

WIDOW'S WALK

AN EXPANSION

SECRETS OF SURVIVAL

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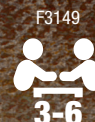
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BETRAYAL AT HOUSE ON THE HILL



DO NOT READ

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SCENARIO BEGINS

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DIRECTOR'S CUT

BY MIKE SELINKER

"Cut!" you say. "Cut! Cut! Cut! For Kubrick's sake, you people are the WORST actors! I don't know how you got your SAG cards, but you are all one botched line away from hitting the pavement! At most one of you will be working on this movie come morning! And I don't care who!"

RIGHT NOW

- ✦ Put the pentagonal item tokens (representing Props) numbered from 1 to 10 randomly in different rooms, number side-down. Put at least two tokens on each floor. None can be on the floor with the Theater.
- ✦ Put a number of small magenta monster tokens (representing Production Assistants) in your room equal to the number of traitors.
- ✦ Draw an event card (representing your Vision) and put it face-down under the omen card that started the haunt in the center of the table. Do not look at it.

WHAT YOU KNOW ABOUT THE BAD GUYS

The other explorers are actors in your magnificent horror movie, *The Haunting of Hell Hotel*. This is your masterpiece, and these hacks are screwing it up for you.

The omen that started the haunt conceals the document of your Vision for your film. You will follow its brilliance exactly as it is documented. Sadly, your assistant assistant director lost it, and you sacked that fool on the spot. Now, you must find it.

YOU WIN WHEN . . .

. . . you have item 10 and the Vision and you are in the Theater.

When you or a lone actor is in the Theater and has the omen that started the haunt, move to the Theater if you are not already there. The person with the Vision must then reveal it and act out the event in a highly dramatic fashion. Weep once at the brilliance of it all, applaud lightly, and the explorer with the event card wins the game.

SPECIAL MOVEMENT RULES

- ✦ You have an entourage of Production Assistants to order around. They do not act during the monster turn. Instead, if not stunned, you may choose to have them move with you. You cannot move Production Assistants if you exit without them, but can take them with you if you pass through their room again. Production Assistants do not attack, but they will defend for you whenever you are attacked and they are in the same room
- ✦ When you enter a room with an item token, you may look at it. If it is item 10, you may take it and the omen that started the haunt; if not, put it back where it was. If you get to the Theater with item 10, you win.

SPECIAL ATTACK RULES

A traitor may make a Knowledge attack against a Production Assistant when in the same room. If a traitor would attack you when there is a Production Assistant in your room, that explorer must attack the Production Assistant instead. No matter what trait the traitor attacks with, the Production Assistant defends with Knowledge.

PRODUCTION ASSISTANT

Knowledge 5

IF YOU WIN . . .

"Bravo!" you shout. "Bravissimo! You have brought my radiant vision to its apex! Together we shall win every moviegoer's admiration."

You have found the De Niro to your Scorsese, the Depp to your Burton, the Ratzenberger to your Pixar. Let the critics sing their hosannas, for tonight you make cinematic history!



PRISM

BY LIZ SPAIN

Click. Whir. Screech. Crunch.

The click of a lever snapping into place. The whir of a flywheel spinning to life. The screech of steel on steel. The crunch of bones beneath a tremendous weight.

The ground shakes beneath and you are surrounded by a cacophony of machine sounds. The room, its contents, are moving.

RIGHT NOW

- ✦ Leave the room. The traitor gets to stay with the house this time.
- ✦ When you return, take a look at the house. It looks . . . different.
- ✦ Get a piece of paper. You'll probably want to take notes to figure out the sequence that you'll need to stay safe and find a way out.



WHAT YOU KNOW ABOUT THE BAD GUYS

The house has revealed itself to be a deadly prison intended to confuse and ensnare its inhabitants. But every puzzle has a solution. The architects of this murder machine must have created a safe route for themselves through the deadly hazards. It's up to you now to figure out how to get to the exit room and escape in time.

YOU WIN WHEN . . .

. . . any living hero is in the exit room at the heart of the prism when the experiment ends.

SPECIAL MOVEMENT RULES

- ✦ When you enter a room that has an Obstacle token, it may trigger a Trap. The traitor will tell you what to do.
- ✦ If you discover a room with a symbol  or , you may choose to ignore it and not end your turn there. If you explore on a floor that has no tiles remaining, draw the next room tile for any floor and place it.

IF YOU WIN . . .

The hidden door to the control room slides open. The traitor who led you into this trap sits at a desk covered in monitors and paperwork. The expression on their face is . . . irritated? Disappointed. Definitely disappointed. The traitor's hand reaches into a drawer in the desk and emerges holding a handgun.

"Take a note: Experimental Group 22B terminated due to containment exception."

TILL MORNING LIGHT

BY MONS JOHNSON

"Let us in!" The voices carried from outside the old mansion's walls. Then the pounding started on the front door.

"Let us in! We only want to kill you!" The walls and door would hold, wouldn't they? They only had to last until morning. Morning, when it was no longer legal to kill people.

Then a familiar voice shouted from inside the house, "Ok, I will let you in!"

RIGHT NOW

- ✦ Set up the Turn/Damage track with a plastic clip at 1. You'll use this to keep track of time.
- ✦ If the Panic Room is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.
- ✦ Put a Lock token on the door to the Panic Room.

WHAT YOU KNOW ABOUT THE BAD GUYS

It's the annual festival of violence called the Surge. The people outside want to kill you and the traitor thinks that letting them in is a good idea.

YOU WIN WHEN . . .

. . . morning has arrived and you are still alive! Morning will arrive when the Turn/Damage track reaches 5.

HOW THE SURGERS GET IN

- ✦ The traitor can try to let a Surger into the house in any ground floor room with a door that's not connected to a room. Having heroes in the room when they are trying to do this will make it more difficult. (Note: The traitor starts with the Key, which makes it a lot easier to open the front door. You might want to take that.)
- ✦ You can get through the Lock to the Panic Room, but the Surgers may have more trouble doing so.

SPECIAL ATTACK RULES

When a hero attacks a Surger and wins by 3 or more, the Surger is removed instead of stunned.

IF YOU WIN . . .

You survived till the morning and the killers have left as it is no longer legal to kill people. At least till this time next year . . .



MONSTER MASH

BY BRUCE GLASSCO

You find an invitation that someone has dropped. It reads:

“You are hereby invited to the Transylvanian Ball, the beyond-the-grave social event of the year. For hors d’oeuvres, we are pleased to offer a fine assortment of stranded bus passengers. Let’s party to wake the dead! —Dr. Frankenstein”

WHAT YOU KNOW ABOUT THE BAD GUYS

There seems to be a party going on, and the house is filling up with monsters, all of them eager for your doom! You don’t like the monsters chasing you, but once the party really gets going, it seems like it will be even worse . . .

The monsters will only be stunned if they are defeated by normal attacks (including Speed and Sanity attacks). Fortunately, you’ve watched enough late-late movies to know their weaknesses. Each monster will be permanently banished if it is ever in the same room with a hero bearing a specific omen card.

YOU WIN WHEN . . .

. . . you banish a number of monsters equal to half the number of explorers, rounded up.

GUEST LIST

MONSTER	WEAKNESS	WHY IT WORKS
Banshee	Spirit Board	She must return to the outer planes.
Crimson Jack	Photograph	You confront him with evidence of his crimes.
Demon Lord	Holy Symbol	It burns!
Dracula	Spear	Stake his heart!
Frankenstein’s Monster	Girl	You appeal to the creature’s gentler side.
Mummy	Book	You read his name from the Book of the Dead.
Witch	Cat	She wants her familiar back.
Zombie Lord	Vial	His features dissolve into goo.

SPECIAL ATTACK RULES

The traitor cannot be attacked.

SPECIAL MOVEMENT RULES

Unless you cannot move anywhere else, you may never enter or exit the Ballroom—it’s a bad place for non-monsters!

IF YOU WIN . . .

You hear the sounds of the band winding down, as they put away their ghastly instruments. You sure crashed that party!

SHE IS NOT AMUSED

BY MIKE SELINKER

Your friend removes a tattered hood, and you can see snakes rising where there should be hair. Your friend starts speaking in ancient Greek, which you wish you understood. Actually, maybe you don’t. Because if you did, you’d guess you’d be hearing how you are about to be statues forever.

Say, that’s an interesting point. There sure are a lot of statues in this house.

WHAT YOU KNOW ABOUT THE BAD GUYS

Your friend is the Greek monster Medusa, one of the deadly Gorgon sisters. According to legend—legend that seems very much true right now—Medusa has venomous snakes for hair and can petrify people with a glance. Probably you shouldn’t look at her.

YOU WIN WHEN . . .

. . . you sever Medusa’s head.

HOW PETRIFICATION WORKS

- ✦ Medusa can petrify heroes, turning them to stone. On his or her turn, an unpetrified hero in a room may attempt a Knowledge roll of 4+ to unpetrify a petrified hero in the same room.
- ✦ The Statues are face-down monster tokens that show an “S.” When Medusa suffers physical damage, any explorer in a room with a face-down monster token may attempt a Knowledge roll of 4+ to unpetrify the Statue. If you succeed, flip the monster token over. It becomes an Athenian Hoplite soldier.
- ✦ At the start of his or her turn, a hero in a room with a face-up Hoplite can send it after Medusa. Hoplites ignore all negative room and card text. If a Hoplite reaches Medusa, it may make a Might attack. If it does not, it remains where it is until a hero reaches it again.

SPECIAL ATTACK RULES

- ✦ Medusa can be killed only by an explorer who deals enough physical damage to kill the traitor while possessing an Image in the Mirror card.
- ✦ If you have an Image in the Mirror card, add 2 dice to your rolls to attack and defend against Medusa.
- ✦ Medusa can poison you, giving you a Might Roll token which will drain your Might. If you have one or more Might Roll tokens, remove them when you gain Might from a card or room.

SPECIAL EVENT RULES

If you discover a room with an event symbol ☹ and do not have one of the two Image in the Mirror cards, roll 3 dice. If you get a 3 or more, you may instead search the event stack and its discard pile for an Image in the Mirror card and put it in front of you. Then shuffle the event stack and discard pile together. This event card is treated like an item from now on. If both Image in the Mirror cards are in front of explorers, ignore this rule.

IF YOU WIN . . .

You have decapitated Medusa, freeing all the petrified soldiers from their stony curse. They praise you in their native tongue, carrying you to the front doorway. With their duty discharged, they crumble into dust, one last remnant of a bygone age, before blowing away into history.

HOPLITE

Speed 5 Might 5



MAKE AMERICA DISINTEGRATE AGAIN

BY ZOË QUINN

All politicians are kind of slimy, but you could tell that it was a little more . . . literal . . . with this candidate. Something was just off: his waxy face that didn't move quite the way a human face ought to, his worrying public policies that served only entropy. You rallied a few friends to go to his headquarters on election night, to either protest or gloat depending on the results. You didn't expect the venue to be so disturbing and empty.

You didn't expect to be so right about him, either.

You found him doubled over and laughing, his melting face dribbling over onto his well-pressed suit, his skeletal hand clutching his flag lapel pin that pulsed with dark energy which swiftly overwhelmed you.

When you come to, you're alone, but one thing is clear—it wasn't just hyperbole when you said that his presidency would be the end of the world. Now it's up to you to unite the people more than a million petitions ever could, and work together to prevent it.

RIGHT NOW

- ✦ You can redistribute item cards among yourselves.
- ✦ You can redistribute the points of your current Sanity values among yourselves.

WHAT YOU KNOW ABOUT THE BAD GUYS

The presidential candidate is not just seeking control of the country, but control over life and death itself. Upon completion of the ritual, the dread lich will become both President and Overlord of America, and chaos will descend upon the country, turning neighbor against neighbor until nothing is left. One of your friends has been swayed by the Madman's impassioned talking points and turned against you, hoping to bring you over to their side or die trying.

YOU WIN WHEN . . .

. . . you destroy all the lich's Phylacteries before the traitor completes the Rites of Ascension.

HOW TO DESTROY A PHYLACTERY

A Phylactery is represented by a pentagonal item token. All remaining heroes must be in the same room as a Phylactery to destroy it.

SPECIAL ATTACK RULES

When you take Sanity damage, a traitor may give you the choice to redistribute it among any other heroes, rounded up. If you don't, you take all the damage. Redistribution takes place before any hero suffers the damage.

IF YOU WIN . . .

The candidate's monstrous form emits a high pitched hiss as it evaporates from the material plane. Only slightly more worse for wear than you tend to find yourself on election night, you check the results of the polls—the other Presidential candidate has won, and you breathe a sigh of relief. However, your peace of mind quickly vanishes as soon as you see their American flag lapel pin pulse with a familiar darkness . . .

You start saving up money to immigrate to Switzerland.

THE GATHERING STORM

BY CHRIS DUPUIS

The loudest shrieking you've ever heard comes from every bird in the rookery. A thunderclap in the distance fades to a low howl, as the decorations on the walls begin to clatter. The rattling intensifies as the pressure in the room increases. Your ears pop as you're knocked to the floor. Doors slam in quick succession as the house continues to rumble back and forth.

In the distance, a window shatters. Throughout the house, walls are ripped outward as the house buckles under the sudden stress. The newly exposed walls are nothing but splinters to the raging, bellowing storm that has erupted outside . . .

RIGHT NOW

- ✦ The storm has destroyed sections of the house, and it's not going to stop there! The haunt revealer chooses an empty room (hopefully far from an explorer) on the roof and destroys it (see **How to Destroy a Room** below).
- ✦ Set aside the pentagonal item tokens (representing Tools). The explorers need to stock up on a variety of implements to hack their way through the destruction of the house.
- ✦ Set aside six Obstacle tokens (representing Destroyed Landings).

WHAT YOU KNOW ABOUT THE BAD GUYS

There is no traitor for this haunt. It's you against the storm. Good luck.

YOU WIN WHEN . . .

. . . all entrances to the basement have Tool tokens on them, sealing off the floor and saving those below; this dooms anyone still trapped in the house above. You lose when all explorers are dead or the Basement Landing is destroyed.

HOW TO FIND TOOLS

You can sacrifice some of your movement to try to search for Tools that you and your fellow explorers can use. Choose a number of dice equal to or less than your current Speed. Succeed at a roll of 2+ to gain a Tool, then subtract the number of dice you chose from your Speed for this turn. For example, if Zoe has a Speed of 4 and uses 3 dice to gain a Tool, she can only move one space this turn.

HOW TO ADVANCE THE STORM

At the end of each explorer's turn (with the exception of the turn the haunt is revealed), destroy each room that is adjacent to a room that was destroyed on a previous turn (see **How to Destroy a Room** below). If the Basement Landing is destroyed, the explorers lose.

HOW TO DESTROY A ROOM

To destroy a room, remove any figures and tokens on the room, flip it over, and put the room back in the house where it previously sat. Any tokens that were on the room are lost, and any explorers that were on the room are killed. An explorer on the same floor can discard a Tool to keep a room from being destroyed. The Grand Staircase/Foyer/Entrance Hall counts as one room for this purpose; mark any destroyed landing room with an Obstacle token. When an entire floor has been destroyed, the next time you would destroy a room, choose the landing of the floor below that floor and all rooms adjacent to it. If you would destroy the Basement Landing, first check to see if all entrances are sealed (see below). If they are, the explorers have won! If not, they have lost.

HOW TO SEAL AN ENTRANCE

During an explorer's turn, the explorer can discard a Tool while on a room in the basement that has an exit to a higher floor. This does not prevent explorers from moving through the entrance, just the storm. Entrances to the basement include the Basement Landing, the Coal Chute, a room with the Below Collapsed Room token, and any rooms with dumbwaiters and stairs that connect to the basement.

SPECIAL MOVEMENT RULES

- ✦ You may attempt to exit a destroyed room, but must succeed at a Speed roll of 3+ or fall to the landing of the floor below and take 2 dice of physical damage. You may choose to fail the roll in a desperate bid to exit your floor.
- ✦ You may discard a Tool to enter and exit destroyed rooms for the rest of your turn without attempting Speed rolls. When you move in this way, assume all entrances on the destroyed tiles are open.

IF YOU WIN . . .

After you batten down the hatches, you find a dark corner of the basement to hide, covering your ears and screaming as the house groans and snaps above you. Eventually, all that is left is the ringing in your ears. Beyond that: silence. You break down the defenses and emerge to a calm and quiet sky. The birds are chirping, the sun is shining, and save for the broken foundation surrounding you, there's no sign of the house on the hill.



When you finish this haunt, mark your explorers' completion of it in the chart after haunt 100.

OLLY OLLY OXEN FREE

BY ELISA TEAGUE

Out of nowhere, you hear the creepy sound of a little girl's giggle, echoing through the halls of the house. The voice begins counting, "1 ... 2 ... 3 ... 4 ..." all the way up to 10, and then calls out, "Olly Olly Oxen Free!" Guess you better find a good hiding spot!

RIGHT NOW

Set aside a number of Knowledge roll tokens equal to the number of explorers.


WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has been possessed by a little girl who died in the house while playing Hide and Go Seek, and now all that she is seeking is revenge. You do not want to be found. The only way to stop her is to exorcise her spirit from the traitor's body by burning her Doll "friends" that she has hidden around the house.

YOU WIN WHEN . . .

. . . you have found the number of Dolls equal to the number of explorers and burned them in the Furnace Room.

YOU MUST DO THIS ON YOUR TURN

It is your turn to seek! Once during your turn, you may attempt a Knowledge roll of 5+ in any room with an item symbol  that does not have a Knowledge roll token to find where one of the little girl's Dolls is hiding. If you succeed, add a Knowledge roll token to that room; no other Dolls can be found in that room.

SPECIAL ATTACK RULES

You cannot deal damage to the traitor.

HOW TO BURN A DOLL

Once you have a Doll, bring it to the Furnace Room to burn it. Each explorer may only carry one Doll at a time.

IF YOU WIN . . .

Everyone who has been "It" crumples to the floor. Over time, they may be able to return to their old selves. As you breathe a deep sigh of relief, you walk out of the house, from which you swear you heard another noise. Was that a faint giggle in the distance?



THE FLESHCHILD'S ALCHEMICAL MANDATE

BY CHRISTOPHER BADELL

You had all heard legends of Zosimus Alchemista and his horrid fleshchildren, but you never imagined in your wildest dreams that they could be true. The truth is all too real, however.

*One of your friends is no friend at all! They are the brainchild—nay, the **Fleshchild** of Zosimus! Now, this minion of Zosimus has come to do his bidding! The Fleshchild seeks to harvest samples from each of you to further their master's vile machinations. Can you survive this assault by your former friend?*

RIGHT NOW

Put one small orange monster token (representing a pound of Flesh) on each hero's character card.

WHAT YOU KNOW ABOUT THE BAD GUYS

You are horrified to learn of the traitor's true origin. Your friend is actually an evil alchemist's homuncular creation: a terrible Fleshchild! The Fleshchild's true form has been revealed, and has learned of its creator's command—to collect a bit of each of you!

YOU WIN WHEN . . .

. . . the Fleshchild is dead.

YOU MUST DO THIS ON YOUR TURN

At the start of your turn, if you do not have Flesh on your character card, lose 1 from each of your traits.

HOW TO SAVE YOURSELVES

When the Fleshchild takes damage from an attack, the Fleshchild drops all Flesh carried. If you do not have any Flesh on your character card and you end your turn in a room with Flesh, you may pick up one Flesh and put it on your character card.

IF YOU WIN . . .

With a final desperate swing, you cave in the skull of someone who you thought was a friend. Even as it lays on the ground before you, its skin begins melting from its bones—wait, no, not bones! Its rapidly emerging skeleton is a collection of wooden and pewter bits, joined together with alternating bronze and gold wire.

A shudder runs through your body as you think of what you've done in this house. You leave, safe from the Fleshchild, but forever haunted by the memories.



CAT O'CLOCK

BY ANGELA M. WEBBER AND RICHARD MALENA

You've always been a cat person. You and your friends have always ALL been cat people. But there's a difference between loving cats, and letting the love of cats control you. Your friend calls out—"Look guys, a kitty! Let's do EVERYTHING IT TELLS US TO DO."—and that seems, frankly, excessive.

But as the house fills with kittens, you begin to see their point. The will of these cats is overwhelming. It's almost irresistible. Remind yourself that you're a person. And people are bigger than cats.

Most cats, anyway.

RIGHT NOW

- ✦ Set aside a number of pentagonal item tokens (representing Ingredients) equal to the number of heroes. Also set aside a pentagonal Item Pile token (representing Cat Food).
- ✦ If the Kitchen is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is trying to bring as many Kittens as possible into the house. Mean Kittens. With very pointy claws. You need to stop all these felines from taking over the world. This requires you to soothe the Kittens running through the house, as well as to make the kind of Cat Food dinner that will calm down The Cat.


YOU WIN WHEN . . .

. . . you convince The Cat to eat dinner, soothing its cravings long enough for it, and its kitten minions, to take a catnap.

HOW TO SOOTHE THE KITTENS

The Kittens hiss and howl as they roam through the house with their sharp teeth and vicious claws. To soothe a Kitten, a hero must succeed at a Sanity roll of 4+ to stun and soothe the Kitten. Unlike normal stunning, a soothed Kitten remains soothed for the rest of the game.

HOW TO CALM THE CAT

- ✦ To finally calm The Cat, the heroes must find the right Ingredients throughout the house. Once during his or her turn, a hero in a room with an omen symbol  may attempt a Knowledge roll of 3+ to find an Ingredient.
- ✦ When you bring a number of Ingredients equal to the number of heroes to the Dining Room, Kitchen, or Menagerie, the Cat Food is complete. Replace the Ingredients with one Cat Food token.
- ✦ To stop The Cat from achieving world domination, the heroes must bring the Cat Food and convince The Cat to eat dinner. This requires a hero to succeed at a Sanity attack against The Cat. For each other hero in the room, the attacking hero gains an additional die on the Sanity roll.

IF YOU WIN . . .

The house fills with the smell of delicious snacks and the sound of purring, sleeping, satisfied cats. It's just like you've always dreamed, although one of those cats is way bigger than you might have expected. What a wonderful cozy place this house is. How nice and peaceful. Surely it will last forever.

CAPTAIN STING'S REVENGE

BY MIKE AND TIFA ROBLES

The sound of gushing water is heard somewhere in the house. The closer you get to the sound, the more you smell salt water. Suddenly, you hear a woman's gravelly voice holler, "Prepare t' conquer this here land and take all the loot ye can find!" Sounds of boots stomping, swords clanking, and swashbuckling fill the house as it's invaded by pirates.

It's obvious to you that your friend didn't survive this raid. You want to avenge your friend and hit the pirates where it'll hurt. You overhear talks of a treasure chest and know that if you destroy it, they'll have no reason to stay.

RIGHT NOW

Put a number of pentagonal item tokens (representing Pieces of Loot) equal to the number of heroes on any rooms in the house, one per room. If possible, put one token on each floor.

WHAT YOU KNOW ABOUT THE BAD GUYS

Your friend has been killed by Captain Sting, a powerful, deadly pirate leader. She is surprisingly young to be a captain, with a beautiful face, tangled locks of black hair, and a contagious laugh (unless your pain is causing the laughter). She is considered respectable and ruthless by her crew and they would happily die for her, even though she cares more about treasure than she cares about any person.

YOU WIN WHEN . . .

. . . the Treasure Chest is destroyed. You know that the Pirates win when they have returned all the Pieces of Loot to the Underground Lake.

SPECIAL ATTACK RULES

- ✦ You can attack the Treasure Chest once during your turn, but only with a Might attack. The Treasure Chest has a Might of 4. If you win, put a Might Roll token on your character card. After the heroes have accumulated four Might Roll tokens, the next successful Might attack destroys the Treasure Chest.
- ✦ Captain Sting can be stunned with normal attack rules, but does not take damage.

SPECIAL MOVEMENT RULES

You can pick up Pieces of Loot, but an explorer carrying a Piece of Loot has 1 fewer space of movement per turn.

IF YOU WIN . . .

The treasure chest crumbles into pieces and the portal opens up to take back Captain Sting's ship. As you begin to celebrate, you feel shackles wrapping around your legs. Sting needs a new crew since her last one disappointed her. Try not to fail like they did.



ROSENCRANTZ AND ALL OF YOU ARE DEAD

BY BRIAN TINSMAN

You look down to see your clothes have changed to pantaloons, frilled collars, and Elizabethan gowns. You realize you are in Castle Elsinore and you feel the strangest urge to speak in iambic pentameter.

RIGHT NOW

Put the pentagonal item token 1 (representing the Mirror) and item token 2 (representing the Dagger) face-up in different rooms.

WHAT YOU KNOW ABOUT THE BAD GUYS

You all conspired to kill the traitor's dad, who happened to be the King of Denmark. It seemed like a good idea at the time. The traitor is Hamlet. You suspect he is going to get depressed and whine about his upper-class prince problems for a while, but after that he's going to try to kill you and himself. You need to end this story fast and escape this strange reality!

YOU WIN WHEN . . .

. . . you say your lines to end the story before Hamlet can say his lines and die. (You can also win by killing Hamlet before he says his three classic lines, but this may be hard.)

HOW TO STOP ALL THIS DRAMA

The play has five acts. You need to go to the correct rooms and say the lines out loud to finish them all. Each hero can complete one act per turn (even if it's not his or her turn), but they must happen in the correct order. If a room is not yet in play, keep exploring until you find it.

- ✦ **Act 1:** Go to the Balcony, Roof Landing, or Widow's Walk and see King Hamlet's ghost. **Line:** "Something is rotten in the state of Denmark."
- ✦ **Act 2:** Go to the Drawing Room, Library, or Study and discuss Hamlet's mental disorder. **Line:** "Though this be madness, yet there is method in't."
- ✦ **Act 3:** Go to the Gallery, Solarium, or Theater and get upset about a play. **Line:** "The lady doth protest too much, methinks."
- ✦ **Act 4:** Go to the Kitchen, Larder, or Storm Cellar and talk about how you'd really like to poison or stab that crybaby Hamlet. **Line:** "If I gall him slightly, it may be death."
- ✦ **Act 5:** Go to Hamlet's room and have a duel. The heroes must attempt at least three attacks on him in this act, have him survive, and say their final line to end Act 5. **Line:** "Good night, sweet prince. And flights of angels sing thee to thy rest!"

When all five acts have been completed, the haunt ends. If Hamlet is still alive, you win.

SPECIAL ATTACK RULES

- ✦ After Hamlet attacks you, if you are still alive, you immediately make an attack on Hamlet.
- ✦ In Act 5, you may attack or defend against Hamlet using any number of dice up to your Might value, as long as you roll at least 1 die. Remember, you are trying not to kill Hamlet.

IF YOU WIN . . .

You return to your familiar clothes and present day reality. In front of you lies a solitary grinning skull. The traitor is nowhere to be seen. You pick up the skull and say, "Alas, poor Hamlet. I knew him, Horatio."

Exeunt.



SHUSH

BY CHRIS DUPUIS

You look up and see a fellow explorer across the hall. You wave and motion them over to check out a spellbook you just found, but no sound comes from your lips. You clear your throat silently and try to speak louder. Still nothing. You try to breathe. Yes, that's okay. You snap your fingers. No, you're not deaf. Your friend is by your side, their mouth moving. "Can you hear me?" they mouth. You shake your head. In the distance you hear a door slam.

RIGHT NOW

You cannot speak. No, not your characters. Well, them too. But the heroes cannot speak. Seriously. Stop reading this aloud. Right now. Motion to the other explorers to hold on for a moment. Back? Good. Read the rest of this in silence, then pass it to the explorer on your left.

WHAT YOU KNOW ABOUT THE BAD GUYS

Your friend pulls off what looks like a human mask, transfiguring into a gruesome creature, mouth stretched into a terrifying rictus grin. The Box your friend guards is ancient and covered in spells. This Box—the Voicebox—must be the source of the magic silencing you and your allies.

HOW TO USE THE SPELLBOOKS

You need to collect the correct spells to open the Voicebox and regain your voice, but some Spellbooks may be cursed!

YOU WIN WHEN . . .

. . . you've regained your voices and killed the traitor.

YOU MUST DO THIS ON YOUR TURN

Until the traitor tells you otherwise, you cannot speak.

IF YOU WIN . . .

The traitor's head explodes in a shower of gore. Your voices sound foreign to you, but you're happy to have them back. Wait. Those aren't your voices . . .



CHAIRMAN OF THE BOARD

BY RODNEY THOMPSON AND MIKE SELINKER

SUSHI NIGHT

BY LIZ SPAIN

You thought they were your friends, your fellow explorers. But you all met for the first time here at the house, and now you know the truth: the people you thought were your companions were ghosts haunting the house, and they've made room for one more. Now you have to get out of this house, and fast. If the ghosts manage to strip away your sanity, you, too, will become a permanent resident of this haunted home.

RIGHT NOW

- ✦ Leave the room. The traitors get to stay with the house this time.
- ✦ Get a piece of paper (representing the Spirit Board). Write the letters A through Z on it. Leave plenty of room between them. (If you have an actual spirit board, such as The Ouija Board, you can use that.)
- ✦ When you return, get a pentagonal item token (representing the Planchette, the pointed indicator for a spirit board) from the box.
- ✦ Take the Spirit Board omen card from whoever found it.

WHAT YOU KNOW ABOUT THE BAD GUYS

The other explorers are now Poltergeists, and are trying to turn you into a ghost to join them in haunting the house.

YOU WIN WHEN . . .

. . . you move through the front door of the Entrance Hall.

SPECIAL ATTACK RULES

You may attempt exorcisms to kill Poltergeists instantly. Each exorcism roll requires a specific room or item card. You can make one **exorcism roll** each turn.

- ✦ You may attempt a Sanity roll of 5+ to perform the exorcism while in the Chapel, Crypt, or Pentagram Chamber, or while carrying the Holy Symbol or Ring.
- ✦ You may attempt a Knowledge roll of 5+ to perform the exorcism while in the Library or Research Laboratory, or while carrying the Book or Crystal Ball.

If you succeed, one traitor in your room dies instantly.

HOW TO USE THE SPIRIT BOARD

- ✦ When you are attacked, you do not roll any dice. Instead, you use your Spirit Board. The Poltergeist will write down a thing depicted on the room tile; it must be one or two words and at least six letters. Look at the room and get an idea of the things in the room. As many times as you have points of Knowledge, you can move the corner of your Planchette around your Spirit Board to indicate one letter in the object you believe the Poltergeist is attacking you with. The Poltergeist must tell you how many times it occurs in the answer. Each letter you got correct (once per time it occurs in the word or phrase) counts for 1 point in the number you use to defend.
- ✦ Then guess the word or phrase. If you are correct, you get 1 more point in the number you use to defend.
- ✦ For example, if you have a Knowledge of 5 and are in the Kitchen when the Poltergeist attacks, you might indicate the letters F-R-I-G-E. If the Poltergeist wrote down FRIDGE, you'd defend with a value of 5. But if it was REFRIGERATOR, you'd defend with a value of 8 (3 Rs, 2 Es, 1 F, 1 I, 1 G). If you guessed REFRIGERATOR as well, you'd defend with a value of 9.
- ✦ When you would damage a Poltergeist with the Spirit Board, you may instead move 1 room.

SPECIAL MOVEMENT RULES

Poltergeists do not count as opponents for purposes of counting movement.

SPECIAL OMEN RULES

The Spirit Board cannot be dropped, traded, or stolen.

IF YOU WIN . . .

You race through the front door, your heart pounding as fast as the sound of your feet slapping the sidewalk. You made it out with your mind, body, and spirit intact, and as you look back at the house, you see that several of the windows are filled with the silhouettes of spectral observers. Yet one window remains vacant, and a warm, inviting light shines from within, beckoning to potential new residents.

Your mouth would water whenever you'd see your "friend." But you never betrayed the hunger in your eyes when you set the lure for this trap.

"Mersteak," the meat of mermen and mermaids, is said to be the most fantastic delicacy. Rich, flaky . . . and it grants you eternal youth. You wonder how it tastes with soy sauce.

WHAT YOU KNOW ABOUT THE BAD GUYS

The house is flooding, and your friend has been transformed into a Merperson. Its newly grown fins will make it formidable and hard to catch in the water. You must hunt down the traitor before the house floods completely and the Merperson slips back into the ocean.

YOU WIN WHEN . . .

. . . the Merperson is dead. You can feast on its flesh to become immortal.

SPECIAL MOVEMENT RULES

When in a flooded room marked by a face-down monster token, your roll 2 fewer dice on Speed rolls and you get 2 fewer spaces of movement. (You can always roll a minimum of 1 die and move a minimum of 1 space.)

IF YOU WIN . . .

Fish. Definitely tastes like fish. Something delicate, like halibut. Odd. Were you expecting a flavor more . . . humanlike?

But you can see your skin glow with renewed smoothness. You feel younger, stronger. Especially your legs. But there's a pain, bone deep. You clutch at your ankle and feel the scales beginning to grow.



THE CARDINAL SINS

BY MIKE SELINKER

Your friend puts on a bright red, pointy hat. Brandishing a scepter, your friend forthrightly exclaims, “Today, if all goes as planned, I shall be elected Pope!”

Hey, that doesn’t sound so bad. It’d be cool to know the—

“To ensure my uncontested election, I shall bathe this house in the blood of sinners!”

Oh, right. You forgot where you were for a moment.

RIGHT NOW

Put one of each color small monster token (representing seven Electors) face-down in any rooms that the heroes do not currently occupy. No two such rooms may be adjacent, even between floors, unless doing so is impossible, in which case come as close as you can.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is Cardinal Sinn, who thinks you have been very sinful.

YOU WIN WHEN . . .

. . . you stop the traitor from being elected Pope. The traitor needs four Electors and must get to the roof. If the heroes have a total of four Electors or kill the traitor, you win.

HOW TO STOP THE CARDINAL FROM BECOMING POPE

Get a majority of Electors to vote against the traitor. When you are in a room with an Elector that has not voted, you may attempt a Sanity roll of 6+ to gain the Elector’s vote. If you succeed, take the Elector off the tile and put it on your character card.

SPECIAL ATTACK RULES

- ✦ Unless the traitor has four or more Electors, the traitor cannot take mental or physical damage. You can make attacks to steal item cards.
- ✦ If you die, give all of your Electors to the traitor.

IF YOU WIN . . .

The electors have decreed that no Pope will be elected today. After not seeing the white smoke rise from the roof, the traitor goes to the top of the house and leaps off in shame.

Seems like you’re gonna need a new Pope.

MURDERBALL

BY KEITH RICHMOND

You hear the sound of a young boy giggling, then a gleeful whisper, “I know a fun game! Let me tell you the rules, and you can teach the others . . .”

