# Haunt 17 – A Breath of Wind

## Secrets of Survival

As you move through the room, some of the debris begins to shake. You stoop to examine it, but it lifts off the floor, quickly followed by more. Soon, a cloud of broken object spins through the air, and you hear a cackle of insane laughter as pieces of junk begin to launch themselves towards you.

**Right Now**

Set aside several pentagonal item tokens to represent Candles.

**What You Know About the Bad Guys**

They are trying to kill you.

**You Win When . . .**

. . . you exorcise the Poltergeist.

**How to Perform the Exorcism**

This exorcism ritual requires the burning of Candles.

* Once each turn, if you are in the Kitchen, Dining Room, Chapel, or Gallery, you can attempt a Speed roll of 3+ to find a Candle. (More than on Candle can be found in the same room.) If successful, place a Candle token on your character card.
* If you are carrying a Candle, you may discard it in any room on the floor where the haunt was revealed and attempt a Knowledge roll of 5+. If successful, place the Candle token in that room; no more Knowledge rolls may be made in that room. If you fail, the Candle is lost; return the token to the set-aside pile. Once a Candle token has been placed in a room, it cannot be picked up by the Poltergeist or the traitor. When you have paced a number of Candle tokens equal to the number of heroes when the haunt was revealed, you exorcise the Poltergeist.
* A hero with the Candle item card can use (and discard\_ that item instead of a Candle token when attempting a Knowledge roll. Put a pentagonal item token in that room on a success.

**Special Attack Rules**

* The Poltergeist is immune to Might attacks, and it cannot be harmed by the Revolver. The Dynamite does affect it (the *Traitors Tome* describes what happens).
* Any hero in the room with the Poltergeist may attack it with Speed. If you defeat it, you inflict no damage, but you can steal one item it is carrying. If it defeats you, take 1 die of physical damage (instead of normal combat damage).
* A hero carrying the Ring, the Skull, or the Bell can attack the Poltergeist with Sanity. If you defeat it, decrease the Turn/Damage track by the difference in your rolls. If it defeats you, take 1 die of mental damage (instead of normal combat damage).

**If You Win . . .**

The candle sputters and burns your hand as you numbly recite the words for the final time. With a sickening crash, the airborne debris flies in all direction, overturning tables and denting the walls. Then, all is still.

## Traitor’s Tome

The trembling of the house and an echo of pained laughter inform you that your companion have disturbed your old friend, the poltergeist. Their insensitivity is appalling. Can’t they just let him rest, after all he’s suffered? Well, you’ll just have to eliminate the disturbance. . .

**Right Now**

* Your explorer is still in the game but has turned traitor.
* Place a small purple monster token (representing the Poltergeist) in the room where the haunt was revealed.
* Set up the Turn/Damage track with a plastic clip at 4.

**What you Know About the Heroes**

They are attempting to exorcise the Poltergeist.

**You Win When . . .**

. . . all the heroes are dead.

**Helping the Poltergeist**

You can help the Poltergeist by attacking your fellow explorers or by finding or stealing items for the Poltergeist.

**The Poltergeist**

Speed 3 Might X Sanity 4

Unlike a regular monster, the Poltergeist can pick up, steal, trade, and drop any number of items, just like an explorer. However, it ignores all the normal effects of items it carries.

* The Poltergeist starts with Might 4. Each time it picks up an item, advance the Turn/Damage track by 1. At the end of each monster turn, if the Poltergeist is in the Junk Room, Storeroom, Attic, Library, Wine Cellar, Research Laboratory, or Operating Laboratory, draw and item card for the Poltergeist and advance the Turn/Damage track by 1.
* Each time the Poltergeist loses an item, lower the Turn/Damage track by 1.

**Special Attack Rules**

* The Poltergeist can make a separate Might attack against each hero it reaches each turn (but it cannot attack a given hero more than once). When attacking, the Poltergeist’s Might is equal to the current value of the Turn/Damage track (maximum 8). It can choose to steal an item (and add to its Might) if it would inflict 2 or more points of damage. The Poltergeist is not harmed if the hero wins the combat.
* The Poltergeist is immune to Might attacks and cannot be harmed by the Revolver. If the Dynamite explodes in the room with the Poltergeist, the Poltergeist drops all items it is carrying and is removed from play, but it can re-from on it next turn (see below).

**Re-Forming the Poltergeist**

At the start of each monster turn, the Poltergeist has the option to re-form in any room with an omen symbol {{OMEN SYMBOL}}. If it does, it drops any items it was carrying; set the Turn/Damage track to 3. The Poltergeist then appears in the omen room of your choice before continuing its turn. If it re-forms in the Junk Room, advance the Turn/Damage track to 4.

