

TRAITORS  
TO ME

:Revised

DO NOT  
READ

UNTIL THE  
HAUNT SCENARIO  
BEGINS!

## **Using the Turn/Damage Track**

Many of the Haunts use the Turn/Damage Track to record either time or damage. Most of these require the Turn/Damage Track to be set up with "a plastic clip at 0." There is no 0 on the Turn/Damage Track, but you can either leave the clip off the track until it advances to 1 or position the clip to the left of the 1, indicating 0.

# Haunt Traitors

- If two explorers tie in the same trait, and one of them is the haunt revealer, choose the haunt revealer.
- If neither player is the haunt revealer, choose the one who's closest to the left of the haunt revealer.

1. Haunt revealer
2. Haunt revealer
3. Lowest Knowledge (except for the haunt revealer)
4. Highest Might (except for the haunt revealer)
5. Haunt revealer
6. Lowest Sanity
7. Father Rhinehardt (gardening expert) or highest Sanity
8. Haunt revealer
9. None (at first)
10. Haunt revealer
11. Haunt revealer
12. None
13. Lowest Sanity (except for the haunt revealer)
14. Haunt revealer
15. Lowest Speed (except for the haunt revealer)
16. Left of the haunt revealer
17. Peter Akimoto (bugs) or highest Knowledge
18. Left of the haunt revealer
19. Haunt revealer
20. Vivian Lopez (old movies) or lowest Might
21. Oldest explorer (except for the haunt revealer)
22. Left of the haunt revealer
23. Left of the haunt revealer
24. Brandon Jaspers (camping) or lowest Speed
25. Zoe Ingstrom (dolls) or highest Knowledge
26. Left of the haunt revealer
27. Highest Knowledge (except for the haunt revealer)
28. Highest Knowledge (except for the haunt revealer)
29. Haunt revealer
30. Haunt revealer
31. Left of the haunt revealer
32. Highest Sanity
33. Highest Speed (except for the haunt revealer)
34. Professor Longfellow (drama) or highest Speed
35. Highest Knowledge
36. Missy Dubourde (swimming) or highest Speed
37. Lowest Might
38. Lowest Knowledge (except for the haunt revealer)
39. Highest Speed (except for the haunt revealer)
40. Left of the haunt revealer
41. Haunt revealer
42. Highest Might
43. Haunt revealer
44. Youngest explorer (except for the haunt revealer)
45. Highest Knowledge (except for the haunt revealer)
46. Madame Zostra (cooking) or lowest Speed
47. Haunt revealer
48. Left of the haunt revealer
49. Heather Granville or highest Knowledge
50. Haunt revealer

# Haunt Chart

----- Room -----	----- Omen -----												
	<i>Bite</i>	<i>Book</i>	<i>Crystal Ball</i>	<i>Dog</i>	<i>Girl</i>	<i>Holy Symbol</i>	<i>Madman</i>	<i>Mask</i>	<i>Medallion</i>	<i>Ring</i>	<i>Skull</i>	<i>Spear</i>	<i>Spirit Board</i>
Abandoned Room	17	7	12	38	1	9	45	42	49	28	50	31	48
Balcony	24	7	32	5	16	6	11	25	49	20	47	39	2
Catacombs	4	7	23	46	1	13	10	25	49	41	37	19	48
Charred Room	24	18	23	38	30	13	34	48	44	20	47	15	8
Dining Room	24	3	27	5	16	6	45	42	21	20	37	39	40
Furnace Room	4	18	32	38	30	13	10	42	36	28	50	15	2
Gallery	17	3	12	38	33	22	10	25	36	41	37	15	8
Gymnasium	35	29	12	46	33	22	11	22	21	41	47	19	48
Junk Room	4	18	27	46	1	9	11	25	44	28	50	31	40
Kitchen	17	3	23	46	33	22	34	32	36	41	37	39	2
Master Bedroom	35	29	27	5	16	6	10	35	44	20	47	19	2
Pentagram Chamber	26	43	32	43	26	26	45	14	14	26	14	43	40
Servant's Quarters	35	29	12	5	30	9	34	42	21	28	50	31	8

# 1 -- The Mummy Walks

*The wall in front of you shivers and slides away to reveal an ancient sarcophagus, its curved lid dusty and covered with hieroglyphs. The hieroglyphs glow softly, drawing you to them. A raspy voice slides into your mind, saying, "I lost my bride more years ago than you could possibly comprehend. My tears are dust, but my love is still as strong as the sun. Now my love is reborn to me. Mortal hands shall not keep me from reuniting with her."*

*As the voice fades, you smile. It's so clear. Your friends must die so the lovers can be reunited. As the lid slides off the sarcophagus, you turn to meet your new friend ... your new god.*

## Right Now

Your character is still in the game but has turned traitor.

Put the Mummy token (large) and the Sarcophagus token (pentagonal) in the room where the haunt was revealed.

You lose the Girl and any bonuses from the Girl card. Put the Girl token (crimson) in any room on the same floor as the room where the haunt was and at least five tiles away from the Mummy. If no rooms are at least five tiles away, place her as far away as possible on that floor.

Set aside the Girl card. When an explorer enters the same room as the Girl token, that player takes the Girl card.

If you get the Girl, you can give her to the Mummy while you're in the same room. The Mummy then becomes the Girl's custodian.

## What You Know About the Heroes

They're trying to banish the Mummy back to the land of the dead.

## You Win When ...

... the Mummy is the Girl's custodian, has the Ring or the Holy Symbol, and returns with them to the room with the Sarcophagus, or else all heroes are dead. If neither the Ring nor the Holy Symbol is in play the next time you discover a room with an Omen symbol, search through the Omen deck and draw either card.

## The Mummy Must Do This ...

... during Its turn: If the Mummy rolls a 0 or a 1 for its movement, it may use a secret passage to move to any space in the house.

Once during the monster turn, the Mummy must attack one explorer in the same room (if it can).

The Mummy can carry items and act as the Girl's custodian, but the Girl and those items don't affect his traits. You may transfer items and the Girl to the Mummy if you are in the same space.

## Special Attack Rules

The Mummy makes Might attacks but inflicts Speed damage until its opponent's Speed is at its lowest number. (This attack can't lower that trait to the skull symbol.) After that, its opponent takes Might damage instead until he or she is dead.

When the Mummy inflicts 2 or more points of damage with an attack, it can steal an item from its opponent instead of inflicting that damage. The Mummy can also take the Girl from her custodian this way.

The Mummy is immune to Speed attacks (such as the Revolver and Dynamite).

## If You Win ...

*The girl sits crumpled in the corner, crying out to you for help. The mummy crosses the room and picks her up in its linen-clad arms. Slowly, tenderly, the mummy breathes into the wailing girl's mouth. Her cries soften and her tears glow amber as her eyes turn upward.*

*"My Priest, my love ... we are together once more," croons the fragile girl, "and soon the world will worship us. Their flesh will be ours to burn, their souls ours to feast upon ... ."*

The Mummy: Speed 3, Might 8, Sanity 5

## 2 -- The Séance

*A dread chill descends upon the house, and a voice clatters through the air, "I must rest ... put my soul to rest ...or die ... ." As the words fade, the spirit board you are carrying begins to throb, matching the rhythm of your heart. Looking down at the board, you see the mist coil into letters on its surface:*

**KILLTHEMALL.**

### Right Now

Your character is still in the game but has turned traitor.

Set aside the Ghost token (light green).

If the Pentagram Chamber isn't in the house, search the room stack for it and put it next to a Basement doorway at least five tiles away from you. (If there are no Basement doorways at least five tiles away, put it as far away from you as you can.) Then shuffle that stack.

### What You Know About the Heroes

They are trying to summon the Ghost before you do. If they succeed, they'll gain control of the Ghost and receive a quest to complete. If they fail, they'll try to destroy the Ghost instead.

### You Win When ...

... all the heroes are dead, regardless of who summons the Ghost first.

### How to Summon the Ghost

There's a race between you and the other explorers to summon the Ghost. To summon it, you must conduct a séance.

- While you have the Spirit Board, you can attempt a Knowledge roll or a Sanity roll. During your turn, you can attempt only one of these rolls. A 5+ succeeds. When you've succeeded at one Knowledge roll and one Sanity roll, you've summoned the ghost.

The heroes are also attempting Knowledge and Sanity rolls to summon the Ghost. If you succeed with your summoning before they do, put the Ghost token next to your character. If the other explorers succeed first, they will tell you what happens.

### If You Summon the Ghost First ...

Ghost's declaration (read aloud): "I will have my revenge against the living!"

If the traitor dies, you keep control of the Ghost. The Ghost must move toward a hero during each turn you control it, attacking if it can.

At the end of your first turn in control of the Ghost, the house begins collapsing. The first room to collapse must be the Attic (or, if the Attic isn't in the house, any unoccupied upper floor room). After that, at the end of each explorer's turn, tell that explorer to choose a new room to collapse.

To collapse a room, choose a room tile and turn it over so its back is showing. A room can't collapse unless it is adjacent to another collapsed room. The adjacent rooms don't need to have connecting doors. Diagonal is not adjacent. If an occupied room collapses, all explorers in that room are killed (including you).

Once the entire upper floor has collapsed, start collapsing the ground floor beginning with the Grand Staircase. Use tokens to mark the Grand Staircase, Foyer, and Entrance Hall as they collapse. Once the ground floor is gone, collapse the basement starting at the Basement Landing.

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.

Only the Ghost can pass through collapsed rooms.

The Ghost can move through walls and collapsed rooms. You control the Ghost if you summon it first or if the heroes summon it first but then fail in their quest.

### Special Attack Rules

No one can attack until after the séance has been completed.

The Ghost makes Sanity attacks which cause mental damage. The possessor of the Ring or anyone in the Pentagram Chamber can make Sanity attacks against the Ghost.

If the Ghost attacks and rolls lower than a hero, it is not harmed.

### If You Win ...

*The mists fill the house now, from top to bottom. You glide through them, as silent as the ghost hovering by your side. Your heartbeat slows and stills. Silence. Now there are two spirits destined to haunt this place together. Forever.*

The Ghost: Speed 4, Sanity 6

## 3 -- Frog-Leg Stew

*From the shadows, a voice entices you.  
"You'll help me, won't you, my plump little  
goose? Nasty people all over my house, and  
they've stolen my darling book, too! Help me  
punish them, my sweetling! There's a good  
little poppet!"*

### Right Now

Your character is still in the game but has turned traitor.

Set aside a Cat token (orange).

Set aside four Frog tokens (orange).

Put the Witch token (large) in the Entrance Hall.

Put one Root token (orange) in the Conservatory, one in the Larder, and one in the Kitchen, either now or when the rooms are discovered. Don't announce which undiscovered rooms will get Root tokens. You can't pick up Root tokens.

### What You Know About the Heroes

They have the Witch's spellbook (the Book card). You should get it from them, especially since the heroes might use it to overcome the Witch's invulnerability.

### You Win When ...

... all the heroes are either dead or turned into Frogs.

### The Witch's Spells

The witch can cast one of these spells each turn. If you manage to take the book from the heroes, you may also cast either of the first two spells each turn.

**Skin of Frog:** The Witch can cast this spell on any hero in the same room. The Witch and that hero make Sanity rolls. If the Witch gets a higher result than the hero, that hero turns into a Frog and drops all items. The

hero's Might and Knowledge are lowered to their lowest numbers. A Frog can't attack, draw cards, or explore new rooms. An explorer can pick up and carry a Frog like an item. Neither you nor the witch may attack a frog; she wants her pet to have a nice snack.

**Breath of Dragon:** The Witch can cast this spell on any character within her line of sight (an uninterrupted straight line of doors) or in the same room. It inflicts two dice of non-resistable physical damage.

**Wings of Raven:** The Witch can cast this spell to move herself to any room in the house. (Choose a room and put her there.) She can cast this spell on you instead, if she's in the same room.

### You Must Do This During Your Turn

When the first explorer is turned into a Frog, put the Cat token in the room where the haunt was revealed. It moves on the next monster turn toward the nearest Frog.

If the Cat is in the same room with a Frog and defeats it with a Might attack, it eats it. It ignores Frogs that are being carried.

### Special Attack Rules

The Witch is currently invulnerable: she can't be attacked. She can't attack normally, either, but she can cast one spell each turn. She will not pick up any items.

### If You Win ...

*"One little froggy, two little froggies ... .Go on my poppet, feed your bad froggy friends to the nice kitty-witty. There's my precious gosling!"*

The Cat: Speed 3, Might 3, Sanity 2  
The Witch: Speed 4, Might 3, Sanity 6

## 4 -- The Web of Destiny

*Your mind shivers as you feel a dark presence crawl inside it, making itself at home in your skull. You are yourself, yet you are also IT -- the spider. Already a plump mortal morsel wriggles within the strands of your new web. You feel your spider-self inject eggs into the belly of the screaming prey. Soon its struggles will stop and your babies will spill from its twitching corpse. You can almost taste your human prey. It struggles, sending shivers across the strands and up across your spider-belly. But your instincts tell you that others will try to stop the birth of your babies ... unless you stop them first.*

### Right Now

If there are five or six players, your character is still in the game but has turned traitor.

If there are three or four players, your explorer has been eaten by the Spider. Drop all of your items and remove your figure from the game.

Put a Spider token (large) in the same room as the explorer who has the Bite card.

Set up the Turn/Damage Track with a plastic clip on Turn 1. You'll use it to keep track of time.

### What You Know About the Heroes

The haunt revealer (the explorer who revealed this haunt) is caught in a sticky web and infested with giant spider eggs. That explorer can't move.

### You Win When ...

... either the Spider's eggs hatch on Turn 9 or all the heroes are dead.

### You Must Do This On Your Turn

At the end of each of your turns, advance the Turn/Damage Track to the next number.

### The Spider Must Do This ...

... during Its turn. The Spider must move toward an explorer who isn't the haunt revealer and (if possible) attack. Neither the Spider nor the traitor can attack the haunt revealer unless the eggs have been destroyed.

### Special Attack Rules

Each time the Spider makes an attack, you can reroll each blank die once. (For example, if the Spider rolls four dice and two of them have no successes, those dice are "blank dice." Those two dice can be rerolled.)

### If You Win ...

*... your spawn feasts on the tasty, tasty humans.*

### The Spider

Turn	Speed	Might	Sanity
1	0	2	5
2	1	2	5
3	2	4	5
4	4	4	5
5	5	5	5
6	6	7	5
7+	6	8	5

# 5 -- I Was a Teenage Lycanthrope

*Moonlight streams into the room, caressing your skin. You stumble to a window and stare up at the full moon. Your mind begins to scream as it dies, even as your body howls with delight and newfound power.*

## Right Now

Put a Wolf token (orange) on your explorer's character card.

