlor.

The traitor in this haunt is hidden among you. The player to the left of the haunt revealer takes the first turn. All players should turn to Haunt 4: Shoggoth in the Secrets of Survival book.

116 Tyr's breathing grows ragged. His eyes dart around, wide and fearful. "I prayed I'd never be back here." He draws in a shaky breath. "We must use my reforged spear to strike Fenrir down. He may already have sensed us coming. We should wait for the right moment, study His weaknesses. We'll only have the one chance. If we fail, if we die, He'll escape." He pats a pocket, remembering something. "Oh, yes. The girl—my daughter—she told me these might help." He presses some old photographs into your hands.

Give each hero the photograph from the Tomb with their family crest on it.

Find Discover the Wolf's Weakness (P294) and Confront the Wolf (P295). Put them face up on the table. These are new goals for the haunt. Their actions are available immediately.

117 This place is mine now, it seems. So there was no witch after all. Strange how we all believed there was. Ah, well; no matter. The fields have been fertilized. I have disposed of the bodies. Home is where the hearts are. Let us hope the dead stay buried.

Players should now give their family a last name, writing it on the ribbon on the front of their Family cards.

Each player should record their character's fate on the back of their Family card. Remember this is for flavor only. Have fun with it.

I was not accustomed to so much digging and grew weary near the end. I hope the bodies are buried deep enough.

Add Shallow Graves (P201) to the Event deck for future games. (Adding or intensifying Event cards happens at the end of each game.)

Finally, find The Deed to the House (P202) and place the winner's Crest sticker on the front of it in the Prologue space. Each game's winner will claim the deed going forward. For the moment, it is yours.

I AM ALIVE.

118 Those who lost their lives digging the crypt had not yet made the journey to the next world. The talisman acts as a focus, luring them back. There are gates between our world and the other worlds that lie so close to it. The ensuing chaos can break the minds of the sanest people.

Open Door C in the *Folium Infernum* and place the rule sticker on space C in the rulebook.

Consult the Helm. Whoever is judged may heal all their traits. Each other player on the same branch may heal one trait.

The haunt revealer should draw the next card in the Legacy deck, the Talisman, and give it its true name: "The Talisman of Poltergeists." They are now carrying it.

There is no traitor in this haunt. All players should turn to Haunt 5: Be Our Guest in the Secrets of Survival book.

PAPA SAID THE DEVIL MAN COULDN'T BE KILLED BY ANYTHING ON EARTH.

119 Somehow, the groundskeeper knew the secrets of this house . . . interesting. When the portal whispered snippets of those secrets to you, the others tried to dissuade you from finding out more. Ha! You showed them. The portal widens, ripping a jagged hole into the earth, stone and dust tumbling endlessly down into the darkness. The path to power lies through this crack in reality. The first lock is open. He is almost awake.

Open Door 4 in the *Folium Infernum*. Place the sticker you find there on the tile that had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions.

The last traitor to take a turn (or hero if there were no traitors) places their family crest on the Deed to the House.

The book is reassembled. A diary of sorts, passed down through generations and bulging at the seams with secrets.

Add or intensify Book of Flesh (P221).

The last page of the spell book had been ripped out. Its knowledge might prove helpful if it could be found.

Add or intensify The Writings of Cultists (P237).

Such powerful magics. It would be a waste not to take a little for myself. Perhaps this vellum will come in handy.

Add or intensify Symbol of Power (P224).

Several family members were lost that day. If the future could be known, surely these tragedies could be avoided. Or so some believed.

Add Seer (P209) to the available Calling cards.

120 The house shudders, and portions of it collapse in on itself. Screams can be heard within. None of those who had entered were ever found, though no one wished to search terribly thoroughly. The house was abandoned. People who passed by made the sign to ward away evil. Years passed. The house fell into disrepair until the state decided to use the vacant property as a hospital for those with . . . illnesses of the mind.

Destroy the Deed to the House. No one owns the house any more. Destroy the Chalice Omen card. It is lost. Destroy the Wolf Event card (L16).

He is awake.

If any of cards P254, P265, and P272 are still in the Purgatory deck, **destroy** them. They are not part of your story.

Record the fate of all characters in this chapter as "lost." Remove the colored bases from the plastic figures, then put all five figures into the Tomb.

They are lost.

Return all four Corners of Hell to the Otherworlds deck.

Hell is shut.

*I'M SORRY I DIDN'T HELP
I WAS TOO SCARED*

121 All your lives, you've heard whispered stories and dreamt dark dreams of your ancestors, trapped in Hell. You prayed they were only rumors, only nightmares, but no. On this day, the portrait that hangs on the wall calls each of you by name and speaks to you, confirming that the stories are true. It is time to take charge. It is time to act.

The haunt revealer should draw the next card in the Legacy deck, the Portrait, and give it its true name: "The Deranged Portrait." They are now carrying it.

Consult the Helm. Whoever is judged takes 1 general damage. Each other player on the same branch takes 1 physical damage.

The player with the Medical Practitioner calling is the traitor. If Medical Practitioner is not in play, the traitor is the player with the highest Sanity. The heroes and traitor should turn to Haunt 38: Angels and Demons in their respective books.

122 This rift between the worlds ought not be open. While down there in search of a cure, we felt watched, always watched. Something was there, feeding on our panic. He was just out of sight, but His hate was everywhere. His hunger is almost sated. He is almost strong enough to act.

On the back of the rulebook, check the box on the clock near the 6.

The last hero to take a turn places their family crest on the Deed to the House.

Our group's story is done.

All players should put their family photographs into the Tomb.

We have left a kit to help against future poisonings . . . if used promptly and properly.

Add Test Kit (P268) to the Event deck.

"My next experiment will involve poison gas. Curious to see how people react to choking." —M. Dubourde

Add Poisoned! (P229) to the Event deck.

Maybe leave some pills around for my next subjects? Yes, yes. That makes sense. Give them some hope. —The Assistant

Add For Your Health (P211) to the Event deck.

The measured ways of science have proven useful and are worthy of further investigation.

Add Experimentist (P271) to the available Calling cards.

If any of cards P233, P236, P250, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

123 The bloated doll cries pitifully in its crib, blood trickling from swollen lips, from cracks in the porcelain. With a great cry, you attack it one last time. You can feel the pressure of the blood inside it. As the last blow falls, the doll explodes.

Destroy the Guest Quarters tile. Draw tile plank 7. Add the Bloody Room tile to the stack. Put the Collapsed Room tile in the Tomb.

On the back of the rulebook, check the box on the clock near the 3.

The last hero to take a turn places their family crest on the Deed to the House.

Even a creature as vile as this could feel pain. Some nights, its cries are still heard echoing through the house.

Add Baby's Cry (P244) to the Event deck.

Some days, otherwise calm, a pool of blood forms about the house, as if something had bled profusely. Some hear a lullaby nearby. Others don't stay long enough to listen.

Add or Intensify Puddle of Blood (P241). Remember that "intensify" means to find the card in the Event deck and check a box on it. If the card is still in the Purgatory deck, instead add it to the Event deck.

The hollow remains of the porcelain doll formed a husk of sorts, like an insect that molted its skin. Travelers to the house sometimes see it moving on its own, crying in a lost voice.

Add Molted (P204) to the Event deck.

Some were driven mad by the killing of the doll, while others were driven to study those dark deeds so that it could not happen again.

Add Occultist (P261) to the available Calling cards.

124 The spirits have fled back to their own worlds, leaving behind shattered furniture and a lifelong fear of chairs. But what will come next? Reality is weakening. One can almost see into other worlds, as if through a looking glass. A looking glass ready to shatter.

On the back of the rulebook, check the box on the clock near the 4.

The hero who took the last turn places their family crest on the Deed to the House.

Some days, the furniture moves on its own to form strange and unsettling piles, waiting to topple upon the unwary.

Intensify Stacked Furniture (S8).

The armoire promises marvelous adventures, claiming to be a portal to wondrous lands. Many have reached inside never to emerge.

Intensify Curio Cabinet (L19). (*continued ...*)

125 Some families came to realize that the only way to defeat the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

The deed was done as instructed. Those who owed a debt paid it. I have left the package where it may be found, as per the tenets of our Order. The time of awakening has begun at last.

The traitor places their family crest on the Deed to the House.

Put the Cook and the Groundskeeper cards into the Tomb.

The sacred nature of some items drove back evil, but it wasn't enough. Still, some of that hope lingers.

Add Moment of Hope (P226) to the Event deck.

The darkness in the house gathers. Infernal corruption leaves a lasting impression.

Add Funeral (P255) to the Event deck.

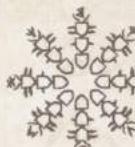
The Devil is never satisfied. The mustang will return.

Add Coachman (P207) to the Event deck.

Seeing Hell on earth can test the heartiest of souls. It is not surprising that some found faith after witnessing such events.