**If You Win . . .**

The cloud of levitating object spins in glee as the final intruder falls to the floor. At least all is peaceful, and you can sit down for a quiet chat with your old friend . . .

# Haunt 18 – United We Stand

## Secrets of Survival

You heard your friend scream, but by the time you arrived, he was already a monster, flesh flowing and bubbling across bones like molten rubber. Flesh like that can’t be cut or torn with normal weapons. But fire—fire will melt it all away. A big enough fire will burn away your monstrous friend and all the horror of this house forever.

**Right Now**

If the Stairs from Basement tile is not in house, search the room stack for it and place it in the basement. Then shuffle the stack.

**What You Know About the bad Guys**

The traitor hunger for your flesh, and only burning down the house will kill the monster.

**You Win When . . .**

. . . the house fire kills the traitor.

**How to Burn Down the House**

* You need to discover and move to the Furnace Room. Once there, make a Knowledge roll of 5+. On a success, you set the furnace to overheat.
* At the end of the subsequent turn of the hero who set the furnace to overheat, the Furnace Room explodes. Turn its tile over so that its back is showing. Any explorer (including the traitor) in the room is killed.
* From then on, at the end of every explorer’s turn (including the traitor’s), a new room catches fire, killing anyone in it. (Flip the tile over). A room can’t catch fire unless it is adjacent to one that has already burned. The adjacent rooms don’t need to have connecting doors. Dead heroes’ players cannot cause the fire to spread, but the traitor must always do so.
* When the fire reaches the Stairs from Basement, a subsequent explorer can choose to destroy the Foyer. The fire then spreads from there to the Entrance Hall and Grand Staircase. (mark these rooms with pentagonal item token to show they have been destroyed.) The fire can also spread form the Basement Landing up the Coal Chute, or from a basement from up to the Collapsed Room.

**How to Escape the House**

* You can attempt a Knowledge roll (picking the lock) or a Might roll (breaking down the door) of 4+ to open the front door in the Entrance Hall. If you succeed, draw an event card and end your turn. On subsequent turns, all explorers can move 1 space out the front door from the Entrance Hall to escape.
* The traitor can’t initially move through the front door—the escaping heroes bar it behind them.

**If You Win . . .**

The house collapses into a blazing inferno. A fitting end for such an evil place, you think, and the horrible thing your friend became. Still, as you stare at the red-hot flames, you can’t help but admire the secret lost in them. After all, aren’t we all stronger when united?

## Traitor’s Tome

At first, the pain is agonizing, but soon enough, it gives clarity—and understanding. The flesh is weak. . . but it can be molded, just like wax. The more malleable the wax becomes, the stronger you grow. Your flesh is flowing. Now all you need is more flesh. A lot more flesh.

**Right Now**

* Your explorer is still in the game but has turned traitor.
* Take the Turn/Damage track and two plastic clips. Set one along the top to 5, representing your new Might. Set the other along the bottom to the number of explorers + 1, representing your new Speed. Your mental traits remain unchanged.

**What You Know About the Heroes**

They want to kill you by melting your glorious flesh. They also want to escape by leaving through the front door. You can pull them back in with your enormous strength.

**You Win When . . .**

. . . you kill at least two of the heroes to absorb them and gain strength, then escape through the front door. Alternatively, you win if all but one of the heroes are dead (no one will believe his or her wild story).

**Special Movement Rule**

Roll a number of dice equal to your Speed to determine your movement each turn, instead of your normal movement. You can always move at least 1 space no matter what you roll.

**Special Attack Rules**

* You take no damage from physical attacks; your flesh is too strong.
* A hero using the Ring can attack you with Sanity. If the hero defeats you, he or she can move you in any direction as many spaces as the difference in die rolls instead of inflicting damage. If the Dynamite explodes in your room, you are stunned for one turn.
* If any heroes escape from the house, you can attempt to pull them back in. You must be in the Entrance Hall, a room with an outside-facing window (Grand Staircase, Master Bedroom, Bedroom, Chapel, and Dining Room), or a room that is open to the outside (Conservatory, Entrance Hall, Gardens, Graveyard, Patio, Tower, and Balcony). Make a Might roll against the Might of the strongest hero outside the house. That hero adds 1 to the roll for each other hero who is also outside. If you roll higher, you pull a hero of your choice back into the house and can then attack him or her normally (place the hero in your room). You can do this multiple time during a turn until you fail an attack.
* If you kill a hero, you absorb him or her into your body. Increase your Might by 1 and reduce your Speed by 1.

**If You Win . . .**

Flesh, flesh, glorious flesh! It bubbles and streams and swells over your every muscle and pore, growing larger and thicker, absorbing more and more victims! Will it stop? Can it stop? You don’t know, and you don’t care anymore. There is only flesh.