You are now a Werewolf. Drop all of your items. If you have the Girl or the Madman, you lose custody of them. Set those cards aside and adjust your traits accordingly. Their tokens (crimson) remain in the same room.

Raise any trait below its starting number to that number. You then get to increase your traits by one point for each hero in the game. For example, if there are three heroes, you get three points to spend on increasing your traits (not three points in every trait).

## What You Know About the Heroes

You probably knew something about them, but you're now too wolfish to remember.

## You Win When ...

... all of the heroes are either dead or have changed into Werewolves.

## You Must Do This On Your Turn

At the beginning of each of your turns, you gain 1 Might and 1 Speed. You cannot raise a trait above the maximum printed on your card.

## The Dog

The Dog is now a monster that you control. Put the Dog token (orange) into the same room as your explorer. Ignore the text on the Dog card.

## Special Attack Rules

Whenever you or the Dog defeats an explorer, that character takes damage normally. At the start of each of that explorer's subsequent turns, that character must attempt a Sanity roll of 4+ to resist the Werewolf's curse. If the explorer fails, that character becomes a Werewolf and is no longer a hero. That player can then read this haunt in the Traitor's Tome and do everything listed under "Right Now."

None of a Werewolf's traits can be moved to the skull marker unless you are attacked with a special item described in the heroes' tome. All damage that you take from any other source is halved (rounded up).

Neither you nor the Dog can carry items or use elevators.

If the traitor wins and a Werewolf has killed a hero, the player controlling that Werewolf wins too.

## If You Win ...

*You glide through the house and out into the gardens, enjoying the soothing tang of blood upon your tongue. With a flick of your tail you leap the mossy wall and land beside the driveway. Already you can smell the ashen-sweat scent of more humans less than a mile away.*

*Tonight's hunt has only just begun.*

The Dog: Speed 6, Might 4, Sanity 3

## 6 -- The Floating Eye

*Your masters are finally here. You grovel on the ground as a giant, floating eye descends from the ship and hovers just above you. It is time for your friends to discover the truth and bow before their new masters.*

### Right Now

If there are three or four players, set aside one Alien token (blue). If there are five or six players, set aside two Alien tokens. Put the Alien token (or tokens) in the room where this haunt was revealed. Put the Spaceship token (pentagonal) there as well.

Put your explorer's figure on the Spaceship token. Your explorer, along with all of that character's items and omens, is now out of the game, awaiting transport.

### What You Know About the Heroes

They're trying to keep you from abducting them. They have a way to free themselves from the Aliens' mind control ability.

### You Win When ...

... all of the heroes are either dead or on the Spaceship.

### Special Attack Rules

Instead of making a Might attack, you may choose to have an Alien make a Sanity attack against each of the explorers in the same room. Resolve each attack separately. If an explorer defeats the Alien during this special attack, neither figure takes damage. If an Alien defeats an explorer, that character doesn't take damage but falls under the Alien's control instead.

Once you take control of an explorer, you move that explorer toward the Spaceship on his or her turn. The controlled hero does not need to roll or take damage from room tiles. Controlled heroes may not attack or take other actions. After the explorer gets to the room with the Spaceship, that explorer boards the Spaceship at the beginning of his or her next turn. That character is then out of the game.

The heroes know a secret way to free each other from an Alien's mind control ability. The Aliens can only control someone once. When an explorer is freed, that character becomes immune to the Alien's mind-control ability.

The Aliens are immune to Speed attacks (such as the Revolver and Dynamite).

Aliens that are stunned can still maintain control of any heroes they have defeated in Sanity combat.

### If You Win ...

*Your masters are pleased, so pleased with your gift to them. Your friends will make most excellent hosts for your masters' xenobiological experiments. And, of course, the masters have promised to let you keep their eyes as souvenirs.*

The Aliens: Speed 4, Might 6, Sanity 6

# 7 -- Carnivorous Ivy

*You've always liked plants. Philodendrons, azaleas, asters, and vines -- oh, yes, vines. Now you can feel the vines creeping up the sides of the mansion and slithering through the windows. You know you must help the vines grow and grow. What do plants need to thrive? Light, water ... and fertilizer. What would make a nice fertilizer? Ah! Of course! Your friends!*

## Right Now

Your character is still in the game but has turned traitor. If you currently possess the Book, you must drop it. You cannot pick it up later.

Set aside a number of pairs of Root and Tip tokens (orange) equal to twice the number of players (up to a maximum of 10 pairs). Each pair of these tokens represents a "creeper."

Put the Root tokens in the following "creeper rooms:" Entrance Hall, Balcony, Bedroom, Chapel, Conservatory, Dining Room, Gardens, Grand Staircase, Graveyard, Master Bedroom, Patio, and Tower. You can't put more than one Root token in a room. If there are more creeper rooms in play than Root tokens, you choose which rooms have Roots. If you have more Roots than creeper rooms, you can place additional Roots when additional rooms are discovered.

Put a matching Tip in each room with a Root.

## What You Know About the Heroes

They're up to something ... something that can destroy your beloved vines.

## You Win When ...

... all of the heroes are dead or the special item they've made has been destroyed. (They can make this item using the rules in *Secrets of Survival*.) To destroy the special item, first steal it from whichever hero has it, then end your turn in the Chasm, Furnace Room, or Underground Lake and cast it to its doom.

## Creepers

As a creeper expands, you can move the Tip of the creeper, but the Root never leaves the room where it started. Only the Tips of creepers can attack or be attacked.

If a Tip enters the Mystic Elevator, the Elevator won't function until the Tip leaves.

Roots don't slow hero movement as described on page 12 of the rules, but Tips do.

## Special Attack Rules

Roots don't move and can't attack or be attacked, but Tips can.

If a creeper's Tip defeats a hero, the hero takes no damage. That character is grabbed and drops all items, which remain in that room.

A grabbed hero may not be attacked by any other Tips but may be attacked by you.

When a Tip starts its turn with an explorer already grabbed, it moves two spaces that turn toward its matching Root instead of taking its normal movement. A Tip can take any path back to the Root. Tips carrying explorers can't attack.

At the beginning of a creeper's turn, any grabbed characters at that creeper's Root are killed and mulched. A creeper that kills an explorer is removed from the game.

The Bell has no effect on grabbed heroes. The Spirit Board has no effect on Tips.

## If You Win ...

*You lie in the master bedroom watching the vines creep across the ceiling above you and slither across the sheets. The house is so peaceful now. Soon you will have to find more "friends" to feed your precious vines.*

*You always did have a green thumb.*

Creepers: Speed 2, Might 5, Sanity 3

# 8 -- Wail of the Banshee

*First you hear a faint sound from just outside the room, as if someone were scrambling up the walls or scraping long talons across them. A few seconds later, you catch a glimpse of tattered, silver robes swirling across the edge of your vision. You turn to run to the door just as you hear something enter the room behind you. The creature sighs.*

*The sound creeps across the room, and you feel a terrible chill boring into your heart. Death is nigh, but not for you. The spirit board protects you from your darling's deadly voice. If you can just be alone with her, you know she will agree to stay with you ... for eternity ...*

## Right Now

Your character is still in the game but has turned traitor.

Put a Banshee token (large) in the room with your character.

## What You Know About the Heroes

They plan to silence the Banshee.

## You Win When ...

... all the heroes are dead.

## The Banshee

The Banshee usually moves according to its own plan. It always moves as many spaces as its Speed roll. Each time you can move the Banshee, roll two dice to determine how it moves:

0. Put the monster in any room up to 7 tiles away. It does not pass through any other rooms this turn.
1. Choose which room it moves into first. For the rest of its movement this turn, it always turns left, if possible.
2. Choose which room it moves into first. For the rest of its movement this turn, it always moves straight ahead, if possible. If the only options it has are turning left or right, determine randomly which way it goes.
3. Choose which room it moves into first. For the rest of its movement this turn, it always turns right, if possible.

4. This turn, you control the Banshee's movement, but its wail can only affect one explorer once.

Another way of describing moves 1 and 3 above is that the Banshee "hugs" the left or right wall. If a left-turning Banshee can't turn left, it will go straight; if it can't go straight, it will turn right; and if it's in a dead-end room, then it will leave the way it entered. The Banshee can't affect or be affected by the movement of others. Like any monster, it can't discover new rooms.

If the Banshee enters the Upper Landing, the Collapsed Room, the Gallery, the Foyer (when Stairs from Basement is in play), or a room with the Secret Stairs, Secret Passage, or Wall Switch tokens, you may decide whether to move it to the corresponding room elsewhere as its next move. If you move it elsewhere, you may also decide its facing in its new room. It may not use the Mystic Elevator.

If the Banshee passes through a room with an explorer or stops in the same room as an explorer, it wails. Each explorer in the room must attempt a Sanity roll:

- 6+ Roll a die and take that much mental damage.
- 3-5 Roll two dice and take that much mental damage.
- 0-2 Roll four dice and take that much mental damage.

You are immune to the Banshee's wail as long as you have the Spirit Board. If you lose the Spirit Board, you can be affected by the Banshee's wail.

## Special Attack Rules

The Banshee can't be attacked.

## If You Win ...

*The banshee's silver hair wraps around you as you stare into her ice-cold eyes. Now, it is just the two of you and your love's haunting song. Together. Forever.*

The Banshee: Speed 8

## 9 -- The Dance of Death

*Every clock in the house strikes midnight, even though you're sure it isn't that late. As the clocks quiet, a lone fiddler begins a haunting melody that floats through the air, calling you to dance. The music makes your soul shrivel, but it also makes your lips curl up into a smile. Your mind struggles and screams and then ...*

*Why did you ever resist the power of the fiddler's beautiful music? Joy and wonder fill your soul. The dance must go on forever. You cannot bear to let anyone stop it.*

### Right Now

This haunt doesn't begin with a traitor. Each hero has a chance of becoming a traitor during his or her turn.

Raise any trait below its starting number to that number.

### What You Know About the Heroes

They're trying to stop the music.

### You Win When ...

... the Holy Symbol has been destroyed. To destroy the Holy Symbol, first steal it from whichever hero has it. Then end your turn in the Chasm, Furnace Room, or Underground Lake, and cast the Holy Symbol to its doom.

### You Must Do This On Your Turn

Dance until your feet go numb. Each turn, you must attempt a Might roll.

3+ No effect.

0-2 You can't move this turn. Lose 1 Might.

Unlike the heroes, you don't need to attempt a Sanity roll at the start of each turn if you don't have the Holy Symbol.

### Special Attack Rules

All of your attacks are whirling torrents of energy. You can't make Might attacks; you make Speed vs. Speed attacks instead.

If you inflict 2 or more points of damage with a Speed attack, you can steal an item from your opponent instead of inflicting that damage.

### If You Win ...

*Hauntingly beautiful, driving, melodic, tragic, and joyous, the music fills the rooms of the ancient mansion. Dancers spin through the ballroom as the fiddler plays on. The dance is so joyous, so enticing, that the dancers would die rather than stop.*

*And so they shall.*

# 10 -- Family Gathering

*The Madman cocks his head, listening. "Do you hear it?" he asks. "Under the floor, where I put them. My family."*

*The floor buckles and cracks, and two corpses heave into the light. One corpse fixes you with a maggoty smile.*

*The Madman grabs you from behind, holding you in place, whispering, "Mama and Papa ... they're looking to adopt."*

## Right Now

Get a number of Zombie tokens (light green) equal to the number of players. Put each one in a room with an omen symbol. Put no more than one in the same room. If there aren't enough omen rooms, put leftover Zombies into any room that doesn't have an event symbol.

The Madman has killed you. Remove your figure from the house and put the Madman token (crimson) in its place.

Set up the Turn/Damage Track with a plastic clip at 0. You'll use it to keep track of damage.

## What You Know About the Heroes

They're trying to trap all the Zombies in special rooms throughout the house.

## You Win When ...

... all the heroes are dead.

## Zombies

You can move each Zombie as you choose, until it has line of sight (through an uninterrupted straight line of doors) to an explorer. At that time, it must move toward the closest explorer it can see. If it sees two explorers the same distance away, you choose which one it moves toward. Once a Zombie starts moving toward an explorer, it continues moving toward that explorer for

the rest of its turn. Once a Zombie cannot see any living explorers, you may move it as you choose again.

At the start of a Zombie's turn, if another explorer is in sight who's closer than the explorer it pursued last turn, it moves toward the closer explorer.

A Zombie attacks as soon as it's in a room with an explorer.

If a Zombie enters a room where the heroes can trap it, they'll tell you what happens.

The Madman can take 5 points of physical damage before he is killed. Use the plastic clip on the Turn/Damage Track to keep track of this. Whatever damage he takes has no effect on his traits.

## If You Win ...

*The family is cross with you. The new children you promised Mama and Papa, the new siblings you pledged to Brother and Sister ... they're all broken. They lie where the family finally caught and embraced each one, spilling fluids, organs, and shards of white bone across the floor.*

*You don't want the family cross with you. You hear Mama crying beneath the floorboards.*

*As you step out of the house, you call over your shoulder, "Don't cry, Mama! I know where to find more."*

Zombie: Speed 2, Might 6, Sanity 2, Know. 3  
The Madman: Speed 3, Might 5, Sanity 5

# 11 -- Let Them In

*The others called your new friend mad. You thought so too, at first. But his slurred words and garbled instructions have suddenly fallen into place, and you UNDERSTAND.*

*The mist! The mist you've seen outside the windows. Things live in the mist, you know that now. And they want in. A thrill of anticipation rushes through you as you wonder what they'll do once inside.*

*The Madman yells, "At last! Throw wide the windows!" You obey.*

## Right Now

Your character is still in the game but has turned traitor.

You lose any bonuses from the Madman. Set the card aside. Put the Madman token (crimson) in your room.

Put a Specter token (light green) facedown in the Entrance Hall and in each room with an outside-facing window. These Specters are outside the house waiting for you and the Madman to let them in. Rooms with outside-facing windows are the Grand Staircase, the Master Bedroom, the Bedroom, the Chapel, and the Dining Room. If a room is set up so that the window is "false" and faces another wall, then a Specter is not placed there.

## What You Know About the Heroes

If they succeed with an exorcism, they'll banish the Specters.

## You Win When ...

... all the heroes are dead.

## How To Let the Specters In

You must open doors and windows to let the Specters in. Both you and the Madman can open the windows and the front door. Opening a window or the front door counts as one space of movement.

Once a door or a window has been opened, turn over the Specter token in that room. Specters can

move and attack the same turn they are turned face up.