Add Clergy (P220) to the available Calling cards.

Finally, a package is found on the ground where the traitor placed it. Open the envelope below the tray, the one marked with the symbol below, and read what is inside.



126 The creature goes cold and stiff surprisingly quickly. It appears to be clutching something, but when you pry its hand open you find it empty—except for the tattoos. Inky runes cover the animal's palm. You cannot read them, but they are mesmerizing.

Find Monkey's Paw (P279). If the Monkey was killed by a player, place the killer's family Crest (not Heirloom) sticker on the card. Then **bury** the Monkey's Paw card.

Find Monkey's Paw (P279). If the Monkey was killed by a player, place the killer's family Crest (not Heirloom) sticker on the card. Then bury the Monkey's Paw card.

The player with the Experimentist calling is the traitor. If Experimentist is not in play, the traitor is the player with the highest Knowledge. The heroes and traitor should turn to Haunt 28: The Reanimator in their respective books.

127 The mouth stammered and searched, finding bits of masonry to gorge its hunger. All at once a fleeting spasm of energy seemed to pass through the frame of the beast—the limbs contracted, great muscles constricting. With a shudder, the litter and debris put into it was evicted and strewn about the room. Satisfied, the beast passed back into its world. Perhaps that was enough? Perhaps He can use this tiny nick in reality to find purchase to escape. I am pleased I could help.

Destroy the Parlor tile. Draw tile plank 19. Add the Junk Room tile to the stack and **destroy** the other two tiles on the plank (Pentagram Chamber, Statuary Corridor).

Destroy Study the Runestones (P249).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Those who summoned this monstrosity left notes of their ritual.

Add or intensify The Writings of Cultists (P237).

After the event, a moist mouth would appear about the grounds, growing from the earth, on a tree, wherever it could gain purchase. Its tongue would probe, looking to feed.

Intensify Whispers (S9).

All that was left of the creature was a single tentacle, possessed of its own mind, that proved difficult to find, let alone kill.

Add Tentacle (P208) to the Event deck.

The asylum is in shambles. There were no survivors of the event. The building lies abandoned through a financial crash, a depression, and the second Great War. Upon returning from the war, a couple purchases the dilapidated structure with the hopes of opening an inn . . .

If cards P234 or P256 are still in the Purgatory deck, **destroy** them. They are not part of your story.

128 An old portrait, haphazardly discarded. Its eyes have been slashed out. You take a startled step back when the portrait's mouth begins moving. Is it screaming at what it saw done? No. It is giving instructions. And it expects to be obeyed.

The haunt revealer should draw the next card in the Legacy deck, the Portrait, and give it its true name: "The Mutilated Portrait." They are now carrying it.

Consult the Helm. Whoever is judged takes 1 general damage. Each other player on the same branch takes 1 physical damage.

The player with the Experimentist calling is the traitor. If Experimentist is not in play, the traitor is the player with the highest Knowledge. The heroes and traitor should turn to Haunt 28: The Reanimator in their respective books.

129 The spirits have fled back to their own worlds. Whatever anger filled them was quenched with blood. But what will come next? Reality is weakening. One can almost see into other worlds, as if through a looking glass. A looking glass ready to shatter.

The last player to take a turn places their family crest on the Deed to the House.

Some days, the furniture moves on its own to form strange and unsettling piles, waiting to topple upon the unwary.

Intensify Stacked Furniture (S8).

The armoire promises marvelous adventures, claiming to be a portal to wondrous lands. Many have reached inside never to emerge.

Intensify Curio Cabinet (L19).

Some families came to realize that the only way to defeat the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

130 The master smiles. "It has started. He is awakening. We have waited for centuries, since the first blood was spilled into the chalice."

The traitor places their crest on the Deed to the House.

"Stay, my familiar, and watch this house." A small creature leaves to hide in the eaves of the house. And wait.

Add Foul Imp (P258) to the Event deck.

Some incantations were left behind, becoming part of the house.

Add The Writings of Cultists (P237) to the Event deck.

From the trees, a robed figure witnesses all. The Order will continue to guard this site.

Add Shadowy Figure (P236) to the Event deck.

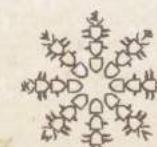
A sacred order to combat a foul one. Through their struggles to vanquish this dark cult, some found a higher calling.

Add Clergy (P220) to the available Calling cards.

If card P207 is still in the Purgatory deck, **destroy** it. It is not part of your story.

The master places the package on the table for someone to find. A gift, a curse, or a blessing?

Open the envelope below the tray, the one marked with the symbol below, and read what is inside.



131 For many years Fenrir did rule wisely as jarl. A fierce warrior, he was called the Wolf by many. But his days on the earth were not enough, and he worked with dark runes to live beyond his years. He became a draugr and death was his enemy.

Gain 4 Might. Other players may read this entry again at any time but do not gain the trait bonus.

132 You destroy the last generator and sit down, exhausted and drained. The spirits stream out of the radio, out over the grounds, and disappear back into the house. They're released from the radio . . . but of course, not truly free. There has to be an end to this cycle of corruption. Everything is silent until the radio clicks on. Again, the girl's voice: "Nothing in this world will kill him. In 22 years, the stars will fall from the sky." You sit and listen to it loop her words, over and over again . . .

On the back of the rulebook, check the box on the clock near the 11.

Destroy Swear an Oath to End Him (P257).

Players should return their family photographs to the Tomb (if they didn't during play).

Behind the wall, a transmitter continues to beep. It is calling something. Something far away.

Add Rusted Transmitter (P247) to the Event deck.

The one voice in the radio that haunts you, even today, is your grandmother's, her sanity frayed by her entrapment.

Add Phone Call (P245) to the Event deck.

The spirits are freed but still roam the basement as a billowing mist of shrieking souls.

Add or intensify Mist from the Walls (P239).

If any of cards P203, P217, P229, P259, and P268 are still in the Purgatory deck, **destroy** them. They are not part of your story.

133 Justice is served. Time for eternal rest. Except that you feel yourself being pulled down, deep through the chasm, to someplace that is sealed. He is calling you. And, have mercy, you are answering. You are bound to Him. Every generation. He will be free soon. You won't be.

On the back of the rulebook, check the box on the clock near the 9.

The doctor's journal was found by a corrupt policeman who tore out pages to use as blackmail.

Add or intensify Blackmail (P263). (continued . . .)

The funeral for the victims was perfunctory. As inmates, they had no close family. Their ghosts wailed at this indignity and vowed to have a proper funeral someday.

Add or intensify Funeral (P255).

Police investigated as a matter of course. One officer had been in love with one of the victims. He visited often thereafter and was not kind to those he found there.

Add or intensify Move Along (P276).

Players should return their family photographs to the Tomb (if they didn't during play).

Destroy Map the Otherworlds (P274).

The moment has passed.

If any of cards P211, P213, P235, P262, and P263 are still in the Purgatory deck, **destroy** them. They are not part of your story.

134 The magics take hold, and the portal shudders and constricts in on itself. Something on the other side howls as it closes. The ground heaves and buckles. With a clap like thunder, the earth rips asunder, creating a great chasm that leads down as far as the eye can see. From below emerge music, light, mist . . . and screams. The first lock is broken. He is almost awake.

Open Door 4 in the Foliom Infernum. Place the sticker you find there on the tile that had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions.

On the back of the rulebook, check the box on the clock near the 5.

The last hero to take a turn places their family crest on the Deed to the House.

The book is reassembled. A diary of sorts, passed down through generations and bulging at the seams with secrets.

Add or intensify Book of Flesh (P221).

The last page of the spell book had been ripped out. Its knowledge might prove helpful if it could be found.

Add or intensify The Writings of Cultists (P237).

Word reaches the Order that the ritual was thwarted. The results, a hole in the world, are certainly good enough. Still, the cult will have revenge on those who crossed them.

Add or intensify Shadowy Figure (P236).

Corruption comes in many forms. Desire for arcane knowledge is one of them.

Add Seer (P209) to the available Calling cards.

If cards P224 or P246 are still in the Purgatory deck, **destroy** them. They are not part of your story.

135 "There's a crack in the world, and this house is built on it. There are other worlds nearby. They make real the things you're afraid of. Some of those things sneak through."

Place the ♦ token on any Bedroom tile, if any have been discovered.

136 We crossed the endless ocean, seeking a location where the Tree of Life touched our world. We searched Snæland, Grœnland, Markland, until, at last we found a place where a root of Yggdrasil touched Midgard. From here we could get to any of the realms. From here, we could get to Hell.

Gain 4 Sanity. Other players may read this entry again at any time but do not gain the trait bonus.