RIGHT NOW

- ✦ Set aside a number of triangular Knowledge Roll tokens equal to the number of heroes.
- ✦ Set aside a number of triangular Sanity Roll tokens equal to the number of heroes.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is beguiled into playing a game by the spirit of a mean little boy. The spirit is a Bully who delights in games of violence. His favorite game involves hurling a stone at you to see who bleeds the best!

YOU WIN WHEN . . .

. . . you free the spirit from the Bloodstone by putting a number of Knowledge Roll and/or Sanity Roll tokens in the Nursery equal to the number of heroes.

HOW TO FREE THE SPIRIT

- ✦ Lure the spirit out of the Bloodstone by showing him more interesting and deadly weapons. Gather two weapons and drop them in the Nursery. For purposes of this haunt, the Dynamite is considered a weapon, along with the Axe, Blood Dagger, Boomstick, Chainsaw, Sacrificial Dagger, Revolver, and Spear.
- ✦ When at least two weapons are in the Nursery, you can try to trick the Bully into leaving the Bloodstone. Once, on your turn, you may attempt a Knowledge or Sanity roll of 5+ in the Nursery to trick the Bully. If you succeed, put a token appropriate to the roll in the Nursery.

IF YOU DIE . . .

The Bully’s voice in your head says “Hey, I didn’t say you could quit! Go touch the base, and then get back in there!”

Drop all of your item cards and put your figure in the Nursery. Reset your traits to their starting value, then draw an item card and do nothing else this turn. Continue taking turns as normal.

IF YOU WIN . . .

The spirit looks shocked as he leaves the stone, flames starting to spring up around his ethereal form. “What’s happening? This game is no fun!”

He tries to grab the weapons, but his hands pass harmlessly through them. “You cheated! I should’ve won! I played better than you . . .”

The spirit is dragged down into the ground in a puff of flames and smoke. He screams as he disappears, “No faaaaaair!”



HE WHO MUST NOT BE READ

BY BART CARROLL

As you open the book—a children’s story about an evil necromancer named Maldovo—a bat-winged flying key falls to the floorboards. And then something unexpected and horrid takes place. The ornate illustrations inside glow with eldritch light, illuminating the face of your fellow explorer holding the book.

“At last,” your friend intones, in a voice no longer what you remember, “my summoning is complete. I am Maldovo and I have arrived back into this world!”

RIGHT NOW

If the traitor has the Key card, choose a hero to take it.

WHAT YOU KNOW ABOUT THE BAD GUYS

From what you remember in the children’s story, a young wizard saved the day by destroying the necromancer Maldovo’s hidden soul. You’ll need to find it secured within the house before Maldovo hunts you down and consumes your own souls.

YOU WIN WHEN . . .

. . . you destroy Maldovo’s soul. In the story, Maldovo’s soul was hidden in a series of Soulcruxes. The necromancer’s soul was hidden within an egg, which was hidden within a duck, which was hidden within a rabbit, which was hidden within a locked chest. So you’ll need to find a way to open the chest, then kill the rabbit, kill the duck, break the egg—and destroy Maldovo’s evil soul inside.

SPECIAL ATTACK RULES

Maldovo cannot take damage.

IF YOU WIN . . .

The necromancer utters an ear-splitting shriek and collapses into dust before your eyes. There is nothing left of Maldovo in this world, save for the book itself which falls to the ground with a ponderous thud . . . leaving you the decision whether to commit the book itself to some fire, or retain it as a priceless artifact for your own private library. The choice weighs heavily upon you.

You pick up the key. Maybe best to lock it away.

NO NOOSE IS GOOD NEWS

BY ELISA TEAGUE

A warm, dusty breeze gusts through the house and swirls around one of your fellow explorers. Holding a rope in one hand that has been tied into a noose, you see that your friend is giving you a very strange look. And then, an eerie warning escapes your friend’s lips, “I’ll come for you, one by one . . . The Hangman’s job is never done . . .”

WHAT YOU KNOW ABOUT THE BAD GUYS

The Traitor has been possessed by the spirit of an Old West hangman. The Hangman will not rest until everyone in the house is hanging at the end of a noose. However, you won’t be hanging high if you can play the gallows game better than the Hangman can.

YOU WIN WHEN . . .

. . . all living heroes are protected from the gallows.

HOW TO PLAY THE GALLOWS GAME

- ✦ On your turn, you may use all your movement to guess a letter to solve your individual gallows game.
- ✦ For each incorrect guess, the Hangman will draw a body part on the gallows, and you take 1 point of physical damage.
- ✦ For each correct guess, the Hangman must fill in the letters in the appropriate positions on your Hangman card and show all heroes the progress on the game. When a hero solves the game, he or she is protected from the gallows.

HOW TO BREAK FREE OF A NOOSE

The Hangman may use a noose to prep you for the gallows. If at the start at your turn, you are currently caught in a noose, you may attempt a Might roll of 4+ to break free.

IF YOU WIN . . .

The house is still and quiet. The creaks of the gallows have been silenced once more. As you look at the other survivors, one by one, you imagine what it would have felt like if you met the noose like so many before you. As you step outside the doors of the house, you envision the land around you as it would have been in the Old West . . . and thank your lucky stars for English class.



TO REACH THE COSMOS

BY BEN PETRISOR

You've had a ringing in your ear since you got here. It started low and you thought it was just the altitude, but it's been steadily going up. Now you can't stop thinking about it . . . thinking. Every thought, every internal voice, reverberates in your head like a drum. It's so loud! You almost don't notice the pale blue tentacle enter the room, standing upright like a bendy straw pointing intently at your head.

RIGHT NOW

- ✦ Get a piece of paper and write down a "Thought" from your hero's perspective. It could be the first thing that comes to mind, or from an earlier event. Fold the paper so that no one else can read it.
- ✦ On the outside of the paper, write down a trait. Raise that trait by 1.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has turned into a brain-sucking horror and is trying to steal your Thoughts with his terrifying Brainstraws.

YOU WIN WHEN . . .

. . . you have taken all of the traitor's Thoughts.

YOU MUST DO THIS ON YOUR TURN

If you do not have a Thought at the start of your turn, take 1 die of mental damage.

SPECIAL ATTACK RULES

- ✦ You may steal one of the traitor's Thoughts, chosen randomly, by succeeding in a Knowledge attack against the traitor.
- ✦ If a Brainstraw defeats you in physical combat while you have a Thought, you take no damage. Otherwise, you take normal damage.
- ✦ When you defeat a Brainstraw in combat, it is stunned and retreats. Put the Brainstraw in the same room as the traitor.
- ✦ When you defeat the traitor in physical combat, you deal no damage but may move the traitor to any room containing a Brainstraw.
- ✦ A hero may attempt to steal a Thought by succeeding in a Knowledge attack against whoever has it.

LOSING AND GAINING THOUGHTS

- ✦ If you lose a Thought, lose 1 in the trait listed on the outside of the paper.
- ✦ If you gain a Thought, gain 1 in its trait, and read the Thought aloud.
- ✦ You can give a Thought to another hero in your room without attacking; this counts as you losing and the other hero gaining a Thought.

IF YOU WIN . . .

The traitor lies on the ground, the brain-sucking straws shriveling up and disintegrating. Your former friend curls up and shrieks. "Noooo . . . those are mine. I was going to go up there! And now I'll forget everything." And yes, your friend will forget everything, but you won't. You turn your head towards the sky, looking at the stars.

THE OTHER SIDE

BY LIZ SPAIN

This is your house. It has always been your home, since the day you hung yourselves from the roof. New folks may come and go, but you will be here. Forever.

RIGHT NOW

If any hero doesn't have an item card, that hero draws one from the item stack. If the heroes don't have at least four items after that, each hero draws one until you have four items among you.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is attempting to remove you from your home. You have special ways to stop the traitor, since you're a Ghost.

YOU WIN WHEN . . .

. . . the traitor is killed and has joined you in the afterlife.

YOU MUST DO THIS ON YOUR TURN

At the end of your turn, gain 1 Sanity if you did not attack this turn.

SPECIAL ATTACK RULES

- ✦ You may attack the traitor using any trait. The traitor defends using the same trait. If you attack using a mental trait, the traitor takes mental damage. If you take damage, you must lose Sanity instead of Knowledge.
- ✦ You cannot die. If you would take enough damage to drop any of your traits to the skull symbol, lower the trait to the lowest value above the skull symbol. You may not voluntarily take actions that would lower your traits further.

SPECIAL MOVEMENT RULES

You are incorporeal. You are immune to negative room effects. During your movement, you may lose 1 Sanity to pass through any wall into another previously discovered room as if it were connected by a door.

SPECIAL ITEM AND OMEN RULES

You may not drop, trade, or steal item cards or omen cards.

IF YOU WIN . . .

Home is where the heart is. A wooden box would have been more appropriate, but this floral teapot will do nicely. As you replace the floorboards over the teapot's new resting place, the newest member of the family turns and says, "If this is my funeral, shouldn't someone say a few words?"

"Welcome home," you chant in unison.



MAN'S WORST ENEMY

BY KEITH BAKER

"When I summoned the Beast, I thought it could be contained in the harmless form of my faithful pup. But it has sunk its talons into my soul, and it is only a matter of time before it consumes me. The dog cannot escape the wards with which it is bound. Now I must take my own life before I become a tool of the Beast." Even as you read this final entry in the old man's diary, you hear a cheerful bark and feel a power clutching at your mind.

RIGHT NOW

Set aside the matching explorer tokens for each hero.

WHAT YOU KNOW ABOUT THE BAD GUYS

A hellbeast bound to a puppy seeks to consume your minds or destroy your bodies. Unless you act quickly, you will all become slaves of this adorable Beast.


YOU WIN WHEN . . .

. . . you kill the Beast.

SPECIAL ATTACK RULES

- ✦ The Beast can attack you, but its power prevents you from attacking it directly. You can only fight it through the game of fetch.
- ✦ The Beast has been trained to respond to the Bell. Once during your turn, if you are in the same room as the Beast, you may use the Bell to attempt a Sanity roll of 5+ to stun the Beast into playing dead.
- ✦ A hero accompanied by the Cat cannot be possessed. If the Beast would deal damage to you, you may discard the Cat card instead of taking damage.
- ✦ You may attack the traitor or a possessed hero normally.

HOW TO PLAY FETCH

The Beast has one weakness: The fiend within him can't entirely overcome his natural instincts, and you can momentarily break the Beast's hold on the Dog with a game of fetch. Once during your turn, when you are in the same room as the Beast, you may attempt a Knowledge roll of 4+ to send the Beast to a room with an item symbol  up to 6 spaces away.

- ✦ If there's a weapon already in the room, the Beast brings the weapon to you. You may immediately make an attack against the Beast using that weapon.
- ✦ If there's no weapon in the room, the Beast draws an item card and brings it to you. If the item card is a weapon, you may immediately make an attack against the Beast using that weapon.
- ✦ If you attack with a weapon on the turn it is fetched and deal damage to the Beast, take one of your explorer tokens.

When the heroes have a total number of explorer tokens equal to 1 more than the number of explorers who started the haunt, the Beast is slain, the spirit is banished, and its victims are no longer possessed. But the Dog is still there, and the Beast will come back. So the next time you play fetch and get a weapon, you must attack the Dog with the weapon that it brings you, or you lose all your explorer tokens.

IF YOU WIN...

Unearthly howling fills the air. You feel claws raking at your mind, tearing at your memories and thoughts. Just when you fear that you will lose yourself in this maelstrom, the torment ends and silence falls across the house. The dog's tail beats against the floor twice, and he licks your hand weakly before he dies. Even at the end, he's still a good boy.

EXISTENCE PRECEDES ESSENCE

BY PENDLETON WARD

The distinct lilt of a maniacal titter echoes through the house. "Hee hee heee ha hoo hee he hoo heee ha heeeeee!!!" You recognize this awkward and familiar laugh, it's coming from one of your closest pals! Surely your friend is having an amazing time somewhere in the house! Perhaps after stumbling upon a non-haunted fun-time room?

"Attention, all previous friends!" shouts your pal. "I have just met my new and only friend, a small hungry Head . . . say hello." A meek but earnest voice squeaks out, "Hello, everyone. I'm hungry."

"So," your friend continues, "I'm going to let the Head feast on your faces! Hee ha hoo hee ha!" Hmm . . . that Head character seems alright but your friend sounds stressed out. Maybe your pal just needs a hug.

RIGHT NOW

Set aside a number of Obstacle tokens (representing Hugs) equal to twice the number of heroes.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is trying to feed you to his or her new best friend, a small polite Head.

YOU WIN WHEN . . .

. . . you either hug the traitor for enough turns, restoring mind, body, and soul to the person you once knew, and then team up to hug his or her new friend, the Head, or you kill them both (you soulless husk of a human being).

HOW TO HUG SOMEONE

- ✦ To hug either the traitor or the Head, make a Might attack. If you are hugging the traitor, add 1 extra die for each Hug on the traitor's character card. Any other hero within 2 spaces of movement can group-hug along with you. Ignoring any text that hinders movement, put those heroes' figures in your room and add 1 die to your roll per extra hugger. Hugging deals no damage, but does allow the normal stealing of item cards carried by the huggee; for this purpose, explorer tokens are considered items.
- ✦ To restore the traitor to normal, you must hug the traitor for a number of turns equal to twice the number of heroes. After each successful turn of hugging, put a Hug onto the traitor's character card.
- ✦ If the Head is by itself, you may hug the Head. The traitor may join you in this Hug if he or she has returned to normal.

SPECIAL MOVEMENT RULES

When you hug on your turn, you may not move again that turn.

IF YOU WIN . . .

Hooray! Hugs and love are back in style! Or . . . did you kill everyone instead of hugging? Either way, you feel a raging sense of accomplishment. Emboldened by your actions, you take on a slow sassy strut and mosey out the front door, intentionally knocking over a couple chairs before you leave. "I'm amazing!" you call out to no one in particular. You've certainly given those paranormal forces something to scratch their chins at this day. Achievement unlocked!



COULROPHOBIA

BY JUSTIN GARY

You hear the laughter echoing down the halls. It fills you with a terror you've never known before. Each of you flashbacks to a horrific childhood memory of a terrible stranger whose deranged humor plagued your nightmares. You know in your bones that a dread figure stalks the halls of this house. In his giant hands he wields torturous implements of death. It's time to run for your lives, or the evil clown will get you.

RIGHT NOW

- ✦ Set aside a number of triangular Might Roll tokens equal to the number of heroes.
- ✦ Set aside a number of triangular Knowledge Roll tokens equal to the number of heroes.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is Knick-Knack the Clown, who has prepared a number of deadly jokes that will surely slay you. Each hero chooses a piece of paper provided by the traitor, each representing a different Gag. If there are more pieces of paper than heroes, hide the unchosen ones in the game box.

YOU WIN WHEN . . .

. . . the last living hero escapes the house, you kill the Clown, or all the Clown's Gags are destroyed. However, you lose if two of you are killed, regardless of what else happens.

SPECIAL ATTACK RULES

The traitor will try to kill you with your own Gag. If you attack the Clown, you may use the Stealing Items rules to steal a Gag (chosen by the Clown). You may also attack the traitor's Dog to stun it or, if it is carrying a Gag, to steal the Gag. If you succeed at stealing a Gag, you immediately destroy the Gag.

HOW TO LEAVE THE HOUSE

- ✦ The Clown has locked, chained, and tied a bow around the only door out of the house. Once during his or her turn, a hero in the Entrance Hall may attempt a Might roll of 5+ to break the chain or Knowledge roll of 5+ to pick a lock. If you succeed, add a token of the appropriate type to the Entrance Hall. Once there are a number of tokens in the Entrance Hall equal to the number of heroes, the door is unlocked.
- ✦ If you start your turn in the Entrance Hall and the door is unlocked, you may escape.

IF YOU WIN . . .


You've escaped with your lives. If you never see another clown again, it will be too soon.

LET IT GLOW

BY ELISA TEAGUE

A chill fills the air. No, you aren't imagining the icy cold. There is actually a thin layer of ice beginning to cover every inch of the house. Standing before you is your former friend, transformed into a bitter Ice Queen. If you don't find a way to warm up soon, you'll certainly freeze to death, unless the Queen kills you first.

RIGHT NOW

- ✦ Set aside 7 pentagonal item tokens (representing Thermostats).
- ✦ Put one Thermostat number-side-up in the Furnace Room, and one more in each room with an omen symbol  of your choice until you run out of Thermostats or omen rooms without Thermostats.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has found a childhood memory trigger that has turned your friend into an evil Ice Queen, who is trying to freeze you to death. The Ice Queen's power seems to come from the cold. The house is getting colder by the minute, and is completely covered in snow and ice, so there is little time to spare. You must get to rooms with Thermostats to warm the house back up.

YOU WIN WHEN . . .

. . . you kill the traitor, or lock six of the Thermostats and lower the Turn/Damage track to 0.

HOW TO DEFROST THE HOUSE

- ✦ Once on your turn, you may attempt to raise and lock a Thermostat in the house. Attempt a Knowledge roll of 4+ to turn up the heat and lock the Thermostat. Once a Thermostat is locked, turn the item token number-side-down, then lower the Turn/Damage track to the next number.
- ✦ If any explorer discovers an omen room, put a Thermostat on that room if you still have one that hasn't been put into play.

IF YOU WIN . . .

In the warm glow of the thermostats coming to life, the blood begins to return to your tingly, frostbitten fingers. You shiver again, perhaps out of habit . . . perhaps from nerves. As the ice begins to melt into huge puddles, you leap over the wet spots and make your way to the front door. You think to yourself that a long vacation is well overdue. Someplace warm sounds nice.



When you finish this haunt, mark your explorers' completion of it in the chart after haunt 100.

BACK TO THE PAST

BY CHRIS DUPUIS

The weathered photo is of you, but how is that possible? You look up to find a butler standing in the doorway. “It’s time to go home,” he says in a raspy voice. He drops a metal tray and the clang echoes in your ears as everything goes dark.

You’re back at the entrance of the house, but something has changed. The hallways are lit by warm flickering candlelight, and there are people here, oblivious to the horrors the house holds. A flash from a camera’s light blinds you. “Thanks!” someone squeaks.

“We don’t have much time.” The butler continues. “You are reincarnated members of the company that built this house. Tonight is the night it became cursed. You, or more specifically, your former selves have just been murdered. You need to dispatch your murderer in the past before the murderer completes the ritual. Stop this, and you will prevent this house from ever awakening.” He smiles sadly as his body fades from view. “Good luck . . .”

RIGHT NOW

- ✦ Starting with the haunt revealer, take turns drawing rooms off the room stack and placing them in the house. You cannot place a room if it would make it impossible to place another room. Keep doing this until all tiles are placed or you can’t put any more rooms in the house.
- ✦ Put your figures in the Entrance Hall.
- ✦ Set up the Turn/Damage track with a plastic clip at 12. You’ll use this to keep track of time—which is about to go backwards!

WHAT YOU KNOW ABOUT THE BAD GUYS

Your former selves were murdered by the traitor, who is looking to collect the magic of the house through a ritual that will go awry, or has gone awry. . . Time travel is confusing!

YOU WIN WHEN . . .

. . . you reveal the traitor before the Turn/Damage track reaches 0.

YOU MUST DO THIS ON YOUR TURN

Lower the Turn/Damage track to the next number. If the traitor has not been found, the traitor may place an Obstacle token (representing a Pentagram) in any room.

HOW TO SEARCH FOR THE TRAITOR

- ✦ At the start of your turn, you may ask the traitor one yes or no question about where he or she is. The traitor must answer truthfully. Questions must be limited to the names or characteristics of the room. They cannot involve information about what floor the room is on, or it’s position in relation to other rooms. Additionally, you cannot ask questions about symbols or game text on the room.
- ✦ At the end of your turn, you may declare that your room is the room where the traitor is hiding. If you are correct, the Traitor will tell you so, and you’ve won. If not, take 1 point of mental damage and lower the Turn/Damage track to the next number.

SPECIAL MOVEMENT RULES

- ✦ You can access all false doors, as long as you are going through the door’s entrance side.
- ✦ When you enter a face-down room, take 1 die of mental damage as your memories of the older version of the house start to confuse you. You were already here, right?
- ✦ You can enter and exit through any side of a face-down room.
- ✦ Ignore any text that hinders movement with the exception of the Pentagrams placed by the traitor. It takes an extra space of movement to enter a room containing a Pentagram token.

IF YOU WIN . . .

The murderer screams momentarily before collapsing lifelessly to the ground. As magic flows out of the half-crafted ritual, memories of a previous life flood back to you. You’ve come so far. You’ve sacrificed so much. And now, it is time to start your new life.



THEY’RE ALWAYS AFTER ME

BY MIKE SELINKER, BASED ON A SONG BY PAUL AND STORM

You find what appears to be an old cereal box. On the outside, it says “Begorrah! Here be a lucky charm indeed!” Your friend opens the box, and is engulfed in a cavalcade of colorful lights. Rainbows, moons, horseshoes, all manner of sparkles.

When the sparkles fade, you see that your friend has turned into a twisted little gnome in a green suit and red cap. “Ye will not get me pot o’ gold!” the creature cackles, and takes off running.

Pot o’ gold, ye say? Hmmm.

RIGHT NOW

- ✦ Put the pentagonal item tokens 1 to 7 (representing Wishes) near the Entrance Hall.
- ✦ Set aside seven monster tokens (representing Colors of the Rainbow), one of each color.
- ✦ Set aside a pentagonal Item Pile token (representing the Pot of Gold).

WHAT YOU KNOW ABOUT THE BAD GUYS

Erin go brag! Your friend has become a Leprechaun! And where there’s a Leprechaun, there’s a Pot of Gold at the end of a Rainbow. Now you need to find the Rainbow.

YOU WIN WHEN . . .

. . . you find the Pot of Gold.

SPECIAL ATTACK RULES

Leprechauns are vulnerable to being caught by their toes. If you defeat the Leprechaun, instead of dealing damage, you may pick a Wish from the Wishes table, then put the matching item token back in the box. You may not pick a Wish whose item token is not on the table.

SPECIAL ITEM AND OMEN RULES

- ✦ If you would draw an item card, you may draw an omen card instead.
- ✦ If you draw the Medallion card, choose an open door on the roof and place the seven Colors of the Rainbow out from that door, in this order: red, orange, yellow, green, blue, purple, magenta. Then put the Pot of Gold at the end of the Rainbow. (If there is no open door on the roof, extend the Rainbow from the side of a roof tile and pretend that a door is there.)

WISHES

WISH	WHAT HAPPENS
1	Each hero draws an item card.
2	You may put your figure in any room.
3	Gain 1 Speed and 1 Might.
4	Gain 1 Sanity and 1 Knowledge.
5	Draw three events, pick one to keep, and shuffle the others into the event stack.
6	Replace any non-landing room with the top tile from the room tile stack.
7	Steal any item card or omen card from the Leprechaun, even if it can’t be stolen.

SPECIAL MOVEMENT RULES

Each Color of the Rainbow is considered its own room tile as a part of the Roof. Only one hero may be on each Color at the end of any turn, but you can pass through a Color containing another hero. If you enter the final magenta Color, you may take the Pot of Gold and win the game. If you don’t, it’s a long way down.

IF YOU WIN . . .

The Leprechaun is mightily glum. “Ye have me pot o’ gold. What be yer fondest wish?” The explorers say, “To be out of this crazy haunted house!”

And so the Leprechaun’s wish-granting power whisks you home. You are thrilled that no more leprechauns will torment you till your dying day. Till then, you will count your gold and laugh into the night.



THE DEVIL'S NAME

BY F. WESLEY SCHNEIDER

A tablet covered by a grid of glyphs serves as the lid of a stone coffer. As you lift the capstone, a blast of violent heat and searing words rushes forth. A vicious thought—a name that threatens to consume—tries to force its way into your mind. Yet just as suddenly as it came, the gale tears away, escaping down the hall.

Your attention returns to the tablet as its glyphs re-etch upon the stone, forming familiar letters and the hint of an ageless, terrible word.

B	R	M	T	S
O	E	L	A	H
L	I	T	U	R
M	O	C	I	M
V	A	P	H	K

RIGHT NOW

If the Chalk card is not yet in play, search through the item stack and discard pile until you find it and give it to a hero. Then shuffle the discard pile into that stack.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has been possessed by an ancient entity that seeks to possess any mortal it encounters, replacing their identities with its own blasphemous name. It seeks to spread its viral consciousness to every explorer in the house, and then across the world.

None can say how long the Fiend has been trapped, but it's been held prisoner by the power of its own true name. Its true name lies encrypted upon the mysterious Brimstone Square (shown above), along with the names of untold other spirits and dark gods. The fiend might be locked away once more, but first you'll have to discover the secret of its true name.

Throughout the house are hidden six Tomes of Lore. Each can reveal one letter of the Fiend's true name; each instance of a letter is considered a different letter, even if the name contains multiples of the same letter. The fiend knows the danger of the Tomes of Lore, though, and seeks to destroy them. He can do so in the Furnace Room or the Kitchen. Get to the Tomes before the Fiend does. For each Tome destroyed, the mystery of the Fiend's name becomes more elusive.

YOU WIN WHEN . . .

. . . you banish the Fiend by speaking its true name.

HOW TO LEARN THE FIEND'S TRUE NAME

You can take a Tome of Lore when you enter a room that contains one. On your turn, you may forgo your movement to attempt a Knowledge roll of 5+ to research the Fiend's true name in the Brimstone Square on the left. Each column corresponds to a letter in the Fiend's five-letter true name, read left to right. If you succeed, you discard the Tome of Lore and the traitor must tell you one letter of the name (any unrevealed letter the traitor desires). If you fail, you may try again on a later turn. You can only carry one Tome of Lore at a time.

HOW TO BANISH THE FIEND

Once you believe you know the Fiend's true name, the entity's consciousness must still be banished. You must be in the same room the Fiend, or a hero possessed by the Fiend, and speak what you believe to be its true name. You can say a name to one traitor once on your turn, regardless of whether you have revealed all the letters. While the information gained from a subset of the Tomes of Lore might be enough to suggest a name, such daring proves risky.

- ✖ If you speak the **incorrect** true name to a possessed hero, the Fiend deals you a number of points of mental damage equal to the number of unrevealed letters. If you speak it to the Fiend, you become one of its possessed puppets.
- ✖ If you speak the **correct** true name to a possessed hero, it ends the possession, frees the dominated hero, and makes the hero immune to future possession. If you speak it to the Fiend, you banish the Fiend.

IF YOU WIN . . .

You speak the Fiend's true name, the rancid word scarring your tongue like burning rat fat. The entity's flesh-puppet screams in two voices, both its own and a shearing, soulless shriek. The invisible fiend lashes through the air, dragged back to its prison-tomb by your mastery of its name.

Yet, even as it's imprisoned once more, the Fiend's name lingers, a scar upon your mind—a scar that seems to whisper.

THE TWINS

BY JERRY HOLKINS AND MIKE SELINKER

A look passes between your two friends, a glance laden with an emotion you can't make sense of. In a moment, a red cord erupts in the space between them, binding them, and slicing through everything else with its core—a flexible black whip filled with pinprick stars. They are like two poles of a magnet; the space between them is filled with crackling force.

WHAT YOU KNOW ABOUT THE BAD GUYS

They have unified into a hybrid being, both halves of a powerful energy connection. Between them, they are trying to create a Seam of energy that might bring this house crashing down.

YOU WIN WHEN . . .

. . . one of the Twins is dead.

NODES

The Twins are leaving Nodes of energy around the house. You may attempt a Knowledge roll of 5+ to either destroy the Node (giving it back to the Twins) or move one of the Twins up to 5 spaces toward you.

SPECIAL MOVEMENT RULES

You cannot move or create line of sight through a Node; the passage is blocked from one side of the Node to the other. Note that the Nodes can never separate a room or set of rooms from the rest of the house.

IF YOU WIN . . .

The force between your two friends, or what were once your friends, thickens and heats as they are brought close. Pressing them together nearly exceeds the limits of your endurance, until they pass a point of no return; shrieking, the two mix and boil, stretching, until they become a column of fire that goes through the floor and ceiling. And then they are gone.



I, MUTANT

BY LIZ SPAIN

You're really light-headed. You thought it was the adrenaline of running around in this spooky house, but no. Something is definitely wrong. Your legs are numb and everything is going . . .

. . . you wake up on the floor hours later. Wiping the drool from your chin, you realize your skin has changed texture. Color, too. Surely, you weren't always this shade of periwinkle.

RIGHT NOW

Set up the Turn/Damage track with a plastic clip at twice the number of explorers. You'll use this to keep track of damage to the Research Laboratory.

WHAT YOU KNOW ABOUT THE BAD GUYS

You have been betrayed by a scientist of the less-than-sane variety who wishes to make you the subject of some uncanny research.

YOU WIN WHEN . . .

. . . you lower the Turn/Damage track to 0, destroying the Research Laboratory and stopping the traitor's dastardly experiments.

GETTING CAPTURED

The traitor has left Electronets around the house to capture you. If you get captured, tip your figure over. On your turn, you may not move or take any action except mutating and dropping an item. At the start of your turn, remove an Electronet from your room. If there are no Electronets in your room, you are no longer captured; tip your figure back up.

MUTATING

At the end of your turn, you may mutate. To do so, lower any traits by 1 or more, and raise another trait by the the total number of points you lowered your traits. Then, for your highest trait (choose among your highest if tied), you gain an additional power for the rest of the game:

- ✦ **Speed:** You may slip through the cracks in the walls like a slug. You may spend 1 space of movement to pass through a wall to a discovered room on the other side. You may spend 2 spaces of movement to ignore an Electronet in a room you enter.
- ✦ **Might:** You can lift the very foundations of the house. Once on your turn, you may pick up and rotate the room you are in, matching at least one door. You can't do this if you would separate a room or set of rooms from the rest of the house.
- ✦ **Sanity:** You see reality in ways others cannot. You may ignore any room text and can control the Mystic Elevator at will. Also, once during your turn, you may attempt a Sanity roll to remove an Electronet from your room for each die that results in a 2.
- ✦ **Knowledge:** All the secrets are yours to behold. Once on your turn, you may draw an item card.

You may only have one of these powers at a time. If your highest valued trait changes by the end of one of your turns, your power changes too.

HOW TO DESTROY THE RESEARCH LABORATORY

If you start your turn in the Research Laboratory, instead of moving or attacking, you may smash the lab equipment. Attempt a Might roll. For each die that results in a 2, lower the Turn/Damage track to the next number.

IF YOU WIN . . .

The laboratory is now in pieces. The scientist drops to a knee, tears streaming down. "My work. My lifetime of work, gone. There's nothing left. No way to start over now. Here, take it." The scientist holds out the key to the front door.

As you leave, you realize you don't have a cure for your newfound condition. The only research has been destroyed. Oh well. As you walk back to the van, you debate the potential merits of pale blue skin with your fellow mutants.



THE CANOPIC CURSE

BY PAUL PETERSON

You're not sure you would have opened the box like that, but your companion didn't hesitate. Inside was a strange jar, just like the ones you've seen scattered about the house. You heard your friend say, "Of course. Canopic jars. Now to find the right one," and take off running from room to room. You're not sure what is going on, but you are sure that it would be a very bad idea for your friend to "find the right one."

You start to head toward one of the rooms where you recall seeing a jar. Then, a strange feeling comes over you . . .

RIGHT NOW

- ✦ Take pentagonal item tokens (representing Jars) numbered from 1 to 6.
- ✦ Put items 1 through 5 face-up in different rooms randomly throughout the house, with no more than two tokens on any floor. Choose unoccupied rooms with item symbols  first, then unoccupied rooms with omen symbols , if possible.
- ✦ Give item 6 to the traitor.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has discovered that one of the Jars in the house holds the remains of a great pharaoh which will provide great power to the person who opens it in the Pentagram Chamber.

YOU WIN WHEN . . .

. . . you bring the correct Jar to the Entrance Hall.

YOU MUST DO THIS ON YOUR TURN

Each hero will be cursed in some way. The traitor will call you into the other room one by one and randomly assign you a Curse as listed in the *Traitor's Tome*. You must obey the rules of the Curse at all times. You cannot tell the other heroes in any way what the nature of your Curse is, nor discuss why you are taking specific actions on your turn.

HOW TO ACQUIRE A JAR

- ✦ You may take a Jar from a room at the end of your turn.
- ✦ You can't move after taking a Jar, but you can give the Jar to another explorer.
- ✦ You cannot pick up more than one Jar during your turn.
- ✦ You may drop a Jar at any time during your turn. You can't pick up a Jar you dropped on the same turn.

HOW TO KNOW WHO HAS THE CORRECT JAR

When all six Jars are collected, the traitor will reveal the Curse under the Mummy. The explorer with the matching Jar token holds the correct Jar. It immediately becomes that explorer's turn. If the explorer is a hero, the explorer must head toward the Entrance Hall.

SPECIAL ATTACK RULES

Explorers may not attack an explorer who holds a Jar until the correct Jar is revealed. After this, they may attack normally. An explorer who is damaged during an attack must succeed at a Might roll of 4+ to continue to hold on to the Jar. If the Jar is dropped, any explorer may pick it up normally.

IF YOU WIN . . .

As you exit the house with the jar in your hand, you look down to see it disintegrating. The magic that had protected it existed only within the house. Such is the transience of history.



GET A CLUE

BY ELISA TEAGUE

A scream echoes through the house, as if someone had just been found dead. But this time, there is no need to wonder, as the corpse of your dinner party host has been found. No need to solve this mystery, as you can already tell who is guilty. The butler did it!

The only question now is how to get out of the house before you become his next victim. Time to clue yourselves in and realize which famous house you’ve found yourselves in!

RIGHT NOW

- ✦ If the Dining Room is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.
- ✦ Put all heroes' figures in the Dining Room. Each of you is a dinner guest invited to the house, based on your explorer's color.
- ✦ Set aside an explorer token for each hero.
- ✦ Put a number of pentagonal item tokens equal to the number of heroes in the Dining Room. They represent the potential murder weapons: 1) a Stiletto, 2) a Derringer, 3) a Candelabrum, 4) a Crowbar, and 5) a Truncheon. Use these in order; with fewer than five heroes, not all weapons will be used. Note that the Rope is also a potential murder weapon, but starts with the traitor.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is the Butler of the house, and he or she is a very disgruntled employee. After strangling Mr. Dedman, the owner of the house, due to an argument over dessert dishes, the Butler has completely snapped, and now you are the next potential victims! However, the police are on the way, and when they get there, everyone needs an alibi, or there will be a Rope calling your names.

YOU WIN WHEN . . .

. . . each hero establishes an alibi before the police arrive. One of the alibis must include the Rope, which does not start in the Dining Room. If a hero dies before establishing an alibi, another hero may establish an alibi for that hero, using the dead hero's alibi rooms.