If a room with an outside-facing window is discovered later, put a facedown Specter token in it. If a window becomes "false" by being blocked by another room before its specter is released, remove the facedown Specter.

Facedown Specters do not affect heroes moving through their rooms, and are not affected by the Bell or Spirit Board.

## The Madman Must Do This ...

... on his turn. The Madman moves by the shortest route possible to the closest facedown Specter token. Once all of the facedown Specters have been turned over, the Madman continues exploring the house, looking for rooms with outside-facing windows. The Madman can discover new rooms, but he still ignores all room features and does not stop and draw cards when he enters an unexplored room with an icon. These rooms count as having been explored for other explorers. Once all of the room tiles listed above are in the house and all available Specters are activated, the Madman can attack.

## Special Attack Rules

Specters make Sanity attacks.

If an explorer who possesses the Ring defeats a Specter with a Sanity attack, the Specter is killed.

The Madman can't attack explorers before all of the Specters are inside the house, but he can defend himself if attacked.

## If You Win ...

*It isn't until later, when you're washing the blood off your hands and rubbing the screams out of your ears, that you realize what it was, exactly, the things in the mist wanted. Good thing you let them in.*

Specters: Speed 4, Sanity 6  
The Madman: Speed 7, Might 7, Sanity 7

## **12 -- Fleshwalkers**

This haunt has no traitor. All of the explorers must work together to destroy their Evil Twins. If your character is killed, you can still control your Evil Twin and kill other explorers. The rest of the rules for this haunt are in *Secrets of Survival*.

# 13 -- Perchance to Dream

*Your body has entered a new place -- a very, very bad place -- but a place where, you discover with a thrill of anticipation, that you have a measure of control!*

*This is your chance to change everything. The thought seeps up from the back of your mind ... take a break, rest for a while. Why not lie down and take a little nap? It's such a nice bed ... .*

*The eyes of your fleshy cage close, and for the first time, your subconscious eyes open! Time to set your dreams free. Let the screaming begin.*

## Right Now

Tip your figure over in the room it's in when the haunt is revealed. Your body is asleep. You can't move or take any actions. Drop all of your items. Set aside the Dog, the Girl, or the Madman cards if they're with you and adjust your traits accordingly. You cannot be killed by this adjustment.

Put a number of Nightmare tokens (blue) equal to the number of players into the room with your sleeping body.

Secretly count the number of "escape rooms" in the house. Escape rooms are rooms with outside-facing windows, as well as the Conservatory, Entrance Hall, Gardens, Graveyard, Patio, Tower, and Balcony tiles. If a room is set up so that the window is "false" and faces another wall, it still counts as an escape room and may be used by Nightmares to escape. If the number of escape rooms is lower than the number of explorers, go through the room deck and add rooms from the escape list onto any appropriate floor until the number of escape rooms equals the number of players. Write the number of escape rooms down, but keep it secret from the other players.

Set aside a number of "escape tokens" equal to the number of escape rooms in the house. (Any distinctive set of tokens, such as Rat or Blob tokens, will do.)

## What You Know About the Heroes

They're trying to wake your physical body.

## You Win When ...

... a number of Nightmares escape the house equal to the number of escape rooms in the house when the Haunt was discovered. When this happens, show the heroes the number you've written down.

## How Nightmares Escape

A Nightmare in an escape room escapes from the house by spending one space of movement.

Once a Nightmare escapes from any given room, no more Nightmares can escape from that room. Put an escape token in the room to show that the escape route has been used. If new escape rooms are discovered, you may use them to allow your Nightmares to escape, but they do not add to the total number of escapes you need.

When a Nightmare is killed or escapes the house, you can unleash another Nightmare. Put a Nightmare token into the room with your figure. (Reuse tokens as needed.)

## Special Attack Rules

The Nightmares can attack explorers with Might but do mental instead of physical damage.

If a Nightmare is defeated while being attacked, it's killed instead of being stunned. If it is defeated while attacking it is stunned normally.

## If You Win ...

*You look into the eyes of your body, but from the outside. With horror, that fleshy cage recognizes its own subconscious. It tries to scream, but the sound is muffled by living nightmares.*

Nightmares: Speed 5, Might 4, Sanity 4

# 14 -- The Stars Are Right

*Separating yourself from your friends, or victims as you like to think of them, you greet the zealous followers of your cult. Slowly, rhythmically, you begin to stomp your feet and chant. The others join in. Louder and louder your voices grow, praying to all that is evil and unholy that your sacrifices will be accepted tonight. The cult is praying that your dread god will appear before you ... and bathe in the blood of your friends.*

## Right Now

Your character is still in the game but has turned traitor.

Put a number of Cultist tokens (crimson) in the Pentagram Chamber equal to the number of other players.

## You Win When ...

... either all the heroes are dead or you summon your god.

## What You Know About the Heroes

The only way they could stop you from summoning your god is by desecrating the Pentagram. They will use the cans of paint (Paint tokens) that are hidden throughout the house.

## How to Summon the God

You must make sacrifices to summon your god. Build up a total of 13 sacrifice points by bringing the following sacrifices into the Pentagram Chamber:

Points	Sacrifice
4	Explorer's corpse
2	Girl, Madman, or Dog
1	Any other omen or item

Item cards that you sacrifice are removed from the game and kept in a separate pile.

Keep track of the sacrifice points on a piece of paper.

You can sacrifice the Girl, Madman, or Dog when you have that card in the Pentagram Chamber. You can't steal, carry, or sacrifice the cans of Paint.

## Cultists

Cultists can carry items and explorers' corpses. They can steal items from explorers if they roll two or more higher than the explorer they attack. Any items they carry do not affect their traits or give them abilities. They can't carry cans of Paint.

## Special Attack Rules

If an explorer is killed, tip that figure over to mark its corpse.

A Cultist can pick up a corpse (as an item) and carry it, but while it's doing this, moving into a room counts as two spaces of movement. The traitor can also carry corpses with the same restriction. Take an explorer's figure when you're carrying its corpse.

## If You Win ...

*The house shakes and glass shatters as the universe screams. A wound rips through time and space, and through it, your god is reborn. Drenched in the blood of your friends, your god is beautiful and terrible, a wonder and a blight. The world lays bare before him, and all within it are his children, his blood ... his sacrifices.*

Cultists: Speed 4, Might 4, Sanity 4

# 15 -- Here There Be Dragons

*You look at a child's drawing you found lying on the floor. Your finger taps the image of the fire-breathing dragon. "I wish I had a dragon," you muse.*

*Unbelievably, the front doors burst open and an enormous dragon roars in, rampaging and snorting fire!*

*You must be dreaming! You smile. These are the sorts of dreams you love. The ones where you get to call the shots. By their reactions, you see that your fellow explorers want to disbelieve what they see. Irritated, you decide that you'd rather keep this dream going for a bit. The best way to do that is to do away with the unbelievers.*

*"Eat 'em, dragon! Eat them all!"*

## Right Now

Your character is still in the game but has turned traitor.

Put the Dragon token (large) in the Entrance Hall.

Put the Shield token (pentagonal) in the Chasm or the Crypt. Put the Antique Armor token in the Catacombs or the Underground Lake. If neither room for an item has been discovered, place the item in whichever room is discovered first. Get out the Turn/Damage Track and a plastic clip, but don't mark a number yet. You'll need it to keep track of damage.

## What You Know About the Heroes

They're trying to slay the Dragon.

## You Win When ...

... all the heroes are dead.

## The Dragon

Use the Turn/Damage Track to keep track of how much damage the heroes inflict to the Dragon. When they have inflicted an amount of

damage to it equal to the number of players, the Dragon is killed. Taking damage does not affect its traits.

## Special Attack Rules

The dragon can attack twice during its turn, once with firebreathing and once by biting. It doesn't have to make both attacks at the same time, and it can do them in either order.

**Firebreathing:** Any explorer (including you) in the same and adjacent rooms to the Dragon must attempt a Speed roll when it breathes fire. (The adjacent room must have a connecting door.)

*In room with the Dragon --*

4+ Take no damage from fire this turn.

0-3 Take 4 dice of physical damage.

*In an adjacent room --*

4+ Take no damage from fire this turn.

0-3 Take 2 dice of physical damage.

**Biting:** This is a Might attack.

**Toughness:** Whenever the Dragon is defeated, it takes 2 less points of damage.

The Dragon is immune to Speed attacks (such as the Revolver and Dynamite). It can be damaged by a Sanity attack from an Explorer using the Ring.

## If You Win ...

*You felt a little sick at first, especially when the dragon took its first big bite out of one of your friends. All that blood and icky stuff came coiling out. And you didn't feel too good when the dragon lit up one of your other friends like a huge, human-shaped torch, all screaming and writhing (for a little bit, until the shape collapsed and just burned).*

*Good thing this is all a dream.*

The Dragon: Speed 3, Might 8, Sanity 6

# 16 -- The Phantom's Embrace

*They thought they knew you. They thought you'd do whatever they told you to do, but they were wrong. They tried to take the girl away from you, and that was their biggest mistake.*

*Now she's safe from them. You summoned a phantom to guard her, keeping her hidden within the house. When they come to get her, you'll have a little surprise ready for them. Soon, your old "friends" won't be in any condition to boss you around again.*

## Right Now

Your character is still in the game but has turned traitor.

The explorer with the Girl loses her, and she flees. Set the Girl card and Girl token (crimson) aside and adjust that character's traits accordingly.

Set aside the Phantom token (light green).

Set aside at least 20 "distinctive tokens." (Rat tokens or Blob tokens work well for this.)

Set up the Turn/Damage Track with a plastic clip at 0. You'll need it to keep track of time.

## What You Know About the Heroes

They're trying to save the Girl and themselves.

## You Win When ...

... either you blow up the house or all the heroes are dead.

## You Must Do This On Your Turn

At the end of each of your turns, advance the Turn/Damage Track to the next number. Then roll a number of dice equal to that number. The house blows up if you roll the following number or higher:

Total # of players	House blows up on:
3	8+
4	7+
5	6+
6	5+

## The Phantom

The Phantom appears each time the explorers discover a basement room with an event or omen symbol. When one of those rooms is discovered, put the Phantom token and Girl token in that room. Then put one of the distinctive tokens in that room.

After the Phantom appears, a hero can attack it. If the Phantom is defeated, it's killed and the explorers get the Girl. Otherwise, it escapes with the Girl -- both tokens are set aside again. It shows up again (you put both tokens back) the next time a hero discovers a basement room with an event symbol.

The heroes can't use a special attack to steal the Girl.

If the entire basement has been explored and the Phantom is still alive, choose any basement room and announce which room the Phantom and the Girl are in at the start of the monster turn. The Phantom never moves to the same room twice until each basement room has a "distinctive token."

## Special Attack Rules

The Phantom doesn't attack, but it can defend itself. If it defends successfully, it flees.

## If You Win ...

*Tick, tock, tick, tock, BOOM!*

The Phantom: Might 6, Sanity 5

# 17 -- Bugs

*Humans are so noisy. Always blabbering on about this or that. Blabber, blabber, blabber. Bugs never blabber. That's why the bugs are your true friends. And they're hungry, oh so hungry. Time to feed them. Now, what could they eat? Ah! Yes! The blabberers!*

## Right Now

Your character is still in the game but has turned traitor.

Put the Praying Mantis token (orange) in the room where the haunt was revealed.

Put other insect tokens (orange) in the following rooms, either now or when these rooms are discovered. Place them in the listed order:

<i>Token</i>	<i>Location</i>
Centipede	Junk Room
Wasp	Attic
Spider	Storeroom
Roach	Kitchen
Beetle	Crypt

## What You Know About the Heroes

They're trying to make a Bug Spray to kill your buggy friends. (They've placed "ingredient tokens" in the house.)

## You Win When ...

... either four of the Bug Spray ingredients have been destroyed and the heroes don't have the Bug Spray, or all of the heroes are dead.

## How to Destroy Ingredients

You may either pick up Bug Spray ingredients or steal them from heroes. You can carry up to three ingredient tokens at a time or one Bug Spray and no ingredients. You can destroy any one of these items if you end your turn in the Chasm, Furnace

Room, or Underground Lake, and cast it to its doom.

## The Spider

An explorer defeated by the Spider is trapped in webs instead of taking damage. That trapped explorer loses 2 points in each trait (down to a minimum of 1). Once during an explorer's turn, that explorer can attempt a Might roll of 5+ to break webs in the same room. This frees a trapped character and restores the lost 2 points to his or her traits. Both trapped and free explorers can attempt this roll.

## The Roach

The Roach can't leave the Kitchen, but it can still slow down explorers who leave that room. Leaving the Kitchen while the Roach is there counts as 3 spaces of movement. It attacks anyone in that room.

## If You Win ...

*You sit on the counter in the kitchen watching your bugs swarm over the bodies of the blabbering humans. Now that you think about it, humans are so much nicer when they're dead. Quiet. Peaceful. Sweet.*

	<i>Speed</i>	<i>Might</i>	<i>Sanity</i>
Centipede	3	3	4
Wasp	5	2	4
Spider	3	6	4
Roach	0	5	4
Beetle	3	6	4
Praying Mantis	4	5	4

There's a different (orange) insect token for each species of giant insect.

# 18 -- Offspring

*Mother always wanted you to be a botanist, but you were never interested ... until now. The vine is marvelous. You can hear it cooing to you deep inside your brain. If your friends find out about your plant, they'll be jealous. They might even kill it! You'll just have to kill them first.*

## Right Now

Your character is still in the game but has turned traitor.

Put the Evil Plant token (dark green) in any room. Put a number of Spore tokens (dark green) equal to the number of players in the same room. You'll want to put the Evil Plant far away from the explorer with the Book card.

## What You Know About the Heroes

They found out that a simple Flower has the ability to kill your Evil Plant. You must prevent them from bringing the Flower into the room with the Evil Plant.

The Flower token can't be stolen.

## You Win When ...

... all of the heroes are dead.

## You Must Do This On Your Turn

If there are two or three other players in the game, put two additional Spore tokens into the room with the Evil Plant. If there are four or five other players in the game, put three additional Spore tokens in the room. These Spores can move on the turn they are created.

## Spores

Any explorer who starts his or her turn in, or moves through, a room with one or more Spore tokens takes 1 die of physical damage for each such room with a Spore in it. Rooms with more than one Spore token don't cause any extra damage, so you'll want to spread them out.

- Spores can't be attacked.
- Spores don't affect explorer movement.
- You are immune to the effects of the Spores.
- The explorers can hold their breath to avoid taking damage. You're not sure how long they can do this.
- Spores can move from room to room.
- Spores cannot operate the Mystic Elevator.