# Haunt 19 – A Friend for the Ages

## Secrets of Survival

You have long heard that this house is the home of an ancient evil force. The gallery is lined with many antique paintings, beautifully framed but now collecting dust. As you gaze at the works of art, your eye falls upon one that looks strangely familiar. You see the face of one of your friends, but marred by age and mortal wounds. Beneath the painting is a dusty placard reading: “To a friend for the ages. May death itself refuse you while this ward endures.”

**Right Now**

* Take a number of pentagonal item tokens (representing cans of Paint) equal to the number of heroes + 2.
* Also set aside a number of triangular Knowledge Roll tokens equal to the number of heroes.
* Place the Paint tokens in the following rooms: Attic, Abandoned Room, Collapsed Room, Patio, Statuary Corridor, Storeroom, and Wine Cellar. Place one Paint token in each room. If there are more rooms in play than you have Paint tokens, place the token in the rooms farthest from any explorer. If you have more Paint token than there are suitable rooms in play, set the extra tokens aside. Each time an eligible room is discovered, put a Paint token in it.

**What You Know About the Bad Guys**

The traitor is protected by a mystical portrait, which absorbs all his or her ills and infirmities. He or she is trying to protect it at all costs.

**You Win When . . .**

. . . you break the portrait’s spell by repainting it, or the traitor is dead.

**How to Repaint the Portrait**

* Paint tokens can be picked up, dropped, traded, and stolen like regular items, but cannot be carried by the Dog. Each explorer can carry only one Paint token at a time.
* If you are in the Gallery and carrying a Paint token, you can attempt a Knowledge roll of 4+ on your turn to repaint the portrait. If this roll is successful, discard the Paint token and place 1 Knowledge Roll token in the room. A hero cannot do this more than once per turn.
* When you have placed a number of Knowledge roll tokens in the Gallery equal to the number of heroes when the haunt began, the spell is broken.

**Special Attack Rules**

The traitor cannot be harmed by normal means. If you defeat the traitor in physical combat by 2 or more, you can steal an item form him or her. (See “Special Attacks” on page 13 of the rulebook.)

**Exception:** When a hero wearing the Amulet of the Ages defeats the traitor in combat, the traitor’s traits take damage as normal.

**If You Win . . .**

As you make the last stroke, you feel the painting finally yield to your brush and give up the power it contains. Your traitorous companion staggers, hair growing long and white, face wrinkling, until the ancient body simply falls apart. In a moment, nothing remains but a pile of dust.

But as you look at the new portrait before you, you wonder. . . where have you seen that face before?

## Traitor’s Tome

It has now been three centuries since you were given the portrait by a dear, dear friend. In it, you have stored your ills and infirmities, your age and your injuries—and also your morality, for you are now supremely evil. It has been your ward against all harm, and with it, you have had many happy opportunities to harm all those around you.

But it is no longer safe. You’re certain they’re after it. They want if for themselves. You must protect it. . . at any cost.

**Right Now**

* Your explorer is still in the game but has turned traitor.
* If any of your traits are below their starting values, raise them to their starting values.
* Then, do the following a number of times equal to the number of heroes in the game: Determine which of your traits above its starting value is the least above that value. (A trait at its starting value counts as 0 above that value.) You may choose from among tied traits. Increase that trait by 1.

**What You Know About the Heroes**

They are trying to kill you by repainting your portrait.

**You Win When . . .**

. . . you destroy at least three Paint tokens, or all the heroes are dead.

**Destroying Paint Tokens**

* The heroes will place Paint tokens in the House at appropriate times. These can be picked up, dropped, traded, and stolen like regular items, but they cannot be carried by the Dog. Each explorer can carry only one Paint token at a time.
* If you are carrying a Paint token on your turn, you can destroy it instead of making an attack.

**You Can Do This . . .**

. . . after you have finished moving on you turn. Since it is your house, you can search through the stack of room tiles, choose one, and put it in any legal place. Then shuffle that stack.

**Your Portrait**

You must not look upon your portrait. Whenever you enter or start your turn in the Gallery, you must attempt a Sanity roll of 4+. If you fail, you take 1 die of mental damage (this damage ignores your general immunity, as described below).

**Special Attack Rules**

* You cannot be harmed by normal means. Your traits cannot be reduced by events, room features, or damage, except where the haunt rules state otherwise. You can still take damage from entering the Gallery, as described above.
* When you acquire or lose an item, you increase or decrease your traits normally, as described on the card. (Exception: You take no damage if the Blood Dagger is stolen from you).
* An opponent can steal an item from you during physical combat. (See “Special Attacks” on page 13 of the rulebook.)

**If You Win. . .**

The last of them struggle in desperation, but you know they cannot harm you. Your portrait still protects you, as you have protected it. Eventually, they all break against your limitless vitality. You shall endure. . . forever.