137 You whistle as you go about your work, slicing skin off the body that looks just like you. Drawing blood, and cracking bones to get to the marrow, you think to yourself: you'll need more clones. As you start the incubation tanks, the radio turns on of its own accord. The girl's voice. "Nothing in this world will kill him. In 22 years, the stars will fall from the sky." It loops her words over and over, forming an odd lullaby as you climb into a pod and go to sleep.

Destroy Swear an Oath to End Him (P257).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Cloned specimens appeared to take no notice of implanted tracking devices.

Add Under The Skin (P242) to the Event deck.

Early clone experiments went undiscovered. They escaped, unintelligent but with a beastlike culling, and survived much as animals do.

Add or intensify Faceless Humanoids (P217).

"Say, Mother, wouldn't it be nice to have some help about the house, with the ironing or washing up? You bet it would! A clone is just the thing, and the guests will be none the wiser!"

Add or intensify Unseen Helper (P203).

If any of cards P229, P239, P245, P259, and P268 are still in the Purgatory deck, **destroy** them. They are not part of your story.

138 Tyr volunteered to be the one to chain him. Fenrir fought, knowing that his end was upon him. The Wolf lashed out and Tyr lost his axe hand to the fury. Fenrir cursed Tyr, saying that Tyr would not die until Fenrir himself would die. Tyr laughed and said he'd be waiting if the Wolf ever got free. We placed Tyr's axe hand in a sacred coffin to honor his sacrifice.

Gain 4 Speed. Other players may read this entry again at any time but do not gain the trait bonus.

139 The collapse in the crypt was no accident. Some sort of imp lives hidden in the eaves. This is bad enough, but worse, one of you is in league with it.

Open Door C in the Foliom Infernum and place the rule sticker on space C in the rulebook.

Consult the Helm. Whoever is judged may heal all their traits. Each player on the same branch may heal one trait.

The haunt revealer should draw the next card in the Legacy deck, the Talisman, and give it its true name: "The Talisman of Chaos." They are now carrying it.

The player with the Gambler calling is the traitor. If that calling is not in play, the traitor is the player with the highest Knowledge. The heroes and traitor should turn to Haunt 34: Damnable Behavior in their respective books.

140 It is done. Perfect vessels for your Master. You glide through the worlds, leading the heroes and inhabitants of the house behind you, down toward Hell, where He lies, chained with iron upon a cold stone altar. He is beyond death, an infernal being kept alive by means unknown. The skin has been cut from his chest, leaving a ragged hole. You approach with caution, only to see the eyes awaken and a smile run across His sharpened teeth.

"You have brought Me a gift. This pleases Me. You will do well."

Add Servants to Him (P252) to the Event deck.

Turn to Entry 95.

141 "The tinfoil hats, they do nothing! The government is in my brain! They want to cover all this up. They're gonna destroy the evidence. We have to find proof that it's all real. We have to do something!"

The haunt revealer should draw the top card of the Legacy deck, the Meteorite, and give it its true name: "The Incriminating Meteorite". They are now carrying it.

Consult the Helm. Whoever is judged loses 1 from each trait. Each other player on the same branch loses 1 Sanity and 1 Knowledge.

Place the Fire token on the Unfinished Room. If the Unfinished Room isn't in play, search the stack for it, place it with the Fire token on it, then shuffle the tile stack.

The player with the highest Sanity is the traitor. The heroes and traitor should turn to Haunt 12: Roswell in their respective books.

142

The black hound is terrifying. It will not allow you to name it. Best to just let it be.

143

The last one to die teeters on the edge of the chasm in a feverish delirium. When the body falls, He is there, watching. The body plummets through worlds of fire and ash, mist and caves, feasting and revelry. All the while, He watches. The corpse lands just outside the land where He is bound. The panic of the dying feeds Him. His hunger is almost sated. He is almost strong enough to act.

The last hero to take a turn places their family crest on the Deed to the House.

Photographs of the group were found scattered around the house.

Put all family photographs into the Tomb.

Ah, my grandchild, oblivious to the end. For my next experiment, I'll leave an antidote.

Add Test Kit (P268) to the Event deck.

My next experiment will involve poison gas. Curious to see how people react to choking.

Add Poisoned! (P229) to the Event deck.

Maybe leave some pills around for my next subjects to find. Yes, yes. That makes sense. Give them some hope.

Add For Your Health (P211) to the Event deck.

The measured ways of science very nearly proved useful. Perhaps, with further investigation, they may yet do so.

Add Experimentist (P271) to the available Calling cards.

If any of cards P233, P236, P250, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

144

The pukwudgie looks at you, its lip curling with contempt. "They are all dead. Maybe you're next."

Roll to **Imprison the Pukwudgie in the Talisman** now, using the rules in the Traitor's Tome.

11+ Turn to entry 193.

0-10 Continue reading below.

The pukwudgie chuckles with glee as you fumble the spell. It waves the talisman over its head. Strange smoke billows out of it. You feel your soul being ripped from your body and into the talisman. Reality is weakening. One can almost see into other worlds, as if through a looking glass. A looking glass ready to shatter. You die.

The traitor places their family crest on the Deed to the House. Their heir takes over ownership. *(continued...)*

The traitor had signed a contract with the pukwudgie. In their haste they left a bit of evidence behind.

Add Blackmail (P263) to the Event deck.

The small creature runs off to continue its malevolence in the house. It is likely to return.

Add or intensify Foul Imp (P258).

Some families came to realize that the only way to defeat the beasts of the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

145 *From outside, we hear the groundskeeper ranting. He says something about "keeping the lock in place," then shoves a runestone. It teeters, crushing his hand between it and the nearest stone, then crashes to the ground. The earth begins to shake. "No!" he shouts. "That's not right! He must not escape!" He tries to lift the stone, but his mangled hand is useless. "No! Not again!" Then we can't hear him, even though his mouth is still moving . . .*

Consult the Helm. Whoever is judged gains 1 in each trait. Each player on the same branch gains 1 in the trait of their choice.

The haunt revealer should draw the next card in the Legacy deck, the Hand Mirror, and give it its true name: "The Hand Mirror of Corruption." They are now carrying it.

There is no traitor at the beginning of this haunt. All players should turn to Haunt 35: Forbidden Knowledge in the Secrets of Survival book.

146 *"The missus is a good woman. A bit cross at times, but she runs the place really well. Though we don't get many return guests. Last couple left without even checking out."*

Give the Innkeeper's Husband a name. Write it on his card.

147

The madman stands before you, his eyes clear and focused.

"I have always lived here. It was I who bound Him, all those lifetimes ago. When I die, I come back. I've been a farmhand and a groundskeeper. I think I ran an inn. Sometimes I did good things, sometimes terrible things. I am cursed: I will be reborn, again and again, until He's destroyed.

"I am Tyr. All those years ago, I swore an oath not to rest until the annihilation of Fenrir, our jarl who cheated death. I bound Him in Hell. I lost a hand to Him. I drove my spear into Him, cutting the Helm from His body, but still He was not destroyed, and so my work is not done."

He looks at you, judging your worth. "Your ancestors, willingly or not, bound your families to His cause, by worshiping his Helm in order to gain power. But they were weak, while you are strong."

The night is cold. Tyr raises his voice. "Our task is twofold. First we must create a weapon not of this world. Only with that can we kill Him. And then we must find our own way to Hell to surprise Him. Know this: one of you will likely betray us. But, if we hurry, we may finish our tasks before His corruption takes one of you. We must . . . the Otherworlds . . . find the elevator . . . I can't . . . Where am I?"

His eyes grow hazy.

Place the  token on the Entrance Hall.

148

You don't buy a haunted house without knowing what you're getting into, but it's nothing some elbow grease and know-how can't fix. The innkeeper, an engineer during the war, found a way to contain ghosts inside a radio—but only temporarily. Needing a place to confine the ghosts permanently, she's tried using the inn's guests as potential vessels. Unfortunately, most bodies can't tolerate hosting a hundred souls. Early test subjects were added to the growing number of spirits imprisoned in the radio.

The haunt revealer should draw the next card in the Legacy deck, the Radio, and give it its true name: "The Radio of Lost Souls." They are now carrying it.

Consult the Helm. Whoever is judged loses 2 Sanity. Each other player on the same branch loses 1 Sanity.

The traitor in this haunt is unknown to anyone, even the traitor. All players should turn to Haunt 46: Strange Signals in the Secrets of Survival book.

149

You stare at the wolf as it speaks. "I am almost free. I have regained much of my strength." The wolf stands up on its back legs. It smiles. The skin on your chest bubbles and peels away, revealing your breastbone. "How do you like it?"

Set your Might to critical. **Bury** all Sacred Items you carry. **Destroy** the Wolf Event card.

150

"He feeds off of the deaths in this house! He's getting stronger! He made people think there was a witch so's they'd kill each other! That was his first trick! The thralls are coming. Here, this'll help."

He shoves something small into your hands. It's a dead mouse with a bite taken out of it.