HOW TO ESTABLISH AN ALIBI

A hero may establish an alibi by taking one of the potential murder weapons (either the Rope or one from the pile in Dining Room) to one of his or her specific alibi rooms. The hero must then attempt a Knowledge roll of 5+ to “remember” a convincing story using you, the weapon you brought, and your current room. To avoid conflicting stories, each alibi must be established in a different room. Put your explorer token and the item token or card in the room when you establish your alibi; it may not be picked up or used until the

DINNER GUESTS

COLOR	NAME	ALIBI ROOMS
Red	Mr. Rose	Ballroom, Entrance Hall, Game Room
Yellow	Lieutenant Lemon	Drawing Room, Entrance Hall, Study
White	Professor Pale	Conservatory, Entrance Hall, Kitchen
Green	Mr. Lime	Ballroom, Conservatory, Entrance Hall
Blue	Mrs. Sapphire	Drawing Room, Entrance Hall, Game Room
Purple	Miss Violet	Library, Entrance Hall, Study

police arrive.

SPECIAL ATTACK RULES

- ✦ The Butler can be damaged as normal, but cannot be killed. You can steal items using physical attacks as normal.
- ✦ While in one of your alibi rooms, the traitor cannot do any damage to you during an attack.

IF YOU WIN . . .

The police sirens near, and you breathe a sigh of relief—mostly because of the fact that you can still breathe at all. You swear to yourselves that this is the last dinner party you will ever attend. Who needs fancy dinners anyway?

After being questioned, you are told by the captain that you will be getting a medal of honor and an invitation . . . to the mayor's annual dinner party.

IN THE DETAILS

BY ROB DAVIAU

This letter . . . it's a contract. Apparently the people in the house have signed a deal with someone they shouldn't have. And now the devil wants his due. Is that brimstone? Is that your name on the contract? Why is your head swimming so? What have you done?

RIGHT NOW

- ✦ Mix up Obstacle tokens (representing Names) numbered from 1 to the number of players plus two (so, in a four-player game, you'd have the tokens numbered 1 to 6). Give each player a Name token in secret. Set aside the other two.
- ✦ The haunt revealer takes the first turn.

WHAT YOU KNOW ABOUT THE BAD GUYS

Them? You? Whomever doesn't have the lowest number amongst all players is currently on the hook to give his or her soul to the infernal powers in the house. Better kill the others so that you have the lowest by default. Or wait until the contract shifts in your favor.

YOU WIN WHEN . . .

. . . you are either the last person left in the house or find a loophole in the contract.

HOW TO FIND A LOOPHOLE IN THE CONTRACT

- ✦ The infernal contract keeps changing and shifting. Sometimes your Name is on there; sometimes it's not. If you have the lowest number out of all the players still in the game, you may have found a loophole in the contract.
- ✦ To find a loophole, at least one explorer must have died; after all, the devil isn't going to walk away with nothing. After that, you may attempt a Knowledge roll of 4+ while in the Pentagon Chamber to turn over your Name token. If no one else has a lower number, you have found a loophole. If someone else has a lower number, he or she shows it to you secretly and you go up in a puff of smoke and are out of the game. Set aside your Name token.

HOW TO BETTER UNDERSTAND YOUR POSITION
You may attempt a Knowledge roll of 5+ in the Library or Study to look at all the set-aside Name tokens and swap one of them with yours, if you like.

HOW TO MAKE A BARGAIN

You may attempt a Sanity roll of 5+ in the Chapel to swap tokens with any other explorer.

HOW TO PLAY DICE WITH THE DEVIL

- ✦ If you have the Letter in the Game Room, you may shuffle the Letter into the omen deck to randomize the Names in the contract. You put your Name token back out of play and roll 4 dice. All other living explorers roll 4 dice. Any who roll equal to or lower than you must put his or her Name token out of play; any who roll higher than you can choose to do that if they want. Then everyone who doesn't have a Name token then gets a random set-aside Name token in secret.
- ✦ If you draw the Contract event card, instead of following its instructions, you may shuffle it into the event deck to randomize the Names as above.

SPECIAL ATTACK RULES

If you kill another explorer, you may look at his or her token number and compare it to yours. Place the higher of the two out of play and keep the other one, face-down.

AT THE END OF THE ROUND

At the end of the round, just before the haunt revealer's turn, every living explorer passes his or her Name token clockwise to the next explorer.

IF YOU WIN . . .

You did it. You found a way to get out of the bargain. Again. It's almost becoming too easy. Oh well, there will always be another group of people willing to sign away their souls for power. Maybe next time one of them will be a worthy adversary.



FORGET TO REMEMBER

BY WILL HINDMARCH

The house creaks and groans like a voice without words. The portraits on the walls stare out at you, following you with their eyes, and every one of them depicts Richard Smith. Newspaper clippings in the foyer say he was exonerated, but everyone in this town knows he was a killer. And now your friend is staring at you, too—just like Richard Smith in his portraits—and when you make eye contact, the house creaks and groans anew.

RIGHT NOW

Set aside six Knowledge Roll tokens.

WHAT YOU KNOW ABOUT THE BAD GUYS

This house was home to a madly brilliant killer named Richard Smith. He designed this garish house to augment his psychic abilities. He aimed to maintain his spirit in the physical world and preserve his memory. But it backfired: Now his memory and his spirit are bound to the house. By entering this place, you have, in a very real way, entered his mind. The house itself wants to imprint Smith's mind onto yours, so he can live—and kill—again.

YOU WIN WHEN . . .

. . . you have slain the Psychic Spirit of Richard Smith by slaying every body it inhabits, or the traitor chooses to erase the last vestige of Richard Smith from his or her memory.

SPECIAL ATTACK RULES

- ✦ Whoever has the Crystal Ball card can use it to make distance attacks with Knowledge, which also activate the Crystal Ball as normal (thereby risking Sanity loss for the attacker). Surely the Crystal Ball has value and power for the Psychic Spirit and the traitor as well, so he or she might seek it out. Be careful.
- ✦ You may use any method of dealing physical damage to drive Richard Smith's spirit out of a room. Make a Might attack against your room, treating the room as having Might 5, or Speed 5 against cards like the Dynamite. This attack deals no damage; instead, put a triangular Knowledge Roll token in that room if you deal 2+ physical damage to it. No more than two such tokens can be placed in a single room; if you run out of tokens, you can move one from another room. Each Knowledge Roll token in a room lowers the Sanity and Knowledge value of the Psychic Spirit by 1 die in that room.

WHAT HAPPENS WHEN YOU WOULD DIE

- ✦ If your Knowledge drops to the skull symbol, you become catatonic instead of dead, and automatically roll a 0 on all physical and mental attacks.
- ✦ If your Sanity drops to the skull symbol, you become a monster capable of making mental attacks on behalf of the Psychic Spirit, but subtract 2 from the Psychic Spirit's mental attack roll in such cases. If you then become catatonic, you do not move, but you may attack explorers in the same room with you. You are inhabited by the Psychic Spirit and must be slain to defeat the haunt.
- ✦ If your Might or Speed drops to the skull symbol, you die.

IF YOU WIN . . .

You have trouble trying to remember. They ask you questions about what happened in the house, but it's all so foggy. They keep using the words "that night"—as in, "What happened that night?"—but you feel afraid to answer, without being able to remember why. And it seems like no one in town can remember whose house it used to be, as if there's a hole drilled through everyone's memory . . .



THE MURDERER IN THE MACHINE

BY JEFF TIDBALL

The sound of that tarnished old ring hitting the floor sounds, oddly, just like your ringtone. As the ring falls into a hole, you realize that your phone is buzzing. Your hand, by muscle memory, reaches into your pocket.

Onscreen you see a notification from Flitter, the social media network where you and your friends chirp about everything that's important in your lives.

But this is no normal alert. There's a progress bar at the top of the screen that wasn't there before. And it's labeled "Dead Friends." Right now it's set at zero, but something tells you it's not going to stay there . . .

RIGHT NOW

- ✦ Each hero takes a pentagonal item token (representing a Smartphone).
- ✦ Set aside all the small monster tokens (representing Bars of reception) and Obstacle tokens (representing Dead Zones).

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has been driven insane by . . . *something*. And it seems that the same force is about to drive you crazy, too. If the traitor doesn't kill you first, that is.

YOU WIN WHEN . . .

. . . at least one hero with a positive Sanity score escapes the house. The problem? The front door's still locked and the windows are securely boarded up! You're going to have to call for help . . . *but the reception in here is horrible!*

HOW TO USE YOUR SMARTPHONE

Once during your turn, if you possess a Smartphone, you may either look for reception or call for help. You can also lose your phone.

- ✦ You can **look for reception** in any non-basement room. Roll 1 die on the ground floor or 2 dice in the upper floor or roof. Add 1 to the result if the room has a window or is outside (see this expansion's rule sheet). Your total is the number of Bars of reception in that room. Put that number of Bar tokens (maximum of five) in the room; if zero Bars were discovered, put a Dead Zone token in the room. You may not look for reception again in a room whose reception has already been established.
- ✦ You can **call for help** in a room with at least one Bar. To call for help, roll 4 dice and add your room's number of Bars to the result. If your result is 9+, help is on the way! (See **How to Escape the House**.)
- ✦ You can **lose your phone** like you would an item card, but it's not cool to do so. If you willingly drop a Smartphone, or give it to another hero, lower your Sanity by 1 die. (*"Give up my phone? Are you crazy?!"*) Once a hero's Sanity drops to the skull symbol, that hero becomes a "friend" of the traitor. (Have the explorer read this haunt in the *Traitor's Tome*.)

HOW TO ESCAPE THE HOUSE

- ✦ When help is on the way, add the number of living heroes to the number marked on the Turn/Damage track. Mark that number on the Turn/Damage track with a spare clip so everyone knows that's when help will arrive. For example, if four heroes are alive when a successful call for help is made on turn 3, help will arrive on turn 7.
- ✦ On the turn that help arrives, or on any turn thereafter, any hero in the Entrance Hall lets the police into the house, and the heroes win.

IF YOU WIN . . .

The red and blue lights of police vehicles flash across the landscape. You burst through the once-locked front door with the help of a black-clad SWAT officer, who ably wields a stout crowbar.

Medics try to rush you to a waiting ambulance, but you snatch the crowbar from the officer's hands. You hurl your phone to the ground and use the crowbar to smash it to jagged, broken pieces.

As the paramedics help you into the ambulance, you see the driver checking her phone . . .



THE WOODS IN THE CABIN

BY MIKE SELINKER

All this time you thought you were in a haunted house. But now you remark that the wooden frame of the house is quite rough-hewn, and there are leaves everywhere. Despite some Frank Lloyd Wright-wannabe glomming all sorts of habitable attachments on it, the house is not a house at all! It is a mighty tree.

There is only one problem. It is an ensorcelled tree that is growing recklessly out of control. Its roots can shatter the foundations of skyscrapers. Its acorns can crush city buses. Its squirrels are ravenous monsters.

You have to cut down this tree before it kills you all.

RIGHT NOW

- ✦ Each hero that does not have a weapon draws a random weapon from the item stack, if any are in the stack. Then shuffle the stack.
- ✦ Set aside one matching explorer token for each hero.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has become a giant, rapidly growing Tree.

YOU WIN WHEN . . .

. . . you fell the Tree.

HOW TO CUT DOWN THE TREE

You must destroy the ground floor and make sure the top of the house is so heavy that the trunk can't handle the weight. You can do this when there are no ground floor tiles except the Tree House and the total number of rooms on the upper floor and roof exceeds the number of Roots in the basement.

SPECIAL ATTACK RULES

- ✦ Once on your turn, you may attack a ground floor room. Make a Might attack against the room. If you defeat the room, flip the room tile over (or, in the case of the Entrance Hall or Grand Staircase, put a random ground floor room tile face-down on top of it). You may not attack the Tree House.
- ✦ You may attack a Root, represented by a small green monster token. The Roots are so thick that the only way to remove a Root is to use Dynamite or drop one of the incredibly heavy Acorns (small orange monster tokens) on it. Once on your turn, you may remove an Acorn in your room from the house. Then roll 6 dice, and if you equal or exceed the number of rooms on the ground floor, remove a Root of your choice. You may not remove a Rootstalk (the Plant token), which counts as a Root.
- ✦ If you are in a room with an Acorn and a Squirrel (small red monster tokens), you may make a Knowledge attack against the Squirrel. If you defeat the Squirrel, remove the Squirrel and Acorn from the room.
- ✦ The first time you do any of the above actions, put your explorer token on your character card.

SPECIAL MOVEMENT RULES

- ✦ You may move from a face-down tile to any adjacent room, or discover a room through any side of that face-down tile. (But hey, you're trying to destroy the ground floor, so don't do that any more than you have to.)
- ✦ If the Stairs from Basement is in play, they now lead to and from the Tree House.

IF YOU WIN . . .

"Timmmberrrrr!" you shout, and the tree starts to buckle under its own weight. The leaves and acorns fall off in droves, blanketing the earth with flotsam from man's depredations. Finally, its trunk can take no more, and the tree snaps in half.

You look around and you see the hill is surrounded by trees. They don't look happy.

SIBLING RIVALRY

BY MARIE POOLE AND ELISA TEAGUE

You have released the spirits of siblings eternally locked into a deadly game of pranking. As their spirits enter the house, you discover a letter.

Esteemed Sir and Madam:

I have tried to alert you many times to the fact that your children are called to the darkness. Their continual pranking is becoming more and more dangerous and I can no longer stand by while you do nothing. I have found a way to subdue their violent tendencies, but am certain they know. I have a plan, but will need to lure them into a room where their spirits can be cleansed. I implore you, please help me for their sake. If you agree, meet me in that room and we can lay our trap. I can only hope that I do not fall prey to one of their pranks along the way.

*Sincerely,
Doctor Abigail Mitchell
Headmistress, Wexley School for Girls*

RIGHT NOW

Set aside five triangular Sanity Roll tokens.

WHAT YOU KNOW ABOUT THE BAD GUYS

Your friend has been possessed by Siblings in the house, and they are playing deadly pranks. You need to find the spirit of the Headmistress. She is trying to complete her exorcism of the Siblings but will need someone who is living to help her.

YOU WIN WHEN . . .

. . . the evil spirits of the Siblings are cleansed through exorcism.

HOW TO PERFORM THE EXORCISM

- ✦ Only the Headmistress knows how to perform the exorcism, so you will have to lead her to a cleansing room of the house to get it done. With the Headmistress in the Bathroom, Chapel, Graveyard, Organ Room, or Solarium, you may attempt a Sanity roll of 6+ to conduct the ritual. If you succeed, put a Sanity Roll token in that room.
- ✦ Once the exorcism ritual has been performed, each Sibling needs to be cleansed by taking the Sibling to a room containing a Sanity Roll token. If this happens, remove the Sibling and Sanity Roll token from the house.

SPECIAL ATTACK RULES

- ✦ If you attack and defeat a Sibling, instead of dealing damage, you can grip the Sibling by the ear and drag the Sibling along as you move. Until the caught Sibling leaves your room, any hero entering that room may automatically catch and drag the Sibling by the ear.
- ✦ If the Headmistress is in your room, add 2 dice to your attack and defense rolls against the Siblings.

IF YOU WIN . . .

"We just wanted to have some fun, and you've all ruined it!" scream the spirits in unison as they rise through the ceiling. You make your way to the front door of the house, you stepping into each room to make sure there are no leftover pranks to lead you to your death. With rattled nerves, any small scare could be your doom. You need a long rest at a distant vacation spot to restore yourself to normal . . . no children allowed!



When you finish this haunt, mark your explorers' completion of it in the chart after haunt 100.



CRY, BABYLON!

BY PETER ADKISON AND PAUL PETERSON

You hear the howl of mighty winds that shake the house. Your friend starts a scream that turns into a roar as you feel something very strange and powerful occurring nearby. If someone asked to describe what it felt like to be in the presence of a god, this would probably be it. The house doesn't seem to like it, though.

You can hear something else moving around nearby. One giant paw can be seen around a corner. "I am the Lammasu," the lionlike bird-creature purrs. "And we are now in the presence of the great death god Marduk. May he have mercy on your souls."

RIGHT NOW

- ✦ Set aside the Cat card.
- ✦ Put the Cat token (representing the Lammasu) in a room on a floor other than the one the traitor is on. Put it in a room that is at least three rooms away from any hero and a landing if possible. Otherwise put it as far away from the heroes on that floor as possible.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor has become Nebuchadnezzar, the living avatar of the Babylonian god Marduk. He wants to gain power through absorbing your souls.

YOU WIN WHEN . . .

. . . you kill the walking god your friend has become.

HOW TO ENLIST THE LAMMASU'S AID

- ✦ You have an ally. The protective spirit of the house, a Lammasu, has manifested and can help you, but it requires sacrifices to gain its assistance. When you end your movement in the room with the Lammasu, you can discard an item card or omen card (other than the Cat card) to put the Lammasu in the room with the traitor, who loses 1 from each trait.
- ✦ If you do this, you may also take the Cat card from wherever it is.
- ✦ The Lammasu is then destroyed but materializes in a room on another floor. The traitor decides which floor, and you place the Lammasu. Put it in a room that is at least 3 rooms away from any hero and a landing if possible. Otherwise put it as far away from the heroes on that floor as possible.
- ✦ At the end of any turn in which you don't sacrifice a card to the Lammasu, set aside the Cat card, if you have it.

IF YOU WIN . . .

The winds buffeting the house die down as your former friend falls. The Lammasu's voice echoes through the house: "Marduk is once more banished to the void. He can only return when another of the ancient king's bloodline claims the throne."

The Lammasu smiles at one of you, but at which is not very clear at all.



ONE OF THE MASTER'S AFFAIRS

BY MIKE SELINKER

Coming home from a wedding, your car blew a tire in the road on the rain-slicked asphalt, and this house's lights were on. Of course you decided to spend the night here. Little did you know that this house was owned by a freaky doctor who has made a monster out of body parts! Your friend tosses aside a cloak and is revealed to be Rough Ralph, a hunchbacked servant to the evil Doctor Frank N. Sense! The Doctor's fabulously dressed servants are calling for a feast, and you're on the menu!

But you know something they don't know. You've discovered the secret of warping time.

RIGHT NOW

- ✦ Each hero takes a pentagonal item token (representing Time) and a blank piece of paper.
- ✦ Set aside a triangular Speed Roll, Might Roll, Sanity Roll, and Knowledge Roll token, as well as the Fountain token.
- ✦ If the Ballroom, Dusty Hallway, Gymnasium, Larder, Master Bedroom, and Operating Laboratory are not yet in play, search through the room stack until you find them and place them in the house. Then shuffle that stack.
- ✦ Put your figures in the Ballroom.

WHAT YOU KNOW ABOUT THE BAD GUYS

The Doctor has created a monster out of the body parts of the last people who stopped here on a rainy night. The Doctor's servants are preparing for some big event. You expect you don't want to be here when it happens.

YOU WIN WHEN . . .

. . . all living heroes exit through the front door of the Entrance Hall. Sadly, it is locked.

HOW TO THWART THE BAD GUYS

You must complete these tasks before the doors to the Entrance Hall swing open. Different heroes can complete different parts of each task; each hero may attempt a task once a turn, attempting to get a victory. Each time you get a victory, stun one of the monsters and tell the traitor to put that monster in the room in which the monster started the haunt.

- ✦ **Stage a farce:** In the Theater, a hero must attempt a Speed, Might, Sanity, or Knowledge roll of 3+. When a hero fails one of these rolls, he or she puts the appropriate triangular Trait Roll token on the Theater. Each of these Trait Roll tokens can be put into the Theater once, each counting as a victory. If you succeed, nothing happens.
- ✦ **Climb the radio tower:** Three times, a hero must be in the Tower and attempt a Might roll of 3+ to put the top room tile of the room stack under the Tower tile; if unsuccessful, the hero takes 1 die of physical damage for each tile under the Tower. Each room tile under the Tower counts as a victory.
- ✦ **Synchronize your swimming:** Two heroes in the Underground Lake must roll 4 dice each on one of their turns, aiming to have all dice show the same number. Either of the heroes may discard an item card or omen card that can be dropped to allow both heroes to reroll any number of dice. This may continue to occur until the heroes give up or all dice match. Having all dice match counts as a victory; to indicate this, put the Fountain in the Underground Lake.

When you have all eight victories (four triangular Trait Roll tokens in the Theater, three room tiles under the Tower, and the Fountain token in the Underground Lake), the front door unlocks. If you can make it there, you can escape.

HOW TO WARP TIME

- ✦ At the end of your turn, you may discard your Time token to write your current traits (making sure to note exactly where the clip on each is), your current room, and your current event cards, item cards, and omen cards on a piece of paper. This is called a Time Slip.
- ✦ At the start of any of your turns thereafter, you may move to the room listed on the Time Slip and reset your traits and cards to how they are listed on the slip. This can involve taking a card from another explorer or searching a stack or discard pile; shuffle any stack you search this way. Tear up your Time Slip if you do this.

IF YOU WIN . . .

Your friend leaps off the highest gable of the house in despair. On the way down, Rough Ralph triggers some sort of bomb in the basement. You barely make it out of the house before it explodes, the Doctor and monster long gone from this earth. Ah well. You have just enough time to fix your tire and catch that midnight cult movie you've been meaning to see.



INTERNAL CONFLICT

BY THE LONE SHARK INTERNS

The internship has been going great. Your fellow interns aren't just co-workers, they're your friends. You work together to deliver coffees to the people who do the real work. That is, until you get an email from the boss.

"Interns," the email reads, "I have decided to create a new position: Chief Intern. It has been awarded to the intern who has shown the best performance."

Immediately, all of you get dozens of emails. All of them from the Chief Intern, all of them containing instructions for you to follow. You secretly vow that you will do anything to get that job. You are suddenly reminded of how the previous batch of interns snapped and [REDACTED FOR LEGAL REASONS]. But that couldn't happen to you ... right?

RIGHT NOW

- ✦ If there are less than five rooms on any floor, place rooms from the room stack until there are at least five rooms on every floor.
- ✦ Put one Obstacle token (representing a full-time Employee) in each room with an event symbol (☹).

WHAT YOU KNOW ABOUT THE BAD GUYS

Those Employees really enjoy bossing you around, and they're especially grumpy if they don't have their Coffee. Their wish is your command, and they won't take any excuses. And, as if you didn't have enough problems, one of your former friends has betrayed you by impressing the boss and earning a promotion to Chief Intern. Now your friend gets to order you around too.

YOU WIN WHEN . . .

... you are the last intern alive!

YOU MUST DO THIS ON YOUR TURN

If you discover an event room, put an Employee in that room before you draw your event card.

HOW TO DELIVER COFFEE

- ✦ To deliver a Coffee, end your turn in the same room as an Employee. Remove the Employee from the house and put it on your character card.
- ✦ If you deliver a Coffee on your turn, raise your Speed by 1. If you don't, lower your Sanity by 1.

HOW TO GET PROMOTED

You really want that job, but standing out from the crowd might require some pretty drastic actions. You may also want to set your sights on stealing the Chief Intern's Badge by defeating the Chief Intern by 2 or more when making a Might attack, or, of course, just looting it from his or her dead body. None of the Employees can tell you Interns apart anyway, so whoever wears it automatically gains all of the Chief Intern's powers, and can now read the *Traitor's Tome*. If still alive, the explorer that lost the Badge gets demoted to a regular Intern.

IF YOU WIN . . .

As your fellow interns are dragged away in straitjackets and/or body bags, a clipboard with the company insurance forms is handed to you. Cause of death? Organ donor? Usual stuff.

As your friend is carried past you, you take the Chief Intern badge and pin it to your jacket.

"Wait," you think to yourself, "who am I going to boss around now?"

BURN OUT THE DARKNESS

BY MICHAEL DUNLAP AND CHAD BROWN

The soft, warm light suffusing from the vial suddenly flared to life, revealing the house in stark details. All around the periphery of the room, darkness seeped out of the house like oil, covering everything. You were one of the lucky ones—your torch held back the inky black that enveloped your less fortunate fellows.

Your reprieve was anything but permanent, however, as the silent darkness continues to seep into ... everything. Only the fire seems to hold it back. Cleansing fire.

It looks like you have work to do.

RIGHT NOW

- ✦ This haunt can have multiple traitors. The hero to the traitor's left chooses a player other than a traitor to join the heroes, then the traitor chooses someone to join the traitors. Repeat this until each explorer is either a traitor or a hero. The traitors leave the room together.
- ✦ If there are less than five rooms on each floor, draw room tiles for each floor and put them into play until there are at least five rooms on each floor.
- ✦ If the Stairs from Basement is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack. **For purposes of this haunt, the Stairs from Basement is considered a landing.**
- ✦ Each hero takes 15 small monster tokens of one color of green, orange, or red (each representing the hero's own Fire). Each hero puts one of his or her monster tokens face-down in his or her room.
- ✦ The hero to the traitor's left takes the first turn.

WHAT YOU KNOW ABOUT THE BAD GUYS

The Darkness will continue to spread out from the house, unless you can stop it. Fire is the only way; you'll have to burn the house down, of course. It's the only way to truly purge the Darkness. Unfortunately, not everyone escaped its clutches, and they're going to try to bring you into the Darkness.

YOU WIN WHEN . . .

... every room in the house is burned. Kill it with fire!

HOW TO BURN DOWN THE HOUSE

- ✦ When you enter a room, you may put one of your Fire tokens there, face-down.
- ✦ At the start of your turn, the Fire spreads. Put one of your Fire tokens face-down in each room connected to a room containing one of your face-up Fire tokens, unless it already contains one of your color. In addition to normal door connections, the Roof Landing is connected to the Upper Landing, which is connected to the Grand Staircase; the Foyer is connected to the Stairs from Basement.
- ✦ Then, destroy each non-landing room that has one of your Fire tokens face-up. That room is burned in cleansing fire. Remove any figures and tokens on the room (returning all Fire tokens that were on the room to their heroes), and flip the room over. Return any non-Fire tokens and figures.
- ✦ After you flip those room tiles, if there are any heroes in a face-down room, each such hero must put his or her figure in the nearest face-up room and attempt a Speed roll. Each hero who gets a result lower than 2 plus the number of spaces he or she moved takes 2 dice of physical damage.
- ✦ Finally, flip all your face-down Fire tokens face-up.

SPECIAL MOVEMENT RULES

Treat face-down room tiles as if they have doors on each side and do not block line of sight.

IF YOU WIN . . .

The smoldering bonfire of the house backlights you. Unbidden, words come to you:

Some say the world will end in fire,

Some say in ice.

From what I've tasted of desire,

I hold with those who favor fire.



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LAST WILL AND TOURNAMENT


BY CHAD BROWN

Your rich, eccentric Aunt Edwina had always delighted in the supernatural. At every visit, she spun fantastic tales about things ancient and strange, especially about her prized collection of unusual artifacts. On her last trip, she whispered that she had heard of a way to cheat death.

Unfortunately, it seemed that your auntie's efforts were for naught. She passed soon after, and you were called together for the execution of her will. You all explored the odd old house, finding various pieces of her collection, recalling the stories you'd been told, and apportioning them to you, her inheritors. Everyone wanted something to remember Edwina.

At some point, things turned sour. Squabbling turned to scrabbling, scrabbling turned to skirmishing, and a palpable sense of greed settled over you all. Staring at the gilt-framed photograph of Aunt Edwina hanging over the mantel, the traitor suddenly spoke with the voice of the dearly departed: "You ungrateful wretches! Put down my things, and then get out of my house!"

RIGHT NOW

- ✦ Set aside the Item Pile tokens.
- ✦ If there are fewer rooms in the house with an item symbol  than the number of explorers, draw room tiles and put the ones with item symbols into play until there are as many item rooms as explorers.
- ✦ Each hero draws an item card, then each counts his or her total number of item cards and omen cards that can be traded or stolen. (A card that can be traded but not stolen, or vice versa, counts. For example, the Armor and Blood Dagger count, but the Bite doesn't.) These cards represent your Bequests, which will change as you gain and lose cards.


WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor is possessed by the greedy spirit of your dear Aunt Edwina, who seems to be intent on re-possessing all the most interesting pieces of her macabre collection—at least, the pieces that you have.

YOU WIN WHEN . . .

. . . you trap the spirit of Aunt Edwina inside an heirloom in her collection, freeing yourselves and the house from its influence.

HOW TO CAPTURE EDWINA'S SPIRIT

If the traitor ever has no Bequests, Edwina's spirit begins casting about for a suitable Bequest. In that case, any hero in a room with an omen symbol  may say "You are free" and drop a Bequest to draw out Edwina's spirit. Her spirit is pulled into the heirloom, and the heroes win.

SPECIAL ATTACK RULES

As usual, the only explorer you may attack normally is the traitor. However, once during your turn, you may attempt to steal a Bequest of another explorer in your room, either by persuading the explorer that the Bequest isn't worth dying over (using Sanity), or by relating an old story from Aunt Edwina that proves the Bequest means more to you than it does to the explorer (using Knowledge). If you attack while in a room with an item symbol, add 1 die to your attack. This attack deals no damage, but if you defeat the other explorer, you roll on the Bequest Disposition table. If you don't, your attack has no effect.

BEQUEST DISPOSITION

Roll 1 die.

0	The attacked explorer discards a random Bequest.
1	Steal a random Bequest from the attacked explorer.
2	Steal a Bequest of your choice from the attacked explorer.

SPECIAL ITEM AND OMEN RULES

You are overcome with greed, and may not willingly trade or drop item cards or omen cards, except as described in **How to Capture Edwina's Spirit** above. If you are ever in a room with any dropped item cards or omen cards, you must pick up all of them. When you die, drop all your Bequests in an item pile. For each Bequest you drop for any reason, roll 1 die; if you roll a blank, the Bequest is discarded.

IF YOU WIN . . .

Throughout the house, a plaintive cry echoes. "My precious things!" As the scream fades, the aura of greed lifts, and sanity returns. Luckily, you have a small keepsake to remember dear Auntie Edwina. May she rest in peace.



NANNY, INTERRUPTED

BY MIKEY NEUMANN AND DON EUBANKS

The Nanny's ghastly tones can be heard reverberating from the walls. She calls out, "I know you're excited to grow up, but if I had my way, you'd stay the same age forever." You can hear her smile. The very marrow of your bones seems to be crying out to run, but how?

"Heavens! Howsoever did the children get out of their cribs? There is a time and place for games and this is not it!"

You notice the ceilings of the house start to rise higher until you are hit by the terrible realization that you are actually getting shorter.

RIGHT NOW

Set aside the Item Pile tokens.

WHAT YOU KNOW ABOUT THE BAD GUYS

The Nanny is a strict and orderly caretaker with odd magical powers. She wants her naughty children—that's you—rounded up back in the Nursery.

YOU WIN WHEN . . .

. . . all of you are on the outside of the front door next to the Entrance Hall, which is locked.

YOU MUST DO THIS ON YOUR TURN

At the start of your turn, take 1 die of physical damage and 1 die of mental damage. If you begin your turn in the Nursery, take 2 dice of both types of damage instead.

SPECIAL DAMAGE RULES


- ✦ When you take mental damage, take all your damage to Knowledge. When you take physical damage, take all your damage to Might.
- ✦ When you take Might damage, raise your Speed by the amount you lowered your Might.
- ✦ If any of your traits drops to the skull symbol, you are a baby for the rest of the game. You can still move a minimum of 1 space if your Speed reaches the skull symbol. You get a 0 on trait rolls in any trait that is at the skull symbol. You can no longer take damage. You cannot communicate except in baby talk.

SPECIAL ATTACK RULES

- ✦ If you are a baby, you may attack the Nanny using Speed. If you lose, you take no damage, but the Nanny picks you up. If you win, the Nanny takes no damage but drops a number of carried items, omens, and/or heroes equal to the difference between your rolls. You may throw any of them into any adjacent room or rooms if you like; for freed heroes, this doesn't count as exiting the room. If you lose, you take no damage, but the Nanny picks you up.
- ✦ If you are picked up by the Nanny, the first thing you must do during your turn is attack the Nanny to get her to drop you. If you defeat her, return your figure to any adjacent room and lose 1 Speed. If you don't defeat her, your turn is over.



SPECIAL MOVEMENT RULES

- ✦ You can spend 1 space of movement to crawl out a window or outside feature on either the roof (taking 5 dice of physical damage), upper floor (3 dice), or ground floor (1 die); you take no damage if you have the Rope (or if you are a baby, obviously). A list of windows and outside rooms is in this expansion's rule sheet.
- ✦ Once you have left the house, you can walk around the perimeter of the ground floor; each outside edge of a tile counts as its own room. You can enter a ground floor window or outside room by spending 1 space of movement. Line of sight goes through windows and outside rooms on the ground floor as if the perimeter areas were rooms.
- ✦ You can hide in dumbwaiters. Spend 1 space of movement to move from a room into its dumbwaiter; put your figure on the dumbwaiter symbol . You roll 2 additional dice on defense while in a dumbwaiter. When you exit the dumbwaiter, you can spend one space of movement to re-enter the room, or 2 spaces of movement to move to the landing either one floor up or one floor down.
- ✦ If any of your traits is at the skull symbol, and you need to roll that trait to enter, cross, or exit a room feature, you automatically succeed. Nothing stops a baby who wants to get somewhere dangerous.

SPECIAL ITEM AND OMEN RULES

Not including those that cannot be dropped, you can carry a maximum of one item card or omen card for each point of Might you have (minimum of one). If you have more than that amount, you must drop the excess in an Item Pile.

IF YOU WIN . . .

As you leave the house, every step brings a new memory of the family you have and couldn't bear to leave behind. You are alive (and close enough to the age you're supposed to be) and there is nothing in the world that can take that away from you.

HOUSE OF LEAVINGS

BY ANDY COLLINS AND GWENDOLYN KESTREL

You've been pulled into an alternate dimension, one with a house that's similar to the one you were just in, but arranged differently. A wild gleam appears in the eyes of your friend, who scurries upstairs and out of sight before cackling madly. Then you hear the pleading voices of ghostly entities trapped in the house and the scratching of a very large . . . human, maybe? There's an eerie snorting sound, like you imagine a minotaur would make. If you could imagine a minotaur. You don't want to imagine a minotaur.

RIGHT NOW

- ✦ Put all heroes' figures in the Entrance Hall.
- ✦ Put the undiscovered room tiles back in the box. You won't need them.
- ✦ Set aside the Abandoned Room tile.
- ✦ Pick up all discovered non-landing room tiles and divide them into two equal-sized stacks. Shuffle the Abandoned Room tile into one of the stacks. Put that stack under the other stack, so that the Abandoned Room is somewhere in the bottom half of the combined pile.
- ✦ Put the traitor's explorer token on the omen that started the haunt.

WHAT YOU KNOW ABOUT THE BAD GUYS

The traitor wants to keep you from escaping the house, and may have conjured a ghostly Minotaur to stop you. At least you think so. It's really hard to tell what is real here.

YOU WIN WHEN . . .

. . . any hero ends his or her turn with all living heroes in the Abandoned Room.