# Haunt 31—Airborne

## Secrets of Survival

A deafening shriek leaves you reeling. A second later, the house seems to crumple and then jerk into the air. But that would be crazy. You rush to the window and see the madness is true: A bird the size of a 747 is carrying the house in its talons, presumable to feed its monstrous brood somewhere. Beneath you the ground gets farther and farther away. If you are going to live, you need to get out of this house fast—but you need some way to survive the fall.

You remember one of your friends mentioning some parachutes they stumbled over. You just need to find on. There might not be enough for everyone, but surely the others would agree that you deserve one.

**Right Now**

* Set aside a number of pentagonal item tokens equal to half the number of players, rounding down. These represent Parachutes.
* Remove any basement tiles in the house. If any explorers are in the basement, put them in the Mystic Elevator and put that tile beside any ground-floor door. Search the room stack for the Mystic Elevator if it is not in play, then place it on the ground or upper floor. Then shuffle the stack.

**What You Know About the Bad Guys**

This haunt has no traitor—only heroes. Even so, only some of you can survive.

**Finding a Parachute**

* Heroes can still explore the house and find new rooms. They cannot enter the basement, however. (If the next room tile can only go in the basement, put it in the discard pile and draw tiles until you can place one.)
* Several Parachutes are hidden in the house. You can search for a Parachute by making a Knowledge or Speed roll of 4+ in any room with an omen symbol. If you succeed on this roll, take a Parachute token and put it on your character card. Only one Parachute can be found in a given room.
* You cannot move any farther on the turn you find or steal a Parachute. You can carry only one Parachute at a time.

**Special Attack Rules**

* You can steal a Parachute from another hero by attacking with Might (resisted by Might as usual) or tricking your opponent with Knowledge (resisted by Knowledge). Unlike the normal rules for stealing items, you can take the Parachute if you win by 1 or more. The loser does not take any damage. The attacker’s turn then ends, whether or not the attack was successful.
* You can attack other heroes to inflict damage instead of stealing a Parachute, using the normal rules. A dead hero carrying a Parachute drops it, and any other hero can pick it up.
* Heroes slow each other as if they were monsters.

**Exiting the House**

Once you have a Parachute, you can exit the house. To do this, move to the Entrance Hall, Balcony, Tower, Coal Chute, or Collapsed Room and spend 1 space of movement. Then make a Knowledge roll (to make sure you know how it works) or a Sanity roll (to psych yourself up) of 4+. On a success, you exit safely.

**If You Win . . .**

The air rushes past you like a hurricane. With a flood of relief you feel your parachute open above you and you fall slow. Then you hear a flapping noise. Looking up, you see some tears in the fabric of the chute. A few of the ropes seam tangled too. Perhaps the chute got damaged in all the fighting, but for now it seems to be okay. The tears don’t seem to be getting any bigger. Not yet, anyway . . .

**If You Lose . . .**

Your so-called friends have left you to be food for the chicks of this demonic bird of prey. On the other hand, maybe if you landed on another human body, you’d survive the fall. Your friend over there looks pretty soft . . .

## Traitor’s Tome

This scenario has no traitor-only heroes. You are all trying to escape the house. Refer to the Secrets of Survival booklet.

# Haunt 33 – An Invocation of Darkness

## Secrets of Survival

Since opening the book, you friend has been cackling insanely =, muttering something about a gat and the “space between the star.” He’s clearly insane—the only way you’ll be able to get him back to his right mind will be to destroy the sinister volume he carries.

**Right Now**

If neither the Chapel nor the Pentagram Chamber is in play, the person to the left of the haunt revealer searches the room stack for one of those tiles, then puts it on a legal floor of the house. (Try to put it as far from the traitor as possible.) Then shuffle the room stack.

**What You Know About the Bad Guys**

The traitor is using the Book to summon a hideous Elder God that will consume the world, starting with you.

**You Win When . . .**

. . . you destroy the Book. You also win if you kill the traitor before he or she finishes the summoning ritual.

**How Destroy the Book**

* Before the Elder God has been summoned, you can steal the Book form the traitor. (See “Special Attacks” on page 13 of the rulebook.)
* After the summoning, the Book will be lying in the room the traitor used to perform the ritual. You can pick it up as normal.
* Carry the Book to the Furnace or the Chasm. Then spend 1 space of movement to throw the Book in, destroying it and banishing the Elder God.

**If You Win . . .**

You aren’t sure that you’ll ever fully recover from what you’ve seen here tonight. There are some things that humans were Not Meant to Know, and surely this is one of them. Maybe you can convince yourself that it was all a dream . . .

## Traitor’s Tome

It’s all right here: the ritual that will bring about the hideous reign of a dark god who will rule the planet for a thousand years! At first you are repulsed, but the more you read, the more you are unable to resist the book’s spell. You must go to the appropriate location and open the gate that will summon the elder god.