Place the  token on the outside tile farthest from the Front Steps.

151

"PH'NGLUI MGLW'NAFH CTHULHU R'LYEH WAGH'NAGL FHTAGN!"

Green light and terrible sounds dwindle until the portal closes. This room is forever changed, and for the rest of your lives, impossible things skirt the edges of your vision. You held off His return for now. It is something, but not enough. You must do more. Without a plan, you will allow Him to escape. And then He will devour the world.

On the back of the rulebook, check the box on the clock near the 10.

Destroy the Study tile. Draw tile plank 19. Add the Pentagram Chamber tile to the stack and **destroy** the other two tiles on the plank (Junk Room, Statuary Corridor).

Destroy Study the Runestones (P249).

Players should return their family photographs to the Tomb (if they didn't during play).

After the portal was closed, there was silence so grim and absolute that it swallowed one's sanity whole.

Add or intensify Silence (P256).

The portal was closed, but not before restless spirits seeped through.

Add or intensify Mist from the Walls (P239).

The forbidden words closed the portal, but their harsh sounds reverberated through the building, echoing, demanding attention.

Add Unspeakable (P234) to the Event deck.

The asylum is in shambles. When authorities arrive, arrests are made and patients are relocated. The building lies abandoned through a financial crash, a depression, and the second Great War. Upon returning from the war, a couple purchases the dilapidated structure with the hopes of opening an inn . . .

If cards P208 or P237 are still in the Purgatory deck, **destroy** them. They are not part of your story.

152

The last thrall escapes the Otherworlds and enters ours. Whatever magic He used to escape from Hell has consumed His energy. The Helm curls and shrivels, giving off a fetid smoke. A keening sound echoes across the lands.

Destroy Blackening the Helm (L153).

You who bound yourself most tightly to the Helm, the one who reads these words now, begin to laugh. His presence fills your mind. Part of you wants to resist, but it is such a warm welcome. How can you resist the one you love?

You are still in the game but have turned traitor. Take the Traitor card. If you are dead, return to life and set all your traits to critical. Continue turn order as normal.

Find You Are The Traitor (P296) in the Purgatory deck. It is for you. Take the Thralls card (P297) and put it in front of you.

153 You drive, glancing at the old radio, hoping it won't click on to activate a clone in your car. Your heart sinks as a buzzing static begins to come from it, but none of your friends look affected. Instead, you hear the girl's voice: "Nothing in this world will kill him. In 22 years, the stars will fall from the sky. Nothing in this world will kill him. In 22 years, the stars will fall from the sky. Nothing in this world will kill him. In 22 years, the stars will fall from the sky."

On the back of the rulebook, check the box on the clock near the 11.

Destroy Swear an Oath to End Him (P257).

All players should return their family photograph to the Tomb (if they didn't during play).

Suspects believe themselves to have "escaped." Tracking devices were unnoticed.

Add Under The Skin (P242) to the Event deck.

Early clone experiments went undiscovered. They escaped, unintelligent but with a beastlike cunning, and survived much as animals do.

Add or intensify Faceless Humanoids (P217).

"Say, Mother, wouldn't it be nice to have some help about the house, with the ironing or washing up? You bet it would! A clone is just the thing, and the guests will be none the wiser!"

Add or intensify Unseen Helper (P203).

If any of cards P229, P239, P245, P259, and P268 are still in the Purgatory deck, **destroy** them. They are not part of your story.

Add or intensify Buried Head (P222).

154

"Been in the country but a few months now. Came here straightaway. It's good, honest work that always leaves me hungry at the end of the day."

Give the Chambermaid a name. Write it on her card.

I DON'T REMEMBER WHAT IT FEELS LIKE TO NOT BE HIDING. I GET HEADACHES WHEN I SEE ALL THE PEOPLE DIE.

155

The Wolf keeps arising. The godar cannot kill him for he has already eluded death. His Helm keeps him alive. The normal methods to kill his kind do not work. Nothing of our world can kill Him. Hell will not take him from our world so we must find a way to take him to Hell. We are preparing our ships to cross the great sea to find a branch of Yggdrasil.

Gain 4 Knowledge. Other players may read this entry again at any time but do not gain the trait bonus.

156

The crossbow has a taste for blood. It wants more.

Destroy the Crossbow card. Find Infernal Crossbow (P281). If the Crossbow was heirloomed before, place a Crest sticker (not an Heirloom sticker) of the same family on the new card. The player who was carrying the Crossbow is now carrying the Infernal Crossbow.

157

The traitor's twitching finally stops. An imp appears and laughs at its former companion. Perhaps the traitor was innocent after all? No matter. Better to hang one innocent person than to let evil continue to spread. Besides, one who traffics with imps is hardly innocent. Magic is growing stronger. Reality is thinning. Who knows what world will seep into this one next? The virtuous cannot be too careful.

On the back of the rulebook, check the box on the clock near the 4.

The last hero to take a turn places their family crest on the Deed to the House.

Why anyone would record their misdeeds is a mystery. But it is a folly of a wicked mind.

Add Blackmail (P263) to the Event deck.

The small creature runs off to continue its malevolence in the house. It is likely to return.

Add or intensify Foul Imp (P258).

We removed the head from the traitor and buried it. Their evil shall not continue beyond the grave.

Add or intensify Buried Head (P222).

Some families came to believe that the only way to defeat the beasts of the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

158

Even as the last shovelfuls of earth cover the head, its jaws continue to work, as if desperate to tell us something. What revenge did this warrior seek? Who buried him? Was he here before the house was built? Perhaps it is time to call upon the local priest. Some holy water and a crucifix will protect this house from whatever evil lies beneath . . . perhaps several crucifixes.

On the back of the rulebook, check the box on the clock near the 1.

The last hero to take a turn places their family crest on the Deed to the House.

That unholy thing is dead now. But it was dead before. It will return to terrorize again.

Add Bloody Corpse (P275) to the Event deck.

Under the dirt, we can hear the head talking. Especially at midnight.

Add Buried Head (P222) to the Event deck.

What other bodies lie beneath the floor? Who else has been buried here?

Add The Voice (P206) to the Event deck.

The revenant killed with its bare hands. Some families found that . . . intriguing.

Add Savage (P218) to the available Calling cards.

159

An infernal presence has been summoned into the pitchfork.

Destroy the Pitchfork card. Find Devil's Pitchfork (P280). If the Pitchfork was heirloomed before, place a Crest sticker (not an Heirloom sticker) of the same family on the new card. The player who just killed with the Pitchfork is carrying the Devil's Pitchfork.

160

Betrayal. I am chained and tired. I am in Hell. I burn. I burn from the chains. I burn from hatred. My own clan has betrayed their rightful jarl. But I will not go into the darkness. There is nothing of this world that can hurt Me now. I will rise again. For now, I wait.

Gain 4 Speed. Other players may read this entry again at any time but do not gain the trait bonus.

161

We steel ourselves to face this dark brotherhood, but we are compelled to pull the photographs from our pockets. On one, more words shimmer into focus: "The magic stones have powers."

Find Study the Runestones (P249). This contains a side goal and reaction for this game (no matter which haunt you play).

Depending on the tile the haunt revealer is on, turn to the matching entry in the Bleak Journal.

115 KITCHEN, LIBRARY, NURSERY, SERVANTS' QUARTERS

165 ARBORIUM, HANGING TREE, MUSKEG, STABLE

199 CRYPT, MASTER BEDROOM, RITUAL ROOM, SOUNDPROOFED ROOM

162 You rip the talisman from the beast and it turns to smoke, nothing more than a dream made real. The talisman dims; whatever fears it held are gone. But the veil between our world and the surrounding ones is weakening. One can almost see into these realms, as if through a looking glass. A looking glass nearly ready to shatter.

On the back of the rulebook, check the box on the clock near the 4.

The last hero to take a turn places their family crest on the Deed to the House.

Now that it has gained form once, the beast will seek out whoever fears it most.

Add Misshapen Figure (P233) to the Event deck.

Working together is unusual in this house. Perhaps it has merit, though?

Add Bound Together (P250) to the Event deck.

Some families came to realize that the only way to defeat the beasts of the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

163

A girl. Her face is young but her eyes have a knowing look, and you sense she is wise beyond her appearance. She smiles warmly. "I know how to stop Him. I was too afraid to find my way out. But your families were so brave. You gave me strength . . ." She pauses a moment before continuing. "The stars have fallen and it is time to act. Come, we must find the madman—my father. He will tell you how to end this. We are lucky. His mind is clearer than usual tonight." She dashes off into the house.

Find the Girl (P277) Inhabitant card and put it face down near the other Inhabitants. The family who has been the traitor the fewest times takes the first turn.

164

The bloated doll, large as a bear, enters the salon. It needs to sleep, to digest.