## If You Win ...

*You sink into the deep leather chair, staring into the nearby fire. The vine's tendrils curl slowly around the chair and over your thighs and chest. The last petals of the lavender flower curl into ash on the hearth. Perhaps you'll stay here forever ... tending to the vine and its offspring.*

Spores: Speed 4

# 19 -- The Beastmaster

*The spear you found begins to glow with icy white fire. Before you can drop it, the fire licks up and over your body. You scream as icy needles of pain drill into your brain ...*

*When you wake up, you feel stronger than you ever have. You can already smell the humans soiling your house. Snarling with rage, you call your beasts to you. No human will ever take your spear while you live!*

## Right Now

Your character is still in the game but has turned traitor. Put a number of "animal minion" tokens (orange) equal to the number of players into the following rooms (placing them in the listed order):

- Put the Bear token in any room that has another explorer in it.
- Put the Wolf token in the Entrance Hall. (If there are six players, place two Wolf tokens.)
- Put the Crocodile token in the Underground Lake if that room has been discovered; otherwise, put it in the Basement Landing.
- Put the Weasel token in the Gardens, Graveyard, or Patio. If none of those rooms have been discovered, put it in the room with the traitor.
- Put the Hawk token in either the Balcony, the Tower, or any room with an outside-facing window. If none of those rooms have been discovered yet, the Hawk doesn't appear.

You may, if you wish, teleport to any other location in the house, but only if you do so right now.

## What You Know About the Heroes

They want your precious Spear.

## You Win When ...

... all of the heroes are dead.

## Special Attack Rules

The Bear adds 2 successes to its Might attack roll when it initiates an attack (not when it's being attacked).

The Crocodile adds 1 success to its Might attack roll when it initiates an attack (not when it's being attacked).

If an "animal minion" is defeated, it's killed instead of being stunned.

## If You Win ...

*Your animals squabble like children over the corpses on the floor. The sound of fangs cracking bone fills the air. Blood stains the walls and floor, and the scent of death fills the air. Home, sweet home.*

	<i>Speed</i>	<i>Might</i>	<i>Sanity</i>
Bear	3	5	4
Wolf	4	5	4
Crocodile	2	5	4
Weasel	5	2	6
Hawk	5	3	5

## 20 -- Ghost Bride

*An apparition in white lace shimmers into view. "You've left me alone these long years," speaks a feminine voice, "but I waited. For you. For our wedding." The ghost glides towards one of your fellow explorers and says, "Once you are DEAD LIKE ME, we can be together FOREVER."*

*The ghost fades, but the faint sound of an organ playing a wedding march sighs gently through the house. Tears come to your eyes. You hate it when love is denied. You're going to see this wedding through ...*

*... whether the groom wants it or not.*

### Right Now

Your character is still in the game but has turned traitor.

Put the Bride token (crimson) in your room. You may move it as a monster.

The ghostly Bride chooses a groom from among the other heroes. She chooses the hero carrying the Ring, unless that character is female, in which case she chooses the oldest male hero. If there are no male heroes, choose one at random from the box and put it in the Entrance Hall. He will not move or take any actions during the scenario but can be attacked. Then announce who the chosen groom is.

Set aside the Turn/Damage Track with a plastic clip at 0. You'll need it to keep track of time after the wedding starts.

If the Chapel isn't in the house, search the room stack for it and put it in the house. If the Crypt isn't in the house, search the room stack for it and put it in the Basement. You will want to put both rooms in inaccessible places. Put a Corpse token (crimson) in the Crypt. Shuffle the room stack.

### What You Know About the Heroes

They're trying to stop the wedding.

### You Win When ...

... you get the ghostly Bride to marry her chosen groom.

### Ghost Bride

The traits of the Bride depend on the total number of players.

3–4 players: Speed 4, Sanity 6

5–6 players: Speed 5, Sanity 7

The Bride can move through walls. She cannot be damaged or stunned by any means, including Sanity attacks from the Ring or being defeated when she attacks.

### Special Attack Rules

The Bride makes Sanity attacks, inflicting mental damage to anyone other than the chosen groom.

If she inflicts 1–2 points of mental damage against the groom, he loses 1 Might. If she inflicts 3–4 points of mental damage to the groom, he loses 2 Might, and if she inflicts 5+ points, he loses 3 Might.

### How to Get the Bride Married

1. Kill the chosen groom. He then becomes a ghost under your control. He drops all items, including the Ring.
2. Put the chosen groom and the Bride in the Chapel.
3. Start the wedding.
4. At the end of each of your turns, advance the Turn/Damage Track to the next number, beginning with 1. The wedding will be complete on Turn 3.

### If You Win ...

*Weddings always make you cry.*

# 21 -- House of the Living Dead

*Tired, you lean back against the wall.  
Something's making a noise behind it. Tick.  
Tick-tick. Tick.*

*What the heck? Rats, maybe, or an insect?  
You remember when wasps got into the wall  
at your house. Damn vermin! You crouch  
down to peer into a large crack in the  
wainscoting. An ashen hand emerges,  
grasps you around the neck, and pulls you  
through. You die before you can scream.*

*Blink. Blink. Sniff. "Mmmm, hungry."*

*Must eat flesh. Kill. Eat. EAT!*

## Right Now

Your explorer is dead. Drop all your items and replace your character's figure with the Zombie Lord token (large). Take a number of Zombie tokens (light green) equal to the number of players. Place them in the following rooms (in order): Crypt, Graveyard, Entrance Hall, Underground Lake, Gardens, Chapel, Conservatory, and Pentagram Chamber. If there are more players than the number of these rooms that have been discovered, put more than one Zombie in a room, in order, until all Zombie tokens are placed.

Once you've placed those Zombie tokens, put another Zombie token in each room that has one (placing them in order).

Get out the Turn/Damage Track and a plastic clip. You'll use it to keep track of damage.

## What You Know About the Heroes

They'll fight against you. Avoid fighting explorers who have weapons, if possible.

## You Win When ...

... all of the heroes are dead.

## Special Zombie Attack Rules

Defeating a Zombie with a weapon that requires a Might attack kills it. Dynamite can also kill Zombies. Any other attack stuns a Zombie as normal.

If an explorer dies, that explorer becomes a Zombie (and then has the same traits as a Zombie.) That player may read the Traitor guide and continue to move his or her zombie character during his or her regular turn. If the traitor wins, and a player Zombie has killed a hero, the player controlling that Zombie also wins.

Zombies may not work the Mystic Elevator, but the Zombie Lord can.

## Special Zombie Lord Attack Rules

The Zombie Lord (you) is governed by all the normal rules that govern monsters -- you roll for movement and cannot pick up items, explore new rooms, etc.

The Zombie Lord can be damaged only by an explorer holding the Medallion. Instead of being stunned, you can take 7 points of damage before you are killed. Use the Turn/Damage Track to record damage. Damage does not reduce your traits.

## If You Win ...

*Everyone is dead. Sniff. Still hungry. Sniff, sniff. The thought trickles into your dead, blasted consciousness, that even though not quite as juicy, the flesh of a zombie is still flesh.*

*You advance. "Mmmm, hungry."*

*Must eat zombie flesh. Kill. Eat. EAT!*

Zombie: Speed 2, Might 5, Sanity 2  
Zombie Lord: Speed 3, Might 7, Sanity 2

## 22 -- The Abyss Gazes Back

*You knock another hole in the floor with a savage kick. This time, instead of dust and rotting supports, you discover what you sought. The Abyss. Flames. A portal to Hell. Cackling, you rub your hands together.*

*Just in case the groaning floor of the widening pit doesn't alert everyone else in the house, you scream, "Hang on, everyone! We're all goin' to HELL!" A flickering glow paints the walls, and gray mist rushes into the room. A portion of the house crumbles and falls, down, down into a burning lake of fire.*

### Right Now

Your character is still in the game but has turned traitor.

Choose any unoccupied room in the basement that has an omen or event symbol. If there is no such room at present, draw the first legal basement room from the room deck and place it in the basement. This room is where the Abyss starts. Tell everyone.

Set up the Turn/Damage Track with a plastic clip at 0. You'll use it to keep track of time.

### What You Know About the Heroes

They're trying to perform an exorcism to stop the house from being sucked into the Abyss.

### You Win When ...

... all of the heroes are dead.

### You Must Do This On Your Turn

At the end of your first turn, collapse the basement room tile where the Abyss starts (by turning it over).

At the end of each of your turns, advance the Turn/Damage Track to the next number, beginning with 1.

If you draw an Event card while you are in the Basement, you may go through the Event stack

and draw Secret Stairs or Secret Passage if they are there, instead of drawing normally.

You may still collapse rooms on your turn (and eventually win) even if you are killed.

### Each Player Must Do This Every Turn

At the end of each player's turn, that player must destroy part of the house, starting on Turn 2. The Abyss always disintegrates a room that is adjacent to another Abyss space. (The rooms do not need to have a connecting door. Diagonal is not considered adjacent) The Abyss consumes rooms at the following rate:

- Turn 2: Each player collapses one room.
- Turn 3: Each player rolls 2 dice and collapses that many rooms.
- Turn 4: Each player rolls 3 dice and collapses that many rooms.
- Turn 5: Each player rolls 4 dice and collapses that many rooms.

If any explorer (including the traitor) is in a room when the Abyss engulfs it, that character must attempt a Speed roll of 4+ to escape. If the roll succeeds, the explorer escapes by jumping into an adjacent discovered room with a connecting door (if there is one). If the roll fails, or if there isn't a room that fits this description, the character dies.

If the Abyss engulfs a whole floor, it moves to the next floor up, starting in an unoccupied room of your choosing with an unexplored door.

The Entrance Hall, Foyer, and Grand Staircase each count as a separate room. Use a token to indicate when each is sucked into the Abyss.

### If You Win ...

*Hell welcomes you. As the flesh sears and smokes away from your friends' bones, you can't help but try to smile. But your skin also sloughs away in the all-consuming fire. See what impulsiveness gets you?*

# 23 -- Tentacled Horror

*Ropy lengths of muscled tissue flail into view. Jagged, horn-rimmed suckers cover the boneless arm, pulsing and clicking like disembodied teeth. The rubbery length scuttles across your leg, then tightens convulsively. Horn-rimmed suckers saw at your limb, nearly severing it. Blood sprays everywhere. The length constricts, and you are pulled, bumping and sliding through the house, as if being reeled in. You manage one last scream ... as the tentacles search through the house for more victims.*

## Right Now

Your explorer is dead. Remove it from the game.

Set aside a number of pairs of Root and Tip tokens (orange) equal to the number of players. Each pair of these tokens represents a tentacle.

You can put a Root in any of the following rooms: Furnace Room, Conservatory, Organ Room, Underground Lake, Gardens, and Chasm. If the number of these rooms currently in play is fewer than the number of players, go through the room stack until you have drawn enough of these rooms to add up to the number of players, and connect the new rooms on appropriate floors. You cannot save any tentacles for later.

For each Root, put a Tip in the same room.

Set up the Turn/Damage Track with a plastic clip at 0. You'll use it to keep track of time.

## What You Know About the Heroes

They're looking for the head of the tentacled beast to kill it. You must stop them.

## You Win When ...

... all of the heroes are dead.

## You Must Do This On Your Turn

At the end of each of your turns, advance the Turn/Damage Track to the next number, beginning with 1.

## Tentacle Tips

The tentacles get stronger the longer the creature lives.

Turn	Speed	Might	Sanity
0	2	3	6
1-2	2	4	7
3-4	3	5	7
5-7	3	7	7
8+	4	8	8

Roots don't move and can't attack or be attacked, but Tips can.

If a Tip enters the Mystic Elevator, the elevator ceases functioning for everyone until the Tip leaves.

Roots don't slow hero movement as described on page 12 of the rules. Only Tips do.

If a creeper's Tip defeats a hero, the hero takes no damage. That character is grabbed and drops all items in that room.

- A grabbed hero may not be attacked by any other Tips, but may be attacked by you.
- When a Tip starts a turn grabbing a character, it moves one space that turn toward the room with the matching Root instead of taking its normal movement. A Tip can take any path back to the Root. Tips carrying explorers cannot attack.
- If a character grabbed by a Tip starts a turn in the room with its matching Root, that character is eaten and killed. Remove that tentacle (Root and Tip) from the game.

## Special Attack Rules

If a Tip defeats a hero with a Might attack, it doesn't inflict damage. Instead, it grabs that hero.

If a Tip is defeated by any attack, put it back in the same room as the Root, and flip it to its stunned side.

The Bell has no effect on grabbed heroes. The Spirit Board has no effect on Tips.

## If You Win ...

*That which squats at the center of the house sups, sucking the marrow from the bones of its victims. An obscene, mind-numbing entity, something that SHOULD NOT BE, quivers joyfully. Already stronger, it sends its tentacle farther than ever before ... its questing tentacle probes out the front door.*

## 24 -- Fly Away Home

*A shushing, sandpapery sound grows louder and louder outside the windows of the house. Looking out, you see countless glowing red eyes staring at you. You begin to laugh and cry. You can feel your face warm as tears of blood begin to fall from your eyes. Yes, this is what your life has been for ... to let in your masters and give them your blood.*

*You open the windows wide, giving your blood freely to your nocturnal masters.*

### Right Now

Your character is dead. Remove the figure from the game.

Set aside 24 Bat tokens (orange). Put three of them in the Tower or Attic. If neither room has been discovered, the haunt begins with fewer Bats.

Put three Bats in the Chasm or Catacombs. The same conditions apply.

### What You Know About the Heroes

They're trying to find a way to drive off the Bats.

### You Win When ...

... all of the heroes are dead.

### The Heroes Must Do This ...

... on their turn. At the beginning of a hero's turn, that explorer takes 1 point of physical damage for each Bat on that explorer's character card.

### Bats

Throughout the haunt, more Bats enter the house.

- During the monster turn, roll a number of dice equal to the number of players. Set aside that many Bat tokens.

- You can put these tokens in the Tower, the Chasm, the Conservatory, the Entrance Hall, the Gardens, the Graveyard, the Patio, the Tower, the Balcony, and any room with an outward-facing window. If a room is set up so that the window is "false" and faces another wall, it can still be used by bats. Only one Bat can enter through each of these locations, unless there are more Bats than locations. In that case, you choose which locations each extra Bat enters through.

Bats can continue to move after entering the house. Entering counts as moving one space.

If you run out of Bat tokens, no more Bats can enter the house until some other Bats die. This means there can never be more than 24 Bats in the house at one time.