**Right Now**

* Your explorer is still in the game but has turned traitor.
* Set aside the large circular Demon Lord token to represent the Elder God.
* Set aside 5 triangular Knowledge Roll tokens.
* If any of your traits are below their starting values, restore them to their starting values. Then, for each trait, roll 2 dice and increase that trait by the result.
* You take an extra turn immediately after the haunt is revealed. Play then proceeds clockwise from the player to your left as normal.

**What You Know About the Heroes**

They are trying to destroy the book, to stop the summoning or banish the Elder God.

**You Win When . . .**

. . . all the heroes are dead.

**How to Summon the Elder God**

* Carry the Book to either the Chapel or the Pentagram Chamber.
* After taking the book to one of those rooms, you must make Knowledge rolls of 5+. Each roll uses 1 space of movement.
* You can still attempt the Knowledge rolls even if the Book has been stolen from you (fortunately, you have a good memory). You still have to be in the Chapel or the Pentagram Chamber.
* Whenever a roll succeeds, take a Knowledge Roll token. When you have accumulated 5 tokens, an extradimensional portal opens in your room and the hideous Elder God comes through. The bad news is, the Elder God kills you immediately. Remove your explorer’s figure from the board. Drop all items you were carrying, which remain in that room. The good news is, on your next turn you control the Elder God and can start hunting down your hapless former friends.

**Elder God**

Speed X Might 12 Sanity 7

The Elder God’s Speed is equal to the number of players when the haunt was revealed.

**If You Win . . .**

*Nothing can stop you! Ia, ia! Let the age of humanity come to an end!*

# Haunt 34 – Guillotines

## Secrets of Survival

Your head starts spinning. Gradually, you lose consciousness.

You awaken. How long has it been? As you struggle to your feet, you hear a recorded voice.

“Hello. You don’t know me, but I know you. I want to play a game. The door to this mansion will open in an hour, but none of you will be alive be then unless you’re good at finding things.

You will note that you each have a steel collar attached to your neck. This collar contains a blade held in place by a powerful spring. Whenever a timer attached to one of these devices goes off, the wearer will end up considerably shorter.

Keys have been hidden throughout the house. It takes two keys to unlock each collar. Once you’ve unlocked them, you’ll be free to go. Of course, some keys may be in rather inaccessible locations.

Let the game begin.”

**What the Traitor Hears**

“All the other people in this house were witnesses to your mother’s traffic accident. Her car caught fire, but they were too afraid to drag out her unconscious body before the fuel tank exploded. Now you have a chance for revenge. Your collar doesn’t work, but the others don’t know that. Will they have courage to help you the way they didn’t help her?”

**Right Now**

* Place pentagonal item tokens (representing Keys) in the following rooms, now or when they are discovered: Attic, Catacombs, Chasm, Collapsed Room, Crypt, Furnace Room, Gallery, Junk Room, Operating Laboratory, Pentagram Chamber, Tower, and Vault.
* Take red monster tokens, numbered from 1 up to the number of players. Mix the tokens up and deal one face down to each player (with the number hidden). The explorer with the red token numbered 1 is the traitor.
* Take pentagonal item tokens, numbered from 1 up to the number of players. Players keep these tokens face up (with the number showing).
* Set up the Turn/Damage track with a plastic clip at 0 if there are four or fewer players, or at 1 if there are five or six players. You’ll use this to keep track of time.

**What You Know About the Bad Guys**

This haunt uses the hidden traitor rules described on page 17 of the rulebook. You all read this booklet, but one of you is a traitor.

Someone has locked you in a collar with a ticking timer, which is likely to decapitate you soon. As if that’s not bad enough, one of your companions thinks you’d be better of headless.

**Traitor:** The traitor must reveal him or herself if that explorer would be killed by a collar. Before then, he or she can collect Keys and even trade them to other players to gain their trust.

**You Win When . . .**

The heroes win when all the collars are removed and at least half the heroes (rounded up) are still alive. If more than half of the heroes are killed, the traitor wins.

A collar is removed when it is unlocked or detonates. A collar also counts as removed if its wearer was killed by other means, or if it is on a revealed or dead traitor.

**How to Unlock a Collar**

* You can take a Key token from a room after you have drawn and acted on any cards required by the room; taking a Key is not mandatory. The sidebar below clarifies the timing of the room’s effects.
* You can’t move after finding a Key, but you can attempt to use it or give it to another explorer. Each Key can be used only once to unlock a collar; discard that token afterward.
* If you are carrying at least two Key tokens, you can announce at any time during your turn that you are unlocking your own collar or the collar of anyone else in the same room. (Remember, though, that an explorer can’t be traded a Key and use it to unlock his or her collar in the same turn.)
* Keys can’t be used to unlock the collar of a decapitated explorer.