SPECIAL ATTACK RULES

- ✦ Only the hero carrying the omen that started the haunt can attack the traitor.
- ✦ You're not sure this Minotaur really exists; in fact, if you can keep it in sight—maybe even next to you—it won't scare you to death. You can make Sanity attacks against the Minotaur if it is in your line of sight. If you defeat the Minotaur, you can move it to any room within your line of sight.

SPECIAL MOVEMENT RULES

- ✦ All the rooms you discover are considered "new" to you and must be discovered normally, as if you'd never visited them before.
- ✦ The Minotaur may leave Claw Marks (small yellow monster tokens) around the house. If an explorer draws the Abandoned Room from the room stack when discovering a room, and it would be placed adjacent to a room with a Claw Mark, shuffle the Abandoned Room into the room stack. If the explorer draws it immediately thereafter, place it regardless of the positions of Claw Marks.

IF YOU WIN . . .

The door resists for a moment as you shove it open, as if the house were making one last weak effort to keep you. Then you're free, back in the same place you were before all this began! Your pity for the house's trapped spirits is tempered by your relief at not having joined them.




LAMBS TO THE SLAUGHTER

BY JONATHAN GILMOUR

The ominous howling did not bother you at first. But then the hanging started. You can see their red eyes flash as they prowl around the windows. Occasionally one throws itself against the door. "Owwwwwwooo." The baleful howl again. Wait . . . Did that come from inside the house? Was that a human? Did it come from you?

RIGHT NOW

- ✦ Take small yellow monster tokens (representing Origins), numbered from 1 to the number of explorers. Shuffle them face-down and deal one to each explorer, but *do not look at them*.
- ✦ If there are less than five open doors on the ground floor (including the front door), draw ground floor room tiles and put them into play until there are five such doors.
- ✦ Put a small red monster token (representing a Wolf) "outside" of five different open doors on the ground floor, hereafter called Barricaded doors.
- ✦ Set aside the Obstacle tokens (representing Barricades) numbered from 1 to 16. Take the tokens numbered from 12 to 16 and put one of them face-down randomly on top of each of the five existing Barricaded doors. Then put one of the remaining eleven Barricades randomly face-down next to each of the five existing Barricades. Each Barricaded door should now have two Barricades. Shuffle and put the Barricades into a stack on each door.
- ✦ Shuffle the rest of those Obstacle tokens into a face-down stack. This is the Shed.
- ✦ In turn order starting with the haunt revealer, each explorer puts his or her figure in a different landing or room with a dumbwaiter .

WHAT YOU KNOW ABOUT THE BAD GUYS

One of you was raised by the Wolves, but you can't tell who. In fact, that explorer doesn't even know it! The traitor will try to build sabotaged Barricades to hide his or her Origin, which will be revealed if the traitor dies.

IF YOU ARE NOT RAISED BY WOLVES, YOU WIN WHEN . . .

. . . you kill the traitor. Each time an explorer dies, reveal his or her Origin. If it is numbered 1, the other explorers win.

IF YOU ARE RAISED BY WOLVES, YOU WIN WHEN . . .

. . . you have the Origin numbered 1 and either all the other heroes are dead or the Wolves have broken into the house.

YOU MUST DO THIS ON YOUR TURN

At the end of your turn, the Wolves attack. Choose one Barricaded door with the most Barricades (your choice if there's a tie) and reveal a Barricade. If it has a number between 1 and 5, it is sabotaged; put it and the next Barricade token in that door's stack into the Shed, then shuffle the Shed. For any other number, roll 1 die. If it is blank, shuffle the Barricade face-down back into the door's stack; otherwise, shuffle it face-down into the Shed. If no Barricades remain and a non-blank side was rolled, the Wolves come in and slay all the explorers, except for their lost pup . . .

At the end of your turn, if you and another explorer are in a room by yourselves, you may look at that explorer's Origin, then give it back face-down. You can say anything you want about what you learned, even if it isn't true.

SPECIAL ACTION RULES

Once on your turn, when you are in a room with a Barricaded door, you may build or inspect a Barricade.

- ✦ **To build a Barricade**, draw three Barricades from the Shed, and choose one to shuffle into the door's stack. Shuffle the remaining tokens into the Shed without revealing their numbers.
- ✦ **To inspect a Barricade**, look at the top Barricade of the door's stack, and put it either on top or bottom of that stack, without revealing it.

SPECIAL MOVEMENT RULES

You cannot move through, see through, or discover rooms on the other sides of Barricaded doors.

IF YOU ARE NOT RAISED BY WOLVES AND YOU WIN . . .

You knew something was wrong with them. As they take their last breath, you hear a final howl outside, as the scratching dies down. The pack leaves. For now.

IF YOU ARE RAISED BY WOLVES AND YOU WIN . . .

The pack comes in through the busted down door, sniffing at the ground. They make their way to you, and began licking the blood off your hands. Together, you feed with your pack. You have found your people.



PLASTIC FANTASTIC

BY ANITA SARKEESIAN AND MIKE SELINKER

Tired of houses on hills, you came to this delightful lodge in Uncanny Valley for some peace and quiet. You brought some board games, that novel you've been meaning to read, and a regular string of tension headaches from dealing with the everyday world. But you could feel those worries slipping away into the bliss of a rare vacation. Right up to the time you noticed that someone has arrayed a million blank-eyed mannequins around the lodge.

Wait, one of them moved.

RIGHT NOW

Discard all weapon item cards and weapon omen cards, and draw an equal number of non-weapon item cards.

WHAT YOU KNOW ABOUT THE BAD GUYS

The house is filled with dull-eyed Mannequins that have absorbed the consciousness of your friend. Untrained in the nature of society, they come to life at the slightest provocation. Your friend—what remains of your friend—is still on your side, but he or she will animate the Mannequins that are now all around you. For the moment they are docile. For the moment.

YOU WIN WHEN . . .

. . . all the Mannequins have left the house, and at least one hero is still alive.

SPECIAL MOVEMENT RULES

For purposes of movement, all face-up Mannequins in a room count as one monster.

SPECIAL ATTACK RULES

- ✦ The Mannequins are made of plastic, and cannot be damaged by physical attacks (maximum of 8 dice).
- ✦ If you end your turn in a room with one or more face-up Mannequins, you may attack with Sanity or Knowledge. The number of face-up Mannequins in the room is the number of dice rolled by the player with the *Traitor's Tome*. If you defeat the Mannequins, turn all Mannequins in the room face-down. If you don't, you take the normal amount of mental damage.

SPECIAL ITEM AND OMEN RULES

If you draw a weapon from the item or omen stack, discard it and draw another card from the same stack.

IF YOU WIN . . .

Ah, the house is now back to normal. You realize that these mannequins have shuffled off into the real world, where undoubtedly they will learn and grow. Perhaps they will become normal members of society. Perhaps not. But for now, in this lodge, the quiet is quite nice.

THE MANOR OF YOUR DEMISE

BY MAX TEMKIN AND ELI HALPERN

The box opens on its own and begins to smolder. You lean in to investigate, and see tiny dice, cards, and tiles representing the rooms in a creepy old house. Suddenly, you are sucked into the box head-first. Against their better judgment, one by one, every member of your group gazes into the box to see what happened to the person before them.

You all find yourselves standing in the entrance hall of an old mansion. Before you lies a foyer and grand staircase. You are stricken with the dire realization that if you don't investigate this tiny house, you will never be able to stop playing this game.

RIGHT NOW

- ✦ Pick up every non-landing room tile. Shuffle those rooms back into the room stack.
- ✦ Put each living explorer's figure in the Entrance Hall; those who have died previously do not rejoin the game. Keep your traits at their current values, and keep any item cards you currently have.
- ✦ Discard all other cards; if this would drop any of your traits to the skull symbol, lower the trait to the lowest value above the skull symbol. Shuffle all card stacks' discard piles back into their stacks.
- ✦ Set a timer at 30:00, or half of the last time you set a timer for this haunt, whichever is lower.
- ✦ Start the timer and begin a new game of *Betrayal at House on the Hill*.

YOU WIN WHEN . . .

. . . you draw the Box omen card in this new game of *Betrayal at House on the Hill*. You lose when all explorers have died, or the timer gets to 0:00 and you have not found the Box.

SPECIAL DAMAGE RULES

Because you revealed a haunt in the previous instance of the game, your traits can drop to the skull symbol now. If this happens, you die and do not return to the game.

SPECIAL HAUNT RULES

Even though you revealed a haunt in the previous instance of the game, you haven't revealed one in *this* game. You must make a haunt roll at the end of your turn if you draw an omen card other than the Box. If you reveal the haunt in this new game, read this haunt again, starting at the top.

IF YOU LOSE . . .

The walls of the house collapse in on you, becoming flat and featureless. As you watch in horror, the rooms are gathered up by an unseen force. One by one, you are placed in a polystyrene tray. Helpless and paralyzed, you scream silently as a giant cardboard lid plunges you into the blackest of all darknesses.

IF YOU WIN . . .

At the moment of your triumph, the walls of the box collapse, and the room around you begins to spin. When you look up, you are back in the house where you started. You sigh as you realize that you still need to escape from the House on the Hill—but that's a tale for another time.



LET'S PLAY A GAME

BY JOHN BORBA

You stare at the envelope, out of which falls a beat-up cassette tape. The tape is scrawled with childish handwriting, pleading, "Play me."

You search the room and slide the cassette into an old recorder. The tape whines as it comes to speed and a low, lurching voice croaks forth.

"I think we would all enjoy a little game. I find you and your friends so very . . . interesting . . . and yet so ungrateful for your lives. Let's change that. This house is filled with challenges of my design, challenges determined to gauge the value of your life. You see, the house is also set to burn with you inside of it.

"Each of you must now make a choice. Look at all of your friends. Do you trust them? Do you **need** them?"

RIGHT NOW

- ✦ You may reset any of your traits to 1 above their starting values.
- ✦ Put the 24 Obstacle tokens (representing Challenges) face-down randomly in rooms that do not contain explorers. Spread them out so that each floor has about the same number of Challenges, if possible. If you cannot place them all, set aside the rest.
- ✦ Open the *Traitor's Tome* to this haunt. That's where you'll find the Challenges.
- ✦ Set up the Turn/Damage track with a plastic clip at 8 and put it in front of the haunt revealer. You'll use this to keep track of time.
- ✦ Each explorer takes a small red monster token and a small blue monster token. Review **How to Vote** below. Once you do, each explorer chooses one token in secret. Once all explorers have chosen, everyone reveals their choice at the same time.

HOW TO VOTE

- ✦ **If you vote red**, you choose to work as a loner and must vanquish four Challenges by yourself. You may reduce the number of Challenges you need to vanquish by 1 for each explorer that you kill. When you make a physical attack, you steal an item if you win by 2 or more *in addition* to dealing physical damage.
- ✦ **If you vote blue**, you agree to work as a team with whomever else votes blue. The team must vanquish a number of Challenges equal to three times the number of living teammates; this total will go down if a teammate dies. If a team is formed, search the item stack and discard pile for the following six cards, if they are not yet in play: Amulet of the Ages, Ceremonial Robe, Chainsaw, Medical Kit, Pickpocket Gloves, and Rabbit's Foot. Shuffle these items and randomly deal one to each explorer on the team, shuffling the rest into the stack.

YOU WIN WHEN . . .

. . . you vanquish all of your Challenges before dying or the Turn/Damage track reaches 0. Anyone who doesn't achieve victory when someone wins or the haunt ends is killed in the fire.

YOU MUST DO THIS ON THE HAUNT REVEALER'S TURN

At the start of the haunt revealer's turn (even if the haunt revealer has died), lower the Turn/Damage track to the next number.

HOW TO REVEAL AND VANQUISH CHALLENGES

- ✦ If you discover a new room, and there are Challenges set aside because not all tokens could be placed, put a Challenge face-down in that room.
- ✦ When you are in a room with a face-down Challenge, you may spend 3 spaces of movement to look at its number in secret and preview the Challenge in the *Traitor's Tome*, then put it face-down.
- ✦ When you are in a room with a face-down Challenge, you may spend 1 space of movement to flip it over and reveal its number, then consult its entry in the *Traitor's Tome* to try to vanquish the Challenge. This ends your movement for the turn.
- ✦ If you vanquish a Challenge, put its token on your character card to denote your success.
- ✦ If you are on the team, you count as your own teammate for purposes of Challenge text.

IF (SOME OR ALL OF) YOU WIN . . .

You walk away from the burning building, uncertain you made the right choice. The madman gave you an impossible decision, and you overcame it at great cost. Perhaps you will dedicate your life to finding him and hunting him down. Perhaps you will dedicate your life to making sure you can't be found.



As each explorer plays the haunts below, mark the space for that explorer and that haunt in the table below. When you would reveal the haunt marked by the ★ in the haunt chart, if all explorers in your group have played all four haunts noted below, turn the page and proceed to the next haunt, preparing for a longer haunt experience than usual. Otherwise, ignore this haunt roll—put down this book, shuffle the omen card you drew back into the omen stack, and continue playing.

	SPRING 86 The Woods in the Cabin	SUMMER 57 The Gathering Storm	AUTUMN 93 Owl's Moving Castle	WINTER 75 Let It Glow
Brandon Jaspers				
Darrin "Flash" Williams				
Father Rhinehardt				
Heather Granville				
Jenny LeClerc				
Madame Zostra				
Missy Dubourde				
Ox Bellows				
Peter Akimoto				
Professor Longfellow				
Vivian Lopez				
Zoe Ingstrom				

Whenever you start a new game, if all of your explorers have encountered the four haunts listed above, you may collectively decide to encounter the Witch, the culmination of your journey within the houses on the hill. If you decide to encounter the Witch, when you would trigger the haunt, instead of referencing the haunt chart go directly to the next page.

Good luck with that.



SEASONS OF THE WITCH

BY MIKE SELINKER, INSPIRED BY A STORY BY NIKOLAUS AND OLIVER DAVIDSON

At times you wonder: Why are you always drawn to houses on the hill? It seems like every time you round a bend on a dark, inclement night, a mansion is illuminated in the crackle of lightning. And every time, you venture in.

In a burnt chamber in the latest of your abandoned domiciles, one of you comes across a calendar. “October . . .” your friend wonders. “What comes after October?”

“Um, November?” one of you replies.

“And what comes after November?”

“December,” one of you says. “But we should really—”

“WHAT COMES AFTER DECEMBER?”

Each of you looks at the other. “January?” you stammer in unison.

“NO,” your friend says, flipping past the last page and polymorphing into the form of a grizzled witch. “THERE ARE NO MORE MONTHS.”

RIGHT NOW

- ✦ Set up the Turn/Damage track with a plastic clip at 0 and place it in front of the haunt revealer. You’ll use this to keep track of Months you are trapped in the house. January is about to begin.
- ✦ If any of your traits are below their starting values, raise them to their starting values.
- ✦ Note your hero’s birthday on the Calendar on the right. This can also be found on your character card. Each hero gains a special ability upon surviving to see his or her birthday month.
- ✦ Take turns placing a room tile from the room stack until all rooms are in the house. When doing so, choose an open doorway on an appropriate floor, then flip the tile and place it. If you ever cannot place a room, you may rotate room tiles as needed to open a doorway, as long as you don’t cut off one part of the house from another.
- ✦ Put the large circular Witch token (representing Magdalena) in the Widow’s Walk.
- ✦ Put a Plant token (representing Food) in the Dining Room, Gardens, Kitchen, Larder, Tree House, and Wine Cellar.
- ✦ Put the Fountain token (representing Water) in the Underground Lake.
- ✦ Put the Smoke token (representing Coal) in the Furnace Room.
- ✦ Set aside the large circular Cat token, the small monster tokens of every color, the Obstacle tokens, the triangular Trait Roll tokens, and each hero’s matching explorer tokens.
- ✦ The haunt revealer reads January’s section of the *Traitor’s Tome* and takes the first turn. Do not read ahead in the *Traitor’s Tome*.



WHAT YOU KNOW ABOUT THE BAD GUYS

The witch Magdalena is the sole surviving heir to the Gunchester fortune. For generations, the Gunchesters preyed upon the weak, selling weapons of war to the worst people in the world. Worst of all was General Wilhelm Gunchester, the military titan who would stop at nothing to bring war where peace would reign.

Magdalena railed against her husband’s absence of morality, so he locked her in the cupola of Gunchester House. After decades of captivity, she went mad, gaining terrible powers of witchcraft. From her widow’s walk, she enchanted her family’s residences to be houses of horror. She saved Wilhelm for last, killing him with his own animated weapons of terror. With all her relatives dead, only one house remains.

Once a devout pacifist, Magdalena has now sworn that humanity’s violent ways will be its end. You have seen the witch’s plans to destroy mankind on many occasions. You have seen her trees grow to towering heights in spring, her storms rage in summer, her owls fly in autumn, and her ice blanket the landscape in winter. And each time, you have tried to stop her destructive intentions. For your meddling, she has decided you will stay here now, in Gunchester House.

For a whole year.

CALENDAR

TRACK	MONTH	EXPLORER’S BIRTHDAY
1	January	Vivian Lopez
2	February	Missy Dubourde
3	March	Jenny LeClerc
4	April	Father Rhinehardt
5	May	Brandon Jaspers
6	June	Darrin “Flash” Williams
7	July	Professor Longfellow
8	August	Heather Granville
9	September	Peter Akimoto
10	October	Ox Bellows
11	November	Zoe Ingstrom
12	December	Madame Zostra

YOU WIN WHEN . . .

. . . at least one of you survives twelve Months in the house, and defeats Magdalena.

YOU MUST DO THIS ON THE HAUNT REVEALER’S TURN

At the start of the haunt revealer’s turn, advance the Turn/Damage track to the next number. Then, the haunt revealer reads *only* that Month’s section of the *Traitor’s Tome*. If you advance the Turn/Damage track past 12, read the final section.

SPECIAL MOVEMENT RULES

- ✦ When you end your turn, treat your room as if you just discovered the room tile. If you use a special feature like the Larder or the Vault that requires marking it with an explorer token or similar token denoting that it has been exhausted, you may not use that feature after you have done so, even if it was before the haunt started.
- ✦ Magdalena does not take turns or move from the Widow’s Walk. When a hero exits the Widow’s Walk, Magdalena attacks that hero. If stunned, flip her face-up at the start of the next hero’s turn.

MAGDALENA GUNCHESTER

Speed 8 Might 8 Sanity 8 Knowledge 8

IF YOU WIN . . .

You emerge into freedom a year older and several decades wiser. The witch Magdalena no longer will threaten humanity from her widow’s walk at Gunchester House. For now, you have explored all the haunted houses you know of. Will more appear on hills across the world? Only the passing of the seasons will tell.



WIDOW'S WALK

AN EXPANSION

TRAITOR'S TOME

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BETRAYAL AT HOUSE ON THE HILL



DO NOT READ

UNTIL THE HAUNT
SCENARIO BEGINS

YOUR TELLERS OF TERRIFYING TALES

Peter Adkison founded the companies Wizards of the Coast and Hidden City Games. He is the owner of Gen Con, LLC, and the filmmaker behind *The Devil Walks in Salem*.

Christopher Badell is a co-founder of Greater Than Games and co-designer of the game line *Sentinels of the Multiverse*.

Keith Baker is a novelist and founder of Twogether Studios. His game designs include *Gloom*, the *Eberron* campaign setting for *Dungeons & Dragons*, *Cthulhu Fluxx*, and *Phoenix: Dawn Command*.

John Borba is a video editor and host for IGN. He hosts the series *Cardboard Conquest* and founded the channel Four Letter Nerds.

Chad Brown is a game designer for Lone Shark Games, and is the lead developer of the *Pathfinder* and *Apocrypha* adventure card games.

Bart Carroll is a producer on the *Dungeons & Dragons* and *Magic: The Gathering* websites.

Quelle Chris is a hip-hop artist and producer whose albums include *Lullabies for the Broken Brain*, *Innocent Country*, and *Ghost at the Finish Line*.

Andy Collins is a game designer and lead writer on games like *State of Decay* for Undead Labs. He was a designer on *Dungeons & Dragons* 4th Edition and *Marvel Heroes*.

Rob Daviau is the creator of the Legacy game series including *Risk Legacy*, *Pandemic Legacy*, and *SeaFall*. He was a co-designer with Bruce Glassco on the original *Betrayal at House on the Hill*.

Michael Dunlap is the senior manager of sales operations at Wizards of the Coast.

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Don Eubanks works at Gearbox Software as a programmer on *Borderlands* and other epic videogames.

Justin Gary is the president of Stoneblade Entertainment and the co-designer of the card and mobile games *Ascension: Chronicle of the Godslayer* and *SolForge*.

Jonathan Gilmour is the designer of the cooperative survival game *Dead of Winter*. His other games include *Pocket Dungeon* and *Vault Wars*.

Bruce Glassco is an English professor at Piedmont Virginia Community College and the designer of *The House on the Hill*, which became *Betrayal*.

Eli Halpern is a co-creator of *Cards Against Humanity*.

Will Hindmarch is a fiction author and game designer. Will has designed or developed games like *Storium*, *Odyssey: Journey and Change*, *Always/Never/Now*, and *Project: Dark*.

Jerry Holkins, also known as Tycho Brahe, writes the online comic Penny Arcade. He also founded the PAX gaming expo and Child's Play Charity.

Mons Johnson is a designer and developer for *Magic: The Gathering*, as well as one of the original developers on *Betrayal at House on the Hill*.

Gwendolyn Kestrel is a writer and marketer. She was a haunt designer for the original *Betrayal at House on the Hill* and a designer and developer for *Dungeons & Dragons*.

Richard Malena is a game theorist and teacher who cohosts the popular game podcast *Going Last*.

Mikey Neumann is Gearbox Software's chief creative champion and a writer on *Borderlands*.

Paul Peterson is a creative director at PopCap. His games include *Guillotine*, *Smash Up*, and *The Ninth World: A Skillbuilding Game for Numenera*.

Ben Petrisor is a designer on *Dungeons & Dragons* and co-designer of the board game *Temple of Elemental Evil*.

Marie Poole is the chief executive officer of Lone Shark Games.

Zoë Quinn is a game developer, artist, and co-founder of Crash Override, an online abuse crisis center and advocacy organization. Her games include *Depression Quest*, *Jazzpunk*, and *Framed*.

Keith Richmond is a developer on the *Pathfinder Adventure Card Game*, and a designer of organized play for *Dungeons & Dragons* and *Pathfinder*.

Mike Robles is the community manager at Lone Shark Games and a former community manager at Wizards of the Coast.

Tifa Robles works for Microsoft, and founded The Lady Planeswalker Society, a group that creates safe environments for learning *Magic: The Gathering*.

Anita Sarkeesian is the filmmaker and commentator behind Feminist Frequency. Her film series include *Tropes vs. Women in Video Games* and *Ordinary Women: Daring to Defy History*.

F. Wesley Schneider is the editor-in-chief at Paizo, co-creator of the *Pathfinder Roleplaying Game*, and author of the novel *Bloodbound*.

Mike Selinker is the president of Lone Shark Games. He co-created the *Pathfinder* and *Apocrypha* adventure card games, *Unspeakable Words*, *Risk Godstorm*, *Lords of Vegas* and the puzzle novel *The Maze of Games*.

Liz Spain is a game designer at Lone Shark Games, working on the *Pathfinder* and *Apocrypha* adventure card games. She designed and published the board game *Incredible Expeditions*.

Elisa Teague is a game designer and art director at Lone Shark Games. She is the designer of the game *Geek Out!*

Max Temkin is a co-creator of the games *Cards Against Humanity*, *Slap .45*, and *Secret Hitler*, and the publisher of the zine *Maxistentialism*.

Rodney Thompson is a designer at Bungie. He co-created *Lords of Waterdeep*, *Tyrants of the Underdark*, *Dungeons & Dragons* 5th Edition, and the *Star Wars Roleplaying Game Saga Edition*.

Jeff Tidball is a game writer, designer, and producer, and the chief operating officer at Atlas Games. His games include *Pieces of Eight*, *Cthulhu 500*, and *Cults Across America*.

Brian Tinsman worked on the early version of *Betrayal at House on the Hill*. He spent 10 years designing *Magic: the Gathering* cards and is the author of *The Game Inventor's Guidebook*.

Pendleton Ward is the cartoonist who created the hit shows *Adventure Time* and *Bravest Warriors*.

Angela M. Webber is the lead singer, guitarist, and ukulelist in the nerd rock duo The Doubleclicks, whose albums include *Dimetrodon*, *Lasers & Feelings*, and *President Snakes*.

Gaby Weidling is a game designer and puzzle ninja at Lone Shark Games. She's been a developer on the *Pathfinder Adventure Card Game*, *The Maze of Games*, and the Gen Con Puzzle Hunt.

The Lone Shark Interns—**Thomas Ball**, **Javier Quintero**, **Aviva Schecterson**, and **Lucy Tibbits**—had no idea what was waiting for them when they agreed to take this job.

DIRECTOR'S CUT

“Cut!” the crazy director bellows. “Cut! Cut! Cut! For Kubrick’s sake, you people are the WORST actors! I don’t know how you got your SAG cards, but you are all one botched line away from hitting the unemployment line! At most one of you will be working on this movie come morning! And I don’t care who!”

Getting fired from this schlockfest would normally be a blessing, but your agent says you need the credit for your IMDb page. So if only one actor gets to star in this steaming pile of celluloid, it’s gonna be you.

RIGHT NOW

- ✦ Your explorers are still in the game but have turned traitor.
- ✦ Each explorer discards all weapon item cards and weapon omen cards, and draws an equal number of non-weapon item cards.

WHAT YOU KNOW ABOUT THE HERO

The hero is the Director of the film *The Haunting of Hell Hotel*. This film is terrible, but the Director thinks it’s *The Cabin in the Woods*. You are struggling actors on the film set, and based on the Director’s outburst, each of you must kill all the other actors.

However, all the weapons you’ve collected so far are useless gimmicks from the props department.

The Director has an omen card which conceals the Vision for the film. If you can get that face-down event card, you might be able to impress the Director and keep your job.

The Director has some Production Assistants which are also your opponents; if you decide to attack the Director, a Production Assistant will interpose, using Knowledge to defend against you.

YOU WIN WHEN . . .

. . . one of you holds the Director’s Vision in the Theater with no other actors present, after which the Director will give some instructions which may allow you to win. All the rest of you will lose.

If you kill the director, you lose, and the Director wins a posthumous Academy Award.

SPECIAL ITEM AND OMEN RULES

If you draw a weapon from the item or omen stack, discard it and draw another card from the same stack.

HOW THE ITEM TOKENS WORK

The props department has left Props (pentagonal item tokens) in some rooms. When you enter a room with an item token, look at its number, and put it number side-down in front of you. You may only have one at a time, so if you take a second one, look at both, take one, and leave the other number side-down in the room.

The number of the item tells you what you found. Reveal the item’s number to the other explorers when you use it.

TOKEN ITEM

- 1 **Powerless Chainsaw:** Deal 2 dice of physical damage to another explorer and 1 die of physical damage to yourself, then end your turn.
- 2 **Sawed-Off Shotgun:** It’s not loaded, but you can trip people with it. Make a Speed attack. Whoever wins takes physical damage equal to the difference.
- 3 **Flash Powder:** Make a Knowledge attack. This attack deals no damage. If you win, the other explorer drops all item tokens and item cards. You may examine them and pick one up.
- 4 **Fog Machine:** Make a Knowledge attack. This attack deals no damage. If you win, move to an adjacent room and put the Smoke token in the room. Leaving that room now requires succeeding at a Sanity roll of 5+.
- 5 **Hook for a Hand:** Make a Might attack. Add 1 die to this roll, and drop one item card, item token, or omen card.
- 6 **Plastic Skeleton:** Make a Might attack against an explorer in an adjacent room. On that explorer’s next turn, the explorer must succeed at a Speed roll of 5+ to exit the room.
- 7 **Screechy Violin:** Deal 2 dice of Sanity damage to another explorer and 1 die of Sanity damage to yourself.
- 8 **Clapperboard:** Draw an event card, then either keep it or give it to another explorer. You may do this once during your turn.
- 9 **Dove-Summoning Capguns:** They’re not loaded. Make a Speed attack. This attack deals no damage. If you win, move the explorer you attacked to a discovered room up to three rooms away.
- 10 **The Plan:** If you are in the room with the Director, take the omen card that started the haunt and the face-down card under it, without looking at it.

SPECIAL ATTACK RULES

- ✦ The Director’s entourage contains several Production Assistants. You may make a Knowledge attack against a Production Assistant when in the same room. You cannot attack the Director when there is a Production Assistant in your room. If you stun a Production Assistant, you may send the Assistant to any room on your floor that does not contain an explorer. If you lose, the Director may move your figure in the same manner.
- ✦ If an attack deals at least 2 damage to an actor or the director who has an item token or the omen with the face-down card, you may take it instead, dropping any item token you have. Do not look at the event card.

IF YOU WIN . . .

You convinced this lunatic that you were the maestro’s long-awaited muse. Perhaps you can parlay this into that hand soap commercial you’ve always wanted to star in.

Hey, it’s a paycheck.



PRISM

BY LIZ SPAIN

The trap door snaps shut above you. You're greeted by the soft electric light of the control room's monitors. The paperwork for Group 22B is waiting on the desk. You have a really good feeling about this group. You settle into your favorite swivel chair and click "Begin Experiment."

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor and is no longer in the house. Remove your figure from the house and discard your cards. You are now the master of the prism, controlling its complex system of Traps.
- ✦ Roll 2 dice to get a sequence from the Mathematical Sequences table. Do not reveal your roll to the heroes.
- ✦ Put the 24 Obstacle tokens (representing Traps) face-up in any order, one per non-landing room. If there are not enough rooms, set aside the additional tokens.
- ✦ Get a piece of paper. Choose a room that contains a token in your sequence to be the exit room. Write down its number and hide the piece of paper somewhere on the table.
- ✦ Pick up the rooms that the heroes are in and move some or all of them to new positions in the house. If a hero is in the exit room, do not move that room. The new positions can be on any floor, but doors must connect when able and there must be a path from the exit room to the landing on its floor.
- ✦ Set up the Turn/Damage track with a plastic clip at 6. You'll use this to keep track of time.

MATHEMATICAL SEQUENCES

Roll 2 dice and use this sequence.

WHAT YOU KNOW ABOUT THE HEROES

0	Threes	3, 6, 9, 12, 15, 18, 21, 24
1	Fibonacci	1, 2, 3, 5, 8, 13, 21
2	Fours	4, 8, 12, 16, 20, 24
3	Primes	2, 3, 5, 7, 11, 13, 17, 19, 23
4	Powers of 2	1, 2, 4, 8, 16

The heroes will do their best to discover which room in the house is the exit room and get to it before time runs out. If any hero is in the exit room at the end of the experiment, the heroes win.

YOU WIN WHEN . . .

. . . all the heroes have died, victims of your nefarious prison. Or, time has run out for the heroes before they find the exit room, bringing the experiment to an end.

YOU MUST DO THIS ON YOUR TURN

Lower the Turn/Damage track to the next number. When it reaches 0, the haunt ends.

After lowering the track, pick up the rooms the heroes are in and move them to anywhere else in the house, connecting doors when able and leaving a path from the exit room to the landing on its floor. If a hero is in the exit room, **do not move that room**.

TRIGGERING THE TRAPS

When a hero moves into a room with a Trap token, determine whether that room is trapped. If the number on the token is in your sequence, the room is safe and the token is flipped to the unnumbered side. Otherwise, remove the Trap token from the house and roll a die; attacks are made against your traits even though you are not being attacked.

On a result of:

- 0 The hero makes a Knowledge attack. If you win, the hero takes 1 point of mental damage and ends all movement.
- 1 The hero makes a Speed attack. If you win, the hero takes 1 damage to a trait of the hero's choice and ends all movement.
- 2 The hero makes a Might attack. The hero may not use weapons on this roll. If you win, the hero takes 1 point of physical damage and ends all movement.

SPECIAL ATTACK RULES

You cannot take damage.

SPECIAL MOVEMENT RULES

If you set aside any Obstacle tokens at the start of the haunt, put one into each new room as it is discovered.

IF YOU WIN . . .

With a deep sense of satisfaction, you click the button at the bottom of the room control program labeled "Cleanup." The house fills with the comforting white noise hiss of the dissolving gas. The button should be red, you think. For next time.

TILL MORNING LIGHT

BY MONS JOHNSON

What an interesting key you found! Perhaps it opens some exterior doors.

"Let us in!" you hear the voices shout.

"Let us in! We only want to kill you!"

What if they might get in some other way? That would be bad, unless . . . If you let them in, surely they will only kill the others! After all, on the Surge, it's legal for one night to kill anyone you want, so they would like you to give them more people to kill. Perhaps they might even let you in on the fun.

Time to open some doors . . .

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Set aside the small blue monster tokens (representing Surgers) numbered from 1 to 9.

YOU WIN WHEN . . .

. . . all the heroes are dead.

HOW TO LET THE SURGERS INTO THE HOUSE

During your turn, in any ground floor room with a door that's not connected to a room, you may roll 3 dice, with 1 fewer die for each hero in the room. If you roll 3+, put a Surger in the room. If you are in the Entrance Hall and have the Key, you place the token automatically.

YOU MUST DO THIS ON THE MONSTERS' TURN


At the end of the monster turn, advance the Turn/Damage track to the next number. When the Turn/Damage track reaches 5, the haunt ends.

SURGERS

Speed 3 Might 6* Sanity 3 Knowledge 3

*The Surgers have worked together before. A Surger gets +1 Might during any attack for each other Surger in the same room (maximum of 8 dice).

SPECIAL MOVEMENT RULES

- ✦ Surgers cannot get through a Lock unless there are a total of three or more Surgers on either or both sides of the Lock. If so, remove the Lock from the door.
- ✦ Surgers cannot use dumbwaiters .

IF YOU WIN . . .

Your newfound "friends" had such good sport, they agree to let you live!

"We should do this again next year," one of them says . . .



MONSTER MASH

BY BRUCE GLASSCO

You were working in the lab late one night . . .

You’ve been setting up this party for months now—inviting all your friends, booking your favorite band *The Cryptkicker Five*, arranging for the house to be filled with stranded bus passengers for entertainment . . .

You must have picked a bad set of victims, though. They’re supposed to be screaming and cowering, not fighting back!

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ If the Ballroom is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.
- ✦ For each room in the Guest List that is currently in play, put the noted large circular monster token in that room.
- ✦ If fewer than three monsters are currently in play, search through the room stack until you find enough monster starting rooms for three monsters and place them in the house. Then shuffle that stack.

WHAT YOU KNOW ABOUT THE HEROES

The heroes think that they can find things in the house to destroy your guests. You need to destroy them first.

YOU WIN WHEN . . .

. . . all the heroes are dead, or at least four monsters are in the Ballroom. Let the real party begin!

YOU MUST DO THIS ON YOUR TURN

When you would discover a room, draw the next five rooms for the appropriate floor, choose one, and put the other four on the bottom of the room stack in any order.