### Special Attack Rules

Bats don't attack normally. Instead, roll 1 die for each Bat attacking an explorer. On a roll of 2, that Bat latches onto the victim. Put the Bat token on that explorer's character card.

Unattached Bats don't affect explorer movement. For each Bat that is attached to an explorer, that character moves one fewer space that turn. (An explorer can always move a minimum of one space.)

### If You Win ...

*Slowly, the shushing of bat wings fades as dawn lightens the sky and the vampire bats roost in the house. Below them lie the dried out husks of food vessels that once ran foolishly about the house. Already the vessels are turning to dust, joining the many others who gave their blood to the bat lords of the manor.*

Bats: Speed 5, Might 2, Sanity 1

# 25 -- Voodoo

*Time for all masks to come off. You've prepared for this night. You've collected the essence of each of your newest friends, oh, so secretly. You've sewn the likenesses, oh, so meticulously. You've placed each likeness in the house earlier, oh, so perfectly.*

*And now, your friends are all here! All your friends, and all their dolls. A thrill of exhilaration threatens to send you into a peal of laughter from which you won't be able to stop. First things first. There's voodoo to do.*

## Right Now

Your character is still in the game but has turned traitor.

Set up the Turn/Damage Track with a plastic clip at 0. You'll use it to keep track of time.

Look at the list of voodoo dolls. Select a doll for each hero. Then, on a piece of paper, write down which doll corresponds to which explorer and which of the two listed rooms the doll is in.

- If one of the rooms has been discovered and the other hasn't, you must choose the discovered room. If both listed rooms or neither room has been discovered yet, you may choose either room. Don't tell the players where the dolls are located.

After you have chosen a doll for each hero, read each hero the quote for his or her Voodoo Doll Description aloud.

## What You Know About the Heroes

They're trying to find the dolls and destroy them.

## You Win When ...

... more than half of the heroes who began the haunt are dead.

## You Must Do This On Your Turn

At the end of each of your turns, advance the Turn/Damage Track to the next number, beginning with 1. Any doll that hasn't been destroyed affects its explorer at that time. Read the quote for each Voodoo Doll Effect aloud as it occurs.

## Voodoo Doll Descriptions

A *Wax Doll* is melting in the Furnace Room or in the ovens of the Kitchen. "You're burning up!"

A *China Doll* is balanced precariously in the winds on the Balcony or the Tower. "The ground, far below, is waiting."

A *Stone Doll* is sinking into the mud beside the Underground Lake or in the Graveyard. "Muck in your mouth. You're choking."

A *Glass Doll* is resting between the unholy flickering candles of the Pentagram Chamber or in the Chapel. "Evil, evil everywhere. Unholy evil."

A *Rag Doll* is entwined in the thorns of a rose bush in the Gardens or the Conservatory. "Stabbing punctures. Dirt and blood."

## Voodoo Doll Effects

*Wax Doll* Effect: The hero chooses whether to lose 1 point of Might or Speed. "Fire burns good and evil."

*China Doll* Effect: Roll 4 dice; if the result is less than the Turn number, the doll falls and shatters, killing the hero. "A strong wind pushes you."

*Stone Doll* Effect: The hero is slowly suffocating and must attempt a Might roll; if the result is less than the Turn number, the hero loses 1 point in each trait. "You are sinking into grime. So dark. So dirty."

*Glass Doll* Effect: The hero chooses whether to lose 1 point of Sanity or Knowledge. "Unholy presence, where once there was goodness."

*Rag Doll* Effect: The hero must attempt a Knowledge roll; if the result is less than the turn number, the hero takes 2 points of physical damage. "Blood red, rose death."

## If You Win ...

*You pick up your big red marker and uncap it. Opening your photo journal, you flip past all the earlier dolls to the last few pages.*

*Scratch, scratch, scratch. You draw a bright red slash through each of the pictures you taped into the book before your arrival at the manor. The feeling of accomplishment you feel sets you to grinning. But it never lasts. Time to find new friends.*

## 26 -- Pay the Piper

*You hear the skitter, skritch, scratch all the time, now. Your friends don't seem to notice. But you do.*

*Rats in the walls.*

*At first, you ignored the rats, but then you began hearing their whispery voices in your head. They whisper words that promise friendship, trust, even devotion. All for you. Why? Because you are their friend, their kin. You are a wererat with special powers and responsibilities. The skitter, skritch, scratch of your rat cousins spells out what you must do.*

### Right Now

Your character is still in the game but has turned traitor. If any of your traits are below their starting levels, restore them to their starting levels now. Then add a point to each trait.

Set aside a number of Rat tokens (orange) equal to twice the number of players. Put one in each unoccupied room with an event, item, or omen symbol. If there are more Rats than there are eligible rooms, you can double them up as you choose. If there are fewer Rats than rooms, you decide which rooms to put them in.

Set aside 5 Sanity Roll tokens (triangular).

### What You Know About the Heroes

They're trying to kill all the Rats in the house, which would prevent you from completing your ritual.

### You Win When ...

... you either kill all of the heroes or complete your wicked rat-thing ritual.

### Special Attack Rules

If a Rat is defeated, it's killed instead of being stunned.

A group of Rats in the same room can make an attack together. When they do this, they add their Might scores together for one large attack against a single target (maximum of 8 dice). A group of Rats that attacks this way unsuccessfully doesn't take damage.

While in the Pentagram Chamber, you can't be affected by other explorers in any way. Neither the Rats nor the heroes can enter the Pentagram Chamber.

### How to Complete the Ritual

Move to the Pentagram Chamber. Once there, you'll be safe as you work on the ritual.

You can attempt a Sanity roll of 3+ to perform the ritual. If you succeed, put a Sanity Roll token on your character card and put a Rat token (if any are available) in a room adjacent to the Pentagram Chamber. (That room doesn't need to have a connecting door.) The number of Sanity rolls needed to complete the ritual is based on the number of players:

Players	Rolls Needed
3 or 4	5
5 or 6	4

### If You Win ...

*Your lovely, lovely children lap up the spilled blood and tussle over the larger chunks, hissing at each other. Children will be children, after all. And children need to eat.*

Rats: Speed 3, Might 2, Sanity 1

## 27 -- Amok Flesh

*You hear the tinkling impact of breaking crystal.*

*So. Your cloned tissue is free from its containment. Even now, you can hear the sound of its expansion. You wish for the thousandth time you hadn't used such unstable protoplasm in your experiments. But you did. You sigh.*

*Time to round up all your friends. You'd hate for any of them to hurt themselves running from your misplaced, growing, all-consuming flesh.*

### Right Now

Your character is still in the game but has turned traitor.

Set aside at least 20 Blob tokens (dark green). You'll use them to represent a single, growing, enormous Blob that is taking over the house. (The Blob tokens are on the reverse side of the Spore tokens.)

The player with the Crystal Ball card discards it.

### What You Know About the Heroes

They're trying to destroy your precious Blob by finding objects that will hurt it and tossing them into the blob. You can try to kill them or try to steal these objects.

### You Win When ...

... all of the heroes are either dead or turned into blobpeople.

### The Blob

On the first monster turn, the Blob engulfs the room where the Crystal Ball was and each adjacent room with a connecting door. Put Blob tokens in those rooms.

Each monster turn thereafter, the Blob expands into each adjacent room through a connecting door. Put Blob tokens in those rooms. The expanding Blob uses all movement options, including doors, stairs, Coal Chute, Collapsed Room, Secret Stairs, Secret Passage, etc. It takes

the Blob a move to expand up to or down from the Coal Chute, Gallery, and Collapsed Room.

After expanding the Blob into all adjacent rooms, roll a die. If you roll a 2, expand the Blob again and roll a die again. Keep expanding the Blob until you don't roll a 2.

Blob tokens don't count as individual monsters, so they don't attack and can't be affected by things that affect monsters. If you run out of Blob tokens, recycle tokens from rooms that Explorers can't reach.

Anyone in a room with a Blob token (including your character) immediately becomes a Blobperson and discards all items and omens. Put a Blob token on that explorer's character card to show that character is a Blobperson.

The player who controlled that explorer then controls that Blobperson. That player's new goal is to help you win.

The Blob isn't affected by the Bell or Spirit Board.

### Blobpersons

A Blobperson can't attack, be attacked, draw cards, use the Mystic Elevator, or discover rooms. It moves during its player's turn and can move freely through rooms with Blob tokens.

At the beginning of the monster turn, put a Blob token in any room a Blobperson occupies. The Blob doesn't expand from that room until it's connected to the greater Blob.

### If You Win ...

*Your cloned tissue fills most of the house now. Your friends, the vermin in the walls, the moths fluttering around the light fixtures -- they're all fused, flesh and soul, with the blob. Only one thing left to do now.*

*You fall back, arms spread wide, into the waiting embrace of bubbling flesh..*

Blobperson: Speed 2

## 28 -- Ring of King Solomon

*When you found pentagrams under the floor in your bedroom as a child, you also found the source of the nightly, blood-soaked dreams of pain, screams, and sickly-sweet terror. Then the voices told you how to prepare for the Arrival.*

*At first, you promised to make preparation only if the dreams would stop. Later, when you were awake and alone, night after night with only the drab comfort of your own pale imagination for company, you promised to finish the preparations only if the dreams returned.*

*Now the Arrival is at hand. You're done with dreaming.*

*Hell has come.*

### Right Now

Your character is still in the game but has turned traitor.

Choose which room has the portal from Hell. It must be an unoccupied room with an event symbol at least four rooms away from the closest explorer. If there isn't an event symbol more than four rooms away, choose one as far away as possible.

Put the Demon Lord and a number of Demons equal to the number of heroes (in order, starting with Demon 1) in the chosen room.

### What You Know About the Heroes

They're trying to kill the Demons somehow.

### Demons Must Do This ...

... on their turn. Demons hate all living creatures. A Demon must always move full speed toward the closest hero it can attack, using the best route possible. It makes an

attack during its turn, if it can. If there is a choice of heroes the same distance away, you decide which one it moves toward and attacks.

### You Win When ...

... all of the heroes are dead.

### Special Attack Rules

If a Demon defeats the explorer with the Ring, it can steal the Ring instead of doing damage if it wins by 2 or more, but it can't use it. Once a Demon has the Ring, it can't trade it to another Demon or drop it, but an explorer who defeats that Demon can take the Ring back.

The Revolver and other Speed attacks can't be used against the Demon Lord.

### If You Win ...

*The Hellgate is open. You scrub the blood from your eyes with the heel of your palm. The sickly-sweet tang in the air is just like your dream. The tangled bodies of your fellow explorers form a throne of flesh for the Demon Lord. The screaming has only just begun.*

*Just as you've always dreamed.*

	<i>Speed</i>	<i>Might</i>	<i>Sanity</i>
Demon 1	2	5	5
Demon 2	3	4	4
Demon 3	4	3	3
Demon 4	5	2	2
Demon 5	6	1	1
Demon Lord	1	7	7

## 29 -- Frankenstein's Legacy

*You flip through the book, reading random passages:*

*"... to examine the causes of life, we must first have recourse to death. A churchyard is merely the receptacle of bodies deprived of life, now food for the worm. I alone have discovered this astonishing secret: that which was once dead may be reanimated!"*

*And then:*

*"The bones are collected from the charnel-house. The skin is harvested from men no more than three days dead. The parts, great and small, are stitched into the semblance of a human frame. It awaits only the proper voltage to walk, once more, ALIVE!"*

*You realize, with a growing sense of excitement, that you have stumbled upon a lab notebook detailing the reanimation of dead tissue. And you can finish this experiment. You must.*

*In the name of science.*

### Right Now

Your character is still in the game but has turned traitor.

Put the Frankenstein's Monster token (large) in either the Research Laboratory or the Operating Laboratory. If neither room is in the house, search the room stack for it and put it on the upper level with the Frankenstein's Monster token on it. Then shuffle that stack.

### What You Know About the Heroes

They think your monster is an abomination and will try to kill it. They also know that the monster is vulnerable to fire.

### You Win When ...

... all of the heroes are dead.

### Frankenstein's Monster

Frankenstein's Monster must always move at full speed toward the closest hero. If more than one hero is the same distance away, you decide which one it moves toward. It makes an attack during its turn, if it can.

### Special Attack Rules

When making an attack roll, Frankenstein's Monster adds 2 to its result. There is no addition to the roll when the monster is defending.

Frankenstein's Monster is immune to Speed attacks (such as the Revolver and Dynamite).

If you can inflict more than 2 points of damage with a Might attack, you can steal a torch from your opponent instead of inflicting that damage. If you succeed, you then destroy the torch -- the hero will need to go back and get another one.

### If You Win ...

*As you harvest the skin from your former friends, you're careful not to tear too much, cutting in straight lines. You reflect on your good fortune. By reanimating the body you found in the lab (and benefiting from its subsequent actions) you find yourself with a surplus of skin, organs, teeth, and bone. With what you have now, you can recreate the experiment described in the book from scratch. Isn't science wonderful?*

Frankenstein's Monster: Speed 3, Might 8

# 30 -- Tomb of Dracula

*The girl seems helpless and alone. She comes toward you hesitantly. You reach out your hand to reassure her, but when she takes it, you shudder. No living hand could be as pale, as cold as hers. Then she opens her mouth, and you see the fangs.*

*A short while later you awaken. You feel terrific -- better than terrific. But so very, very thirsty.*

## Right Now

Your character is still in the game but has turned traitor.

Your character is now a Vampire. Add 1 to each of your traits.

Put the Dracula token (large) in the Crypt or the Graveyard. If neither room is in the house, put it in an unoccupied room at least four rooms from the closest explorer. If there isn't one that far away, place it as far away as possible. Discard the Girl card and put the Bride token (crimson) in your room.

Set up the Turn/Damage Track with a plastic clip at 0. You'll need it to keep track of time.

## What You Know About the Heroes

The sun is coming up soon. You need to kill the explorers quickly, because the Vampires will weaken as the sun moves higher. When this happens, the heroes will tell you how the sunlight affects the Vampires. Avoid rooms where sunlight can enter.

## You Win When ...

... all the heroes are dead or turned into Vampires.

## You Must Do This On Your Turn

At the start of your turn, advance the Turn/Damage Track to the next number, beginning with 1.

## Vampires

Dracula needs time to awaken. He doesn't move or attack normally until Turn 2 (he can still defend against attacks.) Each time any Vampire tries to enter the Chapel or any room with an explorer who has the Holy Symbol, it must attempt a Sanity roll of 6+ to enter that room. A Vampire who fails that roll can't enter that room.