**Crypt, Furnace Room:** Take the Key after taking damage from the room’s effect.

**Gallery:** You must jump down into the Ballroom (which must be in the house) to get the Key.

**Collapsed Room:** You must first make the roll to avoid falling. If you succeed, you get the Key; if you fail, you fall to the basement without it.

**Vault:** The first explorer to end a turn in this room after the Vault is open gets the Key.

**Catacombs, Chasm, Tower:** You must successfully make the roll to cross the room before you can pick up the Key. If you fail, you can try again next turn. If you succeed, you end up on the far side of the room and will need to roll again if you want to go back the way you came.

**Attic, Junk Room, Pentagram Chamber:** To collect the Key, you must attempt the roll required by the tile as though leaving the room. If you fail this roll, you take the stated damage and do not find the Key. Whether or not you succeed, you must still roll again if you try to leave the room.

**Operating Laboratory:** An X-ray shows that the Key is inside you! You must roll 3+ with each of your traits and also take 2 dice of physical damage to get the Key. If any of the rolls fail, you don’t get the Key but still take the damage.

**You Must Do This . . .**

. . . at the end of each of the haunt revealer’s turns. Advance the Turn/Damage track by 1. Then every explorer with an item token whose number is equal to or less than the current turn must roll 3 dice. If the result is less than the current turn number, that explorer is immediately killed.

**Example:** In a four-player game, if Professor Longfellow and Zoe Ingstrom have the item tokens numbered 1 and 2, then after two turns, both their players have to roll 3 dice. On a result of 0 or 1, that explorer dies.

**If the Heroes Win . . .**

As the last collar is released, the doors to the mansion open and you feel a cool breeze blowing through the hall. But who did this, and why? If enough people enjoy grisly torture, perhaps there’ll be a sequel or five . . .

**If the Traitor Wins . . .**

As you look at the headless bodies of the people who left your mother to die, you feel as if you’ve learned a valuable lesson about life. Whoever did this must be some kind of profound moral teacher, and you feel the urge to follow in his or her footsteps. Either that, or you’re both just nuts. Who can say?

## Traitor’s Tome

This haunt uses the hidden traitor rules described on page 17 of the rulebook. All players read this haunt in the *Secrets of Survival* booklet.

# Haunt 43 – The Star-Sickness

## Secrets of Survival

Next to the spear, you find a note that read: “Ever since I touched that meteorite, I can feel the change working in me. I have studied it and looked at it under a microscope, and have found a twisted DNA that never came from this world. But what is even worse is that I have heard the creatures inside my blood. Talking to me. Telling me how much better use they can make of my body than what I have done with it.

I have sought an antidote serum, but I am out of time, and soon I will belong to the microbes entirely. Before that happens, if I can steel myself, I intend to run upon my spear like the ancient Romans and hopefully eradicate the alien spores once and for all.

If I do not succeed, perhaps these notes will help whoever comes after. I pray, though, that this disease will die with me.

You will know it by three stages. At first, it feels like a particularly virulent fever, as your immune system fights against it . . .”

Uh oh. You’ve been feeling stuffed up ever since you go here.

“In the second stage, the spores take over the host’s mind.”

Can you trust all your friends?

“And in the third stage . . . horror.”

**Right Now**

* Take a set of small monster tokens of the same color, numbered from 1 up to twice the number of explorers, and mix them up. Each player takes two and looks at them but doesn’t show them to anyone. Whoever has the token numbered 1 is the traitor. More traitors might appear as the haunt progresses. You remain a traitor even if you lose the token numbered 1 later on.
* If the Research Laboratory is not in the house, the haunt revealer searches the room stack for that tile and places it in a legal position. Then shuffle the room stack.
* Set up the Turn/Damage track with a plastic clip at 1. You’ll use this to keep track of time.
* Set aside a pile of triangular Knowledge roll tokens, as well as a pentagonal item token to represent the Serum.

**What You Know About the Bad Guys**

This haunt uses the hidden traitor rules described on page 17 of the rulebook. You all read this booklet, but one of you is the traitor.

The traitor has been infected with an alien virus and seeks to turn the rest of you into Aliens.

Anyone who holds the traitor token cannot reveal it at any time.

**You Win When . . .**

The heroes win when they have created the Serum and all living explorers have been inoculated.

If all the explorers are dead, or have become traitors or Aliens, then the traitor or traitors win. If the traitors win, the person who became a traitor most recently loses instead.

**You Must Do This on Your Turn**

The first time each turn you occupy a room with another explorer, you must give each other one of your face-down monster tokens, chosen at random. If there are multiple other explorers in the room, exchange with only one; he or she must be an explorer you have not previously exchanged with, if possible. You can make only one exchange during each of your turns.