It rips up floorboards, making a place to hide and rest. The joists creak ominously and the floor itself buckles . . .

Destroy the Salon tile. Draw tile plank 7. Add the Collapsed Room tile to the stack. Put the Bloody Room tile in the Tomb.

The traitor places their family crest on the Deed to the House.

Even a creature this vile could feel pain, could cry out. Some nights, its cries are still heard.

Add Baby's Cry (P244) to the Event deck.

The structure of the house must have been weakened by the constant renovations, and in parts, compromised beyond repair.

Intensify Crumbling Ceiling (L18). Remember that "intensify" means to find the card in the Event deck and check a box on it.

Certain families tried to follow in the footsteps of whoever constructed the crib, using forbidden magics to keep the evil of the house at bay.

Add Occultist (P261) to the available Calling cards.

165

A cry echoes through the house: "You and I have dwelt in the bodies of the insect-philosophers that crawl proudly over the fourth moon of Jupiter. You find me mad for saying that? Just await, they are here! We shall free Him soon and He will return home!" If that wasn't strange enough, bugs start emerging from rips in . . . the air? An inmate, Reuben Goldberg, pulls you aside. "I have been preparing for this. Here are plans for a Nest Extermination Kit. Unorthodox, but should do the trick." He holds a drawing of a complicated contraption. Looks legit.

The haunt revealer should draw the next card in the Legacy deck, the Kris, and give it its true name: "The Kris of Paralysis." They are now carrying it.

Consult the Helm. Whoever is judged loses 1 Sanity and 1 Might. Each other player on the same branch loses 1 Sanity.

Remove the Small Obstacle tokens from the Parlor, Study, and Specimen Room. Place the Nest token on the Specimen Room.

The traitor in this haunt is hidden among you. The player to the left of the haunt revealer takes the first turn.

All players should turn to Haunt 24: Woefully Outmatched in the Secrets of Survival Book.

166

You drive away into the night, with enough evidence to . . . what? Prove the house is cursed? That you're all part of a chain of misfortune going back centuries? It's all true, but no one will believe you. You turn the car around. The agents are gone, no doubt searching for you. The grounds are oddly calm for once. You take out the evidence, throw it on the fire. Only your families can end this. You're the ones tied to it. You will find a way to kill Him. The fire grows larger and larger. The warmth feels good.

Destroy the Unfinished Room tile. Draw tile plank 20. Add the Charred Room tile to the stack and destroy the other two tiles on the plank (Underground Lake, Tower).

As the flames grow larger, you hear a voice behind you: the voice of a child, a young girl. "I don't need to hide anymore. I need to find my way home." You turn but no one is there.

On the back of the rulebook, check the box on the clock near the 12.

Destroy Learn More about the Meteorite (P231).

Players should return their family photographs to the Tomb (if they didn't during play).

From the corner, a small creature watches the flames. The government isn't particular about who or what it uses as a spy . . .

Add or intensify Foul Imp (P258); it may have been removed in an earlier game.

Before you leave, you set up a slideshow, issuing a warning to others who visit. You know it's futile but you do it anyway.

Add or intensify Slideshow (P253).

The government watched the abandoned inn, interfering with anyone who trespassed.

Add or Intensify Confiscation (P227).

After the events of the night, the inn was abandoned. No one claimed ownership and it fell into disrepair. For over 40 years it lay dark and then, one day, a girl emerged from the shadows to blink in the light for the first time in a long while. "I need to find my father," she said.

If any of cards P204, P212, P219, P223, P240, P242, P247, and P273 are still in the Purgatory deck, **destroy** them. They are not part of your story.

167

"I can't hide anymore. He's too powerful, and He'd find me anyway. We have to find Him first. I know the secrets of the house . . ."

Choose one:

If the Mundane Elevator is not in play, search the tile stack for it and place it in the house. Place the ♀ token on it. Shuffle the tile stack.

If the Meteorite hasn't been found, search the Omen deck for it, take it, and shuffle the Omen deck. You are now carrying the Meteorite.

168

The respiration had now grown very feeble, when a sudden sound emitted by the mouth froze us all. The tentacles went through a convulsive motion, and the limbs contracted, great muscles clutching in death. With a shudder, the debris we had put into it was evicted and strewn about our room. Was it enough? Did we hold off His return for yet a while? We must prepare for the day when He finds a way out of His prison.

On the back of the rulebook, check the box on the clock near the 10.

Destroy the Parlor tile. Draw tile plank 19. Add the Junk Room tile to the stack and **destroy** the other two tiles on the plank (Pentagram Chamber, Statuary Corridor).

Destroy Study the Runestones (P249).

Players should return their family photographs to the Tomb (if they didn't during play).

Those who summoned this monstrosity left notes of their ritual.

Add or intensify The Writings of Cultists (P237).

After the event, a moist mouth would appear about the grounds, growing from the earth, on a tree, wherever it could gain purchase. Its tongue would probe and look for something to feed it.

Intensify Whispers (S9).

All that was left of the creature was a single tentacle, possessed of its own mind, that proved difficult to find, let alone kill.

Add Tentacle (P208) to the Event deck.

The asylum is in shambles. Local authorities arrive at dawn to relocate the patients. The building lies abandoned through a financial crash, a depression, and the second Great War. Upon returning from the war, a couple purchases the dilapidated structure with the hopes of opening an inn . . .

If cards P234 or P256 are still in the Purgatory deck, **destroy** them. They are not part of your story.

169

Services have been rendered. The bill has come due.

Find The Contract (P215). For each family with a Crest sticker on The Document, put a matching one on The Contract. Then **bury** The Contract and **destroy** The Document.

170

Hundreds of spirits inside of you, each issuing a singular, ravaging purpose: kill. You walk out the front door, the voices a cacaphony in your head, but one, clearer than the rest, makes herself heard. "Nothing in this world will kill him. In 22 years, the stars will fall from the sky." You laugh a thousand different laughs at once, and walk into the night.

Destroy Swear an Oath to End Him (P257).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Sometimes, crackling voices can be heard around the house. "Something not of this world."

Add Static Voices (P273) to the Event deck.

The one voice in the radio that haunts you, even after this is over, is your grandmother's, her sanity frayed by her entrapment.

Add Phone Call (P245) to the Event deck.

Not all the spirits in the radio found a new host. Some still roam the basement as a billowing mist of shrieking souls.

Add or intensify Mist from the Walls (P239).

If any of cards P203, P217, P229, P259, and P268 are still in the Purgatory deck, **destroy** them. They are not part of your story.

171

"A malignum! That's what this place is! A wound in the world! Built over a malignum, no wonder everything leaks through this house! EVERYTHING! TAKE THIS!" He runs off.

Draw the top Omen card. You are now carrying it. Place the ♀ token on an upper floor tile.

172

The old man glares at you as his breath leaves him for the last time. He grins cruelly. You have the chilling suspicion that you will see his face again.

Find the Groundskeeper card (P267) in the Purgatory deck. If he was killed by a player, place the killer's family crest on the card. Then **bury** the card.

173

The waters flood in, filling the cavern, rushing over the nest. The creature was still drawing nourishment from its cocoon and thrashed piteously. You throw its carcass into the dark waters of the flooded cavern. From just behind you, you hear the voice of a child, a little girl: "I don't need to hide anymore. I need to find my way home." You turn but there is no one there.

On the back of the rulebook, check the box on the clock near the 12.

Destroy the Underground Cavern tile. Draw tile plank 20. Add the Underground Lake tile to the stack and destroy the other two tiles on the plank (Tower, Charred Room).

Destroy Learn More about the Meteorite (P231).

Players should return their family photographs to the Tomb (if they didn't during play).

The insects around the house grew ever larger after the arrival of the alien. Did it nourish them? Or inspire them?

Add or intensify Creepy Crawlies (P219).

A dry husk floated to the surface of the newly-formed lake, and then scuttled off as if possessed by a mind of its own.

Add or intensify Molted (P204).

After the events of the night, the inn was abandoned. No one claimed ownership and it fell into disrepair. For over 40 years it lay dark and then, one day, a girl emerged from the shadows to blink in the light for the first time in a long while . . . "I need to find my father," she said.

If any of cards P212, P223, P227, P240, P242, P247, P253, P258, and P273 are still in the Purgatory deck, **destroy** them. They are not part of your story.

174 They're back in their cells, but you won't be able to hold them much longer. They aren't crazy; they just know something the world doesn't want to know. Soon you'll have to free them. But even when you do, they'll be back. Either them or their children or their cousins. The house calls to these families. They're bound to Him. They'd be better off crazy. Because no matter how they prepare, they won't be able to stop Him.

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Destroy Map the Otherworlds (P274). The moment has passed. (continued...)

Reality is hard and cold and smells bad. My mind place is happy. I'll go there instead.

Add or intensify Reality Is Broken (P213).