## Special Attack Rules

**Domination:** When any Vampire attacks someone of the opposite sex, it can attempt a Sanity attack. If it defeats that character, that character takes Speed damage instead of mental damage. If the character defeats the Vampire, the Vampire takes no damage. This special attack can be used from an adjacent room with a connecting door. If a domination attack succeeds, you can also move the defeated hero into the Vampire's room.

Once an explorer's Speed has dropped to the skull symbol due to Domination, that character becomes a Vampire and is no longer a hero. (Have the player read this haunt in the *Traitor's Tome*.) Raise that character's Speed to its starting number. The newly created Vampire then adds 1 to each trait and is controlled by its player. It acts on its player's turns. If the traitor wins and a Vampire has killed a hero, the player controlling that Vampire also wins.

Vampires can also attack and kill heroes normally -- this does not cause them to rise again as vampires.

## If You Win ...

*More succulent than any fruit, the elixir of life throbs through your body like the dying heartbeat of your protesting meal. But as always, the well runs dry.*

*Dracula will know where to find more.*

Dracula: Speed 5, Might 8, Sanity 6  
The Bride: Speed 4, Might 4, Sanity 4

# 31 -- It's Alive!

*You gleefully brush your hand against the wall. There it is: Dub DUB, dub DUB, dub DUB. You can feel the vibration of the house's heartbeat with the merest touch. The house is alive! And you'll do anything to protect the house. Anything.*

## Right Now

Your character is still in the game but has turned traitor.

Put a number of Antibody tokens (blue) equal to the number of heroes in the following rooms, as evenly as possible: Research Laboratory, Operating Laboratory, Entrance Hall (one room), Furnace Room, Underground Lake, and Library.

Put the Brains, Heart, Stomach, Lungs, Teeth, and Glands tokens (blue) into the appropriate rooms (see below). If any of those rooms aren't in the house yet, place those tokens in the house when their corresponding rooms are discovered.

Heroes in a room with a Stomach token must roll now (see below).

## What You Know About the Heroes

They're trying to kill the House.

## Antibodies

Antibodies can move through walls.

If the Heart or Brain is attacked and the attack fails, immediately take one Antibody from elsewhere in the house and put it in the Organ Room or Attic.

## The House

Put Stomach tokens in the Dining Room, Kitchen, Larder, and Wine Cellar. These rooms are the House's digestive system. A hero entering or beginning a turn in one of these rooms must succeed on a Sanity roll of 5+ or take 1 point of mental damage. If the result is 0 or 1, that character takes 2 points of mental damage instead and stops moving.

Put the Lungs token in the Conservatory. A hero entering or beginning a turn in that room or an

adjacent room with a connecting door must attempt a Might roll of 4+. If the roll fails in an adjacent room, put that explorer in the Conservatory and roll again. If an explorer fails the roll in the Conservatory, that explorer is killed and drops all items.

Put Teeth tokens in the Balcony and Entrance Hall. A hero entering or beginning a turn in one of these rooms must attempt a Speed roll:

4+	No effect.
1-3	Take 1 point of physical damage.
0	Take 2 points of physical damage.

Put Glands tokens in the Research Laboratory and the Operating Laboratory. A hero entering or beginning a turn in one of these rooms must roll two dice:

4	Gain 1 on all traits.
3	Lose 2 Speed.
2	Lose 2 Might.
1	Lose 2 Sanity.
0	Lose 2 Knowledge.

Put the Heart token in the Organ Room. The Heart defends with a Might of 7 but doesn't inflict damage when defending.

Put the Brain token in the Attic. The Brain defends with a Might of 6 but doesn't inflict damage when defending. A hero attempting to attack the Brain must make a Sanity roll of 4+ or his or her turn ends without attacking.

## You Win When ...

... you either kill all of the heroes or you destroy the Spear by stealing it from the hero who has it, then spending an entire turn in the Chasm, Furnace Room, or Underground Lake and casting it to its doom.

## If You Win ...

*It really is fascinating. The house breathes, digests, even kills for food. Does it think? Can it ... love?*

*Fascinating.*

Antibodies: Speed 3, Might 5, Sanity 3

## 32 -- Lost

*The crystal ball flashes, and a thundering chord bursts out of the pipe organ. The house shakes, shifts, and changes. The air thickens into a cloying, green, poisonous mist. Outside, the sky is mauve, the trees are pulsing tubular nightmares, and the pedestrians have rather more teeth than they should.*

*Sighing in relief, you slip the mask from your face, revealing your true features. You're home!*

*All that's left is to collect the specimens. If you can keep them from fleeing back to their own dimension, the atmosphere itself should kill and pickle them nicely.*

### Right Now

Your character is still in the game but has turned traitor.

Set aside all the room tiles that have been played in the house so far, except for the starting tiles and any occupied rooms. Remove any Secret Passage, Secret Stairs, or Wall Switch tokens that lead to rooms that have been set aside.

If the Organ Room isn't in the house, take it from the room stack and put it into the house attached to a starting tile of your choice. Then shuffle that stack.

Shuffle together all the tiles you set aside and all the undrawn rooms from the room stack and discard stack. The occupied room tiles are still in the house. Move them next to the starting tiles of the appropriate floors.

### What You Know About the Heroes

They're trying to find a way to return the house to their dimension. They are also taking damage every turn from the poisonous atmosphere of your home planet.

### How to Stop the Heroes

The heroes are trying to find a way to reactivate your interdimensional transporter in the Organ Room to take them home. This will never do. You could just try to kill them, but there is also a way to alter the controls to make them human-proof. You may attempt to make a Knowledge roll of 4+ in the Chapel, the Game Room, either Laboratory, and the Pentagon Chamber. When you succeed in making one of these rolls, put a Knowledge Roll token (triangular) in that room. You may only put one of these tokens in each of these rooms. Tell the heroes that each Knowledge Roll token you have placed represents -3 on their roll to activate the transporter.

### You Win When ...

... all of the heroes are dead.

### If You Win ...

*You trundle your specimens down to the laboratory. You know just which bell jars you'll use for storage. Oh! You may have to saw a few of the specimens down to size before you stuff them into their jars. But that's OK. They're already dead.*

# 33 -- Creature from the Lake

*The creature in the lake must be fed on schedule. When it gets hungry, your control wanes. Sometimes it even mistakes you for its meal.*

*But now, those meddling fools have begun searching the lake, looking for the creature's latest victim. Don't they know that the creature must eat!?*

## Right Now

Your character is still in the game but has turned traitor.

The explorer with the Girl loses her. (Set aside the Girl card and adjust that explorer's traits accordingly.)

Explorers can't discover new rooms in the house unless there's currently no way into the basement.

Set up the Turn/Damage Track with a plastic clip at 0. You'll use it to keep track of time.

## What You Know About the Heroes

They're trying to save the Girl.

## You Win When ...

... the Girl drowns or all of the heroes are dead.

## You Must Do This On Your Turn

Advance the Turn/Damage Track to the next number at the beginning of your turn, beginning with 1.

After you advance the Turn/Damage Track, roll a number of dice equal to the Turn number. Then consult the following table to see if the Girl drowns:

<i>Total # of players</i>	<i>Girl drowns on</i>
3-4	10+
5-6	9+

The players will be creating a lake using face-down tiles. At the start of each explorer's turn, if that character wants to move across the lake, he or she must attempt a Might roll:

- 4+ Each lake tile counts as 2 spaces of movement.
- 0-3 Each lake tile counts as 3 spaces of movement.

If an explorer drops items on the lake, the items are lost.

You may enter the lake if you wish to fight the heroes. You still have to make a Might roll for your movement, but you don't roll to search for the Girl.

The heroes can look for the Girl. When they attempt a roll to look for her, they'll tell you the result of the roll.

Read the appropriate entry from the chart to the players. (They're in the heroes' point of view.)

**1-4:** Nothing happens.

**5:** You hear cries for help. Move 1 space and roll again.

**6-7:** A grotesque, blind, albino fish brushes against you. You must succeed at a Sanity roll of 4+ or take 1 point of mental damage. If your roll was 0, take 2 points of mental damage instead.

**8:** You find a small island. Draw an event card.

**9:** Nothing happens.

**10:** The Creature attacks with Might 5. If you defeat it, you can move 1 space in any direction instead of inflicting damage; then roll on this chart again. If it defeats you, take damage normally.

**11:** You think you see something ahead. Roll again and add 3 to the result in addition to any bonuses you already have this turn. If the total is 11 again, roll a third time adding 6 to the result, and so forth.

**12-13:** A great wave rolls across the lake. Attempt a Might roll of 5+ to swim. If you succeed, move 3 spaces away from the Underground Lake tile (discovering new tiles, if necessary); then roll on this chart again. If you fail, move 2 spaces toward the Underground Lake tile.

**14:** A monster with barbed tentacles tries to grab you. The monster makes an attack with Speed 5. If you defeat it, you don't inflict damage. If it defeats you, take damage normally and move 2 spaces toward the Underground Lake tile. On a tie, nothing happens.

**15-16:** You feel the water swirl as the Creature passes right next to you. You must attempt a Sanity roll of 4+. If you fail, take 2 points of mental damage and move 2 spaces toward the Underground Lake tile.

**17-18:** The Creature attacks with Might 6. If it defeats you, take damage normally. On a tie, nothing happens. If you defeat it, you don't inflict damage. Instead, you move one space in any direction on the lake. If you discover another lake tile, you can roll again.

**19+:** You find the Girl and rescue her.

## If You Win ...

*Sometimes things just work out. Before, you had lured a single meal to the lake. Now, several bodies float face down in the black water. Already, the creature is ten times the size it was when you discovered it. How big can it get? You plan to find out.*

## 34 -- Mad, Mad World

*You are the reincarnation of the greatest leader that ever lived -- Julius Caesar. First, your senators had the temerity to knife you in the senate. Then, they locked you up in a sanitarium. But you escaped. Now you will have your revenge!*

### Right Now

Your character is still in the game but has turned traitor.

If you don't have the Madman card, take it from the player who has it (and adjust your traits). He is Marc Antony, your only reliable friend, and he will serve you well. (The card has no other function other than adding to your Might normally.)

Set aside a number of Servant tokens (crimson) equal to the number of other players. Put one Servant on each level of the house in an unoccupied room. Put each remaining Servant in any unoccupied room.

### What You Know About the Heroes

They're the reincarnations of Brutus, Cassius, and the other senators who betrayed you.

### You Win When ...

... all of the heroes are dead.

### Servants

Neither you nor the Servants take damage or become stunned if you are defeated when you attack.

You and your Servants cannot attack or take any action after being captured. Captured characters can be rescued if you or an uncaptured Servant beat the captor by two or more points with a Might attack instead of doing damage. Captured characters cannot be rescued once they have been placed in the Vault.

### If You Win ...

*Veni, vidi, vici! You came, you saw, you conquered! Long live the immortal god-emperor Julius Caesar!*

Servants: Speed 3, Might 3, Sanity 1

## 35 -- Small Change

*Now that your experimental subjects are all safely in the house with your cats, it's time for the real fun to begin! Dropping the beaker of Shrinkital, you watch as the silver liquid turns to gas. Miraculously, it shrinks you and your subjects down to the size of mice. Already you hear your cats padding towards the frightened subjects. It looks as if you and your cats will really enjoy this little experiment, one you like to call "The Digestive Response of Domestic Felines to the Introduction of Homo Sapiens Minutus."*

### Right Now

Your character is still in the game but has turned traitor.

If there are three or four players, put one Cat token (orange) in the Entrance Hall. If there are five or six players, put one Cat token in the Entrance Hall and one in the room where the haunt was revealed.

### What You Know About the Heroes

They're trying to escape the house in a Toy Airplane.

### You Win When ...

... more than half of the heroes who began the haunt are killed by Cats.

### Being Small

You have shrunk. This means:

- All items and omens have shrunk with you and function normally.
- You can't draw any cards. Entering a new room with an event, item, or omen symbol ends your turn.
- Each doorway counts as a space, so moving through a doorway to the next room counts as 2 spaces. You can stop in a doorway space.

- You must make a Might roll of 3+ to go up or down any Stairs. If you fail, you end your turn but may try again next turn.
- You can't use the Collapsed Room or the Mystic Elevator. You are not affected by the text on the Gallery, Gymnasium, or the Vault.

### Cats

Cats count each doorway as a space the same as explorers do. A Cat can only catch one hero at a time.

### Special Attack Rules

You can't attack explorers. You want your Cats to eat them instead.

When a Cat makes a successful attack against an explorer, that monster plays "cat-and-mouse" with that explorer for a turn instead of inflicting damage. On that hero's turn, the explorer has an opportunity to escape (the heroes will tell you how). If anyone defeats the Cat before the Cat's next turn, the Cat drops the captured explorer. Otherwise, the explorer is swallowed and killed at the start of the next monster turn. Captured heroes are not affected by the Bell.

A Cat in the same room as the Toy Airplane can attempt a Speed roll of 7+ to bat it down. A traitor can attempt to do the same thing, needing a Speed roll of 5+. A Cat can then immediately attack a hero in the plane (and the heroes can attempt to restart the plane on their turns).

### If You Win ...

*It will take months to analyze all of the data, but one thing is clear -- your cats consider this experiment a great success!*

Cats: Speed 6, Might 7, Sanity 5, Know. 5

# 36 -- Better with Friends

*Many years ago you drowned in the underground swamp beneath this house. Since that time, you have existed as a ghost, alone and lost in your watery grave. Then you found the medallion. Its power gave you the chance to return to mortal form and find others who might share your twilight existence with you.*

*You have carefully selected and brought your new friends to the house. Now it is time for them to join you in death. Already you hear the water filling the basement. You must not let them escape.*

*Death is better with friends.*

## Right Now

Your character is still in the game but has turned traitor.

Put the Rowboat token (pentagonal) in the Attic. If the Attic isn't in play, put the Rowboat token there when the Attic is discovered.

Set aside 4 Might Roll tokens (triangular).

Set up the Turn/Damage Track with a plastic clip at 0. You'll use it to keep track of time.

## What You Know About the Heroes

The house and surrounding area are sinking into an underground swamp. The heroes will try to escape.

## You Win When ...

... either more than half of the heroes who started the scenario are dead, or the Rowboat is disabled.

## You Must Do This On Your Turn

Advance the Turn/Damage Track to the next number at the end of your turn, beginning with 1.

## Flooding

Depending on the turn, the house will be flooded to different levels. When you advance the Turn/Damage Track to a new number, tell the other players which levels of the house are flooded and whether the flooding is partial or full.

Turn #	Flood Level
1	Basement partially flooded
2	Basement fully flooded
3	Basement fully flooded and ground floor partially flooded
4	Basement and ground floor fully flooded
5	Basement and ground floor fully flooded, upper level partially flooded
6	Whole house fully flooded for remainder of game.