SPECIAL ATTACK RULES

You cannot be attacked.

SPECIAL MOVEMENT RULES

- ✦ When any room in the Guest List is discovered by you or anyone else, put the noted monster token in that room.
- ✦ When you move a monster, if any hero is within line of sight of the monster, you must move the monster towards a visible hero.
- ✦ If there is no visible hero for the monster, you must move the monster by the shortest possible route towards the Ballroom, including through the Coal Chute, dumbwaiters, and so on. If the monster comes into line of sight with a hero as it moves, it must change its direction towards the hero. Once a monster enters the Ballroom, it stays there for the rest of the game.

IF YOU WIN . . .

Now that the deed is done, the party has just begun.

SHE IS NOT AMUSED



BY MIKE SELINKER

“Awaken, sister!” you hear in unison in your ears. “Your siblings Stheno and Euryale command you to shake off this mortal burden and reclaim the glory of Greece!”

You pull back your hood, and once again, for the first time in millennia, the snakes sprout from your hair. Your eyes blaze with a blue fire. From this strange domicile, you hear the rattling of mortals, likely the spawn of that troublesome Perseus. You will turn them into your perpetual companions, frozen in stone.

“Awaken, Medusa!” the voices cry. “Awaken and end the rule of man!”

RIGHT NOW

- ✦ Your explorer 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 the house. Then shuffle that stack.
- ✦ Put your figure in the Statuary Corridor.
- ✦ Put one small orange monster token (representing Statues) face-down in each room with an item symbol  or omen symbol .
- ✦ If the Armor card is not yet in play, search through the item stack and discard pile until you find it and take it. Then shuffle the item discard pile into the item stack.
- ✦ Gain 2 Might and 1 Speed.
- ✦ Set aside a number of triangular Might Roll tokens equal to the number of heroes.
- ✦ Set aside a number of triangular Sanity Roll tokens equal to the number of heroes.

WHAT YOU KNOW ABOUT THE HEROES

They are the progeny of Perseus and must be petrified.

YOU WIN WHEN . . .

. . . all the heroes are dead or turned to stone.

SPECIAL ATTACK RULES

- ✦ If you deal physical damage on your attack, give that explorer a triangular Might Roll token. That explorer loses 1 Might at the end of each of his or her turns, except when petrified.
- ✦ On your turn, if no explorer is in your room, you may gaze. Pick an exit out of your room, and then all heroes in line of sight must succeed at a Sanity roll of 4+ or be turned to stone. Give any such explorer a triangular Sanity Roll token. That explorer may not move or take an action until no longer petrified.
- ✦ You may not attack and gaze on the same turn.

HOW YOU REGENERATE

At the end of your turn, if your Might is below its starting value and you have not taken physical damage from an explorer who has a mirror this turn, gain 1 Might.

IF YOU WIN . . .

“Praise Hades!” you shout. “The scions of Perseus have been vanquished! Now there is no one to stand in my way as I wreak havoc among the habitants of this cacophonous age.”

You look around and notice that there are many reflective surfaces in the house that will be have to be destroyed. This suggests there are many outside of the house as well.

“Curses!” you scream. “Is there no place in the world for Medusa?”

The house is silent, and the concern on the faces of your statues is evident.

GUEST LIST

ROOM	MONSTER	SPEED	MIGHT	SANITY	SPECIAL
Bloody Room	Crimson Jack	3	7	2	If stunned, moves to the Entrance Hall.
Chasm	Banshee	4	7	5	Always attacks using Sanity.
Crypt	Dracula	3	6	4	Heroes who begin a turn in the same room as Dracula must spend an extra space of movement to exit the room.
Graveyard	Zombie Lord	2	6	4	Heroes defeated but not killed by the Zombie Lord turn traitor.
Library	Mummy	2	6	5	Deals 1 point of physical damage if damaged during an attack.
Operating Laboratory	Frankenstein's Monster	2	8	3	Is immune to Speed attacks.
Pentagram Chamber	Demon Lord	3	6	4	Cannot take damage during an attack. May attack from a connecting room.
Widow's Walk	Witch	3	5	5	May attack using Might or Sanity.



MAKE AMERICA DISINTEGRATE AGAIN

BY ZOË QUINN

There was something wordlessly foul about him, above and beyond what you normally see in politicians. You had heard stories of deranged supporters acting out at his rallies, committing unspeakable acts. You could feel something terrible had happened here at his campaign headquarters. Something worth protesting.

However, once he suddenly appeared behind you and you felt his cold whispered words slither into your ears, you realized he actually makes a lot of good points. Dreadful statements you once were staunchly against now are clearly just what everyone’s thinking and are too afraid to say anyway. A face you once thought waxy and unlikable in this light is charming, like someone you’d like to have a beer with. Who cares that it’s starting to peel off of his skull, leaving only maggots and gaping eye sockets behind?

You see the light now. He is the one who will make this country great again, as soon as he completes the Rites of Ascension—both to the Presidential Office, and as the overlord of this realm. His victory is all but inevitable. Your friends have to see the truth.

You’ll make them see.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ You are a campaign manager for a Lich running for president of the United States. Set aside the Madman (representing the Lich), and put one Obstacle token (representing Power) on it.
- ✦ Put three pentagonal item tokens (representing the Lich’s Phylacteries) anywhere in the house.
- ✦ You must speak only in bombastic political talking points from now on.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to stop the ritual.

YOU WIN WHEN . . .

. . . all the heroes are dead or traitors, or twenty Power tokens are stacked on top of the Madman card, completing the Rites of Ascension.

YOU MUST DO THIS ON YOUR TURN

At the end of each of the original traitor’s turns, add a Power token to the Madman card for each traitor still living, including yourself.

SPECIAL ATTACK RULES

- ✦ Traitors now do all their damage to Sanity. If a hero is reduced to 0 Sanity, the hero becomes a traitor instead of dying, resetting all traits to their starting values. Traitors can only speak in empty talking points, just like you.
- ✦ When attacking, a traitor can offer The Choice: the damage can be dealt to the targeted hero, or split between the other heroes, rounded up. For example, in a game with three heroes, if you would do 2 Sanity damage to a hero, you can offer The Choice and the hero can instead do 1 Sanity damage to the other two heroes. If The Choice is accepted, gain 1 Sanity.
- ✦ Instead of doing damage, you can force the explorer to move the same number of tiles away from his or her current room for each point of damage that you would have done. You choose where the explorer goes.

IF YOU WOULD BE REDUCED TO ZERO SANITY . . .

You stay at 1 point above your Sanity skull symbol.

IF YOU WIN . . .

Dark energy erupts out of the mansion, blotting out the stars in the sky. Absolute chaos descends upon the country as he makes it his first act in office to annex the United States into the seventh circle of Hell. He rules with an iron fist—literally, as the gauntlets cover his rotting flesh. The crime rate is the lowest it’s ever been after the legalization of crime itself, and his foreign policy tactic of “flaying the minds of all other world leaders” has proven a boon for the suffering-based economy. You’d be the first to sign up to help him campaign for re-election in four years, if one of his campaign promises wasn’t to blow up the sun, sending the Earth careening toward the malevolent alien god at the center of the universe that devours dead planets. What a guy!

THE GATHERING STORM

BY CHRIS DUPUIS

This haunt has no traitor—just heroes. You are all trying to escape the house. The rest of the rules for this haunt are in *Secrets of Survival*.



OLLY OLLY OXEN FREE

BY ELISA TEAGUE

You’ve come face to face with the spirit of a little girl, who giggles and jumps inside your body. You instantly feel youthful, playful, and . . . vengeful. Memories flash into your mind of a game of Hide and Seek, where you waited and waited to be found, but the only one who came to find you was death. In this new body, you can now finish your game . . .

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Set aside a number of pentagonal item tokens (representing Dolls) equal to the number of explorers. These are the only friends you’ve been able to play with until now.

WHAT YOU KNOW ABOUT THE HEROES

They are now playing your game, whether they want to or not. Right now, they are trying to hide from you, but if you find them, they will become “It.”

YOU WIN WHEN . . .

. . . all the heroes are found and become “It.”

SPECIAL ATTACK RULES

- ✦ Heroes are always hiding when they are in a room. In order to find them, you must make Knowledge attacks against them. If you defeat heroes this way, they are found and become “It.” They become traitors and start seeking other heroes.
- ✦ A hero who becomes “It” must drop a Doll if carrying one, and should read the *Traitor’s Tome*.
- ✦ Heroes cannot deal damage to traitors.

SEEKING

Heroes are always seeking! When a hero successfully finds a Doll, give that hero an item token. Hopefully, they won’t do anything mean with your friend. You cannot pick up or steal a Doll; that would be cheating.

IF YOU WIN . . .

“I win! I win!” calls the voice, which seems to be coming from every room in the house. You momentarily fall out of the girl’s spell, looking at all of the explorers in the house, their eyes glazed over in a trance. The trance begins to take hold over you again, and as you fall back into the spell, you hear her giggle with glee, “and now I have new friends to play with forever . . .”

THE FLESHCHILD’S ALCHEMICAL MANDATE

BY CHRISTOPHER BADELL

You recognize it immediately, even though you are certain you’ve never seen it before. It is the Philosopher’s Stone, an ancient relic that your master pressed into your sternum as he brought you to life. Your master? Oh, yes. That’s right. The ancient and venerable Zosimus Alchemista. He built you and tasked you with gathering more samples for his studies. You had forgotten who you were . . . but that was his plan from the start. No matter. You can return to your work now that you remember who and what you are. You are your master’s creation. You are his Fleshchild.

RIGHT NOW

Your explorer is not still in the game, but someone much like you is. Flip your character card, setting your traits to the starting values listed on the new side, then raise the value of each trait by the number of heroes.

WHAT YOU KNOW ABOUT THE HEROES

They have heard legends and rumors about Zosimus Alchemista’s fleshchildren, and now that your true form has been revealed, they have no illusions about just who—or what—you are. You must collect samples from each of them, so your master can continue his work.

YOU WIN WHEN . . .

. . . you have all the Flesh on your character card, or all the heroes are dead.

HOW TO HARVEST FLESH

- ✦ Each hero starts with a small orange monster token (representing a pound of Flesh) on his or her character card.
- ✦ When you start your turn in a room with one or more Flesh, you may pick up one Flesh and put it on your character card.
- ✦ Flesh counts as an item and can be dropped or stolen, but not traded.

SPECIAL ATTACK RULES

When you defeat a hero with Flesh on his or her character card, increase the damage you deal to that hero by 1.

SPECIAL MOVEMENT RULES

- ✦ When you add Flesh to your character card, you may immediately move up to a number of spaces equal to your Speed.
- ✦ When you start your turn in a room with an orange monster token, you may pick up one Flesh and put it on your character card.

IF YOU WIN . . .

You are a good servant. But of course your master built you that way. You cannot suppress a smile as you tear a heavy sample from the last of your former “friends.” Yes, your master will be well pleased. He may even use these samples to build new friends for you. You would like that. You can’t have enough friends.



CAT O'CLOCK

BY ANGELA M. WEBBER AND RICHARD MALENA

As you step into a comfy-looking room, a sleepy meow causes you to turn. Lounging on the floor is a large, colorful cat. The cat yawns widely and turns to look at you. Time seems to slow down as you look deep into the cat's soulful eyes. Your smile grows wider and wider as the cat begins to purr. You realize that you would do anything for The Cat. Anything.

You can tell that The Cat has awoken from an endless slumber but finds itself locked inside the house. The Cat requires you to let all the kittens in. All of the kittens. Only then will The Cat be able to take over the world.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Raise both of your physical traits by 2, and lower both of your mental traits by 2. If this would lower a trait to the skull symbol, lower that trait to the lowest value above the skull symbol.
- ✦ Set aside six triangular Sanity Roll tokens.
- ✦ Put a large circular Cat token (representing The Cat) in the room where the haunt was revealed
- ✦ Put small red monster tokens (representing Kittens) into different rooms; use two Kittens if there are two or three heroes, and three Kittens if there are four or five heroes.
- ✦ Roll 2 dice twice and consult the Cat Name table to name The Cat. You must always use this new name to refer to The Cat.

CAT NAME

Roll 2 dice, once for the first name and once for the last.

0	Dorothy	0	Buttons
1	J Johnny	1	Cuddles
2	Mittens	2	Mittens
3	Precious	3	Tubbsman, Esq.
4	Barnaby	4	Fuzzy-Fuzz

WHAT YOU KNOW ABOUT THE HEROES

The heroes are trying to soothe the Kittens and make them forget all about world domination.

YOU WIN WHEN . . .

. . . all the heroes are dead, or The Cat exits the house through the front door in the Entrance Hall.

YOU MUST DO THIS ON YOUR TURN

You are under the control of The Cat, who has sent you to let all the Kittens into the house. On your turn, you may spend 1 point of movement to attempt a Might roll of 3+ to open a window or drawer in your room. If you are successful, put a Sanity Roll token in this room to show that you have already opened a window or drawer in this room, and put a Kitten in the room. If all six Sanity Roll tokens are in the house, choose one and move it to your current room.

YOUR NEW FELINE FRIENDS

Kittens do not impede heroes' movement like normal monsters, but instead deal 1 point of physical damage to any hero who enters their room. A soothed Kitten does not deal this damage.

On the monsters' turn, each Kitten may move 4 spaces throughout the house, as long as Kittens are never in the same room. If a Kitten enters a room with any heroes, the Kitten deals 1 point of physical damage to one hero in the room.

The Cat grows stronger as more Kittens enter the house. At the start of The Cat's turn, count the number of unsoothed Kittens in the house and divide that number by two (rounding down). For the remainder of the turn, The Cat's Speed and Might are increased by that number.

To open the front door and escape the house, The Cat must succeed at a Might roll of 6+. The Cat may attempt this roll once during each of its turns.

THE CAT

Speed 0 Might 3 Sanity 6 Knowledge 6

SPECIAL ATTACK RULES

If you are attacked, you may put a Kitten in any room that does not contain a Kitten.

IF YOU WIN . . .

The Cat is finally free of the evil house. With head held high, The Cat looks over the valley floor. As one, the kittens meow, echoing across the sleepy town below. The Cat cocks an ear and you quickly join in, your human howl blending in with this new feline tribe. The Cat and the kittens slowly pad their way down the hill. The moon gleams from on high. It is now Cat O'Clock. Time for the cats to feed.

CAPTAIN STING'S REVENGE

BY MIKE AND TIFA ROBLES

You've finally arrived at the location you've been hunting on your treasure map. The sea parts and opens up a portal. You find yourself in the Underground Sea and with a mighty cheer you holler to your pirate crew, "Prepare t' conquer this here land and take all the loot ye can find!" The first thing you do is slaughter the person who opened up your long sought after treasure chest.

RIGHT NOW

- ✦ Your explorer is dead. Remove your figure from the house and discard your cards. Put the large circular Pirate Queen token (representing Captain Sting) in the room you were in.
- ✦ If the Underground Lake is not yet in play, search through the room stack until you find it and place it in the basement. Then shuffle that stack.
- ✦ Put the Box (representing the Treasure Chest) in the Underground Lake.
- ✦ Put a number of small magenta monster tokens (representing Pirates) equal to the number of heroes in the Underground Lake.

WHAT YOU KNOW ABOUT THE HEROES

They are landlubbers! They win if the Treasure Chest is destroyed in the Underground Lake.

YOU WIN WHEN . . .

. . . all the heroes are dead, or you have secured a number of Pieces of Loot equal to the number of heroes and returned them to the Treasure Chest.

YOU MUST DO THIS ON YOUR TURN

If you or a Pirate brings a Piece of Loot to the Treasure Chest, roll 1 die. If you roll a 1 or higher, you put the Piece of Loot in the Treasure Chest.

SPECIAL ATTACK RULES

- ✦ Captain Sting can steal an item card during any attack, whether she wins or loses, and whether she attacked the hero or was attacked.
- ✦ Pirates only need to deal 1 point of damage to steal.

SPECIAL MOVEMENT RULES

- ✦ Captain Sting moves using her Speed, and does not roll to move.
- ✦ Pirates (including Captain Sting) can carry only one Piece of Loot at a time. When carrying a Piece of Loot, they move 1 fewer space during their turn.

CAPTAIN STING

Speed 5 Might 8 Sanity 5 Knowledge 4

PIRATES

Speed 4 Might 3 Sanity 4 Knowledge 2

IF YOU WIN . . .

Watching your crew haul the overflowing treasure chest onto the ship, you couldn't be happier with the journey you just experienced. You climb on board and take the wheel, ready to smell the fresh ocean air and feel the sea breeze smack your face again. Onward to the next adventure . . .



ROSENCRANTZ AND ALL OF YOU ARE DEAD

BY BRIAN TINSMAN

A wave of mystic energy washes over you. When your head clears you see that you are dressed in Elizabethan costume and a crown of royalty is upon your noble head. Also, your name is now Hamlet and you like to talk out loud to yourself a lot.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Raise any of your traits that are lower than the value of your Speed to that value.

WHAT YOU KNOW ABOUT THE HEROES

Those jerks killed your dad, the King Hamlet of Denmark. You are super depressed about that but you'll get your revenge and then you can die with an amazing death scene. That is, if they don't rush through the five acts and end it before your big moment. They probably won't even say their lines with emotional intensity. See? Total jerks!

YOU WIN WHEN . . .

. . . you say your lines and die at the end of a duel, or all the heroes are dead.

HOW TO DIE

You need to get the other explorers to kill you. But first, you have to say your famous lines. You need to do three things in order:

- ✦ First, go to the room with the pentagonal item token 1 (representing the Mirror) and say your line out loud.
Line: "O, that this too solid flesh would melt!"
- ✦ Next, go to the room with the pentagonal item token 2 (representing the Dagger) and say your next line.
Line: "To be, or not to be: That is the question."
- ✦ Finally, you can get yourself killed by one of the explorers. **Line:** "O, I die, Horatio! . . . The rest is silence." If you say this line as you die, you have won the game, so feel free to ham it up.

SPECIAL ATTACK RULES

- ✦ After you attack a hero, if the hero is still alive, the hero immediately makes an attack on you. This helps your chances of getting killed, but make sure you say your lines first.
- ✦ You can only die from attacking or being attacked. In all other cases, if you would die, lower your trait to the lowest value above the skull symbol.

SPECIAL MOVEMENT RULES

You are not required to ignore negative room text. This isn't a change, but it's worth pointing out.

SPECIAL RHYMING RULES

As Hamlet, you have the power of verse. When you take an action, if you describe what you are doing with a rhyme, you get +2 to your roll or +2 to the relevant trait. This power can only be used once during each of your turns. Example: "I now shall stab you with my poisoned blade/ Then watch your worthless life begin to fade."

IF YOU WIN . . .

You have avenged your father's death and immortalized yourself throughout the Globe! You beat your enemy measure for measure and the battle turned out just as you like it. The heroes' tempest turned out to be much ado about nothing and although you may be dead, all's well that ends well.



SHUSH

BY CHRIS DUPUIS

You pull off your human mask, revealing your true form, an evil fairy that feeds on the hearts of man. The time is right for a harvest. You listen closely. A bird's wings, a mouse's scratching, the floor creaking. All welcome sounds. The explorers? Silent. Forever silent. You set the box down and start your task. It is time to feed. Now nobody can hear them scream.

RIGHT NOW

- ✦ Put the Box card (representing the Voicebox) next to your room.
- ✦ Choose a number between 1 and 6. That number is how many uncursed Spellbooks the heroes have to collect in order to be able to hurt you and destroy the Box. For every step from your number to 6, you can add 1 to one of your traits. You do not have to choose the same trait each time. For example, if you chose 4, the heroes would need to collect four uncursed Spellbooks; you would select two Spellbooks to be cursed, then you can raise two traits by 1, or one trait by 2.
- ✦ Put six pentagonal item tokens (representing Spellbooks) face-down in different rooms.
- ✦ Get a piece of paper. Write down which item tokens represent the cursed Spellbooks.

WHAT YOU KNOW ABOUT THE HEROES

The heroes have to win, but they don't know how. You hold the keys to their victory, but they have to earn them.

YOU WIN WHEN . . .

. . . all the heroes are dead.

THE RESTRICTIONS ON EXPLORERS

The heroes cannot talk to each other until they regain their voices (see below). Once you resume the game, each time a hero says anything out loud, the hero takes 1 die of damage in a trait of his or her choice. Chuckling or giggling does not trigger this rule. We're not monsters, after all.

WHEN A HERO COLLECTS A SPELLBOOK

Check which number is on the item token.

- ✦ If the number matches a cursed Spellbook, it explodes. The hero takes 1 die of physical damage, and removes the item token from play.
- ✦ If the number matches an uncursed Spellbook, the hero takes the Item token.

SPECIAL ATTACK RULES

If a hero attacks you before the group has collected the right amount of Spellbooks, go through the motions, but tell the hero that you take no damage. (You can damage the hero, however.)

INTERACTING WITH THE VOICEBOX

Until the heroes have collected the right number of Spellbooks, no one (including yourself) can pick up or destroy the Voicebox.

Once the heroes have collected the right number of Spellbooks, a hero in the room can pick up or destroy the Voicebox. If it is destroyed, remove the Box card from the game and inform the heroes that their voices have returned. You take 1 die of damage to each of your traits. The heroes can now damage you normally, but you don't have to tell them that.

IF YOU WIN . . .

The last explorer's silent scream is still etched on their face. You drink in the horror in their eyes. Odd. You're hungry again. In the distance you hear it. Laughter. Horrible, horrible laughter. The sound grates at your ears. You collect your box and float out the front door . . .



CHAIRMAN OF THE BOARD

BY RODNEY THOMPSON AND MIKE SELINKER

Just as each of you did many years ago, your newest guest arrived, unsuspecting. Your guest thought that each of you was just another curious citizen, poking around the old house out of boredom. Little did your guest know that you were all already poltergeists, permanent residents of this haunted edifice, and that you were bound to swell your ranks by adding new ghosts in residence.

But what kind of haunting hosts would you be if you didn't see to your visitor's comfort? You have a vacancy to fill, permanently; perhaps it's best that your guest doesn't leave before their residency is secured?

RIGHT NOW

- ✦ Your explorers are still in the game, but you have all turned traitor. Your figures remain in the house, but you are Poltergeists.
- ✦ Put the hero's figure in any room in the basement or roof that is not separated from the rest of the house by a barrier. If there is a Poltergeist in that room, put its figure where the hero was.
- ✦ Get some pieces of paper.
- ✦ Look closely at the details of every room tile.

WHAT YOU KNOW ABOUT THE HERO

The hero is trying to escape, and you just can't have that. If the hero makes it through the front door of the Entrance Hall, you lose your chance to add them as one of your home's ghostly residents.

YOU WIN WHEN . . .

. . . the hero dies.

SPECIAL MOVEMENT RULES

- ✦ Now that you have revealed yourself as ghosts, you can move through walls as though they were connecting doorways, but not through floors and ceilings. You can move freely up and down through the Coal Chute, Collapsed Room, and Gallery. You are not affected by any room text that mentions physical traits or physical damage. You cannot discover new rooms or use the Mystic Elevator or dumbwaiters.
- ✦ You can use your item cards and omen cards, but you cannot trade them to other explorers. You cannot pick up or acquire new items and omens in any way.

SPECIAL ATTACK RULES

- ✦ You cannot make normal attacks. You instead must end your movement in the room with the hero and then throw something in the room at the hero.
- ✦ To do so, look at the room tile and write the name of a thing depicted on the room tile (e.g., REFRIGERATOR). The name should be one or two words, at least six letters long, and not tricky (for example, you wouldn't write FRIGIDAIRE for the REFRIGERATOR in the Kitchen). Make sure the hero doesn't see what you are writing.
- ✦ Then, make a Sanity attack. The hero will defend through a method described in *Secrets of Survival*. When asked a question after this, you must answer truthfully. You might want to attack the hero in rooms with lots of stuff depicted on the tile; after all, the Creaky Hallway has "floorboards" and not much else.
- ✦ If you deal damage, you may instead move the hero a number of rooms equal to the amount of damage you would have dealt; such a move must be a legal move for the hero.
- ✦ When you defend, you can use only Sanity or Knowledge. Anything that would deal physical damage to you deals mental damage instead.

SPECIAL DEATH RULES

You cannot be truly killed, even if you are the victim of a successful exorcism. If you die, remove your figure from the house as normal, and you lose all item cards. At the start of your next turn, place yourself in the Dungeon, Rookery, Study, or Theater, and reset your traits to their starting values. You may not move on that turn.

IF YOU WIN . . .

You and your fellow spirits gather around the moldering dining table, a macabre recreation of the elegant dinners once held in this very room. You each raise translucent glasses in a toast to your newest neighbor, seated at the head of the table. You have filled the ghostly vacancy in your home, but you know that your feeling of satisfaction will be fleeting. Soon, you will feel the insistent call to fill another vacancy, and then another, until the entire house is comfortably full of spirits.

SUSHI NIGHT

BY LIZ SPAIN

In the basement, you hear a chanting coming from upstairs. It's a language you recognize, but can't quite place. The chant is overcome by a gurgling sound as water begins to flow out of the walls.

There's a searing, white-hot pain in your legs as the waters begin to rise in this room. You grasp desperately to the spear as your feet slip out from under you. The pain recedes. You realize, whether you like it or not, your fins have returned.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor. Well, technically. You are a Merperson, generally peace-loving. They don't call it the Pacific Ocean for nothing.
- ✦ Raise your Speed up to your maximum value.
- ✦ Set aside three of your explorer tokens.
- ✦ Put the Fountain token in any room in the basement. Put your figure in that room.
- ✦ Starting in the room with the Fountain, put a number of face-down small monster tokens (representing Flood) equal to the number of explorers on rooms, one token per room. Once every room on a floor has been flooded, you may put any unassigned Flood tokens on the next floor higher.

WHAT YOU KNOW ABOUT THE HEROES

They are hunting you. They look hungry.

YOU WIN WHEN . . .

. . . the entire house has been flooded and you can escape to the ocean. Or, if you transform back into a human, they will no longer have reason to hunt you down. After all, they're not cannibals.

YOU MUST DO THIS AFTER EACH EXPLORER'S TURN

After each explorer's turn, put a Flood token on an unflooded room. After the turn of the explorer to your right, flood three rooms instead. The rooms you flood must be on the lowest floor that has not been fully flooded, though if you fully flood that floor and still have Flood tokens to play that turn, you may start flooding the next floor up.

SPECIAL MOVEMENT RULES

- ✦ If you move into a room without a Flood token, you must stop moving.
- ✦ If you end your turn and have not been in a room with a Flood token this turn, put a explorer token on your character card. Once you have three explorer tokens, your fins dry enough to become legs once again, and you become a human.
- ✦ Once a floor has been completely flooded, any rooms discovered on that floor are also flooded.

IF YOU WIN . . .

The ocean air tastes of salt, freedom, and danger. Humans are dangerous. But not as dangerous as a betrayed Merperson. Even though you prize peace over war, you'll make sure to strike first next time. Soon they will learn why you are the ocean's greatest hunter.



THE CARDINAL SINS

BY MIKE SELINKER

You don a regal red hat and decree, “Today, if all goes as planned, I shall be elected Pope! To ensure my uncontested election, I shall bathe this house in the blood of sinners!”

The Electors clearly must know that no other cardinal is as worthy of being elected Pope as the legendary Cardinal Sinn.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Raise your traits by a total of 5 points (e.g., 2 Sanity and 3 Knowledge).
- ✦ Put your figure in any landing.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to stop your ascension to Popehood. There are Electors (small monster tokens) around the house, each of whom has a vote in the election. You must plead your case to them by punishing the heroes for their sins.

YOU WIN WHEN . . .

. . . all the heroes are dead. Or you are on the roof to send up the white smoke and you have four or more Electors on your character card.

HOW TO DENOUNCE A SIN

Once during your turn, when you are in a room with an Elector, instead of attacking you may denounce the sin of that Elector’s color. Go through these steps.

- ✦ Denounce the closest hero to you (choose among the closest if there is a tie) in your most stentorian and holy voice, “I excommunicate you because of your sin of” the name of the sin.
- ✦ Attack as shown on the Electors table, using the method next to the Elector’s sin.
- ✦ If you deal damage to that hero, also steal a random item card from the hero.
- ✦ If you dealt damage to the hero, put the Elector on your character card.
- ✦ If you have the Ceremonial Robe card, you may instead choose the two closest heroes and attack both of them in the same manner, gaining only one Elector even if you deal damage to both of them.

ELECTORS

ELECTOR	SIN	ATTACK USING
Red	Wrath	Might
Orange	Gluttony	Sanity
Yellow	Sloth	Speed
Green	Envy	the hero’s lowest trait
Blue	Greed	the hero’s highest trait
Purple	Pride	Knowledge
Magenta	Lust	your highest trait

SPECIAL ATTACK RULES

Unless you have four or more Electors, you cannot take mental or physical damage. However, before that, a hero can steal an item card from you when the explorer would otherwise deal you 2 or more points of physical damage with an attack.

IF YOU WIN . . .

You light the brazier on the roof, and white smoke rises into the sky. “Hurrah! A new Pope has been chosen!” the masses bellow. “Viva il Papa! Long live Pope Sinn!”

More beautiful words have never been bellowed.

MURDERBALL

BY KEITH RICHMOND

The stone you just found is stained with dried, old blood. As you touch the stone, you hear a giggle and feel a sharp pain behind your left ear.

A spectral boy appears next to you. He is garbed in ripped clothes and wields a slingshot, as if he just shot you. He cries gleefully, “Got you! No tag backs!” Then he fades from view, and the slingshot and bloodstone appear in your hands.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ If a hero has the Bloodstone card, take it.
- ✦ If the Nursery is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.
- ✦ Set aside a number of small red monster tokens (representing Kills) equal to twice the number of heroes.

WHAT YOU KNOW ABOUT THE HEROES

You’ve got several targets, and they bleed pretty when you hit them!

YOU WIN WHEN . . .

. . . you have three Kills, or collectively, Kills equal to twice the number of heroes have been awarded. In the latter case, every explorer with a Kill wins for “playing the game right.” The explorer with the most Kills, if there is one, is the most-awesomest-winner.

SPECIAL ATTACK RULES

- ✦ You must attack the heroes with the Bloodstone you shoot from your spectral slingshot. To do so, make a Speed attack against anyone within line of sight. You do not lower your traits when you use the Bloodstone, so use it every time.
- ✦ If you are defeated, you don’t take damage from your failed attack. Instead, the Bully spirit deals you 1 point of mental damage for being a “Loser!”
- ✦ If you kill your target, the Bully crows, “Winning!” You keep the Bloodstone and remain the traitor for another turn.
- ✦ If you did not kill your target, give the Bloodstone and the ***Traitor’s Tome*** to your target. You are no longer the traitor and may take the rest of your turn. Your target becomes the traitor but may not attack you on his or her next turn (“No tag backs!”).
- ✦ If you did not make an attack on your turn, the Bully spirit deals you 2 points of mental damage for “not playing right.” Then roll a die, and pass the Bloodstone to the explorer that many heroes to your left (on a blank, keep it). That explorer is now the traitor; give the new traitor the ***Traitor’s Tome***.
- ✦ If you are killed by a hero or you lose the Bloodstone to a hero, that hero becomes the traitor. Give the new traitor the ***Traitor’s Tome***, and you become a hero (see the ***Secrets of Survival***).
- ✦ When **any** explorer kills another explorer, that explorer gets a Kill.

SPECIAL ITEM AND OMEN RULES

- ✦ You may not pick up or use weapons while you are the traitor.
- ✦ You do not take damage from using the Bloodstone. You may not drop the Bloodstone.

IF YOU WIN . . .

The blood splatter makes awesome patterns on the wall, and you want to play again! Someone left some cool weapons lying around, and you’re pretty sure there are plenty more people who can play outside the house. Some of those other players probably had families, even . . .

IF YOU ARE THE MOST-AWESOMEST-WINNER . . .

Your ghost rises from your corpse to see the boy again, grinning insanely. You say to those who killed people during the game, “You were cool. Not like those other dweebs we killed. Come on, let’s go find more people to play our game!”



HE WHO MUST NOT BE READ

BY BART CARROLL

As you open the book, you remember its story—in fact, you remember writing this story yourself so very long ago. Once vanquished from this world, you scattered the spell to summon you back within copies of this very book. The more people who read it, the more powerful you will be when you return. And you have grown very powerful indeed. Now that the original book has been read, and its reader has become your new vessel, the spell is complete. You'll just need to safeguard your hidden soul, of course—starting with the deaths of these intruders who dare defile your house!

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Raise all of your traits that are not at least 2 above their starting values to that value.
- ✦ Set aside the pentagonal item tokens from 1 to 5 (representing Soulcruxes). These are containers for your soul.
- ✦ Put item 1 (representing the Chest) in a room of your choice. Keep the other item tokens nearby.

WHAT YOU KNOW ABOUT THE HEROES

They plan to find and destroy your hidden soul.

YOU WIN WHEN . . .

. . . all the heroes are dead.

SPECIAL ATTACK RULES

- ✦ You cannot take damage. You can still attack heroes and they can still steal from you.
- ✦ If a hero dies, the hero drops all cards, becomes a Wraith, and joins your side. A Wraith cannot draw, carry, or use cards. A stunned Wraith is removed from the game.
- ✦ If a hero has any companions (Cat, Dog, Girl, or Madman) when turned into a Wraith, turn them face-down; each face-down card adds 1 die per companion to the Wraith's trait rolls.
- ✦ After all instructions have been read, if any hero mentions your name—Maldovo—you may make a Sanity attack against the hero. You do not need to explain why you are making this attack, only that you are.

SPECIAL MOVEMENT RULES

- ✦ You can move through, but cannot end your turn in, a room containing a Soulcrux (such is your own fear of ever harming your soul). Wraiths can end their turn in such a room.
- ✦ You, the Wraiths, and any of the special items below can discover new rooms, operate the Mystic Elevator, and do not need to attempt any special rolls to enter or exit rooms.

SPECIAL ITEM RULES

If a hero enters the room containing the Chest, announce the contents and play them as follows:

- ✦ **When the Chest is located:** The Chest is locked. A hero may attempt a Might roll of 4+ to break the lock, or automatically open it with the Key.
- ✦ **When the Chest is opened:** Inside is a Rabbit that runs out (replace item #1 with #2). It now takes its turn in order after the hero who opened the Chest, and flees from the heroes as a monster with Speed 4. A hero may attempt a Speed roll of 3+ to kill it.
- ✦ **When the Rabbit is killed:** Inside is a Duck that flies out (replace item #2 with #3). It now takes its turn in order after the hero who killed the Rabbit, and flees from the heroes as a monster with Speed 5. A hero may attempt a Might roll of 4+ to kill it.
- ✦ **When the Duck is killed:** Inside is an Egg that rolls out (replace item #3 with #4). It now takes its turn in order after the explorer who killed the Duck, and flees from the heroes as a monster with Speed 1. A hero may attempt a Knowledge roll of 5+ to break it open.
- ✦ **When the Egg is broken:** Inside is your soul, in the form of a Pen (replace item #4 with #5). A hero may attempt a Sanity roll of 6+ to destroy it.