If you receive the token numbered 1 during one of these exchanges, you permanently become a traitor, even if you trade away that token later.

**The Haunt Revealer Must Do This . . .**

. . . at the end of his or her turn each round. Advance the Turn/Damage track to the next number. Then roll a number of dice equal to the turn number. This is a physical attack using Might against every explorer in the house; each explorer resists the attack using Might as normal. Traitors are **not** immune to this attack—the alien disease battles everyone’s immune system. There is no upper limit to the number of dice for this attack.

**Creating the Serum**

* Once per turn, if you are in the Research Laboratory, you can attempt a Knowledge roll of 5+. Add 1 die to this roll for each other explorer in the room, and an additional die if the Book is present. If the roll is successful, put a Knowledge Roll token in the room.
* Explorers can also search for herbs to create the Serum in the Conservatory or Gardens, if these rooms are in the house. At the end of your turn in either of these rooms, you can attempt a Knowledge roll of 3+. If the roll is successful, take a Knowledge Roll token (representing the herbs) and place it on your character card. Treat this token as an item; it can be dropped, traded, or stolen. You can search for herbs each turn and carry more than one Knowledge Roll token at a time.
* It is possible to collect more Knowledge Roll tokens than the number of players.
* Creating the Serum requires collecting as many Knowledge Roll tokens in the Research Laboratory as the number of explorers. At least one token must be discovered in the lab; at least one other must be from collected herbs. Whoever creates or brings the last token to the room takes the Serum token.
* If you are carrying the Serum, you can inject it into yourself or another willing explorer in the same room by spending 1 space of movement. Once injected, any explorer who is not a traitor no longer exchanges face-down monster tokens with other explorers, and he or she is no longer attacked by the alien disease. If any injected explorer’s traits are below their starting value, they are restored to their starting values.

**Special Attack Rules**

In this haunt, all explorers can attack each other.

If a traitor dies for any reason other than being injected with the Serum, that player announces that he or she is a traitor and that a transformation to the third stage is taking place. The transforming traitor skips his or her next turn. On that player’s subsequent turn, that explorer becomes an Alien. He or she drops any items (including Knowledge Roll tokens).

**Aliens**

Speed 4 Might 6 Sanity 4

* Aliens are not affected by the disease and cannot trade or be traded items or tokens.
* Aliens are treated as monsters for the purposes of movement and taking damage.
* If you are carrying the Serum, you can inject an unwilling explorer or an Alien in the same room with the Serum by defeating that character in physical combat using Speed. Doing so kills the traitor or Alien. A traitor who is injected is permanently killed and does not transform into an Alien.
* If you are carrying the Serum and are in the same room as a transforming traitor, you can inject the traitor by spending 1 space of movement. This also kills the traitor permanently.

**If the Heroes Win . . .**

Your infected friends looked exactly like themselves, but they were somehow . . . different. As you go out into the world from the house, you know that you will look carefully at everyone you meet from now on—seeking the signs . . .

**If the Traitor Wins . . .**

You’ve heard there are billons of life forms like these on this planet! It’s time to find a major population center and start reproducing in earnest.

## Traitor’s Tome

This haunt uses the hidden traitor rules described on page 17 of the rulebook. All players read this haunt in the *Secrets of Survival* booklet.

# Haunt 50 – Treasure Hunt

## Secrets of Survival

You have long heard stories about a fortune hidden somewhere in this house. Now, in the center of the pentagram. You’ve just found a framed document. It contains the following message:

“I, Josiah Enders, being of sound mind and body, do hereby leave my entire fortune to whoever is clever enough to find it. The clues are scattered throughout the house. Good luck, and be careful!”

You’ll do anything to get that treasure. Anything at all.

**Right Now**

This haunt has no traitor—just heroes. You all hope to find the hidden treasure, but there can be only one winner.

The haunt revealer takes 20 small red monster tokens, numbered 1 to 20, then turns them face down and mixes them up. He or she places one token face down in each room in the house that has a symbol. These tokens represent Clues to finding the treasure.

If there are more eligible rooms than tokens, the haunt revealer distributes the Clue tokens as evenly as possible between floors. If there are more Clue tokens than eligible rooms, set aside the unused tokens. Place a Clue token face down in a new room with a symbol after the room has been discovered and any event, item, or omen draws have been resolved.

**You Win When . . .**

. . . you find the treasure. Only one hero can win.