Flooding affects all heroes but does not affect you. The effects of flooding are defined in the *Secrets of Survival* haunt book.

## Special Attack Rules

You can attack the Rowboat once during your turn, but only with a Might attack. You can attempt a Might roll of 3+ to damage the Rowboat. Each time you damage the Rowboat, put a Might Roll token on your character's card. The fifth successful Might attack destroys the rowboat; remove it from the house when that happens.

## If You Win ...

*Your friends' lifeless bodies float beside your own, bumping gently into each other in the murky water. After a while, they open their eyes, and you lead them down into the cold, dark water. You lead them home.*

## 37 -- Checkmate

*You know what those fools are reading in Uncle Ebenezer's journal: "I, Ebenezer Slocum, have found the means to force Death itself to appear before me. I have prepared to challenge Death, and I will defeat it! I have studied and enhanced my mind to its keenest. Oh, Death will not be proud this night!"*

*Well, that old geezer's bones are still sitting by the chess set. You doubt these fools can do any better. Beat Death?! Indeed!*

*Just in case, you'll do what you can to make sure none of them win this game. After all, you can't stand the thought of anyone being smarter than you, and there's no way you could beat Death at chess!*

### Right Now

Your character is still in the game but has turned traitor.

Put the Death token (light green) in a room with a hero of your choice.

Put the five Holy Seal tokens (pentagonal) in the following rooms, either now or when they are discovered: the Vault, the Crypt, the Research Laboratory, the Operating Laboratory, and the Game Room. Tell the heroes that there are five Holy Seals, but don't tell them which undiscovered rooms have them.

### What You Know About the Heroes

One of them will try to beat Death in a game of chess. They'll use the Holy Seals to help. If they beat Death even once, you will lose.

### You Win When ...

... all of the heroes are dead. You also win if there is no explorer in the room with Death at the beginning of the monster's turn. (If no one is there, the heroes forfeit their game of chess.)

### Death Must Do This On Its Turn

During its turn, Death plays against the explorer in the room with the highest Knowledge. Both attempt Knowledge rolls. Death has a Knowledge of 8, and it cheats. After its first roll, it rerolls any blank dice. (For example, if Death rolls 8 dice, and 2 of them have no successes, those two dice are "blank dice." Those two blank dice are then rerolled, but only once.)

Death and its opponent then compare results. If the result is a tie, nothing happens. If Death rolls a higher result, it captures a piece:

- If Death wins by 1 or 2, it takes a pawn and each hero loses 1 Sanity.
- If Death wins by 3 or 4, it takes a significant piece and each hero loses 1 Might.
- If Death wins by 5 or more, it grimly intones the word "check." Each hero loses 1 Sanity and 1 Might.

### Special Attack Rules

Death can't attack or be affected in any way other than by being beaten at chess.

You can't enter the room with Death or affect a hero there in any way, such as by using the Bell, the Revolver, or the Dynamite. (Your master doesn't like distractions from his game.) You can't pick up Holy Seals, but you can steal them from the heroes.

### If You Win ...

*Ha! The fools. You knew they couldn't beat Death at his own game. So what if you helped Death out a bit. The important thing is they're dead and gone, and you're still here.*

*Checkmate.*

## 38 -- Hellbeasts

*Firebats are picky creatures. They only come out at night, and they can't breed without drinking human blood. Still, they're cute, and they're your pets. You've brought them the humans they need. Now all you have to do is make sure they can get to the blood.*

### **Right Now**

Your character is still in the game but has turned traitor.

Get out a number of firebats (represented by orange Bat tokens) equal to half the number of players, rounded up. Put them in the room where the haunt was revealed.

### **What You Know About the Heroes**

Their bodies contain the blood your Bats need in order to breed. The heroes will try to find a way to stop you.

### **You Win When ...**

... all of the heroes are dead.

### **You Must Do This On Your Turn**

When you roll to see how many spaces the Bats move on the monster turn, you also put that many Bat tokens in the room where the haunt was revealed. Bats cannot move on the turn they appear.

Bat tokens don't affect explorer movement.

### **Special Attack Rules**

The Bats can't attack or be attacked.

After you have moved your monsters, roll 1 die for each Bat token in the same room as one or more heroes. All heroes present take that much physical damage. (The Armor card can only prevent 1 point of that damage.)

### **If You Win ...**

*Your little batlings sup greedily on the humans scattered about the mansion. In no time, more firebats will grace the manor with their burning presence. The cycle of life ... what could be more beautiful?*

Firebats: Speed 3

## 39 -- The Heir

*They have come at last, as you knew they would ... the only possible heirs to the ancient Romanescu fortune and power. Your family currently controls the fortune, but if the true heir sits on the throne in this house while holding the Romanescu ring and spear, the Romanescu heir will take it from you. That must not happen. Tonight your hidden assassins will kill the heir and keep your family in power.*

*The heir must die.*

### Right Now

Your character is still in the game but has turned traitor.

If the Statuary Corridor is not yet in play, search through the room stack until you find it and place it in an inaccessible part of the house. Then reshuffle that stack. Set up the Turn/Damage Track with a plastic clip at 0. You'll need it to keep track of time.

You have a number of Assassins hidden in the house equal to the number of players. Secretly write down the rooms they're hiding in with the following restrictions:

- Each Assassin must be hidden in a room currently in play.
- You can't put more than one Assassin in a room.
- You can't put an Assassin in an occupied room or the Statuary Corridor.

### What You Know About the Heroes

One of them is the heir, but you don't know which one.

### You Win When ...

... the heir is dead.

### Using Your Assassins

When a hero moves into a room with an Assassin, you can choose to reveal the Assassin. If you do, make an attack immediately with the Assassin against the hero (even if it isn't your turn to move monsters). All of the Assassins' attacks are sneak attacks. Each Assassin only has a Might of 2, but when an Assassin makes an attack, his opponent doesn't get to defend against it.

After attacking once, the Assassin takes poison and is killed. Mark off the Assassin on your sheet of paper.

Whenever a hero dies, you may ask whether he or she was the heir. The heroes must answer truthfully.

### You Must Do This On Your Turn

At the end of your turn, advance the Turn/Damage Track to the next number, beginning with 1.

At the end of Turn 3, new Assassins equal to the original number of players enter the house. Secretly write down their names and where they're hiding. You can put them in any unoccupied room that doesn't have an Assassin.

At the end of Turn 6, place more Assassins just like you did on Turn 3.

### If You Win ...

*The heir is dead. Your family's stolen wealth is safe. Walking past the crumpled body, you drop a paper crown beside it. As the crown reddens with the heir's blood, you quietly shut the door.*

## 40 -- Buried Alive

*The spirit board slides back and forth, back and forth across the letters, moving without anyone's aid. Everyone stares in horrified fascination as it spells out:*

**BURIED ALIVE.**

*Stupid board. Its little activity just broke the spell you used to keep your companions from realizing they're missing one of their own -- the victim you buried alive just before entering the house.*

*If you don't do something, your fellow explorers might find your victim. That would never do! It's all well and good to torture someone, but if your victim doesn't die, it's like ... well, it's like a nice dinner without dessert. And you love dessert.*

### Right Now

Your character is still in the game but has turned traitor.

Set up the Turn/Damage Track with a plastic clip at 0. You'll use it to keep track of time.

Choose an already-discovered basement room in the house. Secretly write down your choice. The person you buried is in that room. If there are fewer than five rooms, including the landing, currently in the basement, you may draw and place basement rooms until there are five before you write down which one is the burial room.

### What You Know About the Heroes

They're trying to rescue the buried person.

### You Win When ...

... the buried person is dead.

### You Must Do This On Your Turn

Keep track of how much damage the buried person takes each turn. The buried person can take 12 points of damage before dying.

At the end of your turn, advance the Turn/Damage Track to the next number, beginning with 1. Then roll a number of dice equal to that number. The buried person takes that much physical damage.

### The Spirit Board

The Spirit Board card will help the heroes. The explorer currently holding it can't give it away or drop it.

If you inflict at least 2 points of damage with a Might attack, you can steal the Spirit Board instead of inflicting damage. If you steal the Spirit Board from one of the heroes, it's immediately destroyed, and the card is discarded.

### If You Win ...

*Ahhhh, yes. Your frantic companions were just too late. Somehow this whole exercise has made you a little peckish. Time for a late dinner... with dessert.*

# 41 -- Invisible Traitor

*Searching through this dusty old place, you notice a word carved into the back of the ring you're wearing. As you say the word aloud, a terrible pain spikes through your left eye and into your skull. Pain fills you, agony so terrible you claw at your own skin to stop it.*

*Then the pain is suddenly gone, and with it your conscience. You also seem to be missing your body. No, wait, you're invisible ... an invisible hunter, ready to kill.*

*Yes, that's it, kill. Something always stopped you before, but now you are free to do as you wish. You feel just like a kid at Christmas. Time to open your friends ... er, gifts.*

## Right Now

Your character is still in the game but has turned traitor.

Get a piece of paper. Choose any room currently in the house. Write down the name of that room -- it's where you are now. Then remove your figure from the house.

## What You Know About the Heroes

They're trying to find and kill you.

## You Win When ...

... all of the heroes are dead.

## How to Move

Instead of moving your figure around the room tiles, write down the room where you end your movement. (Use your Speed and normal movement rules to figure this out.) If you need to exit a room with an explorer in it, you don't need to count that room as an extra space (as monsters do).

You can still discover new rooms, but the heroes will obviously know where you are when you place new room tiles in the house.

## Stealing Items

Once during your turn, you can attempt a Speed roll to steal an item from an explorer if you end your movement in the same room. (This isn't a Speed attack, and your opponent can't defend against it.) The results are:

- 4+: You take the item.
- 1-3: You fail, but you don't need to tell the players which character you were trying to steal from.
- 0: You fail, and you must tell the players who you were trying to steal from.

## Special Attack Rules

The Ring no longer allows you to make Sanity attacks.

Unless you are attacking with an item, all of your attacks are sneak attacks. Instead of attacking normally, roll a number of dice equal to half the original number of heroes, rounded up. The hero you attack takes that much physical damage. Your opponent can't defend against this.

If a hero guesses (or knows) what room you're in and attacks you, that attack is handled normally.

You may attempt to both steal an item and attack on the same turn.

## If You Win ...

*Your friends lie scattered across the manor. You stare at your face, visible beneath a mask of blood. As you wipe the blood away, you fade once more from view. That was fun.*

*Maybe you'll try arson next. You've always wondered what it would be like to watch someone burn.*

## 42 -- Comes the Hero

*Immortality is something most people would pay anything for. That's why you're amazed that yours came so cheaply. All you need to do is open a little gateway to Hell, and your master will let you keep this gift forever.*

*Even though you're immortal, time's a wasting. Best not to wait too long before opening the dread gate.*

### Right Now

Your character is still in the game but has turned traitor.

Raise any trait below its starting number to that number.

If you don't already have a weapon card (such as the Revolver, Axe, or Blood Dagger), search through the item stack and take the first one you come to. Then shuffle that stack.

### What You Know About the Heroes

They're trying to stop you from opening the gate to Hell.

### You Win When ...

... you open the gate to Hell.

### How to Open the Gate to Hell

Do the following, in order:

1. You must sacrifice (kill) one of the heroes using a weapon and bring the body to the Catacombs, Chasm, or Pentagram Chamber. You can pick up a body as you would pick up an item and then carry it. While carrying a body, each room you enter counts as two spaces. The Dog cannot carry a body.

2. Once the body is in one of those rooms, you can attempt a Sanity roll or Knowledge roll of 4+ to open the gate. You can attempt this roll once during your turn.

### Coping with Immortality

Your traits will not go up or down, even if you gain or lose items, unless the heroes manage to find some special way of lowering your traits.

Items cannot be stolen from you.

Explorers don't affect your movement through rooms.

### Special Attack Rules

You can't be attacked and don't take damage from card effects or room effects.

You can attack as normal, but you don't take damage if defeated.

### If You Win ...

*As the gate rips its way through the house and into your world, you can already hear the shrieks of the damned mingling sweetly with the cries of the yet-to-be damned.*

*Damnation and terror, death and destruction ... and you're immune to it all. Enjoy.*

## 43 -- A Gathering of Shadows

*You spoke the proper words and slashed your ritual knife through the air. With each strike, you could feel your companions' shadows ripping away from their bodies, peeling away like rotting flesh.*

*Now all you need do is help the shadows get to the pentagram room. Then your companions will become your slaves -- dark specters whose souls will forever be yours to command.*

### Right Now

Your character is still in the game but has turned traitor.

You've separated the heroes' shadows from their bodies. Put a Shadow token (light green) in each room with a hero, then move each token to a wall of the room it's in.

If you move a token onto a wall with a door, choose which side of the doorway it's on.

### What You Know About the Heroes

They're trying to perform a ritual that will banish the Shadows.

### You Win When ...

... all the heroes are either killed or transformed into Specters. When an explorer's Shadow enters the Pentagram Chamber, that explorer is transformed into a Specter (a soulless monster).

### Shadows

Move the Shadows as quickly as possible toward the Pentagram Chamber.

Shadows move from wall to wall. Moving from one wall around a corner to an adjacent wall in the same room counts as moving one space. It also costs a shadow one point of movement to go from a wall on one side of a doorway through the door to the wall on the other side. A shadow may move one space

from any wall in the Upper Landing, Gallery, Coal Chute, Foyer, or Collapsed Room to the corresponding room beneath it (the Grand Staircase, Ballroom, Basement Landing, Stairs from Basement, and the room beneath the Collapsed Room).

Shadows can move along walls with windows and can cross the Chasm and Catacombs.

Shadows can't explore new rooms.

Shadows can't use the Mystic Elevator, Secret Passage, or the Secret Stairs. They can ride the Mystic Elevator as passengers, however.

Shadows do not slow heroes, and heroes do not slow shadows.

Each Shadow is "bound" to an explorer. Once you move a Shadow into the Pentagram Chamber, if the explorer it's bound to is still alive, that explorer turns into a Specter. (That explorer figure becomes a monster under that player's control.) The heroes' haunt book, *Secrets of Survival*, explains what Specters can do.

If the traitor wins and a Specter has killed a hero, the player controlling that Specter also wins.

### Special Attack Rules

Shadows can't attack, but any hero may attempt to defeat one with a Speed or Sanity attack. Each Shadow is "bound" to a different character. If a Shadow is defeated, it's stunned, and the character bound to that Shadow takes 1 point of Speed damage.