I've written a prescription that should help maintain a grip on reality. "First, do no harm" . . . ? Well, I honestly can't say for sure.

Add or intensify For Your Health (P211).

It doesn't matter. He'll find a way out. He's almost here. There's nowhere to hide . . .

Add or intensify They're Coming for Us (P223).

If any of cards P235, P255, P262, P263, and P276 are still in the Purgatory deck, **destroy** them. They are not part of your story.

175 You open the coffer and find a mummified hand. It begs to be a part of you.

Find Severed Hand (P284). Place your Crest sticker (not Heirloom sticker) on the card and take it. You are now carrying it.

176 The girl presses her hands against her ears, her face pained. "Thank you for . . . coming here. To . . . to help, at least to try. I'm not afraid any more, but . . . it's hard. I'll try to help you, I will. I'll . . . I'll try . . ."

Her face constricts and she lets out an unearthly scream, a scream that echoes across generations. Then she falls unconscious.

If any Thralls are in play, you may stun them (even though they are not normally stunned). Remove the ♡ token from the house. The Girl will not reappear in this haunt.

177 You descend for what feels like hours, but could be days or even months. The chalice draws you forward, returning to its Master. Along the way, you formulate a plan, praying He is still weak enough to strike down with mortal weapons. The chalice leads you to a barrier hidden in one of the corners of Hell. The barrier dissolves when you pour liquid from the chalice onto it. There He lies, chained with iron upon a cold stone altar. He is beyond death, an infernal being kept alive by means unknown. His skin has been cut from his chest, leaving a ragged hole. You approach with caution, only to see the eyes open and a smile run across His sharpened teeth.

"So thirsty. Perhaps you could give Me a drink from that chalice?"

If you wish to give Him a drink, turn to Entry 59.

If you deny Him, turn to Entry 77.

178

With a keening cry, the portal snaps shut. The power of our ancestors has stopped the house from collapsing completely, but where the portal was is just . . . gone. We stare down into a great chasm—a fracture in reality itself. From below emerges music, light, mist . . . and screams. A door between realms has been opened.

The first lock is broken. He is almost awake.

Open Door 4 in the *Folium Infernum*. Place the sticker you find there on the Cellars or the Cistern, whichever tile had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions.

On the back of the rulebook, check the box on the clock near the 5.

The last hero to take a turn places their family crest on the Deed to the House.

The spirits summoned took residence in the cracks in the basement, occasionally pouring out in fits of madness.

Add Mist from the Walls (P239) to the Event deck.

The ancestor, so bent on revenge, will find a way back to this world.

Add Revenge from Below (P248) to the Event deck.

From time to time, the veil of death descends upon the house and all within are shrouded in the quiet of the grave.

Add Silence (P256) to the Event deck.

If a hero broke the Hand Mirror, **destroy** that card. Add the Shattered Hand Mirror (P260) to the Omen deck.

We should have seen this coming. Should have known. If the future is known, it will be less terrifying. Or so some believe.

Add Seer (P209) to the available Calling cards.

If any of cards P221, P224, and P246 are still in the Purgatory deck, **destroy** them. They are not part of your story.

179

This house is where beliefs are born, where dreams—or nightmares—are fed. You've had a nightmare since childhood, when you were told of man-beasts who live in the woods. You've always feared them.

You clutch your neck for the talisman, to calm yourself, but it's gone. It now rests around the neck of your greatest childhood nightmare, which stands in front of you.

Open Door C in the *Folium Infernum* and place the rule sticker on space C in the rulebook.

Consult the Helm. Whoever is judged may heal all their traits. Each player on the same branch may heal one trait.

The haunt revealer should draw the next card in the Legacy deck, the Talisman, and give it its true name: "The Talisman of Beasts."

There is no traitor in this haunt. All players should turn to Haunt 23: Devil Monkey in the Secrets of Survival book.

180

The girl looks at you, her eyes full of regret. "I tried to tell your families not to worship the Helm. The more they did, the tighter they bound themselves to Him. Your ancestors understand, now, though, and they want to help you stop Him." She squeezes your hand and runs off.

Find Ghosts of your Ancestors (P298) in the Purgatory deck and put it on the table. It is a new reaction for this haunt. Place the ♡ token on any outside tile.

181

The traitor was hanged, his body buried near the tree. The men placed cold iron near it, lest he rise again as a berserk spirit or revenant. Hopefully it will be enough.

His wife escaped, taking with her the flayed skin of the Wolf, the Helm, a great source of His power. This is greatly troubling. We had hoped to find a way to destroy the Helm, but it was not to be. Would that we had hanged her too, that foul witch-woman. She drank human blood from the chalice, which is dark magic indeed. I fear this place will draw those who hunger for human flesh.

At dawn, we will set out on the long voyage home. The men are uneasy, wondering if any more of us are still dedicated to Him. There is much else to fear: the chalice has been defiled, so there is still a connection between our world and Him. Mostly, we worry what will become of the Helm. If it is given to the weak of spirit, those willing to trade honor for gain, and if they are called to worship it . . . every prayer made to the Helm is a call to Him and will create pathways for His return.

I will likely be dead when that happens. That alone gives me comfort.

Choose four tiles with a Runestone on them (Common Room, Woods, Blood Field, Blue Bedroom, Winter Bedroom, Graveyard, Laboratory, Furnace Room). If there aren't four in play, draw tiles until you find a total of four, place them in the house, then shuffle the stack..

Open Door 3 in the *Folium Infernum* and place the stickers you find there on the four chosen tiles. Find Infernal Gate (P289) and Abyssal Gate (P290) in the Purgatory deck. Shuffle them into the Event deck without looking at them.

182

"Somethin' 'bout this house just kinda spoke to me, like I been here before. Do all I can 'round the place. My right hand's always been a bit off, but I get by okay."

Give the Farmhand a name. Write it on his card.

183

This portal between the worlds ought not be open. While down there, we felt watched, always watched. Who is it that can see us, manipulate us to do evil? We are all but insects against His rage. His hunger has almost been sated. He is nearly strong enough to act.

On the back of the rulebook, check the box on the clock near the 6.

The last hero to take a turn places their family crest on the Deed to the House.

Our group's story is done.

All players put their family photographs into the Tomb.

The giant ants excited the regular ants that live on the grounds. They were drawn to the queen and are unlikely to leave.

Add Creepy Crawlies (P219) to the Event deck.

Working together proved useful.

Add or intensify Bound Together (P250).

The measured ways of science have proven useful and are worthy of further investigation.

Add Experimentist (P271) to the available Calling cards.

If any of cards P233, P236, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

184

He shakes your hand with an oddly weak grip. "Not really a man of words. Just like the earth. I know this house has its quirks, but it feels like home in a way. Do ya care to pray a moment?"

Give the Groundskeeper a name. Write it on his card.

185

Now that the world below has opened, we know there are forces at work here more powerful than we. Whatever is trapped down there is bigger than our families and our squabbles. Reason must keep us from giving in to His corruption. Let us put aside past differences and lend a hand, both to each other and to those who are drawn to this forsaken place.

The haunt revealer should draw the next card in the Legacy deck, the Apothecary Kit, and give it its true name: "The Apothecary Kit of Mercy." They are now carrying it.

Consult the Helm. Whoever is judged draws and keeps the next item card. Each other player on the same branch must choose and bury an item if they are carrying one, unless doing so would reduce a trait below critical.

There is no traitor in this haunt. All players should turn to Haunt 36: Viktor's Creature in the Secrets of Survival book.

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Add Creepy Crawlies (P219) to the Event deck.

Working together proved useful.

Add or intensify Bound Together (P250).

The measured ways of science have proven useful and are worthy of further investigation.

Add Experimentist (P271) to the available Calling cards.

If any of cards P233, P236, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

186

Corpses lie everywhere. Blood pools on the ground. The revenant appears satisfied. Whatever it wanted has been achieved, it utters strange words in an ancient tongue, then claws its own throat, ripping it open. Blood hits the ground, hisses, turns to smoke. The air reeks of brimstone. Hell has been alerted that there is business here to be done.

The traitor places their family crest on the Deed to the House.

The unholy thing is dead now. But it was dead before. It will return to terrorize again.

Add Bloody Corpse (P275) to the Event deck.

I have buried the revenant's body parts in the corners of the estate. On nights without a moon, I still hear the head shrieking.

Add Buried Head (P222) to the Event deck.

What other bodies lie beneath the floor? Who else has been buried here?

Add The Voice (P206) to the Event deck.

The revenant killed with its bare hands. Some families found that . . . intriguing.

Add Savage (P218) to the available Calling cards.

187

"I knew the aliens were gonna come! Man, that ship hovering over the inn . . . that's far out! I knew we'd need a deflector array! We gotta get to it. I built it all secret-like in a room nobody ever visits."