IF YOU WIN . . .

Your soul is safe, for now. The time has come to make yourself known once more to the world—they already know your name from the book you cleverly hid among them. Now everyone who's read your book and unwittingly summoned you back will soon learn of your dominion over them. You will reveal yourself as the master of dark magic!

NO NOOSE IS GOOD NEWS

BY ELISA TEAGUE

You black out momentarily and awaken, standing with a noose in your hand. Flooded with someone else's memories and feelings, you have an overwhelming urge to carry out execution orders that you find on a list in your pocket . . . the pocket of 1800s Old West garb that you weren't wearing when you first entered the house. Looking down the list, you see spaces where letters should be, and the letters faintly begin to fill in, very much like an old game of Hangman. So that's how you'll decide who gets the gallows . . .

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Get a number of pieces of paper equal to the number of heroes in the house. Draw a Hangman game gallows on each piece of paper.
- ✦ Decide on a theme for your Hangman words and phrases. They must be titles, names, or common words and phrases, but this must be specified to all players. For example, a theme may be "Movie Titles."
- ✦ In secret, write down a word or phrase in the theme for each hero. The word or phrase must be a maximum of four words and twelve total letters.
- ✦ Under the gallows, write the blanks (not the letters!) for each hero's word or phrase, leaving a space between words.
- ✦ Speak in a Wild West voice for the rest of the game.

WHAT YOU KNOW ABOUT THE HEROES

They are all on your execution list and will be playing Hangman to try to win back their lives.

YOU WIN WHEN . . .

. . . all the heroes are dead.

SPECIAL ATTACK RULES

- ✦ Instead of attacking, you may attempt to hang a hero. Make a Might attack against any hero in your room; neither of you can take damage from this attack. If you win, you place a noose around the hero's neck. Until the hero breaks free, the hero may not guess any letters and rolls 2 fewer dice against attacks.
- ✦ If you are in the Roof Landing, the Upper Landing, or the Foyer, you may instead make a Speed attack against a hero on the floor below you. Trace a path from your landing to the hero's room using both landings. Roll 1 fewer die for each room between you and the hero, not including either of your rooms. You must have an uninterrupted string of unlocked doors between you and the hero. For example, if you are on the Roof Landing, and the hero is in a room connected to the Upper Landing, you would roll 1 fewer die to account for the Upper Landing being between your rooms.

HOW TO PLAY THE GALLOWS GAME

- ✦ Once on each of his or her turns, a hero may guess a letter in his or her word or phrase. If the guess is correct, write in the letter in any blank that it appears. If it isn't, draw a body part hanging from the gallows in this order: head, body, left arm, right arm, left leg, right leg. Each time you draw a body part, that hero takes 1 die of physical damage.
- ✦ If a hero's Hangman card is completed with a full person (six wrong guesses) when you are in line of sight with that hero, that hero is killed.

IF YOU WIN . . .

"My work here is done," you sigh in relief. Now, to move on to the next town in line, where more doomed souls wait for the noose. Innocent? Guilty? It doesn't matter. Eventually, everyone sees the rope.



TO REACH THE COSMOS

BY BEN PETRISOR

You uncork an ancient bottle and your lungs fill with a pale blue mist. You feel your cares melt into the aether. It's all so clear now! The stars above look so far away, but they're really just a gate you can reach yourself. You just need to elevate your thoughts to a higher plane! But how? Why, with your friends of course. You can do anything—even reach the cosmos—if you put your brains together.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Set aside all the small green monster tokens (representing Brainstraws).
- ✦ Put one Brainstraw in your room and an adjacent room up to three rooms away without another hero in it. If there are no empty rooms, you may place the tokens in your room.
- ✦ Get a number of pieces of paper equal to the number of heroes. Write down a "Thought" for each hero. It could be what you plan to do after you ascend to the cosmos, or about a previous event in the game, or even the first thing that comes to mind. Fold the papers so that no one else can read them.
- ✦ Write a trait such as Knowledge on the outside of each piece of paper; you may not use the same trait more than twice. Raise each Thought's appropriate trait by 1.

WHAT YOU KNOW ABOUT THE HEROES

They don't want to help you ascend. In fact, they'll try to cut at your straws and even try to take your own Thoughts.

YOU WIN WHEN . . .

. . . you end your turn and have each living hero's Thought.

SPECIAL ATTACK RULES

- ✦ Instead of your physical attack, you may make a Sanity attack against a hero in the same room.
- ✦ A Brainstraw may steal one of a hero's Thoughts, chosen randomly, by succeeding in a Knowledge attack against the hero. The Brainstraw then ends its movement and spawns another Brainstraw in its room.
- ✦ If a Brainstraw is defeated by any attack during a hero's turn, it is stunned and retreats. Put the Brainstraw in your room.
- ✦ When a hero defeats you in mental combat to steal your Thought, if you have another explorer's Thought, you may give the hero who defeated you that Thought instead.

LOSING AND GAINING THOUGHTS

- ✦ If you lose a Thought, lose 1 in the trait listed on the outside of the paper.
- ✦ If you gain a Thought, gain 1 in its trait, and read the Thought aloud.

BRAINSTRAWS

Speed 3 Might 5 Sanity 5 Knowledge 5

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

IF YOU WIN . . .

It's so beautiful! A world like no one's ever seen before, and you have your friends to thank. Luckily, they'll get to live the experience through you. You feel the happiest memory of all your friends at once. You are in pure bliss in a world where physics and reality don't hold true like in the world before.

THE OTHER SIDE

BY LIZ SPAIN

It's taken a while, but you've finally managed to contact the spirits of the house. They are not friendly. No wonder then that the last three attempts to sell the house have fallen through.

The estate agent seemed exasperated on the phone. "Ridiculous superstition," he said. "Bunch of people hang themselves in a house and people just naturally assume it's haunted." The paycheck seemed good when you accepted. But now, you're standing in a locked house full of manifested ghosts as dangerous as they are insane. There's no way you're being paid enough for this.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Set aside one matching explorer token for each hero if you have four or five heroes, two for each if you have three heroes, and three for each if you have two heroes.
- ✦ Raise your Sanity and Knowledge to their maximum values.
- ✦ You have some ghosthunting equipment. For each hero, search the item stack and its discard pile for an item card from this list in this order: Chalk, Device, Ceremonial Robes, Locket, Blueprint. If a hero has an item that you are searching for, take it. Then shuffle the discard pile into the item stack.


WHAT YOU KNOW ABOUT THE HEROES

The spirits of this house are unsettled. Angry, even. They may attempt to hurt you. They won't let you leave. The only way you're getting out of this alive is if you can appease the Ghosts of the dead that control the house.

YOU WIN WHEN . . .

. . . you manage to put all the Ghosts to rest.

HOW TO PUT A GHOST TO REST

- ✦ To put the Ghosts to rest, take something precious from each Ghost and deliver it to a room with an omen symbol . You must do this at least four times, and at least once for each Ghost.
- ✦ When you steal an item card that belongs to a Ghost, put that hero's explorer token on the item card. On your turn, you may take that item to an item room in the house. Put the explorer token for that Ghost on the room to mark that it has been put to rest in that room. That Ghost must then lower its traits to their lowest values. You may not use a room with an explorer token on it to put another Ghost to rest.

SPECIAL ATTACK RULES

- ✦ You may only attack Ghosts using Sanity or Knowledge. On your turn, you may attack each Ghost that is in the same room as you once. Regardless of what trait you attack with, a Ghost can only lose Sanity when damaged by your attack.
- ✦ When you defeat a Ghost, you may gain 1 Sanity or 1 Knowledge and take one of the Ghost's items. This includes items that may not be lost, dropped, or stolen.
- ✦ If a Ghost attacks you with Speed, Might, or Knowledge and wins, you do not take damage unless your Sanity is at its minimum value.

IF YOU WIN . . .

The house seems brighter now, as if the windows are letting in more light. You pack up the rope used to hang the previous occupants at the end of their lives, along with the rest of the tools of your trade. It'll be nice to have some new life in this house. That, and a new coat of paint.



MAN'S WORST ENEMY

BY KEITH BAKER

The last thing you expected to find in the house was a puppy. Who knows how long the poor whelp had been trapped in the crumbling manor? You scooped up the little creature, never noticing the dust-covered pentagram surrounding it. Your thoughts dissolve as you stare into its soulful brown eyes, until your mind is soft clay ready to be reshaped by your adorable new master. What a good boy he is! He's your best friend. And you need to protect your friend . . .

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Discard the Dog card and put a small red monster token (representing the Beast) in the same room as you. You will do anything to protect the Beast from your former allies. As you fight them, be sure to let them know what a good boy your new master is. He's the best dog ever!
- ✦ If you have the Girl, the Cat, or the Madman, set aside their cards and adjust your traits accordingly; if this would lower any trait to the skull symbol, set it at its lowest value above the skull symbol. Use small monster tokens of different colors to represent the companions; put each token in a different room up to 4 spaces away, and put a matching monster token on the card for reference. They remain in these rooms and can be picked up by the heroes.
- ✦ Set up the Turn/Damage track with a plastic clip at 6. You'll use it to keep track of time for purposes of possession.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to destroy the Beast.

YOU WIN WHEN . . .

. . . all the heroes are either dead or controlled by the Beast.

YOU MUST DO THIS ON YOUR TURN

At the end of each of your turns, lower the Turn/Damage track to the next number. When it reaches 0, you may possess a hero. Then reset the Turn/Damage track to 6.

THE BEAST

Speed 4 Might 4 Sanity 6

SPECIAL ATTACK RULES

- ✦ The Beast makes Sanity attacks and deals mental damage. When you reduce a victim's mental trait to the skull symbol, that trait remains at its lowest value and the victim is possessed (see **Possession**).
- ✦ The Beast cannot be attacked through normal means. Its coercive powers—and adorable little face—prevent anyone from attacking it directly.
- ✦ You (and any other victims of possession) can attack, be attacked, and use cards normally. If any of your traits drop to the skull symbol, you are rendered unconscious and removed from the game.
- ✦ If a hero has the Cat card, the Beast must attack that hero if it can.

POSSESSION

The fiendish spirit within the Beast has the power to corrupt and control heroes. When a hero is possessed, that hero becomes a traitor. There are two ways that this can happen.

- ✦ The Beast can possess a victim using its mental attack (see **Special Attack Rules**).
- ✦ When the Turn/Damage track reaches 0, the Beast may automatically possess the hero with the lowest Sanity value. In the case of a tie, you decide which of the tied heroes is possessed. If the player with the lowest Sanity value is somehow protected, the Beast possesses the player with the next highest Sanity value. Whether or not the Beast possesses a hero, reset the Turn/Damage track to 6.

IF YOU WIN...

The power of the Beast grows stronger by the hour. By dawn its influence will reach across the township. The tiny sliver of your personality that remains shivers as you envision the world that lies ahead... the Age of the Beast.

What a good boy he is! You'd better go find his favorite ball.



EXISTENCE PRECEDES ESSENCE

BY PENDLETON WARD

You pick up a skull resting inside the dusty basin of an old stone fountain. Its dry lipless smile reminds you of the cosmic joke that is your life within the smothering vastness of time and space. "You're bumming me out, skull!" Affixed above the fountain, a stone cherub cocks its head in your direction and drools out a stream of thick dark tar full of stars. You surmise out loud, "It's universe liquid!"

The stars invade your eyes and rewire your mind. Instinctively you take the skull and plunge it into the goop. Muscles, eyes, teeth and flesh sprout out from their respective regions inside the skull, covering it completely with a quick SHLORP! sound. The skull has become a living Head! It smacks its lips and says, "What . . . Am . . . I?"

You stare deeply into the eyes of the Head in your hands and mutter "Buddy, you're my new best friend and together we will never be bummed again."

"Hooray! Also, I'm hungry," says the Head.

You lightly tussle the Head's baby-soft hair and laugh, "Don't worry, I'm sure my old friends won't mind if you chew on 'em."

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Lower your Sanity to the lowest value above the skull symbol.
- ✦ Put the Fountain token and the large circular Head token in the room where the haunt was revealed.
- ✦ Set aside a matching explorer token for each hero.
- ✦ Get three pieces of paper. Write these notes:
 - ♦ *Attack the closest hero.*
 - ♦ *Join the traitor.*
 - ♦ *Rejoin the heroes.*

WHAT YOU KNOW ABOUT THE HEROES

They do not approve of your newfound friendship with the Head. They're trying to TEAR YOUR RELATIONSHIP APART.

YOU WIN WHEN . . .

. . . all the heroes have either been fed to your Head or turned into more new friends.*

SPECIAL ATTACK RULES

- ✦ Instead of attacking, you can hurl the Head if you are in the same room. You may toss it into a room any number of rooms away in a straight line, including up and down stairs, the Balcony, or the Coal Chute. Make a Might attack against a hero in that room after you toss the Head.
- ✦ If a hero is killed, replace the hero's figure with the matching explorer token.
- ✦ If the Head kills a hero or comes across a hero's explorer token during its turn or when it is tossed, put the hero's explorer token on the Head. Tokens move with the Head, and can be stolen by heroes.
- ✦ While the Head has any explorer tokens, it cannot attack on its turn but may defend.

HEAD

Speed 5 Might 5

*MORE NEW FRIENDS

If the Head or any explorer brings a hero's explorer token into the life-giving waters of the Fountain, its body will heal horrifically, coming back to life as a reanimated monster with no memory of its past self. Reset the monster's traits to their starting values and give the monster the "Attack" note and put the monster's figure in the closest room containing a hero.

If the hero that the monster attacked then attacks the monster on his or her next turn, give the monster the "Join" note; that monster is now on your side. If the monster doesn't attack the reanimated hero, give the monster the "Rejoin" note; that monster returns to being a hero and is now back on the heroes' side.

After each step of this process, get the piece of paper back so that more monsters can be reanimated.

IF YOU WIN . . .

After the Head has its fill, munching and then burping up your old friends, you collect their chewed up bits and pieces and put them all inside the fountain. The universe liquid heals and warps them into entirely new fleshy creatures. They undulate and flex in the starry goop. The ones with mouths call out, "What . . . Am . . . I?!" You comfort them by stating the facts: "Y'all are cool and I love you. Let's go get some dinner 'cause I'm hungry now too." The creatures cheer! Gently, you bundle them up inside your shirt and set off into the night.



COULROPHOBIA

BY JUSTIN GARY

A little doggie flops up next to you with your slippers in his mouth. Your giant red slippers. Of course, you put them on. Why wouldn't you?

And . . . Heh. Hee hee. As you look into the mirror, you realize you've had the wrong idea about this house all along. This isn't scary at all! It's hilarious! Why would everyone be so scared of a harmless house? You know what would be the funniest thing of all? If you murdered everyone just as if the house was really haunted. Hahahaha! That would be priceless! But we need to make sure they die in really funny ways. Let's put on this big red nose and ready these zany props first for some extra chuckles!

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ You are Knick-Knack the Clown. You tell knock-knock jokes.
- ✦ Put your figure in the Entrance Hall.
- ✦ You may reset any of your traits to 1 above their starting values.
- ✦ Set aside five pentagonal item tokens numbered from 1 to 5 (representing Gags).
- ✦ Get five pieces of paper, number them 1 through 5, and write down these words (or different ones in the same spirit!):
 - 1. *Acid-blasting seltzer bottle*
 - 2. *Exploding whoopee cushion*
 - 3. *Neck-breaking banana peel*
 - 4. *Toxic cream pie*
 - 5. *Strangling rubber chicken*
- ✦ Close your eyes and tell each hero to pick one piece of paper and put it in his or her pocket. If there are more pieces of paper than heroes, they should put the unchosen ones in the box where you cannot see them.

WHAT YOU KNOW ABOUT THE HEROES

They've got no sense of humor.

YOU WIN WHEN . . .

. . . you kill two heroes, or all but one hero is no longer in the house and you kill that hero.

SPECIAL ATTACK RULES

Take the item tokens from above and be prepared to deliver just the right joke death to each of your friends. Each friend has selected a personal joke that he or she would just die for! Once during your turn, you can make either a knock-knock joke or a killing joke:

- ✦ **Knock-Knock Joke:** Pick one of your remaining Gags and tell the heroes a knock-knock joke (see below). Each hero on your floor must make a Sanity roll. If your Gag number matches that of the hero's piece of paper, then you must laugh out loud manically, and that hero needs a 5+; other heroes need a 2+. Any heroes who fail take 1 point of mental damage.
- ✦ **Killing Joke:** If you or the Dog are in the same room as a hero, you can use one of your Gags. The Gag is destroyed. The hero must succeed at a Might or Speed roll of 5+ or take 1 point of physical damage and 1 point of mental damage. If you've chosen the Gag number that matches the hero's piece of paper, put that piece of paper face-up in front of the hero. On that hero's next turn, the hero begins laughing to death. At the end of each of his or her turns, the laughing hero takes 1 point of physical damage and 1 point of mental damage. That hero can also no longer make attacks.

When you would take damage, you may choose one of your Gags and destroy it instead to take no damage.

Your wonderful pooch Noodles can attack normally, and can carry one Gag at a time. If you use the Dog to deliver a killing joke, it must use the Gag it is carrying. The unfunny heroes might try to attack your adorable Dog. The Dog cannot take damage, but it can be stunned or have its Gag stolen.

NOODLES THE DOG

Speed 6 Might 3

KNICK-KNACK'S KNOCK-KNOCK JOKES

Unfortunately, you are terrible at telling knock-knock jokes. They always go like this:

Knock knock.

Who's there?

Strangling rubber chicken.

Strangling rubber chicken who?

<sound of strangling noises>

IF YOU WIN . . .

HAHAHAHAHA! Guess you've got the last laugh!

LET IT GLOW

BY ELISA TEAGUE

You pick up a snowglobe from the floor and stare at the wintry landscape. A memory of days past flash through your mind, as if from another lifetime . . . another world. As the dark memories of freezing snow flood your brain, an icy glowing power flows through your body. Frozen no more, your anger turns to the house and its inhabitants. Now everyone will feel as cold as your heart has been all these years . . .

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Set up the Turn/Damage track with a plastic clip at 1. You'll use this to keep track of temperature. Each number on the track represents 10 degrees Fahrenheit below zero.
- ✦ Set aside ten small orange monster tokens (representing Snow Monsters).
- ✦ Gain 2 Might and 2 Knowledge.

WHAT YOU KNOW ABOUT THE HEROES

They don't like the cold and will try to stop the house from freezing over.

YOU MUST DO THIS ON YOUR TURN


At the end of each of your turns, advance the Turn/Damage track to the next number, which represents the temperature in the house going down. Announce the temperature after you do so.

If the Turn/Damage track reaches 0, you take 1 die of physical damage at the start of your turn, unless you are in the Balcony.

YOU WIN WHEN . . .

. . . all the heroes are killed or freeze to death. When the Turn/Damage track reaches 9 minus the number of heroes at the start of the haunt, the house is completely frozen, and all heroes freeze to death. (For example, if there are four heroes, the heroes die when the track reaches 5.)

HOW TO CREATE SNOW MONSTERS

- ✦ Once during your turn, you may create a Snow Monster in any room with an omen symbol  by succeeding at a Knowledge roll of 5+. If all ten Snow Monsters are in the house, you cannot create any more.
- ✦ The Snow Monsters have Speed and Might values equal to the number on the Turn/Damage track (minimum 1).
- ✦ If you are attacked in a room containing a Snow Monster, you can make the hero attack the Snow Monster instead.

YOU MUST DO THIS ON THE MONSTERS' TURN

On the Snow Monsters' turn, for each faceup Snow Monster in a room with an unlocked Thermostat, you may roll a die. For each blank result, advance the Turn/Damage track to the next number.

IF YOU WIN . . .

You smile, looking over your glistening, icy castle in the beautiful, white snow. You think to yourself, "First, my beautiful house, and then the rest of the world will be completely engulfed in ice!" At last, no living thing will ever challenge you, bother you, or get in your way. You will rule your frozen kingdom, alone.



BACK TO THE PAST

BY CHRIS DUPUIS

It's all happening according to plan. One by one, you deceived your friends and murdered them, leaving yourself as the sole hero of the company. Now it's time to complete what you all started and invoke the ritual of the house. If only they had shared your vision, they could have shared the power with you.

As you clean the blood off of your dagger, you get a strange sense of deja vu. Something is wrong. Someone has changed the past. Or the future . . . it's hard to tell. No matter. Nothing can stop you now. All you have to do is remain hidden, and all will be well. The power will be yours, and no one will be able to stop you.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Set aside nine Obstacle tokens (representing Pentagrams). Set aside six small monster tokens of any color (representing Flipped Landings).
- ✦ Remove your figure from the house, as you will conduct things from behind the scenes.
- ✦ Choose a room in play to hide in. Write the name of your room on a piece of paper, and keep it secret.

WHAT YOU KNOW ABOUT THE HEROES

They are reversing time to stop you from killing them. You must slow them down by masking your location.

YOU WIN WHEN . . .

. . . you complete the ritual by being unrevealed when the Turn/Damage track reaches 0.

SPECIAL TURN ORDER RULES

You don't take turns. Don't worry. You'll have plenty to do on the heroes' turns.

YOU MUST DO THIS ON EACH HERO'S TURNS

During each turn, a hero will ask you one yes or no question about your room to determine where you are hiding. You must answer truthfully. A question may only be asked about a specific room or the room's characteristics. Questions must be limited to the names or characteristics of the room. They cannot involve information about what floor the room is on, or its position in relation to other rooms. Additionally, they cannot ask questions about symbols or game text on the room.

After you answer, the heroes may be able to eliminate one or more rooms based on your response. Roll 2 dice. Flip face-down up to that number of rooms which the players now know are not your room based on your response. **Do not ever flip your room.** Example 1: You were asked whether you are in a room with only one door, and you answered no, so they know they can eliminate all rooms with one door. When you roll to flip rooms, you can flip as many one-door rooms as you rolled. Example 2: You were asked whether you are in a room with a table and you answered yes. When you roll to flip rooms, you can flip as many rooms without a table as you rolled.

When you flip a room, remove any figures and tokens on the room, flip it over, and put it back in the house where it previously sat. Then replace any figures and tokens.

If you flip a landing, place a small monster token on the flipped room as a reminder of which room was the landing. You still treat it as the landing for that floor.

HOW TO SLOW THE HEROES

- ✦ At the start of each hero's turn, you may put one of the nine Pentagrams in any room to slow the heroes' progress. It takes an extra space of movement to enter a room containing a Pentagram token. Perhaps you will use them to slow the heroes' progress to your room, or you will use them to obfuscate where you are hiding. Do whatever you can to complete your ritual!
- ✦ Each time a hero enters a flipped room, he or she must take 1 die of mental damage, so choose your flipped rooms wisely!

IF YOU WIN . . .

“BAH!” you yell. “The power of the house is mine now! No one can stop—“You suddenly feel an intense pain in your stomach. “Oh no . . .”You reach out to your former friends as the house pulls you in every direction.

Literally.

In a mirror on the wall, you register a momentary image of flesh, blood, and bone being ripped from your body as you explode outward, showering the walls. The house begins to absorb the remnants as the same thing happens to every other person in it. The front door creaks open. The house on the hill has awoken.

THEY'RE ALWAYS AFTER ME

BY MIKE SELINKER, BASED ON A SONG BY PAUL AND STORM

You find a cereal box and open it. You are surrounded by twinkly glittering: hearts, clovers, stars, and other strange shapes. You have been transformed into a sprightly goblin known as a Leprechaun.

And there be heroes here. Heroes who are always after your lucky charm.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Raise your Speed to its highest value.
- ✦ Shuffle the Medallion (representing your Lucky Charm) into the omen stack.
- ✦ Adopt a bone-chillingly bad Irish accent for the rest of the game.

WHAT YOU KNOW ABOUT THE HEROES

They seek your Pot of Gold, which you have placed at the end of a hidden Rainbow. You don't want them to get your Lucky Charm, for then they will find the Rainbow.


YOU WIN WHEN . . .

. . . all the heroes are dead.

SPECIAL TURN ORDER RULES

You take a turn after **each** hero takes a turn. You're speedy.

YOU MUST DO THIS ON YOUR TURN

If you end your turn in a room with an omen symbol , look at the top card of the omen stack then put it back. Then, if you succeeded at a Knowledge roll of 4+, you may shuffle the stack.

SPECIAL ATTACK RULES

- ✦ You cannot attack with Might except in the Rainbow. Elsewhere, you always make Speed attacks by rolling maximum number of dice equal to your Speed or the number of room tiles on this floor that you entered before attacking, whichever is fewer. So, if you started four rooms away on this floor, and you have a Speed of 6, you would roll 4 dice. But if you have a Speed of 3, you would roll only 3 dice. You cannot attack anyone in the room you start a turn in (except on the Rainbow), nor can you enter a room you previously left on this turn.
- ✦ If you are defeated when you attack or defend, cry out: “Dear boy, release me!” The hero will tell you what happens then.

THE RAINBOW

If the heroes discover the Rainbow, each Color of the Rainbow is treated as 1 space of movement. If you stop your movement on a Color that contains a hero, or a hero ends his or her movement on your Color, you may immediately make a Might attack to push the hero off the Rainbow. If you succeed, the hero falls to his or her death.

IF YOU WIN . . .

You have slain the last explorer who dared to threaten your prized pot of gold. You are alone and gleeful, hoping someday that more explorers will arrive for you to bedevil.

Till then, you will count your gold and laugh into the night.



THE DEVIL'S NAME

BY F. WESLEY SCHNEIDER

Visions of conquests and depravities scour away memories of an unremarkable life. The hubris of mortal sanity burns amid scenes of inconceivable hellscape.

"This form will do . . . for now." Those are the final words you hear as an individual. Who you were is gone. Now you're something more. You are the Fiend.

Yet, there's a risk that your new freedom is merely a fleeting thing. The Brimstone Square is near. Scratched upon that riddle in stone lies the secret of your true name, the truth of your being and the only thing that might drive you back into your prison. Your name might not be obvious, but it's far from safe.

To yourself, you whisper a secret only you should know, the secret of your own true name.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Gain 5 Knowledge.
- ✦ Put six pentagonal item tokens numbered from 1 to 6 (representing the Tomes of Lore) in different rooms. You must put at least one on each floor, though only one can be placed on the floor you're currently on.
- ✦ If you have the Chalk card, give it to a hero.
- ✦ Pick a number from 1 to 20 to get a 5-letter name on the Fiend's Name table. Write this name on a piece of paper. **Do not reveal this name to the heroes.**

WHAT YOU KNOW ABOUT THE HEROES

The heroes have unearthed the Brimstone Square, a relic that bears the secret of your true name and so holds the power to imprison you once more. The Brimstone Square holds many secrets, though, and the heroes will need to find Tomes of Lore to decipher your true name.

HOW YOUR TRUE NAME WORKS

- ✦ Each Tome of Lore can reveal one letter of your true name. The letter is not revealed until a hero spends all of his or her movement for a turn and successfully researches the Tome. If a hero's research is successful, you must reveal one unrevealed letter of your true name (any letter, in any order). Each instance of a letter is considered a different letter, even if your name contains multiples of the same letter.
- ✦ If a hero in the same room as you speaks your true name, you are banished and they win. However, if a hero speaks the wrong name to you, you possess that hero immediately (see **Special Attack Rules**).
- ✦ A hero may also speak a name to a possessed hero. If correct, your possession ends and can't be regained. If incorrect, you will deal the guesser a number of points of mental damage equal to the number of unguessed letters.

SPECIAL ATTACK RULES

- ✦ You may make a Knowledge attack against a hero in the same room. If you reduce the hero's trait to the skull symbol with that attack, a portion of your immortal essence possesses the hero. Possessed heroes reset their traits to their starting values and become traitors.
- ✦ If any of your traits would be reduced to the skull symbol, lower the trait to the lowest value above the skull symbol.

THE FIEND'S NAME

1	B	A	L	A	M
2	M	A	T	I	R
3	L	I	L	I	M
4	O	R	M	I	S
5	V	O	T	H	R
6	L	O	L	T	H
7	B	O	T	I	S
8	M	I	M	U	M
9	V	E	C	U	R
10	O	R	P	A	K
11	M	E	C	U	H
12	B	A	P	H	M
13	V	I	C	T	H
14	O	R	C	U	S
15	L	E	T	H	K
16	O	I	C	A	K
17	B	E	L	T	H
18	M	O	L	A	K
19	L	A	M	A	S
20	V	E	P	A	R

SPECIAL ITEM RULES

You cannot pick up Tomes of Lore or the Chalk. However, possessed heroes can do both of those things.

YOU WIN WHEN . . .

. . . all the heroes are possessed or dead.

IF YOU WIN . . .

The last mortal ceases to resist.

You make its first task a simple one. Tomes of hateful words burn easily. Brittle stones crumble to dust. Once more the secret of your name is yours alone. Now no mortal might hope to bind you.

Now, you will be their master.



THE TWINS

BY JERRY HOLKINS AND MIKE SELINKER

Everything has gone precisely according to the stars, who authored this auspicious night when life left the ancient seas and dragged itself, panting, to the shore. Your twin is here, you know that now; a moment of recognition burns between you, millennia of affection and misery erupting to the surface. But you cannot share that love now, as there is work to be done. The distance between you burns like a brand, and when you have used that heat to destroy this place, you can be together in the next one.

RIGHT NOW

- ✦ Your explorers are still in the game, but have turned Twin traitors.
- ✦ For each trait, you may lower one Twin's trait to raise the other's by the same amount.
- ✦ Set aside a number of Obstacle tokens (representing Nodes) equal to six minus the number of heroes. So if there is one hero, set aside five tokens.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to stop you from making a Seam. That is an energy wave that will extend between you and your Twin when you are far enough apart.

YOU WIN WHEN . . .

. . . you get out all the Nodes and can trace a path between you and your Twin that touches all the Nodes and includes at least twenty rooms.

HOW TO WEAVE THE SEAM

- ✦ On your turn, you may drop a Node (similar to dropping an item) on a doorway or other method of transferring between rooms or floors. That route may no longer be moved through or seen through by anyone in the house, including you and your Twin. If you have already placed all your Nodes, remove a Node from the house before dropping a new one. You may not put a Node in a room that already has one.
- ✦ You may not drop a Node if it would seal off one room or set of rooms from the rest of the house. For example, if the Bathroom (which has one door) is next to the Arsenal (which has two doors), you may not put a Node on either of those doors, as it would seal off the Bathroom.
- ✦ If you do not move on a turn in which you start in a room with a Node, you may instead tap the Node's power to raise one of your traits to its starting value.

SPECIAL ATTACK RULES

If you take damage, you may split it between you and your Twin, as long as both of you lose at least 1 point in a trait.

IF YOU WIN . . .

You see your twin one last time, as the final seam erupts between you, swallowing you both. You mix and hiss, like rain on hot magma, until you stretch and collapse. There is only one of you now, the alloy that will form the rich yolk of the next universe. You have a single mouth. And it smiles.



I, MUTANT

BY LIZ SPAIN

It's a great day for science! The fine people at Humane Research Supplies have delivered a fresh batch of monkeys for your experimentation. These monkeys are so adorable, they think they're humans! Ho ho. Precious little monkeys. You'd best get to mutating them right away. After all, you—

CRASH!

Oh my! The monkeys have escaped their cages!

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Refer to the heroes as “Monkeys” for the rest of the game. It probably says something about that on their page. Probably.
- ✦ If the Research Laboratory is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.
- ✦ For each Monkey, put one small round monster token (representing Assistants) of different colors in the Research Laboratory.
- ✦ Put a number of Obstacle tokens (representing Electronets) equal to the number of explorers in different rooms in the house.

WHAT YOU KNOW ABOUT THE HEROES

The Monkeys have been changed into mutants and will be trying their best to ruin your experiment.

YOU WIN WHEN . . .

. . . you successfully capture all your Monkeys.

YOU MUST DO THIS ON YOUR TURN

During your turn, you may put one Electronet in a room you occupied during that turn. Each of your Assistants may do the same during the monsters' turn.

HOW TO CAPTURE A MONKEY

When a Monkey enters a room with an Electronet, he or she must attempt a Might, Speed, or Knowledge roll of 5+ for each Electronet in that room. If any roll is failed, the Monkey is captured; tip the hero's figure over. For each roll that succeeds, remove an Electronet from that room.

HOW TO CONTROL YOUR ASSISTANTS

- ✦ Assistants may move their full Speed. They do not roll to move.
- ✦ Assistants may move captured Monkeys. An Assistant in the same room may spend 2 spaces of movement to move the Monkey and/or any Electronets to the room where the Assistant ends his or her turn.
- ✦ If an Assistant is defeated by an attack, they are stunned as usual. However, when the Assistant is no longer stunned, replace the token with a different color of Assistant.

ASSISTANTS

The Assistants act on the monsters' turn. Each is different.

RED

Speed 3 Might 5 Sanity 2 Knowledge 2

If the red Assistant defeats a Monkey, you may move that Monkey through a doorway into an adjacent room.

ORANGE

Speed 5 Might 3 Sanity 2 Knowledge 2

The orange Assistant may move through false doors.

YELLOW

Speed 2 Might 2 Sanity 2 Knowledge 5

The yellow Assistant may attack or defend with Knowledge. If successful, instead of dealing damage to a Monkey, put an Electronet in the yellow Assistant's room and capture that Monkey.

GREEN

Speed 1 Might 3 Sanity 5 Knowledge 3

Instead of moving, the green Assistant may teleport to any room in the house.

BLUE

Speed 3 Might 4 Sanity 2 Knowledge 3

When the blue Assistant is defeated during an attack, the Monkey takes damage for the amount his or her roll exceeds the blue Assistant's.

PURPLE

Speed 3 Might 4 Sanity 2 Knowledge 3

The purple Assistant adds 2 dice to attack rolls and, instead of dealing damage, steals an item card from the hero if possible. You gain that item.

MAGENTA

Speed 3 Might 4 Sanity 4 Knowledge 1

The magenta Assistant cannot be stunned.

SPECIAL ATTACK RULES

You accidentally made the Monkeys unkillable! If you would kill a Monkey, any trait that would be reduced to the skull symbol drops to the lowest value above the skull symbol. The Monkey is instead captured; put an Electronet in its room and capture the Monkey.

SPECIAL MOVEMENT RULES

A Monkey that has been captured does not count as an opponent for the purposes of moving past an opponent.

IF YOU WIN . . .

Mwah ha ha ha ha!