**Searching for Treasure**

* You can search for the treasure in any room that contains a face-down Clue token. To do this, spend 1 space of movement and make a Knowledge roll in the room. Then add to your roll the total number of Clue tokens you currently have, in addition to any bonuses granted by specific Clue tokens you are carrying. Traps (tokens 17-20) do not add to your roll. Consult the following table for the result of your search.
* You can search several rooms, or one room several times, during the same turn.

|  |  |
| --- | --- |
| **Die Roll** | **Search Result** |
| 0 | Ouch! You tripped. Take 2 dice of physical damage. |
| 1-3 | Nothing. Try again. |
| 4-12 | Take the Clue token and turn it face up. Consult the table on the next page (in this case below) for its effect. |
| 13-15 | The house begins to collapse! If this is the first time this result has been rolled, turn over an unoccupied room tile on the upper floor so that its back is showing. Otherwise, turn over a room adjacent to a room that has already collapsed. The adjacent rooms don’t need to have connecting doors. If an occupied room collapses, all explorers in that room are killed. Once the entire upper floor has collapsed, start collapsing the ground floor, beginning with the Grand Staircase. Use pentagonal item tokens to mark the Grand Staircase, Foyer, and Entrance Hall as collapsed. If the entire first floor collapses, everyone in the basement dies. (If the Mystic Elevator’s roll would take it to a floor where there are no uncollapsed rooms with open doorways, then it does not move.) |
| 16+ | You find the treasure! |

**Clues**

* Most clues provide hints about where to look in various rooms. Whenever you collect a Clue token, consult the table on the next page (in this case below) to find out if it grants a bonus in future searches. Some clues are risky and might kill you if you fail the Knowledge check. A few are actually traps—these don’t grant bonuses but instead have a harmful effect.
* You can continue to search for the treasure in a room even after the clue for that room has been found.
* Explorers can trade Clue tokens, just like any other items.
* If you lose a Clue token, whether through trade or theft, you can no longer use its bonus until you get it back.

|  |  |
| --- | --- |
| **Clue** | **Result** |
| 1 | **A map:** +7 Knowledge when searching the Catacombs. |
| 2 | **A wine label:** +7 Knowledge when searching the Wine Cellar. |
| 3 | **A bookmark:** +7 Knowledge when searching the Library. |
| 4 | **A note:** +7 Knowledge when searching the Dining Room. |
| 5 | **A water-stained map:** +6 Knowledge when searching the Conservatory or Underground Lake. |
| 6 | **A biblical quotation:** +6 Knowledge when searching the Crypt or Chapel. |
| 7 | **A picture of a secret drawer:** +5 Knowledge when searching the Attic, Kitchen, Storeroom, or Larder. |
| 8 | **A cryptic passage:** +4 Knowledge when searching any basement room. |
| 9 | **A plan** of the house, with an X in every room: +3 Knowledge on any search. |
| 10 | **A scientific formula:** Add your Knowledge to the roll when searching either Laboratory. |
| 11 | **A musical score:** Add your Knowledge to the roll when searching the Organ Room. |
| 12 | **A series of chess moves:** Add your Knowledge to the roll when searching the Game Room. |
| 13 | **“Some of the statues are hollow, if you can move them.”** Add your Might to the roll when searching the Statuary Corridor. |
| 14 | **“You shall place your hand in the fire . . .”** Add your Sanity to the roll when searching the Furnace Room. |
| 15 | **“Have you ever considered looking outside the house?”** +6 Knowledge when searching the Tower, Balcony, or any room with an outside-facing window. If your search roll is less than 13 when using this clue, you die! |
| 16 | **“How good are you at climbing?”** Add your Might or Sanity to the roll when searching the Chasm. If your search roll is less than 13 when using this clue, you die! |
| 17 | **Trap!** A poison dart just struck you! From now on, take 1 point of damage to a trait of your choice at the beginning of each of your turns. |
| 18 | **Trap!** The ceiling begins to descend! You must attempt a Might or Speed roll of 4+. If you fail, you take 3 dice of physical damage. |
| 19 | **Trap!** The room fills with poisonous gas! Everyone on your floor (including you) must attempt a Might roll of 3+. Each explorer who fails the roll takes 3 dice of damage to any trait or combination of traits. |
| 20 | You find **a puzzle box** with sliding sides and two compartments. One side holds a piece of paper; the other holds a black widow spider. You may leave the Clue token here or try to solve the puzzle. If you try, make a Knowledge roll.  5+: Take two undiscovered Clue tokens from anywhere in the house.  0-4: Take 4 dice of damage to any trait or combination of traits. |

**Special Attack Rules**

* Explorers can attack each another and can steal Clue tokens. (See “Special Attacks” on page 13 of the rulebook.)
* Damage taken in combat can never reduce any trait to the skull symbol. (However, damage from other sources, such as traps, can still you.)

**If You Win . . .**

Lounging in the Bahamas, sipping your daiquiri, you sometimes feel a bit bad about some of the things you did to get here. But not very often.

## Traitor’s Tome

This haunt has no traitor—heroes. All the heroes are competing to find the hidden treasure. The rest of the rules for this haunt are in *Secrets of Survival*.