The haunt revealer should draw the next card from the Legacy deck, the Meteorite, and give it its true name: "The Signaling Meteorite." They are now carrying it.

Consult the Helm. Whoever is judged loses 1 from each trait. Each other player on the same branch loses 1 Sanity and 1 Knowledge.

Place the Contraption token on the Unfinished Room (if the token is already in the house, move it to the Unfinished Room and discard any Ongoing Event associated with it). If the Unfinished Room isn't in play, search the tile stack for it and place it in the house, place the Contraption token on it, then shuffle the stack.

The player with the Scholar calling is the traitor. If that calling is not in play, it is the player with the highest Knowledge. The heroes and traitor should turn to Haunt 10: Abductions in their respective books.

183 This portal between the worlds ought not be open. While down there, we felt watched, always watched. Who is it that can see us, manipulate us to do evil? We are all but insects against His rage. His hunger has almost been sated. He is nearly strong enough to act.

On the back of the rulebook, check the box on the clock near the 6.

The last hero to take a turn places their family crest on the Deed to the House.

Our group's story is done.

All players put their family photographs into the Tomb.

The giant ants excited the regular ants that live on the grounds. They were drawn to the queen and are unlikely to leave.

Add Creepy Crawlies (P219) to the Event deck.

Working together proved useful.

Add or intensify Bound Together (P250).

The measured ways of science have proven useful and are worthy of further investigation.

Add Experimentist (P271) to the available Calling cards.

If any of cards P233, P236, and P270 are still in the Purgatory deck, **destroy** them. They are not part of your story.

188

"Oh man. Oh man oh man oh MAN! This is far out. I knew it! We have to check out this meteorite! The girl in my dreams, she says she knows what it's like to be dead, and she keeps saying . . . whoah WHOA! Look at this old-timey picture! Am I tripping out or is that writing just, like, coming outta nowhere?" The photographs are faded and creased. There's writing on the back, squiggleing into view. "The stars fell. Learn how to use it."

Find Learn More about the Meteorite (P231).

This contains a side goal and reaction for this game (no matter which haunt you play).

If Unfinished Painting (L31) is still in the Event deck, destroy it. Your opportunity to help is over.

Depending on the tile the haunt revealer is on, turn to the matching entry in the Bleak Journal.

96 CRYPT, LIBRARY, RITUAL ROOM, SOUNDPROOFED ROOM

141 ARBORIUM, HANGING TREE, KITCHEN, STABLE

187 MASTER BEDROOM, MUSKEG, NURSERY, SERVANTS' QUARTERS

189

Crisis averted. You bury the last of the bodies, according to the instructions. You know now whose voice was coming from the portrait. In a way, you always knew. As long as you continue to obey His commands, you hope that He will consume you last.

Framed pictures of the victims were placed around the house. Some mornings, they were found subtly moved, or with tears dripping down beneath the glass.

Add or intensify Mementos (P259).

The funeral for the victims was perfunctory. As inmates, they had no close family. Their ghosts wailed at this indignity and vowed to have a proper funeral someday.

Add or intensify Funeral (P255).

Police investigated as a matter of course. One officer had been in love with one of the victims. He visited often thereafter and was not kind to those he found there.

Add or intensify Move Along (P276).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Destroy Map the Otherworlds (P274). The moment has passed.

If any of cards P211, P213, P235, P262, and P263 are still in the Purgatory deck, **destroy** them. They are not part of your story.

190

Beneath the kitchen sits a root cellar, long unused. Something shiny glistens in the dirt. You dig for a moment, unearthing a brooch . . . and a shriveled corpse, shallowly buried. It wears the remains of Old World armor, stained dark with blood. You see a tattoo of a wolf's head on its desiccated chest. How old is this corpse? And is it . . . moving?

The haunt revealer should draw the next card in the Legacy Deck, the Brooch, and give it its true name: "The Brooch of the Undead." They are now carrying it.

The haunt revealer is the traitor. The heroes and traitor should turn to Haunt 42: The Revenant in their respective books.

Remember, after you take an action or use an ability inside a box in your haunt book, the other side may ask you to read what is in that box.

191

The talisman dims. Whatever fears it held are gone. The beast fades into darkness. Has it ceased to exist or merely slunk off into the night? Your last living thoughts focus on just how thin the veil is between our world and the ones near us. One can almost see into those realms, as if through a looking glass. A looking glass fractured, and nearly ready to shatter.

The last hero to take a turn places their family crest on the Deed to the House.

Now that it has formed in this world once, the beast will return whenever someone fears it most.

Add Misshapen Figure (P233) to the Event deck.

Although you all failed, there was an odd sense of camaraderie that this house usually doesn't provide.

Add Bound Together (P250) to the Event deck.

Some families came to realize that the only way to defeat the beasts of the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

192

Tonight we gather on the mansion's lawn to watch the meteor shower under the full moon. An auspicious night that happens only once every few generations. As the streaks began passing overhead, church bells peal, loud and otherworldly.

Upon the 13th peal, fire shoots up from the earth, engulfing the mansion's owner. But death will not take anyone today. The traitor runs inside, a charred husk aglow with an infernal light, their screams turning to horrible giggles. The evil below has finally awakened. The second lock is broken. There are now doors to Hell. Soon He will break His chains. We are all that stand between Him and His return to the world.

The holder of the deed is the traitor.

The heroes and traitor should turn to Haunt 29: Hell Breaks Loose in their respective books.

193

Strange smoke billows out of the talisman and engulfs the pukwudgie. Its incessant laughter turns to pitiful screams as it transmutes to smoke itself and is then sucked into the talisman. It is gone now. But what will come next? Reality is weakening. One can almost into see other worlds, as if through a looking glass. A looking glass fractured, and nearly ready to shatter.

The traitor places their family crest on the Deed to the House.

Find Foul Imp (P258) in the Event or Purgatory deck and destroy that card.

The traitor had signed a contract with the pukwudgie. Perhaps this can be used against their family in the future?

Add Blackmail (P263) to the Event deck.

The incantation that ended the pukwudgie might be useful. I shall keep a scrap of it.

Add Symbol of Power (P224) to the Event deck.

Destroy the Talisman Omen card. Add Corrupted Talisman (P251) to the Omen deck.

Some families came to realize that the only way to defeat the beasts of the wild was to become wild oneself.

Add Hunter (P232) to the available Calling Cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

194

The sickle has taken a liking to murder. Even when unheld, it quivers, waiting to take another life.

Destroy the Sickle card. Find Death's Sickle (P282). If the Sickle was heirloomed before, place a Crest sticker (not an Heirloom sticker) of the same family on the new card. The player who just killed with the Sickle is now carrying Death's Sickle.

195

The presence below the house has fed and fed, and yet somehow only grows more angry. His presence is everywhere, driving all mad. None can resist His call now. All of us have hatred in our hearts. Some can sense this and arrive to help. But can one person turn back the tide of evil? And what will happen when this force for good leaves?

The haunt reveler should draw the next card in the Legacy deck, the Wedding Veil, and give it its true name: "The Wedding Veil of Disease." They are now carrying it.

Consult the Helm. Whoever is judged gains 1 Might and loses 1 Sanity. Each other player on the same branch loses 1 Sanity.

There is no traitor in this haunt. All players should turn to Haunt 41: Bigger on the Inside in the Secrets of Survival book.

196

The groundskeeper roams distractedly, clutching a jagged shard of glass. He has been agitated of late, telling tales of the house from years before he arrived. His gaze falls upon the runestones. "No! These have been moved! He will escape!" He shoves a large stone. "No, not right either!" In his terror, he fails to notice the glass biting deep into his right palm. Mists that look almost human pour from the ground. From the basement you hear a loud crack and ghostly wails. Those dead here may not be so dead after all.

Consult the Helm. Whoever is judged gains 1 in each trait. Each player on the same branch gains 1 in the trait of their choice.

The haunt reveler should draw the next card in the Legacy deck, the Hand Mirror, and give it its true name: "The Hand Mirror of Vengeance." They are now carrying it.

The player with the most ancestors who have died is the traitor. All players should turn to Haunt 44: Gaze at the Abyss in their respective books.

197

I am myself again now but cannot forget the words the berserker spoke: "I stayed true to my Jarl and I died for it, but now I had my vengeance and shall join Him in Hell!" What does it mean? I don't wish to know. I am tired and have bodies to dispose of. If Hell has been alerted, I hope it doesn't take interest in my homestead. Perhaps a crucifix will hold the darkness at bay . . .

The traitor places their family crest on the Deed to the House.

The berserker's bloody spirit was tied to this place, and his ghost haunted the house evermore.

Add Bloody Corpse (P275) to the Event deck.

The blood spilled here has collected in pools. The earth itself rejects it.

Add Puddle of Blood (P241) to the Event deck.

I shall start a record of my deeds here: a list of those who have wronged me.