THE CANOPIC CURSE

BY PAUL PETERSON

You have finally discovered the vessel which the priests used to capture Khasekhemui's power upon the pharaoh's death. You should have guessed it was a canopic jar. But even you do not know which of the jars in this house holds the essence. You'll have to get them all before the others figure it out.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Before you leave the room, collect the Obstacle tokens (representing Curses) numbered from 1 to 6 and bring them with you. Put them face-down randomly.
- ✦ When the heroes are ready, call each hero to come out of the room individually to get a Curse (see **Assigning Curses and Traitorships**).
- ✦ Bring the Curse tokens back with you. Put the large circular Mummy token in the Pentagram Chamber. Put one random Curse token face-down under the Mummy, and put the rest in the box so no one knows their numbers.

WHAT YOU KNOW ABOUT THE HEROES

They are also trying to get the Jars to stop you from claiming your power.

YOU WIN WHEN . . .



. . . you bring the correct Jar to the Pentagram Chamber, uniting the Mummy with his essence.

ASSIGNING CURSES AND TRAITORSHIPS

Outside the room, randomly assign a hero a Curse token. Not all heroes may have the same Curse; Curses 2 and 5 are treated as the same Curse for this purpose. Then call that hero into your room and describe his or her Curse. Do this for each hero.

If a hero gets Curse 2 or Curse 5, the hero becomes a secret traitor. The hero reads this page and chooses another Curse to pretend to have. The hero must act as if under this Curse until he or she reveals the ruse. This may occur on any of the hero's turns, but must happen when the last Jar is picked up.

CURSES

CURSE	EFFECT
1	You cannot pick up an even-numbered Jar.
2	You are also a traitor. You may pretend to have any one of the other curses. You want to take the correct jar to the Pentagram Chamber instead of the Entrance Hall.
3	Unless you end your turn in a room with an item symbol  or ormen symbol  , take 1 die of mental damage.
4	You may not pick up a Jar from the floor that you were on when you got the Curse.
5	You are also a traitor. You may pretend to have any one of the other curses. You want to take the correct jar to the Pentagram Chamber instead of the Entrance Hall.
6	You can only pick up the highest-numbered Jar that is not being held.

HOW TO ACQUIRE A JAR

- ✦ You may take a Jar from a room at the end of your turn.
- ✦ You can't move after taking a Jar, but you can give the Jar to another explorer.
- ✦ You cannot pick up more than one Jar during your turn.
- ✦ You may drop a Jar at any time during your turn. You can't pick up a Jar you dropped on the same turn.

HOW TO KNOW WHO HAS THE CORRECT JAR

When all six Jars are collected, reveal the face-down Curse under the Mummy. The explorer with the matching Jar token holds the correct Jar. It immediately becomes that explorer's turn. If the explorer is a traitor, the explorer must head toward the Pentagram Chamber.

SPECIAL ATTACK RULES

Explorers may not attack an explorer who holds a Jar until the correct Jar is revealed. After this, they may attack normally. An explorer who is damaged during an attack must succeed at a Might roll of 4+ to hold on to the Jar. If the Jar is dropped, any explorer may pick it up normally.

IF YOU WIN . . .

You smash the jar into the middle of the Pentagram and feel the power of the mummified pharaoh flow into you. Nothing can stop you now. Ancient Egypt will rise again.



GET A CLUE

BY ELISA TEAGUE

“This is the last straw,” you think, as Mr. Dedman chastises you for placing out the wrong dessert china for his guests. You’ve been the butler of this house for 20 years, and you always put out the gold-rimmed plates for dessert. Now he wants the floral pattern? Enough is enough.

As your anger rises, you grab the closest item to you, a rope, and throw it around your employer’s neck just after he pushes the silent alarm and lets out a loud scream, alerting his guests that there may be trouble. They are all in the Dining Room finishing their dessert, and you hope they don’t have a clue as to what you’ve done.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Gain 2 Might.
- ✦ Set up the Turn/Damage track with a plastic clip at the number of heroes. You’ll use this to keep track of time.

WHAT YOU KNOW ABOUT THE HEROES

The heroes know that you are the killer, and they are ready to tell the police what you did and why they couldn’t possibly be guilty.

YOU WIN WHEN . . .

. . . all the heroes are dead or the Rope is dropped in the Dining Room and the police arrive before those left alive have their alibis.

YOU MUST DO THIS ON YOUR TURN

At the start of your turn, advance the Turn/Damage track to the next number. If it reaches 12, the police arrive.

SPECIAL ATTACK RULES

- ✦ If any of your traits would be reduced to the skull symbol, lower the trait to the lowest value above the skull symbol.
- ✦ In certain rooms of the house, heroes will establish their alibis. You cannot damage or steal from heroes in their alibi rooms.

SPECIAL ITEM AND OMEN RULES

You may not pick up item cards, item tokens, or omens. However, you may steal weapons and the Rope from the heroes using physical attacks.

IF YOU WIN . . .

You smile smugly as the police leave the house. You are free and clear, and now you are a servant to no one. As the last bit of red and blue lights disappear over the horizon, you think to yourself, “Oh yes, now I remember Master Dedman asking me to use the floral china,” and shrug as you enter the house. You are the master here now. You can break out the good dishes.

IN THE DETAILS

BY ROB DAVIAU

This scenario has no traitor—only heroes. You are all trying to be the one to get out of the contract. The rest of the rules for this haunt are in *Secrets of Survival*.



FORGET TO REMEMBER

BY WILL HINDMARCH

The serial killer Richard Smith had a mind too powerful for any brain to hold. He was more than a being, more than meat and bones, and he refuses to be forgotten or ignored. He's thinking—scheming—and he's doing it inside your own mind.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ If your Sanity and/or Knowledge traits are below their starting values, raise them to their starting values.
- ✦ Secretly roll 1 die for each hero and add the results.
- ✦ Ask each hero to each roll 1 die.
- ✦ If the sum of these rolls is less than the result of your roll, you are **disloyal** and Richard Smith dwells within you.
- ✦ If the sum equals or exceeds your result, the bond of friendship with the heroes helps you resist the Psychic Spirit of Richard Smith and you are still **loyal**—but good luck convincing them that's true. You still count as a traitor, and may use any of the traitor powers on page 17 of the base game rulebook, for you now bear a trace of psychic power.

WHAT YOU KNOW ABOUT THE HEROES

They don't understand. Richard Smith was a powerful and brilliant man, forever in a mental battle between narcissism and self-loathing. You've glimpsed his power and are forever changed by it—but the others won't learn what must be done unless you can convince them.

YOU WIN WHEN . . .

If you are disloyal, you win when all the heroes are either dead or monsters in the service of the Psychic Spirit of Richard Smith.

If you are loyal, you and the living heroes win when the Knowledge of each living hero has been lowered to its lowest value or dropped to the skull symbol. At that point, if the heroes destroy the Crystal Ball, you then lower your Knowledge to 1 to forget Richard Smith, thereby destroying his spirit.

YOU MUST DO THIS ON THE MONSTERS' TURN

Whether or not you are loyal, you must make the Psychic Spirit's mental attacks against the heroes. If a hero has the Crystal Ball, the Psychic Spirit attacks him or her; otherwise, it attacks the hero with the highest Knowledge. If the hero loses, this damage must be split evenly between Sanity and Knowledge, with any leftover amount taken to whichever the hero prefers. The Psychic Spirit never attacks you, whether or not you are loyal.

SPECIAL ATTACK RULES

- ✦ Whether or not you are loyal, you can now make mental attacks using your Knowledge or Sanity on any explorer in your room. Remember that targets decide how to apply damage done to them, however, so it's up to you to convince explorers to take the kind of damage you want them to, whether or not you are loyal.
- ✦ The Psychic Spirit never takes damage from mental attacks.
- ✦ The heroes have figured out how to damage the vestige of the Psychic Spirit. If you are loyal, you must convince them to turn that efforts on the Crystal Ball. A hero must succeed at an attack against the room containing the hero holding the Crystal Ball to destroy it.
- ✦ If you are loyal and a hero kills you, the hero sees in your eyes that you are innocent and loses 2 Sanity.

PSYCHIC SPIRIT OF RICHARD SMITH

Sanity 6 Knowledge 6

IF YOU WIN AND ARE LOYAL . . .

Your brain feels clean and new, fresh as morning fog and crisp like a blank sheet of paper. You have the vaguest sense that you're forgetting something, and somehow that feels deeply comforting.

IF YOU WIN AND ARE DISLOYAL . . .

They may not understand your brilliance or your power, but that is beside the point. They shall never forget you, not ever, and thus you shall never die.



THE MURDERER IN THE MACHINE

BY JEFF TIDBALL

The strange things in this old mansion had commanded your attention so fully that you were almost surprised to hear your ringtone go off. You pull out your phone, place your thumb on its sensor, and unlock it. You read a familiar word on the display: Flitter. That's the social network where you and your friends chirp about everything that's important in your lives.

You glance at your phone and recoil. It's a photo, showing the corpse of your best friend—with whom you had 244 friends in common—brutally murdered.

Your phone rings again.

Another picture! A different friend . . . slaughtered!

And another!

This is a great way to clean out your friend list.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Discard the Ring.
- ✦ Take a pentagonal item token (representing a Smartphone).
- ✦ Remove the Sanity clip from your character card. You no longer have a Sanity value. Recall that you can't be attacked with Sanity, lose Sanity, or make Sanity rolls (e.g., to resist the Music Box) without that score.
- ✦ Set up the Turn/Damage track with a plastic clip at 1. You'll use this to keep track of time.

WHAT YOU KNOW ABOUT THE HEROES

They're locked in the house, so they're trying to use their Smartphones to summon outside help to come break them out before you "unfriend" them all.

YOU WIN WHEN . . .

. . . every hero has been driven mad and joined your side, or been killed.

YOU MUST DO THIS ON YOUR TURN

At the start of your turn, advance the Turn/Damage track to the next number. Do this only when your traitor character's turn comes, even if your character has been killed. Don't do this on the turns of former heroes who've been driven mad and joined your side.

SPECIAL ATTACK RULES

You have a new action you can do at any time on your traitor turn: **Share social media killings**. *You can even do this if your character is dead*. Once during your turn, for each Smartphone (including dropped ones), do this:

- ✦ Choose a hero in the room.
- ✦ If no reception has been established for that room, have the hero look for reception (he or she knows how). If the room contains a Dead Zone (an Obstacle token) or is in the basement, stop this process for that room here.
- ✦ Inform the hero that the Smartphone reveals grisly photos of his or her Flitter friends . . . **who have all been gruesomely slain somewhere out in the rest of the world!**
- ✦ Finally, make a Sanity attack against the hero, using a number of dice equal to the number on the Turn/Damage track plus the number of Bars of reception (small monster tokens) in the room (maximum of 8 dice). The hero defends using Sanity, and takes Sanity damage if he or she loses.

HOW TO ADD FRIENDS TO YOUR NETWORK

Once a hero's Sanity has dropped to the skull symbol, the hero becomes your friend, and is no longer a hero. Read your new friend these instructions:

- ✦ You're not dead. You're just my insane friend.
- ✦ Remove the Sanity clip from your character card. You no longer have a Sanity value.
- ✦ You continue to take turns in the normal order, but your goal is to prevent the heroes from escaping—which might involve killing them.

SPECIAL DROPPED SMARTPHONE RULES

If a hero ends his or her turn in a room where there is no Smartphone, you may attempt a Knowledge roll of 5+ to move a dropped Smartphone (if there is one) to that hero's room.

IF YOU WIN . . .

You gather for a quick selfie in the Entrance Hall, then you unlock the front door. The malevolent force that animates the Flitter social network has broken more lives this night, and claimed more minds. Today, its depredation graph has expanded to include you as a vital node.



THE WOODS IN THE CABIN

BY MIKE SELINKER

You are a tree. You have lived in this space for a hundred years, reaching toward the life-giving sky. Your roots burrow deep into the earth, drawing water from rivulets under the soil. Squirrels nest high in your branches, bringing cacophonous resonance to your timeless vigilance.

Pity these hairless apes have mistaken you for a house.

RIGHT NOW

- ✦ Remove your figure from the house. You are no longer a person, but are instead the living embodiment of the Tree.
- ✦ Write down how many rooms are in the house.
- ✦ Discard every card you're carrying, even if it can't be dropped. If any card you discard is a weapon, shuffle it into its stack.
- ✦ Place the Tree House on top of the Foyer. If an explorer or anything else is in the Tree House, move it with the Tree House. If the Tree House is not yet in play, search through the room stack until you find it and place it in on top of the Foyer. Then shuffle that stack.
- ✦ If there are less than five rooms in the basement, place basement rooms from the room stack until there are five rooms in the basement.
- ✦ Put one Plant token (representing a Rootstalk) in each of four basement rooms and one small green monster token (representing Roots) in each other basement room. (For these and any other tokens, if you run out of tokens at any time, don't place any more.)
- ✦ Put one small orange monster token (representing Acorns) in each upper floor room.
- ✦ Put a number of small red monster tokens (representing Squirrels) equal to the number of heroes in the room with the Plant token connected to the Tree House.

WHAT YOU KNOW ABOUT THE HEROES

They are irrelevant to your being. As long as they leave you alone, you will leave them alone. In fact, you don't even know they're there. You're a Tree.

YOU WIN WHEN . . .

. . . all the heroes are dead or you become ten undestroyed rooms larger than at the start of the haunt.

YOU MUST DO THIS ON YOUR TURN

Do these things in this order.

- ✦ Put one Root in a basement room without a Rootstalk.
- ✦ Put one Acorn in an upper floor room.
- ✦ Put a number of Squirrels equal to the number of heroes in the room with the Plant token connected to the Tree House.
- ✦ Discover a room through any open door in the basement.

SPECIAL ATTACK RULES

- ✦ On the monsters' turn, your Squirrels may attack any hero that has an explorer token on his or her character card (that is, that has attacked you or your Squirrels). They may not attack other heroes.
- ✦ If a hero attacks one of your rooms, that room has a Might of 4.
- ✦ Squirrels in the same room may combine their Might values into one attack. However, if the attack fails, each point of damage removes 1 Squirrel from that room.

SQUIRRELS

Speed 8 Might 1 Sanity 6 Knowledge 1

Squirrels move up to their full Speed. They do not roll to move.

IF YOU WIN . . .

You are a tree. You have one goal: to grow. And grow you shall. Soon you shall eclipse the sun with your height. Mankind will wither and die. And you will reach the heavens.

SIBLING RIVALRY

BY MARIE POOLE AND ELISA TEAGUE

You feel as if you are being pulled in two directions, and your brain is talking to itself in near-identical voices. "The game is afoot," you think. "Spiders in the pudding!"

"Marbles on the stairs! She'll never make it out of THIS one!" another voice exclaims.

"My pranks are the best, and I'll have the best trap to win the game!"

"I can hardly wait to pull my next prank on that daft headmistress," you begin to say aloud.

As you realize that these voices are now your own, and that you have become possessed by siblings, your body splits into two versions of yourself. This should be . . . fun.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ You have a Sibling on the other side of your character card. Your trait clips are in the same place, though this may mean different trait values. Your values cannot change from these values until the Headmistress is found.
- ✦ Put your explorer token (representing your Sibling) in the house as far away from your figure as possible.
- ✦ Put the large circular Doctor token (representing the Headmistress) in any room in the basement.
- ✦ Set aside a number of Obstacle tokens (representing Pranks) equal to twice the number of explorers.

WHAT YOU KNOW ABOUT THE HEROES

The heroes are unexpected visitors that keep getting in the way of your pranks on the Headmistress, but now you have more people to prank. You've locked the Headmistress (who has been trying to stop your fun and games) in the basement, and you hope they don't let her out.

YOU WIN WHEN . . .

. . . your pranks have brought about the deaths of all the heroes.

YOU MUST DO THIS ON YOUR TURN

Each turn, you must alternate which Sibling you move. At the start of each of your turns after the first, flip your character card.

SPECIAL MOVEMENT RULES

If the heroes catch you and defeat you in combat, they can drag you along with them to be punished. That's bad! At the start of your turn, you automatically slip away and can move about freely.

SPECIAL TRAIT RULES

Your trait values cannot change until the spirit of the Headmistress is released from the basement.

HOW TO PULL A PRANK

Move to any room in the house and succeed at a Sanity roll of 3+ to put a Prank in the room. You may only have a number of Pranks in the house equal to twice the number of heroes at a time. When a Prank is triggered, return it to your Obstacle pile; later, you may reset it in another room.

TRIGGERING PRANKS

When a hero enters a room with a Prank, roll 2 dice and describe the prank you set. On a result of:

- 0 **Duck!** The hero attempts a Speed roll of 3+. If the hero fails, he or she takes 1 point of physical damage.
- 1 **Ouch!** The hero attempts a Might roll of 4+. If the hero fails, he or she takes 1 point of physical damage.
- 2 **Ew!** The hero attempts a Sanity roll of 3+. If the hero fails, he or she stops moving.
- 3 **Sticky!** The hero attempts a Knowledge roll of 4+. If the hero fails, he or she drops a random item or omen and cannot pick it up this turn.
- 4 **What the?** The hero makes a roll of 5+ with any trait. If the hero fails, he or she takes 1 point of mental damage.

IF YOU WIN . . .

"Nobody understands me like my sibling," you shout. "I can't wait until the next time we get to play!"



CRY, BABYLON!

BY PETER ADKISON AND PAUL PETERSON

“All bow down and pay allegiance to me, the mighty emperor, Nebuchadnezzar. Prepare yourselves as sacrifices for the death god Marduk, and weep at the honor I bestow upon you!” you shout. “Long have I been trapped in this house by the Elamites, who sought revenge after I crushed their armies, toppled their cities, and enslaved their people.

“But tonight I will escape this place and take my revenge on those who have defiled our lands. Tonight, the stars are with us.”

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Reset your traits to their starting values and then raise the value of each trait by the number of heroes.

WHAT YOU KNOW ABOUT THE HEROES

They are going to try to stop you, the reincarnated form of Nebuchadnezzar, from fully manifesting as the Babylonian god Marduk.

YOU WIN WHEN . . .

. . . all the heroes are dead.

SPECIAL ATTACK RULES

- ✦ Instead of taking damage when you are defeated, you may instead reduce one of your physical traits by 1.
- ✦ When you kill a hero, gain 1 in each of your traits.

SPECIAL MOVEMENT RULES

If you enter the room with the Lammasu, you immediately lose 1 from each trait. The Lammasu is destroyed but materializes in a room on another floor. You decide which floor, and the heroes place the Lammasu. They will put it in a room that is at least 3 spaces away from any hero and a landing if possible. Otherwise, they will place it as far away from the heroes on that floor as possible.

SPECIAL OMEN RULES

You cannot possess the Cat card.

IF YOU WIN . . .

The ancient prophecy of the third sojourn of Marduk has been realized. A new city of Babylon will be born with this house as its palace, and you as its living god.

ONE OF THE MASTER'S AFFAIRS

BY MIKE SELINKER

You throw off your cloak to reveal that you are Rough Ralph, the hunchbacked servant of the brilliant and unhinged Doctor Frank N. Sense! The Doctor has created a monster out of parts of unwelcome visitors. You set a tire-spike trap on the roadside, causing more visitors to come to the Doctor's house.

Little does the Doctor know that you have a far more sinister scheme. This house is a spaceship, and you plan to blast this house all the way back to your home planet of Tinselvania. Everyone's coming with you on this far-out phantasmagoric voyage.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Set up the Turn/Damage track with a plastic clip at 10. You'll use this to keep track of your spaceship's countdown.
- ✦ Gain 1 in each of your traits.
- ✦ If the Theater, Tower, and Underground Lake are not yet in play, search through the room stack until you find them and place them in the house. Then shuffle that stack.
- ✦ When these rooms are in the house, put the monsters in rooms according to the Denizens table: Doctor Frank N. Sense, his creation Monty the Monster, his girlfriend Cornucopia, Cornucopia's boyfriend Hedley (look, it's complicated), and the maid Fuchsia.

WHAT YOU KNOW ABOUT THE HEROES

You are taking them for experimentation to the planet Tinselvania. They think you're just a servant of the Doctor, but you are so much more.

YOU WIN WHEN . . .

. . . the Turn/Damage track reaches 0 and you blast off to the stars with at least one hero in the house.

YOU MUST DO THIS ON EACH HERO'S TURN

The heroes will be doing some strange tasks in the Theater, Tower, and Underground Lake to occupy the house's denizens. At the end of each hero's turn, if that hero did not score a victory in one of those tasks or attack a monster during that turn, lower the Turn/Damage track to the next number.

HOW THE HOUSE'S DENIZENS FUNCTION

- ✦ Each monster's trait values in all four traits are equal to the value of one of your traits, as listed in the Denizens table. The monster attacks with that trait, dealing physical or mental damage as appropriate.
- ✦ Monsters do not roll to move.
- ✦ If any monster is stunned, return that monster to the room it started in. It will not return to normal until you enter that room on your turn.
- ✦ Add 1 die to your trait rolls for each monster in your room that is not stunned.
- ✦ You can't be damaged if you are in a room with a monster that is not stunned.

IF YOU WIN . . .

Well, that's a bit of a mind flip! Rough Ralph has brought the Doctor a lovely gift indeed: a complete betrayal. While Doctor Sense wanted to stay on Earth and cavort with its hapless residents, you've blasted off to outer space with some victims in tow! Surely the Exalted Council of Tinselvania will look lovingly upon your stellar servitude. And if not, hey, at least you've got this swank silver lamé spacesuit.

DENIZENS

TOKEN	MONSTER	STARTING ROOM	TRAITS USE YOUR . . .
Doctor	Doctor Frank N. Sense	Operating Laboratory	Knowledge
Frankenstein's Monster	Monty	Gymnasium	Might
Pirate Queen	Cornucopia	Master Bedroom	Sanity
Head	Hedley	Larder	Lowest trait
Small magenta token	Fuchsia	Dusty Hallway	Speed



INTERNAL CONFLICT

BY THE LONE SHARK INTERNS

You were called into the boss's office, and it seems all those coffees you delivered are finally paying off. You stare blankly at him while you wait for him to finish yelling at someone over the phone; stray bits of spittle landing on your clothes. The boss hangs up the phone and looks at you.

"Listen," he says. "I like your style. Ruthless. Reminds me of myself when I was your age. I'm going to make you my Chief Intern. I want to see if you can handle the responsibility."

He hands you a shiny, pentagonal badge that works as a keycard, which you gladly take and pin to your chest. You smile as you turn to walk out of the room.

"One last thing," he says as you open the door. "If I were you, I'd think about getting rid of the competition."

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Take one pentagonal item token (representing your Badge). It is very shiny. You can order the other Interns around, as long as you have the Badge.


WHAT YOU KNOW ABOUT THE HEROES

Having outperformed the other Interns, you've been promoted to Chief Intern, putting all of your former friends under your control. They seem jealous, so you should probably keep a close eye on that Badge of yours, lest they try to steal it. Like the other Interns, those full-time Employees still don't like you very much, and they're especially grumpy if they don't have their Coffee. Maybe they'll hate you less if the other Interns are always busy . . .

YOU WIN WHEN . . .

. . . you are the last intern alive!

YOU MUST DO THIS ON YOUR TURN

If you discover a room with an event symbol , put an Employee in that room before you draw your event.

HOW TO DELIVER COFFEE

- ✦ To deliver a Coffee, end your turn in the same room as an Employee. Remove the Employee from the house and put it on your character card.
- ✦ If you succeed at delivering a Coffee, raise your Speed by 1.
- ✦ If you fail to deliver a Coffee, lower your Sanity by 1.

COMMANDING THE COMPETITION

At the end of your turn, you may move any number of your competing Interns elsewhere in the house. For each Intern you would move, roll 1 die and do the corresponding action from the chart below. If you would draw a room tile for any of the effects, treat it as if it had already been discovered.

- 0 **"Get me some office supplies!"** Draw the next room from the room stack, place it in the house, and put the Intern in that room.
- 1 **"Deliver these memos!"** Move the Intern to any room on the floor above or below his or her current position.
- 2 **"Attendance is mandatory, but only for you!"** Move the Intern to any discovered room a number of spaces away up to his or her current Speed, ignoring room effects on the way.

IF YOU WIN . . .

As your fellow interns are dragged away in straitjackets and/or body bags, you smile smugly at the full-time employees, certain that you'll soon be joining their ranks . . . probably. They give you a slow nod of acceptance that makes all the coffee burns, ridicule, and mind-numbing tedium worth it.

"Welcome to the company," the boss tells you. "Now go get me some coffee."

BURN OUT THE DARKNESS

BY MICHAEL DUNLAP AND CHAD BROWN

The darkness is everywhere, enveloping you. Such beautiful darkness; surely you need to share it with the world. You should start with those pernicious fires, and the fools trying to spread them. Their resistance is pointless. In the end, entropy will take them all.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor. So, perhaps, have one or more others. If so, you are now a team of traitors.
- ✦ You are now Darkness, and there's no point to attacking the Darkness. Remove the clips from your character cards. If you ever need to make a trait roll, your result is 5
- ✦ Discard all your cards.
- ✦ Darkness is quiet. You may only speak in a whisper for the rest of the game.

WHAT YOU KNOW ABOUT THE HEROES

The Darkness scares them. They will try to purge the Darkness the same way ignorant mobs have always tried: by fire.

YOU WIN WHEN . . .

. . . the Fires are all extinguished on your turn and there are still at least a number of face-up rooms equal to the number of traitors, or all the heroes are Darkness.

SPECIAL ATTACK RULES

- ✦ Once each turn, you may attack a hero in your line of sight, using the inkiness of the hero's soul. Make a Sanity attack; your result is 5. If you defeat the hero, he or she takes mental damage; if you don't, your turn ends.
- ✦ When a hero would die for any reason, that hero joins the Darkness and turns traitor, following the rules in the **Right Now** section.
- ✦ Monster tokens represent Fire and do not take turns.

SPECIAL MOVEMENT RULES

- ✦ You can no longer discover rooms.
- ✦ Darkness is fast, but unpredictable. To determine your number of spaces of movement each turn, roll a number of dice equal to the highest number next to Speed on your character card, then subtract the number of Fire tokens in your room.
- ✦ Face-up Fire tokens count as opponents for the purpose of movement.
- ✦ In any room you are in on your turn, you may make one attempt to suppress the Fires in that room. For each Fire token in that room, roll 1 die. If the result is not blank, remove the token if it is face-down; if it is face-up, flip it over.
- ✦ Treat face-down room tiles as if they have doors on each side and do not block line of sight, and you may spend 1 space of movement to move through a wall into an adjacent room as if the rooms had connecting doors.

IF YOU WIN . . .

Things are very dark. That is how things should be. The light will never cross your gaze again. For there is only dark.



GHOST AT THE FINISH LINE

BY QUELLE CHRIS AND MIKE SELINKER

This haunt has no traitor—only heroes. You are all trying to be the one to find the last room in the house. The rest of the rules for this haunt are in *Secrets of Survival*.



OWL'S MOVING CASTLE

BY GABY WEIDLING

All your hopes and dreams are coming true. Your house is on the move to a magical land filled with owls. Never mind that the magical land might be off the edge of a cliff. It doesn't matter. You're an owl. Soon everyone else will be too. You'll just fly away as the house smashes into the ground. It'll be a hoot if it takes some humans with it. All you want is some feathered friends.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ If any floor is more than two tile lengths from every edge of the table, move the entire floor so that at least one tile is exactly two lengths away from an edge.
- ✦ Put your figure in any room on your floor.
- ✦ Make every "oo" sound into a very long "oooo," for you are an Owl.

WHAT YOU KNOW ABOUT THE HEROES

Like you, they are all Owls. They can be both Humans and Owls, but for some strange reason they don't want to be Owls and they don't want you to be an Owl either.

YOU WIN WHEN . . .

. . . all heroes are dead, or all living heroes have no explorer tokens on their character cards or figures and are stuck as Owls forever and owlways . . . er, always.

HOW TO ACT NOW THAT YOU'RE AN OWL

- ✦ You can fly. This means you are able to move on tiles that are flipped over, and across non-existent tiles between sections of the house if you enter and exit through any side of a room with a window or an outside room. Each space where there would be a room counts as 2 spaces of movement. You must stay on the same floor and must end your turn in a room inside the house.
- ✦ Your Speed is double the value on your character card. You roll a maximum of 8 dice if you make a Speed roll. You don't take damage from falling, as in the Collapsed Room, Gallery, or Mystic Elevator.
- ✦ You can't use item cards or omen cards.

HOW TO MOVE THE HOUSE

It's easy to convince people to be Owls when you show them that flying is better than walking. You'll want to move the house toward the edge of the table to start minimizing the space that the heroes can walk in as Humans and to create spaces in which they'll want to be flying Owls. Here is how you do that:

- ✦ At the end of your turn, roll a number of dice equal to the number of heroes. You may move up to that number of room tiles toward the edge of the table. The Grand Staircase/Foyer/Entrance Hall counts as three room tiles, and must be moved all at once.
- ✦ To move a room tile, remove all tokens from the room, flip it face-down, and place it next to a room tile on the table. If placing it adjacent to a room tile on the edge of the table would cause it to fall off the table, it falls off the cliff and ceases to exist. Return the room to the box.
- ✦ You may not move a room tile that is surrounded on four sides by other tiles. You can only move tiles that have at least one side that is not adjacent to another tile.
- ✦ You may not move a room tile in such a way that it would cut off one part of a floor from another, unless both parts of the floor contain rooms with windows and/or outside rooms. A list of rooms with windows and outside rooms is in this expansion's rule sheet.
- ✦ You can move a tile that has a hero on it. This immediately turns the hero into an Owl if not one already; this does not cause the hero to lose Sanity. But if this tile falls off the table, that hero reduces his or her Sanity to its lowest value above the skull symbol and becomes an Owl in the room you tried to place it next to before it fell.
- ✦ You can move the landings, but only if at least half the doorways are not connected to other rooms. If a landing leaves the table, any card or tile that describes that landing instead refers to a room on that floor chosen by the explorer whose turn it is.
- ✦ If a room is the only room on its floor, it can't be moved.

SPECIAL ATTACK RULES

Once per turn when you are an Owl, you may persuasively hoot at the heroes in your room. Against each hero, make your choice of a Might or Sanity attack. If you win, he or she can split the damage among Might and Sanity as desired. If this would drop a hero's trait to the skull symbol, instead that hero transforms into an Owl if not one already and the hero's Sanity drops to the lowest value above the skull symbol.

IF YOU WIN . . .

All friends are owl friends. Nothing could be more perfect on this crisp autumn night. Tonight, you'll teach them to hunt. In time, they'll be as wise as you. And then you'll be ready. And if they don't learn, you'll find a new moving house and get some newer, better owl friends. After all, you've never been afraid to ruffle some feathers.



LAST WILL AND TOURNAMENT

BY CHAD BROWN

Something about this body feels off, like an outfit that doesn't quite fit. No matter; you vaguely remember that you've been through this before. Your collection provided you a way forward before, and surely it will do so again. Mortal bodies are only one of the things that you collect, and not even the most interesting thing at that.

Right now, there's a more pressing matter: people are in your house, taking apart the collection you've been gathering for such a long time. If there's one thing that you've always known, it's this: You don't like people touching your things!

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ You have been possessed by the greedy spirit of your Aunt Edwina, and are obsessed with your Bequests. Count your total number of item cards and omen cards that can be traded or stolen. (A card that can be traded but not stolen, or vice versa, counts. For example, the Armor and Blood Dagger count, but the Bite doesn't.) These cards represent your Bequests, which will change as you gain and lose cards.
- ✦ When the heroes are ready to continue, if your Bequest total isn't higher than the highest total of a single hero (because they've taken more of your things!), draw item cards until it is.
- ✦ If any of your traits are below their starting values, raise them to their starting values. Then increase one of your traits by 1.

WHAT YOU KNOW ABOUT THE HEROES

Apparently, they think that the death of your (most recent) body is reason enough to rummage through your house, destroying your collection! You'll have to retake what's rightfully yours—and perhaps find a more fitting body to inhabit while you're at it . . .

YOU WIN WHEN . . .

. . . you end your turn with all the Bequest cards, or all other explorers are dead.

YOU MUST DO THIS AFTER EACH TURN

- ✦ If your Bequest total is equal to or less than another explorer's total, all explorers roll a number of dice equal to their current Bequest total (maximum of 8, minimum of 1). Each explorer in a room with an item symbol adds 1 to his or her result. The explorer with the highest result becomes the traitor; in the case of a tie, the tied explorer closest to your left becomes the traitor.
- ✦ When you stop being the traitor, you must give one of your Bequests at random to the new traitor, along with the **Traitor's Tome**. You become a hero, and you may read the **Secrets of Survival** text. You cannot reveal any details from the **Traitor's Tome** to the other heroes.
- ✦ If you die while you are the traitor, the heroes roll as above to see who is possessed by Aunt Edwina.

YOU MUST DO THIS ON YOUR TURN

If you begin and end your turn as the traitor, you may increase one of your traits by 1.

SPECIAL ATTACK RULES

Once on your turn, you may attempt to retake Bequests stolen by the thieving little mice by making an attack, using any trait. If you defeat the other explorer, roll on the Bequest Disposition table. If you don't, your attack has no effect.

BEQUEST DISPOSITION

Roll 1 die.

0	The attacked explorer discards a random Bequest.
1	Steal a random Bequest from the attacked explorer.
2	Steal a Bequest of your choice from the attacked explorer.

SPECIAL ITEM AND OMEN RULES

You are overcome with greed, and may not willingly trade or drop item cards or omen cards. If you are ever in a room with any dropped item cards or omen cards, you must pick up all of them. When you die, drop all your Bequests in an item pile. For each Bequest you drop for any reason, roll 1 die; if you roll a blank, the Bequest is discarded.

IF YOU WIN . . .

Everything in it's place, just as it is supposed to be, including the greedy mice. Now that things have settled down, you can't help but notice a spot on the shelf that would be just perfect for the Star of India. Perhaps it's time to expand the collection . . .



NANNY, INTERRUPTED

BY MIKEY NEUMANN AND DON EUBANKS

They always leave you, Marcie. Sure, they're babies today, but soon they'll be proper young women and men, looking to make their way in the world. You shan't allow that. Oh, heavens no. You shan't be putting up with that puerile poppycock. Everyone is in a rush to grow up too fast and you need to show them that they hadn't need to, Marcie. You can show them how to stay young . . . forever.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ If any of your traits are below their starting values, raise them to their starting values.

WHAT YOU KNOW ABOUT THE HEROES

The naughty children are out of their beds and must be returned to the Nursery for a good night's sleep. They seem to have grown up since you last saw them, but they'll be back to child size soon enough. They'll surely try to escape, but if you can catch them they'll realize you know what's best. After all, you are their Nanny.

YOU WIN WHEN . . .

. . . all heroes are in the Nursery, and all of them have been turned back into the babies you remember they once were, where they will remain under your austere, ever-watchful eye.