### If You Win ...

*The specters bow to you, crouching in the shadows awaiting your command. Things are so much better now ... well, for you anyway. And that's all that really counts, isn't it?*

Shadows: Speed 5, Sanity 5

# 44 -- Death Doth Find Us All

*How can the others not realize this house is alive? It is a living, potent creature. Like every living creature, it must eat to survive.*

*Long ago, you struck a bargain with the Old House on the Hill. Every ten years, you bring a new group of people to the house. Once they arrive, the house sucks the life from them, aging your friends until they are dust. In return, you gain ten more years of youth and vigor.*

*Already you see the lines appearing and the tremors in their limbs. It has begun.*

## Right Now

Your character is still in the game but has turned traitor.

All of the heroes immediately age 10 years, including the explorer with the Medallion. Read the "Decade Entered" chart (listed below) and tell each explorer how to adjust his or her traits.

## What You Know About the Heroes

They're aging fast, but they've found a Medallion that somehow thwarts the aging process.

## You Win When ...

... all of the heroes are dead.

## At The End Of Your Turn

Each hero rolls one die and ages that many decades. Whenever an explorer enters a new decade, the following results occur:

Decade	Results
20s	Gain 1 Might and 1 Speed.
30s	Gain 1 Sanity and 1 Knowledge.
40s	Lose 1 Speed and gain 1 Sanity.
50s	Lose 1 point in a physical trait and 1 point in a mental trait.
60s	Lose 1 Might and 1 Speed, and take 1 point of mental damage.
70s+	Lose 1 point in each of your four traits.

The effects are cumulative. For example, if a character went from his 40s to his 60s in one turn, he would lose 1 Might and 1 Knowledge as he went through his 50s and then lose another point of Might, Speed, and Knowledge as he entered his 60s.

## Feeding off Death

Whenever a hero dies (for any reason), you may immediately roll three dice and add the resulting total to any trait or combination of traits on your character card.

## The Medallion

The traitor can't possess the Medallion.

## If You Win ...

*Ashes to ashes, dust to dust. Death doth find us all ... well, almost all. You feel just fine, thank you. Leaving the house, you shut the door again and say adieu, until next decade.*

# 45 -- Tick, Tick, Tick

*You giggle uncontrollably as you consider your handiwork. You have strapped a bomb to each of the explorers. Now they can't help but respect and serve you.*

## Right Now

Your character is still in the game but has turned traitor.

If you don't have the Dynamite card, either take it from the explorer who has it or search through the item stack, take the card, and shuffle that stack.

Set up the Turn/Damage Track with a plastic clip at 0. You'll need it to keep track of time.

## What You Know About the Heroes

You've strapped a time bomb to each of them. They're trying to defuse the bombs.

## You Win When ...

... either all of the heroes are dead or you complete the Big Bomb.

## The Big Bomb

You complete the Big Bomb on Turn 12. Then the Big Bomb explodes, and everyone dies.

## You Must Do This On Your Turn

At the end of your turn, advance the Turn/DamageTrack to the next number, beginning with 1. Then add that number to the total number of heroes still in the game. Roll that many dice (maximum of 8). If the result is 8+, the living hero closest to your left with an active time bomb explodes. That hero and every other hero in the same room is killed. Any items or omens carried by those heroes are destroyed (those cards are discarded).

## Special Attack Rules

You cannot move; whatever room you are in at the beginning of the haunt is where you must stay. You're working contentedly on your Big Bomb. If you are in the Mystic Elevator, it will no longer move.

You have a proximity trigger to activate the time bombs. After the end of your first turn, any explorer wearing a time bomb who enters your room or a room adjacent to you immediately explodes, along with all of that character's items and omens. (The rooms don't need to have connecting doors.) All heroes in the same room with them (and their items and omens) also explode. You are not affected by these explosions.

Once a hero's bomb is deactivated, he or she cannot be blown up by an 8+ roll or by moving adjacent to you. You will need to either wait until the Big Bomb goes off or wait for that hero to come into your room so you can attack him or her.

You can use the Dynamite in the room you're in (instead of using it to attack an adjacent room with a connecting door), but you aren't affected by it.

## If You Win ...

*The bomb is beautiful. A true work of art. The culmination of all your skill and mad desire. It is time to show the world its glory!.*

# 46 -- The Feast

*As you wander the corridors, you smell the aroma of a delicious banquet. You have been invited to a feast! As you try to guess the main course, your anticipation soon turns to fiendish delight. Human body parts scattered through the hallways, half-gnawed and overcooked, lead to a severed human head on a silver platter. Your friends in the Old House on the Hill have prepared your favorite meal.*

*You are a civilized cannibal, and the freaks in the house are ready to help you prepare the next course: the victims you brought here yourself.*

## Right Now

Your character is still in the game but has turned traitor.

If the Dining Room isn't in the house, search the room stack for it and put it on the ground floor. Then shuffle that stack.

Put a number of Cannibal Freak tokens (crimson) equal to the number of heroes in the Dining Room.

## What You Know About the Heroes

Victims captured by the Cannibal Freaks have just escaped from the Attic. The heroes will probably try to save them.

## You Win When ...

... either all the Victims are eaten or all of the heroes are dead. If even one Victim escapes through the front door, you can only win by killing all of the heroes.

## Special Attack Rules

If a Cannibal Freak would be stunned by an attack, it's killed instead.

If a Cannibal Freak or the traitor makes a successful attack against a Victim, the Victim dies rather than being stunned or

hurt, and the attacker can feast. Victims do no damage if they are unsuccessfully attacked.

Traitors and Freaks do not slow Victims; Victims do not slow Traitors and Freaks.

## Feasting

When a Victim is killed, it becomes a Corpse (flip its Victim token over to the Corpse side). When an explorer is killed, knock over the dead explorer's figure. If you're in the same room as a Corpse or dead explorer at the start of your turn, you or a Cannibal Freak can "feast" on that body as long as there is no living explorer in the room with you.

If you spend an entire turn feasting on a Corpse or dead explorer (taking no other actions), you add 1 to each of your traits. A Cannibal Freak can also increase its traits in this way. (Keep track of increased traits on a piece of paper.) Once a Victim or hero Corpse has been eaten, remove it from play.

## If You Win ...

*You raise the head of your victim high and chant the final ritual phrase: "Through flesh and bone and blood I am become flesh and bone and blood no more!" Power floods through your body, and you can feel mortality slip from your cells.*

*Immortality fills the empty vessel of your flesh. The cannibal freaks bow down and worship you.*

Cannibal Freaks: Speed 2, Might 4, Sanity 4

## 47 -- Worm Ouroboros

*You feel your body stretch. Your skull splits into two halves, and your body separates down the middle, becoming an incredibly long snake. Your arms and legs merge into the snakelike body. You feel huge, and you want to grow even larger. You feel a need stronger than anything you have ever felt -- a need so strong you feel you could crush the world. Maybe you'll start by crushing this house.*

### Right Now

Remove your figure from the game. You are now a giant, two-headed snake monster: the Worm Ouroboros.

You drop all your items to the floor; place an Item Pile token in the revelation room (the room where the haunt was revealed). If you have the Girl, Dog, or Madman, you devour them, and they are discarded.

Put the two Ouroboros Head tokens (large) in the revelation room.

Set aside 16 Ouroboros Body tokens (blue).

### What You Know About the Heroes

They're trying to kill you.

### You Win When ...

... you put all 16 Ouroboros Body tokens inside the house. Then you'll be large enough to destroy the house and escape.

Ouroboros' Heads can't be stunned.

During your turn, roll a separate die for each Ouroboros Head to see how many spaces it can move. Add Ouroboros Body tokens to the rooms each Ouroboros Head vacates if there were none in those rooms. Each room can have only one Ouroboros Body token.

You can move through rooms that already have Ouroboros Body tokens; you just don't add an Ouroboros Body token to those rooms.

You can't move through the Secret Stairs, through the Secret Passage, or into the Mystic Elevator.

Each Ouroboros Head can discover new rooms. Ignore any symbols on those rooms. Discovering a room with a symbol does not end a Head's movement if it has rolled a 2 for movement.

### Special Attack Rules

Once the heroes manage to complete a special ritual, they will be able to attack your Heads. Each Ouroboros Head must be hit a number of times equal to half the number of players (rounded up). When this happens, the head is killed. Keep track of the number of hits with the Turn/Damage Track.

Only the Ouroboros Heads can attack, but both Ouroboros Head and Body tokens affect explorer movement as described on page 12 of the rulebook. Explorers do not affect movement of the Ouroboros Heads.

Ouroboros isn't affected by the Revolver or any other Speed attack.

### If You Win ...

*You have encircled the house. Your massive coils loop around it, crushing the timbers and preparing them for your supper. You grow larger and more powerful with the energies released. Soon, you will grow great enough to circle the world and capture it within your coils.*

*And after the world is yours, the stars must surely follow.*

The Worm Ouroboros: Speed 1, Might 6

## 48 -- Stacked Like Cordwood

*While you were driving to this mansion, you told your companions about a series of grisly deaths that took place here five years ago. A group of teenagers sneaked away from the safety of their summer camp to explore the Old House on the Hill. They hoped for an amorous interlude ... until a madman slaughtered them one by one. You told them that the murderer couldn't be killed and that his mangled body always returned to kill again.*

*There's a good reason why you know so much. That madman was a distant relative of yours. He's coming back to the Old House again, and he's going to need victims ... .*

### **Right Now**

Your character is still in the game but has turned traitor.

Put the Crimson Jack token (large) in the Entrance Hall, right next to the front door.

### **What You Know About the Heroes**

They're looking for a weapon capable of killing Crimson Jack.

### **You Win When ...**

... all of the heroes are dead.

### **Crimson Jack**

If Crimson Jack is defeated, he is temporarily removed from the house instead of being stunned or taking damage. At the beginning of your next turn, Crimson Jack returns; put his token in the Entrance Hall again.

Each time Crimson Jack returns, add 1 to each of his traits (write this down on a piece of paper).

Crimson Jack projects an aura of fear. At the beginning of each hero's turn, if that explorer is in the same room as Crimson Jack, that character must succeed on a Sanity roll of 3+ or lose 1 point from a mental trait and 1 point from a physical trait.

### **If You Win ...**

*Crimson Jack's hulking form looms over the body of your friend. He turns to you, his pale face distorted by a giant grin that never dies. But already you grow bored. Not to worry. You're sure you saw a frat house just down the road ... .*

Crimson Jack: Speed 3, Might 3, Sanity 3

# 49 -- You Wear It Well

*When you were only five years old, you found a spirit in your Mommy's bedroom preparing to steal her soul. You begged the spirit not to do it, and it didn't ... for a price. You've brought your friends here today to pay that price with their souls.*

*Now your friends are falling to the floor. A powerful spirit has forced their souls from their bodies, casting them out into astral space. Life isn't fair ... but little kids need their Mommies.*

## Right Now

Your character is still in the game but has turned traitor.

Put the Astral Spirit token (light green) in the same room as your character.

The Astral Spirit has forced the Souls of the heroes out of their physical bodies. Their bodies are now unconscious.

## What You Know About the Heroes

They're trying to destroy the Astral Spirit. Once they do, they can enter their physical bodies again.

## You Win When ...

... either all the heroes' Souls are destroyed or the Astral Spirit inhabits the soulless body of a hero.

## How the Spirit Inhabits a Body

Once you destroy a hero's Soul, the Astral Spirit can attempt a ritual to enter that hero's soulless body.

- Once during each of its turns, the Astral Spirit can attempt a Sanity roll to affect a hero's body in the same room. To succeed, it must roll a result higher than the starting Sanity of the explorer whose body it's trying to inhabit. Each time it

succeeds, put a Sanity Roll token (triangular) next to that body.

- When a hero's body has a number of Sanity Roll tokens next to it equal to the number of players, the Astral Spirit inhabits that body, and you win.

## Astral Spirit

The Astral Spirit can move through walls.

The Astral Spirit can't attack an explorer's physical body. It can attack an explorer's Soul but only with a Sanity or Knowledge attack.

The Astral Spirit isn't stunned if defeated.

## Defeating Explorers' Souls

You can attack a hero's unconscious body. That hero can't defend against your attacks. Roll two dice and inflict that much mental damage to the hero.

If you destroy a hero's Soul with an attack on its body (by lowering its Knowledge or Sanity to the skull symbol), the Astral Spirit can't inhabit that body.

## If You Win ...

*The body of one of your friends staggers upright, gasping as if just learning to breathe for the first time. There's nothing really different about your friend ... yet everything is different. Your friend looks at you and whispers, "Ahhhh ... it has been so long since I have worn a coat of flesh."*

*"You wear it well," you say. And the spirit does, it really does.*

Astral Spirit: Speed 3, Sanity 6, Knowledge 6

# 50 -- A Little Night Murder

*You found Old Man Presticott dead at the base of the grand staircase a few hours ago. Now his lawyer has just finished reading his will. All the family members in the house will split the Old Man's riches. Well ... everyone except you. The Old Man always hated you. Maybe that's why he didn't look too surprised when you pushed him down the stairs.*

*Things aren't all that bleak, however. If your relations don't stay in the house until dawn, you get the fortune. The Old Man's greedy servants are more than happy to split it with you. They'll make sure your kin won't make it through the night alive ... .*

## Right Now

Your character is still in the game but has turned traitor.

Set aside a number of Servant tokens (crimson) equal to the number of heroes. Put each of the first three Servants in an unoccupied room on a different level of the house. If there are more than three Servants, put the extras in any unoccupied room. Treat the Servants as monsters. If there are no unoccupied rooms, divide them evenly among occupied rooms.

Set up the Turn/Damage Track with a plastic clip at 0. You'll use it to keep track of time.

## What You Know About the Heroes

In order to receive their inheritance, the heroes must spend the night in the house. If they survive until dawn, the survivors get to split the Old Man's fortune. If they all die, you inherit the fortune.

## You Win When ...

... all the heroes are killed before dawn.

## Servants

The Servants are treated as normal monsters. They grow stronger as they become more desperate:

Turn	Speed	Might	Sanity
0-3	3	3	3
4-7	4	4	4
8	5	5	5
9	6	6	6

## You Must Do This On Your Turn

At the end of your turn, advance the Turn/Damage Track to the next number, beginning with 1. If you advance it to Turn 10, each living explorer (except you) wins. (They'll split the fortune evenly.)

You can still win even if your character is dead. Your servants will be happy to split the money amongst themselves.

## If You Win ...

*Technically, you did tell the servants you'd split your inheritance with them if they helped you kill your relatives ... but they're only servants.*

*The servants raise glasses of champagne to toast their new riches. One by one, they collapse as poison seeps through their blood. Oops. Guess you'll be the only one inheriting now.*