Add Book of Flesh (P221) to the Event deck.

The veneer of civilization on some families was thin, needing only the berserker's savage example to scrape it away entirely.

Add Savage (P218) to the available Calling cards.

198

The radio turns on of its own accord. The girl's voice again. "Nothing in this world will kill him. In 22 years, the stars will fall from the sky." You listen to it loop her words a few times. Then you run out of the house looking to beat someone to death.

Destroy Swear an Oath to End Him (P257).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

In the haste to leave the house, the traitor missed cleaning up all the evidence.

Add or intensify Test Kit (P268).

Experiment complete. Initiate new experiment. Will need some new subjects.

Add or intensify Poisoned! (P229).

It is odd that the traitor took time to leave images of those who died. One last hint of humanity inside the monstrous form?

Add or intensify Mementos (P259).

If any of cards P217, P239, and P245 are still in the Purgatory deck, **destroy** them. They are not part of your story.

199

The piecing together of dissociated knowledge will open up such terrifying vistas that we shall go mad from the revelation! If we can open a dimension near Hell, perhaps He can escape His prison. One of us is hidden among the victims to keep the ritual from being interrupted. Let us begin.

The haunt reveler should draw the next card in the Legacy deck, the Kris, give it its true name: "The Kris of Summoning." They are now carrying it.

Consult the Helm. Whoever is judged loses 1 Sanity and 1 Might. Each other player on the same branch loses 1 Sanity.

Remove the Small Obstacle tokens from the Study, Parlor, and Specimen Room tiles. Place the Portal token on the Study.

The traitor in this haunt is hidden among you. The heroes and traitor should turn to Haunt 49: The Elder Thing Comes in the Secrets of Survival book.

200

As a child, you once stayed in the guest quarters. At night, a doll crept from under the bed and taught you a special little song to bring other dollys out to play. You haven't been back to the house until today. Now you'll find those guest quarters and sing your lullaby and play with your friends again! But you will avoid the salon, for that is where the cat lives and the cat is AWFUL and it HATES YOUR FRIENDS! It may be hard, because the salon and the guest quarters are both upstairs . . . or both on the ground floor? You aren't sure. You start singing your lullaby. Time to play!

Have the haunt reveler draw the next card in the Legacy deck, the Doll, and give it its true name: "The Playful Porcelain Doll." They are now carrying it.

The player with the youngest character who isn't the holder of the deed is the traitor. All players should turn to Haunt 40: The Doll's Poppet in their respective books.

201

On the back of every photograph, childlike writing swims into focus before our eyes: "Someday, you will have to go back to where the devil man lives."

Find Map the Otherworlds (P274). This contains a side goal and reaction for this haunt (no matter which haunt you play).

Depending on the tile the haunt reveler is on, turn to the matching entry in the Bleak Journal.

112

MASTER BEDROOM, NURSERY,
SOUNDPROOFED ROOM

121

ARBORIUM, HANGING TREE,
KITCHEN, LIBRARY

128

CRYPT, MUSKEG, SERVANTS'
QUARTERS, STABLE

202

"Welcome to our humble inn. Still have a lot of work to do, but we're happy to have guests! Make yourself at home but please don't go into the basement. It's . . . not safe. Now, if there's nothing else you need, I need to get back to my pie."

Give the Innkeeper a name. Write it on her card.

203

You come upon Him unawares, Fenrir the Wolf. The last look in His eyes is one of horror, of knowing the end, finally, has come. The spear finds purchase, piercing through the naked breastbone where the Helm once was. Blackness flows from the wound like blood and screaming rends the air. Smoke rises acrid off His body, filling your lungs.

You find yourself back in the house. Foul smoke wafts up between ancient floorboards. You know your life is measured in minutes. You are not strong enough to resist the blackness. Thoughts grow hazy, sliding into obscurity. You stumble toward the entrance, to find one last clean breath, to say goodbye to the mortal world. Your limbs turn to ash and footless stumps drag you forward. One more moment of humanity . . . just one more chance to look upon another human face. Somewhere outside, you hear it: a car pulling up, stopping. Car doors slamming, voices. People approaching the house.

The house. You have killed Him, but the house is forever rotten. You are crumbling away to nothingness, skin and hair and bones turning to ash. There are not many thoughts left. Your eyes speak of what your mouthless face no longer can: This is how it ends. The voices outside grow louder. They are on the front steps.

"Professor, I told you we shoulda checked that engine."

All is growing dark. Your limbs dissolve into smoke.

"Quiet, Ox. No way to know the engine would smoke like that. There may be help inside."

You are a ghost now, joining all the others in the house.

"Madame Zosstra, get Brandon. Join us inside."

Nothing but skulls and skin, fading away to soot in the entrance hall.

The front door opens and a group steps inside. All is light.

204

They are dead. Now nothing stands in the way of His triumphant return to our world, Fenrir the mighty Wolf. In a moment, He is there, in the entrance hall, oozing a black smoke that fills the house, seeping into the corpses, alive and dead, raising you all up, bringing you back from the dead. You gasp as the smoke fills your lungs.

"Don't panic. I am merely giving you another form. You will be my thralls some day. But, for now, haunt this house." He leaves without a word, ready to rejoin the world. Your thoughts grow hazy, sliding into obscurity. Your limbs turn to ash as lipless mouths gasp at the black air. Somewhere outside, you hear it: a car pulling up, stopping. Car doors slamming, voices. People approaching the house.

The house, your house, is forever rotten. You are crumbling away to nothingness, skin and hair and bones turning to ash. There are not many thoughts left. Your eyes speak of what your mouthless face no longer can: This is how it ends. The voices outside grow louder. They are on the front steps.

"Professor, I told you we shoulda checked that engine."

All is growing dark. Your limbs dissolve into smoke.

"Quiet, Ox. No way to know the engine would smoke like that. There may be help inside."

You are a ghost now, joining all the other ghosts of the house.

"Madame Zosstra, get Brandon. Join us inside."

Nothing but skull and skin, fading away to soot in the entrance hall.

The front door opens. A group steps inside.

All is darkness.

205

You come upon Him, Fenrir the Wolf, but it was a trap. The last look in His eyes is one of triumph, of knowing escape, finally, has come. He twists the spear from your hands and snaps it. He gestures.

Destroy the Reforged Spear.

You find yourselves back in the house. He is there, smoke billowing from His form, filling the house, filling your lungs. You are not strong enough to host this blackness. It is consuming you. He casts one last victorious look as your bodies begin to crumble, then leaves without a word to rejoin the world.

You know your life is measured in minutes. Thoughts grow hazy, sliding into obscurity. You stumble toward the entrance, to find one last clean breath, to say goodbye to the mortal world. Your limbs turn to ash and footless stumps drag you forward. One more moment of humanity . . . just one more chance to look upon another human face. Somewhere outside, you hear it: a car pulling up, stopping. Car doors slamming, voices. People approaching the house.

The house is forever rotten. You are monstrous now, skin and hair and bones turning to ash. There are not many thoughts left. The voices outside grow louder. They are on the front steps.

"Professor, I told you we shoulda checked that engine."

All is growing dark. Your limbs dissolve into smoke.

"Quiet, Ox. No way to know the engine would smoke like that. There may be help inside."

You are a ghost now, joining all the others in the house.

"Madame Zosstra, get Brandon and join us inside."

Nothing but skulls and skin, fading away to soot in the entrance hall.

The front door opens. A group steps inside.

All is darkness.

206

Your story is complete. Fenrir's story is complete. This house is yours, with its own history, ghosts, and stories.

You now have a game you can play again and again. Here are the final steps to lock in your version of Betrayal Legacy.

If The Lost Bride Event card is in the Tomb, add it to the Event deck.

Open the flap at the back of the rulebook. This will show you new rules for free play as well as a chart that shows you how haunts are triggered.

Hang on to the Heirloom stickers and the old Inhabitant cards; they may be used during free play.

Some components are not part of your history; they are the roads not taken and must be discarded. Yes, this is difficult, but these components will disrupt game play.

Destroy the following cards in the Event deck (some of them may have been removed during the campaign): A Note (S1), Darkness (S5), Secret Passage (S6), Fog (S10), Embers (L15), Wolf (L16), Tick Tock (L17), Abandoned Well (L40), The Document (L48), Antique Coffer (L55), Shifting Room (L56), Shallow Graves (P201), Infernal Gate (P289), Abyssal Gate (P290).

These cards are not part of your story . . .

Destroy what is left of the Purgatory deck without looking at the cards.

Some things are better left unseen . . .

Destroy what is left of the Folium Infernum.

This house has seen enough death . . .

Destroy what is left of the Ghost sticker sheet.

The Wolf is gone . . .

Destroy what is left of the Helm.

This story has reached its end.

Destroy this Bleak Journal.

Thank you for playing. —The Betrayal Legacy team

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