SPECIAL ATTACK RULES

You cannot make normal physical attacks. On your turn, you can make one of each of these new attacks, none of which can hurt you.

- ✦ Against a hero on your floor who is not yet a baby, you may **reminisce about days gone by**. Make a Knowledge attack against the hero. If you succeed, deal mental damage to the hero. If any of a hero's traits drop to the skull symbol, the hero becomes a baby.
- ✦ When you are in a room containing a baby on your turn or a baby tries to exit your room on any turn, you can **throw the baby over your shoulder**. Make a Speed attack against the hero. This attack does no damage; if you win, you pick up the hero. Put his or her figure on your character card; you can carry multiple heroes.
- ✦ When you are in line of sight of or carrying a baby, you may **use the baby's middle name**. Sternly say the hero's full name on the Full Names table and the words "Go to your room!" then make a Sanity attack, adding 1 die to your roll for each baby you are holding. If you win, place the baby in the Nursery.



FULL NAMES

COLOR	FULL NAME
Blue	Penelope Jean Zostra
	Vivian Hortensia Lopez
Green	Brandon Rodney Jaspers
	Peter Kenji Akimoto
Orange	Melissa Mae Dubourde
	Zoe Mackenzie Ingstrom
Purple	Geneviève Charlotte LeClerc
	Heather Madison Granville
Red	Darrin Lawrence Williams
	Mason D'Brickashaw Bellows
White	Calvin Hobbes Longfellow
	Reginald Edwin Rhinehardt III

SPECIAL DAMAGE RULES

If you take damage, you must also drop a number of item cards, omen cards, and/or heroes equal to the amount of damage you take, if possible.

SPECIAL MOVEMENT RULES

- ✦ You tower over the kids. Add 1 die to your Speed for the purpose of movement.
- ✦ You have a key to the front door. You can enter or exit the Entrance Hall through that door.
- ✦ You can leave the house by spending 1 space of movement to jump out a window or outside room on either the roof (taking 5 dice of physical damage), upper floor (3 dice), or ground floor (1 die); you take no damage if you have the Rope. A list of windows and outside rooms is in this expansion's rule sheet.
- ✦ Once you have left the house, you can walk around the perimeter of the ground floor; each outside edge of a tile counts as its own room. You can enter a ground floor window or outside room by spending 1 space of movement. Line of sight goes through windows and outside rooms on the ground floor, as if the perimeter areas were rooms.

IF YOU WIN . . .

You settle into the rocking chair in the corner of the Nursery, gently humming various hymns you remember from your childhood at the compound. The cooing of various babies can be heard as they settle off to sleep. You look down, realizing that chasing the children around all day has left a hole in your favorite striped socks. This shall not do. No, it shall most assuredly not.

HOUSE OF LEAVINGS

BY ANDY COLLINS AND GWENDOLYN KESTREL

Long ago, this house lured you and your friends inside and killed you. But now it's given you—only you—a chance to escape! All you have to do is kill the hapless fools who have just stumbled inside. You must drive them insane, using the scariest thing you—and they—can imagine.

RIGHT NOW

- ✦ Your explorer is still in the game but has turned traitor.
- ✦ Put your figure and the large circular Demon Lord token (representing the Minotaur) in the Grand Staircase.
- ✦ Set aside a number of small yellow monster tokens (representing Claw Marks) equal to the number of explorers.
- ✦ Reduce your Speed to the lowest value above the skull symbol.

WHAT YOU KNOW ABOUT THE HEROES

They're trying to find their way back out of the house. You have a Minotaur to stop them. Or maybe you don't. Who can tell in this crazy world?

YOU WIN WHEN . . .

. . . all the heroes are dead.

YOU MUST DO THIS ON EACH HERO'S TURN

- ✦ At the end of each hero's turn, if that hero is not within line of sight of the Minotaur, that hero takes 1 die of mental damage.
- ✦ After the hero checks to see if the Minotaur is within his or her line of sight, you may move the Minotaur to any room within **your** line of sight. You may put a Claw Mark in the room the Minotaur left. You have only a few Claw Marks, and once you put a token in a room, you cannot move it.
- ✦ The Minotaur does not get a monster turn.

SPECIAL ATTACK RULES

- ✦ You and the Minotaur cannot attack the heroes.
- ✦ The heroes can make Sanity attacks against the Minotaur. The Minotaur defends using your Sanity value. If the Minotaur defeats the hero, in addition to dealing mental damage to the hero, you can move the hero to any room within that hero's line of sight.
- ✦ Your traits can't drop below the lowest value above the skull symbol. If you would be killed by a trait dropping to the skull symbol, that trait drops to the lowest value above the skull symbol, and you move to the Upper Landing.

SPECIAL MOVEMENT RULES

- ✦ All the rooms you discover are considered "new" to you and must be discovered normally, as if you'd never visited them before.
- ✦ If an explorer draws the Abandoned Room from the room stack when discovering a room, and it would be placed adjacent to a room with a Claw Mark, shuffle the Abandoned Room into the room stack and draw another. If the explorer draws it immediately thereafter, place it regardless of the positions of Claw Marks.

SPECIAL OMEN RULES

You can't pick up, steal, or otherwise carry the omen that started the haunt.

IF YOU WIN . . .

You step out of the front door, and hear it creak closed behind you. You breathe deeply of the night air. You're free! For a moment you wonder who these bodies belonged to before you and your ghostly friends claimed them . . . but that feeling passes quickly. They're your bodies now!

LAMBS TO THE SLAUGHTER

BY JONATHAN GILMOUR

This haunt uses the hidden traitor rules described on page 17 of the base game rulebook. The rest of the rules for this haunt are in *Secrets of Survival*.



PLASTIC FANTASTIC

BY ANITA SARKEESIAN AND MIKE SELINKER

You were vacationing at a lodge in Uncanny Valley when, for reasons you cannot fathom, your mind was absorbed by dozens of dress mannequins in the master suite's extensive closet. Given purpose for the first time in their—well, not “lives,” really, but maybe “existence” is a better word—they start to react to what is around them. They move out from the closet and seek out life. You do not expect them to respond well to it.

RIGHT NOW

- ✦ Your explorer is still in the game and has not turned traitor, but has been absorbed into the Mannequins. Remove your figure from the house and discard your cards.
- ✦ Put a small monster token (representing a Mannequin) of any color into each room of the house, on the stunned side. Put them randomly in each room with no regard for what colors are where.

WHAT YOU KNOW ABOUT THE HEROES

They are nice, normal people. But your Mannequins have achieved some weird sort of formless sentience, and it's likely going to be fatal for everyone.

YOU WIN WHEN . . .

. . . all Mannequins have left the house, and at least one hero is still alive. That is, you win when the heroes do.

YOU MUST DO THIS ON EVERY HERO'S TURN

At the end of every hero's turn, check for provocations.

Follow the Provocations table for each action the hero did not do during his or her turn. State the provocation, then roll 2 dice and flip that many stunned Mannequins of the listed color face-up. (For example, if the hero didn't attack, you'd roll 2 dice and flip that many green tokens face-up.) You can choose any stunned Mannequins of that color. If there are not enough to flip, for each remaining Mannequin you cannot flip face-up, move a token of that color toward the hero who just took the turn.

YOU MUST DO THIS ON THE MONSTERS' TURN

- ✦ Move all stunned Mannequins a number of spaces equal to their Speed toward the Entrance Hall. If a stunned Mannequin in the Entrance Hall has at least 1 space of movement left, remove it from the house.
- ✦ Pick a Mannequin color. Until the next monsters' turn, do not check for provocations for that color of Mannequins.
- ✦ For each color of face-up Mannequins, choose a room that contains one or more Mannequins of that color. Move the face-up Mannequins of that color toward the nearest hero. Mannequins lure face-up Mannequins of any color along the way, moving the new tokens with them toward the hero.
- ✦ After all Mannequins move, the face-up Mannequins in a room attack each hero in that room once.
- ✦ Stunned monsters are not turned face-up at the end of the monsters' turns.

SPECIAL ATTACK RULES

- ✦ All face-up Mannequins in a room make a collective attack against each hero in that room. When Mannequins attack, roll as many dice in Might as you have face-up Mannequins in that room (maximum of 8 dice).
- ✦ The Mannequins are made of plastic, and cannot be damaged by physical attacks.
- ✦ If a hero attempts a mental attack against a Mannequin in the same room, you roll as many dice in the attack's trait as you have face-up Mannequins in that room (maximum of 8 dice). If you lose, turn all Mannequins in that room face-down.

PROVOCATIONS

IF A HERO DOES NOT . . .	ROLL FOR THE . . .
Discover a room tile	Red tokens
Move to a new floor	Orange tokens
Use an item or omen	Yellow tokens
Attack	Green tokens
Use all of his or her movement	Blue tokens
Leave a room with a monster	Purple and magenta tokens

SPECIAL MOVEMENT RULES

Mannequins don't roll for movement. They ignore all negative room features except for Locks.

MANNEQUINS

Speed 3 Might 1 Sanity 1 Knowledge 1

IF YOU LOSE . . .

The mannequins' tenuous grip on sentience fades into nothingness, and your consciousness vanishes into the darkness. For the moment, the mannequins remain still, but they have now tasted life. Someone will come to Uncanny Valley again. They will be waiting.



THE MANOR OF YOUR DEMISE

BY MAX TEMKIN AND ELI HALPERN

This haunt has no traitor—just heroes. You are all trying to find the Box. You lose when all explorers have been killed, or the timer runs out. The rest of the rules for this haunt are in *Secrets of Survival*.



LET'S PLAY A GAME

BY JOHN BORBA

This haunt has no traitor—just heroes. This list of Challenges is used by all explorers, but don't read them now! The rest of the rules for this haunt are in *Secrets of Survival*. When you reveal a Challenge, go to the entry for its number. If an instruction tells you to flip the token or leave it face-up, you do not vanquish the Challenge; otherwise, you vanquish the Challenge and put its token on your character card.

1

A hiss, a pop, and a javelin bursts from the wall.

Attempt a Speed roll of 4+. If you fail, take 1 die of physical damage and flip this token. If you succeed, and the Spear is not yet in play, search the omen stack and discard pile and take it, then shuffle the discard pile into that stack.

2

A voice whispers, “The price of this test is a patch of your skin.” You may reset one of your physical traits to the lowest value above the skull symbol; otherwise, flip this token, and, if you are on the team, all other teammates lose 1 Sanity.

3

You see your reflection in the glass of an old clock, and watch yourself catch fire. Attempt a Sanity roll of 4+. If you fail, lose 2 Sanity and flip this token; your teammates each take 1 die of physical damage. If you succeed, and the Idol is not yet in play, search the item stack and discard pile and take it, then shuffle the discard pile into that stack.

4

A mechanical arm extends from the wall and pins you. Attempt a Might roll of 6+. If you succeed, gain 1 Might and move to an adjacent room. If you fail, you are trapped; leave this token face-up until you are not trapped, then flip it over. If you are trapped, you may not exit this room until you succeed at a Might roll of 6+, or a teammate spends 2 spaces of movement and succeeds at that roll on your behalf.

5

A large axe falls from the ceiling. Attempt a Speed or Might roll of 3+. If you fail, take 2 dice of physical damage and flip this token. If you succeed, and the Axe is not yet in play, search the item stack and discard pile and take it, then shuffle the discard pile into that stack.

6

A gun turns itself on your friend. If you do not have the Revolver, take it from another explorer or search the item stack and discard pile and take it, then shuffle the discard pile into that stack. Once you have the Revolver, attack an explorer within range using the Revolver. You can choose yourself, in which case you both attack and defend.

7

You decide who gets hurt, and how. If you are a loner, take 3 damage, divided as you choose among all of your traits. If you are on the team, attempt a Knowledge roll of 4+. If you fail, each other teammate takes 2 points of mental damage, then flip this token. If you succeed, deal either 5 points of physical damage or 5 points of mental damage divided as you choose among your teammates.

8

A light dew touches your skin and fills you with dread. Attempt a Sanity or Knowledge roll of 5+. If you fail, lose 1 in the other mental trait and flip this token. If you succeed, gain 2 in the chosen trait. If you are on the team and have Challenge 8 on your character card, any teammate in your room rolls 1 fewer die on all Challenge rolls.

9

You uncover an empty box, and are compelled to fill it. Set aside all of your items next to this room and leave this token face-up; these items cannot be picked up, and if Challenge 17 has been vanquished, discard the items. If you are a loner, lose 1 Sanity. If you are on the team, your teammates lose 2 Sanity, divided as you choose.

10

A panel slides away to reveal a pattern of numbers. Attempt a Knowledge roll of 5+ to see if you can come up with the next number in the pattern. If you fail, take 1 die of mental damage and flip this token. If you succeed, and the Puzzle Box is not yet in play, search the item stack and discard pile and take it, then shuffle the discard pile into that stack.

11

Everyone is tested. Each explorer rolls 8 dice. The explorer who rolls the highest wins the Challenge and takes this token. The lowest roller reduces one of his or her physical traits to the lowest value above the skull symbol. If either high or low roll ties, flip this token; no one is affected by this Challenge.

12

You learn how to give and take. Attempt a Knowledge roll of 5+. If you fail, take 2 dice of physical damage and flip this token. If you are a loner and you succeed, you may reduce an explorer's physical trait to the lowest value above the skull symbol. If you are on the team and you succeed, you may reduce one of your physical traits to the lowest value above the skull symbol to bring a dead teammate back to life, resetting the teammate's traits to their starting values.

13

There appears to be nothing here. Return this token to the box; it does not count as a Challenge.

14

The floor drops out from under you. Leave this token face-up and move each explorer in this room to the Basement Landing (or the Roof Landing, if you are already in the basement), ending your turn. Any explorer who enters this room on a later turn may complete this Challenge.

15

Smoke pours from the vents. Lower the Turn/Damage track to the next number. If you are on the team and you have not achieved your team victory, flip this token.

16

A maddening alarm resounds. You may choose another explorer to attack, then that explorer attacks you. Or you may mix this token with any others that are set aside for placement when a new room is discovered; if you do, gain 1 Sanity.

17

You discover a full box. Subtract 2 from all Knowledge rolls in this room while this token is face-up. Attempt a Knowledge roll of 4+. If you fail, leave this token face-up. If you succeed and Challenge 9 is face-up, take this token and Challenge 9 and any items next to that room.

18

You remember the aphorism “blood for blood.” Attempt a Knowledge roll of 6+. If you fail, flip this token. If you succeed, and the Sacrificial Dagger is not yet in play, search the item stack and discard pile and take it, then shuffle the discard pile into that stack. Once the Sacrificial Dagger is in play, the explorer with it must attack another explorer in any room.

19

You awaken and all seems new. Put this token and your figure to the Entrance Hall; if you are on the team, put a teammate of your choice in the Entrance Hall. If this token is in the Entrance Hall at the start of your turn, you may reset your Knowledge to the lowest value above the skull symbol to vanquish this Challenge.

20

You crumple to the floor. Leave this token face-up and end your turn. Going forward, an explorer who starts his or her turn in this room can vanquish this Challenge.

21

You find out if crime does pay. Choose another explorer in any room and steal any number of that explorer's items (minimum of one). Take 1 die of mental damage for each item you steal.

22

You trigger a series of potentially unfortunate events. Draw three event cards and follow their instructions. If you are on the team, you can give any number of these cards to teammates of your choice, and they must follow the instructions instead. If any explorer loses 1 or more points in a trait during this sequence, flip this token.

23

You reconsider your allegiances. If you are an individual, you can join the team; if you don't, flip this token. If you are on the team, you can abandon the team and become a loner; if you don't, flip this token.

24

You profit off the hard work of others. You may make a Speed attack against any number of other explorers in the order they will take their next turns. These attacks deal no damage, but whoever wins each combat takes a Challenge from the loser, if possible. If you lose any of these combats or do not attack anyone, flip this token.



SEASONS OF THE WITCH

BY MIKE SELINKER, INSPIRED BY A STORY BY NIKOLAUS AND OLIVER DAVIDSON

Each round of hero turns represents a Month. Each of the Months below is to be read in order at the start of each of the haunt revealer's turns, and applies until the end of the Month. Read only the current Month's description. If a hero named in the description is in play, that hero gains the listed ability for that entire Month.

MONTH 1: JANUARY

The windowpanes shake with a woman's harsh voice. "You have interfered with my plans too often," she swears, "For one full year, I will hold you in this house. I will rain upon you with all my mighty power. And you will know the name of Magdalena Gunchester."

You feel a storm brewing. You may board up the windows and outside rooms that aren't false features; you may put an Obstacle token (representing Boards) in any room you are in this turn. A full list of rooms with those features is in this expansion's rule sheet.

Vivian Lopez: You ride a ghost horse throughout the house. You gain 3 spaces of movement this turn.

MONTH 2: FEBRUARY

There is no mercy from the blizzard that pounds the house. Snow and ice flies in from every portal, and no one is safe.

Magdalena's winter storm strikes the house. At the start of your turn, take 1 die of physical damage for each room with a window or outside room within 4 spaces of movement from your hero that does not contain Boards.

Missy Dubourde: You find that your teddy bear has a pocket that contains some strange pills. At the start of this Month, each hero gains 2 Might.

MONTH 3: MARCH

They say March comes in like a lion and goes out like a lamb. You will find out which half of that adage is true.

Magdalena's magically enlarged housecats prowl the manor. Put the large circular Cat token (representing the Lioness) in the Upper Landing and a small red monster token (representing her Cubs) in each other landing. Then, each moves to attack the nearest hero; you may choose in the event of a tie. Then remove the tokens.

LIONESS

Speed 6 Might 5

CUBS

Speed 4 Might 3

Jenny LeClerc: Thankfully, you once read a book on safaris. Add 2 dice to all heroes' rolls to defend this turn.

MONTH 4: APRIL

The rains cause flooding throughout the basement. From the depths come hordes of poisonous water moccasins.

Snakes wriggle out of the lake. For each room connected to the Underground Lake, roll 3 dice and put that many small green monster tokens (representing Snakes) in the room. One at a time, each Snake moves up to 4 spaces toward the closest hero, but must end its movement if it enters a room without one or more Snakes. After all the Snakes have moved, any hero in a room with one or more Snakes must succeed at a Speed roll of 5+ or take 1 die of physical damage and a matching explorer token. Leave the Snakes in the house.

Father Rhinehardt: You teach everyone how to pin the Snakes with garden wickets. At the end of your turn, set aside all explorer tokens.

MONTH 5: MAY

The house is overrun with serpents. Magdalena amplifies the hissing sound, making you hear snakes everywhere.

The snakes press on. One at a time, each Snake moves up to 4 spaces toward the closest hero, but must end its movement if it enters a room without one or more Snakes. After all the Snakes have moved, any hero in a room with one or more Snakes must succeed at a Speed roll of 5+ or take a matching explorer token. Then, each hero with one or more explorer tokens takes 1 die of physical damage. Remove the Snakes from the house.

Brandon Jaspers: Your camping talent proves useful. At the start of this Month, each hero gains 2 Knowledge.

MONTH 6: JUNE

You've managed to keep your supplies at tolerable levels. Now, hungry rats pour out of every hole in the wall. You miss the snakes and the cats.

At the start of a hero with one or more explorer tokens' turn, that hero takes 1 die of physical damage, then sets aside all of that hero's explorer tokens.

At the end of the Month, each hero in a room with a Plant token (representing Food) must succeed at a Speed roll of 5+ to chase away the rats; set aside the Food from any such room where a hero did not chase away rats.

Darrin "Flash" Williams: You teach everyone what you learned in track class. At the start of this Month, each hero gains 2 Speed.

MONTH 7: JULY

The rodents ransacked your stocks, but you're not without resources. You've survived half a year in this house, and you plan to do that again. If only it wasn't so blasted hot.

Your preparations are paying off. You may spend 3 spaces of movement in the Gardens, Kitchen, or Tree House to plant Food. To do so, attempt a Knowledge roll of 5+. If you succeed, put a Plant token in the room, if one is available.

At the end of each hero's turn, the hero must attempt a Might roll. If the result does not exceed the number of spaces of movement that hero spent this turn, the hero takes the difference as physical damage.

Professor Longfellow: Regardless of where you are, on your turn you may put a Plant token in the Wine Cellar without spending any movement, if one is available.

MONTH 8: AUGUST

The overwhelming heat causes the HVAC system to explode. Magdalena seems not to care whether you have heat for December. You suppose that's reasonable, because you may not make it to December.

Smoke fills the Coal Chute, Furnace Room, and rooms with event symbols ☹️. At the start of the Month, any hero in one of those rooms or a room connected to such a room takes 1 die of physical damage.

At the end of the Month, at least one hero in the Furnace Room must succeed at a Knowledge roll of 5+ to fix the furnace; if no one does, set aside the Smoke token (representing Coal).

Heather Granville: You learned something watching each episode of that popular fix-it show. If the Coal is set aside this turn, put it back in the Furnace Room.

MONTH 9: SEPTEMBER

The late summer drought stirs up the local grasshoppers' brains. Now the house is teeming with ravenous locusts.

At the end of the Month, each hero in a room with Food must succeed at a Sanity roll of 5+ to repel the swarm of locusts; set aside the Food tokens from any such room where a hero did not repel the locusts.

Peter Akimoto: You show your friends some fancy bug-swatting techniques. At the start of this Month, each hero gains 2 Sanity.

AFTER MONTH 12: NO MORE MONTHS

"You have reached the end of days!" Magdalena declares. Hypnotized, you move to the Widow's Walk—and your doom!

Put all your figures in the Widow's Walk. Starting with the haunt revealer, each hero must take a turn attacking her using any trait; if you defeat her, put the appropriate Trait Roll token by the Witch. You can't choose a trait matching a Trait Roll token already by the Witch until all four types are placed. Keep taking turns attacking until you are all dead or you put out a number of Trait Roll tokens equal to the number of heroes who started the haunt. If you do that, you win.

MONTH 10: OCTOBER

Nine months in, Magdalena has not yet broken your will. She's not done trying. The house's foundation shakes, and you hear the worst possible sounds from the basement.

A quake hits the basement. At the end of the Month, for each non-landing room in the basement, roll 2 dice. If a blank comes up on either die, remove that room tile and any tokens in it from the house. Any hero in a destroyed room must succeed at a Speed roll of 4+ to move to the Basement Landing; otherwise, that hero dies. Reconnect any unconnected rooms to the house, if you can.

Ox Bellows: You grab a pillar and hold it fast. Choose a room; do not roll 2 dice for the quake in that room.

MONTH 11: NOVEMBER

The near-winter chill sets in way too soon. Your provisions are running low, but if you can keep up your strength, you can make it another month.

You drain your supplies. At the end of the Month, remove a Food token for each hero and the Water and Coal tokens from the house. For each token you can't remove, each hero takes 1 die of mental damage.

Zoe Ingstrom: In a dollhouse, you find a supply of Girl Scout cookies used for tea parties. At the end of the Month, you remove 2 fewer Food tokens from the house.

MONTH 12: DECEMBER

"Come, my pets! We will banish these nuisances forever." Magdalena shouts. From the belfries comes a swarm of blood-seeking vampire bats.

Your only hope is to release the swarm into the night. Put a small monster token (representing a Bat) of any color in each room. In each room you're in this turn that has windows or an outside feature (see this expansion's rule sheet) and doesn't contain an Obstacle token, remove the Bats in that room and any connected rooms on that floor. You may spend 3 spaces of movement to remove an Obstacle token in your room.

At the end of the Month, the Bats deal 1 die of damage per Bat on that floor to each hero on that floor, divided among traits of your choice. Remove the Bats from the house.

Madame Zostra: The stars are on your side tonight. After putting out the Bats, remove six Bats of your choice.



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GAME COMPONENTS

- 1 rule sheet
- 2 haunt books
(*Traitor's Tome* and *Secrets of Survival*)
- 20 room tiles
- 8 omen cards
- 11 item cards
- 11 event cards
- 76 tokens, including:
 - 4 large circular monster tokens
 - 36 small circular explorer tokens
 - 36 square event and room tokens

Widow's Walk is an expansion, not a complete game. The *Betrayal at House on the Hill* base game is required.

PARENTS:

AvalonHill.com

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BETRAYAL AT HOUSE ON THE HILL

WIDOW'S WALK

AN EXPANSION



My Sudden But Inevitable Betrayal

"SOMETIMES, THEY COME BACK"

I've heard that a lot. I didn't think it'd be me, of course. In 2003, my last project at Wizards of the Coast was developing Bruce Glassco's game "The House on the Hill." I loved the game. It was my team's solution to a single player overlordship of a cooperative game. We made you care about your character, and fear letting someone else get all the good stuff. If you could be betrayed, you'd play cooperatively, but think individually.

It was a great concept, and it got the best team. Hasbro's Rob Daviau crafted the draft version from Bruce's original manuscript. Then I put together a rock star crew—Bruce Cordell, Teeuwynn Woodruff, Bill McQuillan, and many others—to make a rock star game. We called it *Betrayal at House on the Hill*.

With Betrayal in the books, I left to start my company, Lone Shark Games, right at the end of the design process. I figured that'd be the last I'd hear of the game.

Then something happened. Right around the release of the 2nd Edition in 2010, people started talking about Betrayal a ton. They'd come up and tell me that it was their favorite game, that it changed their lives. People like *Cards Against Humanity* co-creator Max Temkin, cartoonist Pendleton Ward, and Doubleclicks singer Angela M. Webber. It influenced the work of fans like videogame designer Zoë Quinn and *Dead of Winter* designer Jonathan Gilmour. I hired two of Betrayal's biggest fans, Elisa Teague and Liz Spain, to be game designers on my team.

And at every convention, in every panel Q&A session, I would get asked one question:

"Would you ever consider doing more Betrayal?"

"You should ask Wizards," I'd say, and change the subject. I understood where they came from. Betrayal is episodic, and everyone wants new episodes of their favorite show. But actually making new episodes was unlikely to happen. In a practical sense, I put the thought out of my mind. I hoped I'd get another shot at it, but the real world stands in the way of such things. So, I kept designing new games.

While making the *Apocrypha Adventure Card Game*, I described it as "the spiritual successor to Betrayal." These were bold words. As we made our modern horror game shine, we revisited Betrayal to remind ourselves what made it tick. And we started thinking of all new ideas for it. Ideas which would go

nowhere unless . . .

"Hey Mike, do you want to do more Betrayal?" The voice on the phone was Mike Mearls, head of R&D for *Dungeons & Dragons*. Wizards wanted to create an expansion for Betrayal, and because of my history with the game, they thought of me first. It was the day after my birthday. I assured Mike that yes, I'd like that very much.

So as we were developing one modern horror game, we began—in secret and in the shadows—to develop a second. We kept it to ourselves, codenaming it "Project Riboflavin" (aka "B2"). I invited all those friends who told me they loved Betrayal to write haunts. Rob, Elisa, and Liz joined me on the core team. Some of their stuff was mind-bogglingly strange. All of it was great.

We added cards, tokens, and rooms that led you all around the inner spaces of the house. And we put a roof on the house, because every house needs a roof.

So yeah, when someone says "sometimes they come back," you should listen.

They *always* come back.

Mike Selinker

Lead Developer, *Betrayal at House on the Hill*

MIKE SELINKER

TRIGGERING THE HAUNT

When you trigger the haunt, use the new haunt chart below.

	Bite	Bloodstone	Book	Box	Cat	Crystal Ball	Dog	Girl	Holy Symbol	Key	Letter	Madman	Mask	Medallion	Photograph	Ring	Rope	Skull	Spear	Spirit Board	Vial
Abandoned Room	18	96	7	63	88	12	38	1	9	96	100	45	42	49	96	28	86	34	43	48	96
Balcony	24	67	7	63	88	32	5	16	6	90	87	11	25	49	89	20	71	47	39	2	70
Catacombs	4	59	7	61	88	23	46	1	13	53	83	10	25	49	94	41	69	37	43	48	91
Charred Room	24	79	33	63	★	23	38	30	13	★	83	31	48	44	★	20	69	47	15	8	★
Dining Room	24	67	3	99	60	27	5	16	6	90	54	45	42	21	89	20	82	37	39	40	91
Dungeon	97	55	55	61	55	84	72	55	66	53	100	56	55	77	89	85	69	73	65	64	80
Furnace Room	4	59	33	61	75	32	38	30	13	75	83	10	42	36	75	28	75	34	15	2	91
Gallery	18	79	3	52	88	19	19	19	22	53	54	10	25	36	76	41	71	37	15	8	70
Gymnasium	35	79	29	52	92	12	46	1	22	92	100	11	22	21	92	41	86	47	43	48	92
Junk Room	4	79	33	52	88	27	46	1	9	68	100	11	25	44	76	17	71	17	17	40	91
Kitchen	18	67	3	99	60	23	46	16	22	53	87	31	32	36	89	41	82	37	39	2	80
Master Bedroom	35	98	29	98	98	27	5	16	6	90	54	10	35	44	76	20	82	47	43	2	98
Nursery	74	67	95	99	74	84	72	58	66	68	87	74	74	95	95	85	86	73	65	95	80
Pentagram Chamber	26	59	50	61	81	32	50	26	26	81	83	45	14	14	94	26	81	14	50	40	81
Rookery	97	93	93	57	57	93	57	58	66	93	87	56	57	77	94	85	86	73	65	64	70
Servants' Quarters	35	59	29	52	60	12	5	30	9	68	54	31	42	21	94	28	71	34	15	8	80
Study	97	59	78	99	78	84	72	58	78	90	78	56	78	77	76	85	82	73	65	64	70
Theater	97	62	51	63	60	84	72	58	66	68	51	56	62	77	51	51	69	62	62	64	62

HAUNT TRAITOR

1–50	Refer to the haunt chart in the <i>Traitor's Tome</i> book for the base game	67	Peter Akimoto (Basketball) or highest Speed*	87	Youngest explorer
51	Everyone except the haunt revealer	68	Jenny LeClerc (Reading) or highest Knowledge*	88	Haunt revealer
52	Haunt revealer	69	Haunt revealer	89	Lowest Sanity*
53	Haunt revealer	70	Oldest explorer	90	Haunt revealer
54	Highest Knowledge*	71	Left of the haunt revealer	91	Lowest Sanity*
55	Female explorer closest to the right of the haunt revealer (or, if none, haunt revealer)	72	Haunt revealer	92	None (see <i>Secrets of Survival</i>)
56	Explorer with the most total items and omens*	73	Ox Bellows (Shiny Objects) or highest Might*	93	Highest Knowledge*
57	None (see <i>Secrets of Survival</i>)	74	Haunt revealer	94	Explorer with the most items that can be stolen or traded*
58	Haunt revealer	75	Left of the haunt revealer	95	Oldest player (not necessarily oldest explorer)
59	Haunt revealer	76	Oldest explorer	96	Left of the haunt revealer
60	Haunt revealer	77	Professor Longfellow (Gaelic Music) or highest Speed*	97	Hidden traitor (see <i>Secrets of Survival</i>)
61	Haunt revealer	78	Lowest Sanity* (except for the haunt revealer)	98	Haunt revealer
62	Darrin "Flash" Williams (Shakespearean Literature) or highest Knowledge*	79	Left and right of the haunt revealer	99	None (see <i>Secrets of Survival</i>)
63	Haunt revealer	80	Highest Knowledge*	100	None (see <i>Secrets of Survival</i>)
64	Everyone except the highest Knowledge*	81	Haunt revealer	★	Refer to the chart after haunt 100 in <i>Secrets of Survival</i> . If all of your explorers have played haunts 57, 75, 86, and 93, there is no traitor in this scenario; proceed to the next page in <i>Secrets of Survival</i> . If they have not, ignore the haunt roll.
65	Haunt revealer	82	Haunt revealer		
66	Oldest male explorer (or, if none, oldest explorer)	83	None (see <i>Secrets of Survival</i>)		
		84	Left of the haunt revealer		
		85	Left of the haunt revealer		
		86	Haunt revealer		

* If two explorers tie, 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.

NEW CARDS AND TILES

At the start of the game, shuffle the new event cards, item cards, omen cards, and room tiles in with the ones from the base game.

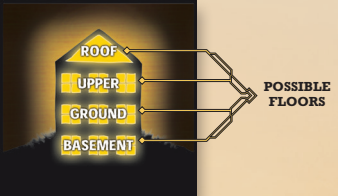
GLOSSARY UPDATE

Companion: The Cat, Dog, Girl, and Madman are companions.

Outside: When a haunt references outside rooms, this includes the Balcony, Conservatory, Gardens, Graveyard, Patio, Roof Landing, Solarium, Tower, Tree House, and Widow's Walk.

Weapon: The Axe, Blood Dagger, Boomstick, Chainsaw, Revolver, Sacrificial Dagger, and Spear are weapons.

Window: The Bedroom, Chapel, Dining Room, Drawing Room, Grand Staircase, Master Bedroom, and Sewing Room have windows.




THE ROOF

The roof is a new floor. When you start play, put the Roof Landing in play. As noted on that tile, when you discover a room on the roof, use the first room tile that has *either* the roof or the upper floor on the back. The roof is not a second upper floor; for example, the Mystic Elevator only goes to the roof when you roll a 4 and choose the roof.

LANDINGS

Several tiles are referred to as landings in this expansion. The landings are the Basement Landing, Grand Staircase/Foyer/Entrance Hall (or any room of it), Upper Landing, and Roof Landing.

NEW ROOM SYMBOLS

The  symbol on a room tile means that the room has a dumbwaiter. You can move from that room to the landing either one floor up or one floor down, assuming such a floor exists, by spending 1 additional space of movement. This requirement is in addition to any other such requirements, such as being in a room with an opponent. So, if the Menagerie were on the basement, you could move from it to the Foyer by spending 2 spaces of movement; if it were on the ground floor, you could move from it to the Basement Landing or the Upper Landing by spending 2 spaces of movement. If you don't have enough Speed to move that far, you can't use the dumbwaiter.

The **?** means you draw the top card of a stack of your choice when you discover the room.

EXPLORER TOKENS

The 36 circular explorer tokens, 6 of each color, bearing each explorer's face indicate possession or completion of something by that explorer. When you use the Chapel, Gymnasium, Larder, Library, Menagerie, or Study's power to gain a trait, leave your colored explorer token on the room tile. When you are in that room thereafter, you may not use that room's power to gain a trait. These tokens may be used in haunts as well.

OBSTACLE AND LOCK TOKENS

The Obstacle and Lock tokens represent barriers that explorers will need to do certain actions to get through. Traitors and monsters ignore these tokens unless the haunt says otherwise.

OPTIONAL RULE: PLAYING ONLY NEW HAUNTS

If you trigger a haunt with an omen from the base game in a room from the base game, you will get a haunt from the base game. If you only want to play a haunt from this expansion, you may discard the omen and draw and discard omens until you get one from this expansion. Or you may discard the room tile and draw and discard rooms until you get an omen room for this floor from this expansion. If all of those omens or rooms are in play, choose the last one that entered play.