The Mummy Walks

Dust billows into the room and a shadow passes over your heart. You hear one of your friends scream, a sound of delight and horror. A cold, damp voice shivers in your mind. "I lost my bride more years ago than you could possibly comprehend. My tears are dust, but my love is still as strong as the sun. Now my love is reborn to me. There is nothing you can do to keep us apart ... and if you turn against me, I will rip your soul from your body and swallow it whole."

Right Now

Set aside 2 Knowledge Roll tokens (triangular).

When a player's character enters the same room as the Girl token, that player takes the Girl card.

What You Know About the Bad Guys

The traitor is trying to get the Mummy married to the Girl.

You Win When ... .

.. you banish the Mummy back to the land of the dead before it marries the girl.

How to Banish the Mummy

If the Book is not yet in play, then the next hero to discover a room with an Omen symbol should search through the Omen deck and draw it. You must speak the Mummy's true name from the Book to banish it. You must follow these steps, in order, to do this. Each hero can only attempt one step each turn.

1. A hero can attempt a Knowledge roll of 6+ to discover the Mummy's true name in one of the following rooms (by the following methods):
   - the room with the Sarcophagus (studying hieroglyphics),
   - the Research Laboratory (scanning the archaeological team's notes), or
   - the Library (researching the Mummy's history).

   If you succeed, take a Knowledge Roll token.
2. On a turn after you discover the name, a hero who holds the Book can attempt a Knowledge roll of 6+ to look up the Mummy's name in the book and learn the spell that will banish it. If you succeed, take a Knowledge Roll token.
3. Once you have two of these tokens, carry the Book to the same room as the Mummy. Any hero who occupies the same room as both the Book and the Mummy can try to defeat the Mummy in Sanity combat to complete a spell that banishes it forever. The Mummy is immune to Speed attacks (such as the Revolver).

If You Win ...

A hot, dry wind whispers through the room as you slam the ancient tome shut. The mummy shuffles toward you, its eyes dead holes of despair. As its hands close around your throat, their wrappings disintegrate. The creature moans as more and more of its body crumbles and blows away in the hot wind. "My bride ... my only love ... no ... more ...."

As the last of the mummy disappears, the wind stops. You are alone.

The Séance

A dread chill descends upon the house, and mist rises in lazy coils from the floor. A voice clatters through the air, "I must rest ... put my soul to rest ... or die ...."

Right Now

Set aside a number of Knowledge Roll tokens (triangular) equal to the number of players. Set aside an equal number of Sanity Roll tokens (triangular), a Ghost token (light green), and a Corpse token (crimson).

What You Know About the Bad Guys

The traitor is trying to summon a Ghost before you do.

You Win When ... .

... you either defeat the Ghost after the traitor controls it, or you bury the Ghost's bones after you summon it.

How to Summon the Ghost

There's a race between you and the traitor to summon the Ghost.

Each hero can attempt a Knowledge roll or Sanity roll of 5+ to conduct a séance. An explorer can attempt either one of these rolls during his or her turn, but only while that character is in the Pentagram Chamber.

Each time one of these rolls succeeds, put a Knowledge Roll or Sanity Roll token (as appropriate) in the room where the haunt was revealed. When the heroes have a number of those tokens equal to half the number of players (round down), they've completed the séance.

The traitor is also conducting a séance. If the heroes complete a séance before the traitor does, they summon the Ghost and control it (follow the instructions in the next section). If the traitor completes the séance first,

If You Summon the Ghost First

Ghost's declaration (read aloud): "Bury my bones!"

Put the Ghost token in the room where the last séance roll succeeded. It stays there until you lose control of it.

Set up the Turn/Damage Track with a plastic clip on the number 1. At the end of each subsequent turn of the player who completed the séance, advance the Turn/Damage Track to the next number. You have until Turn 5 to bury the Ghost's bones.

Once during your turn, while you're in the Attic, Bedroom, or Master Bedroom, you can attempt a Knowledge roll of 5+ to find the bones. If you succeed, put a Corpse token on that explorer's character card to represent that item.

Carry the bones to the Crypt or the Graveyard. While you are in one of those rooms, you can attempt a Knowledge roll of 5+ once during your turn to find the right gravestone and bury the bones.

While you're doing this, the Ghost can't attack anyone. If you fail to bury the bones by the start of Turn 5, the traitor gains control of the Ghost, following the instructions in the Traitor's Tome under "If You Summon the Ghost First." If this happens, burying the bones is no longer enough to placate the Ghost; now you must destroy it.

Special Attack Rules

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

While the traitor controls the Ghost, you can attack it, but only if you are capable of making a Sanity attack. You can make Sanity attacks against it with the Ring. You can make Sanity attacks without the Ring while you are in the Pentagram Chamber with the Ghost. One of these Sanity attacks must succeed for the ghost to be destroyed.

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

If You Win ...

The mists recede and the terrible cold clutching at your heart slowly fades. A feeling of calm and contentment rises up in its place. A soul is at peace.

Haunt

2

Frog-Leg Stew

A crackling, rasping laugh echoes through the house. You instantly break out in a clammy sweat. "No, no, no! Mustn't hide from me, my naughty little monkeys! You've been very bad little toadlings, stealing Ooma's book. Very bad. I'm afraid Ooma's going to have to whack your little noses off ... or something worse, much worse."

What You Know About the Bad Guys

The Witch has cast a spell that makes her invulnerable. She can also turn people into Frogs.

You Win When ...

... you kill the Witch.

How to Kill the Witch

You must use the spellbook (the Book card) to cast a Form of Mortal spell on the Witch. This will make her vulnerable to attacks. The spell requires mandrake (an orange Root token).

To kill the Witch, you must follow these steps, in order. You can only attempt one of these steps each turn.

1. Find the mandrake. If you discover a new room that has mandrake in it, the traitor will place a Root token in that room. Some might already be available in existing rooms.
2. If you're in a room with a Root token, you can attempt a Knowledge roll of 4+ to dig it up. If you succeed, put the Root token on your character card.
3. If you have a Root token and the Book while you're in the same room as the Witch, you can attempt a Knowledge roll of 6+ to cast Form of Mortal. If you succeed, you can then attack the Witch normally. After you cast the spell on her, any successful attack will kill her.

Frogs

An explorer who is turned into a Frog drops all items and discards any companions. Lower that character's Might and Knowledge to their lowest numbers. (Don't lower either trait to the skull symbol.) A Frog can't attack, draw cards, or discover rooms. Another explorer (who isn't a Frog) can pick up and carry a Frog like an item. Frogs cannot do anything while being carried.

If you're in the same room as a Frog while you have the Book, you can attempt a Knowledge roll of 4+ to turn the Frog back into a human. The restored hero's traits return to their starting levels.

Special Attack Rules

The Witch is invulnerable and can't be attacked until you cast Form of Mortal on her. Explorers may attack the cat when it appears.

If You Win ...

The witch screams, "Noooooo! You can't do this! Make them stop, my sweet meat! You'll regret this! I'll crawl into your nightmares and make you bleed! Your brain will itch until you scratch a hole in it just to let some out! I'll—"

Just as you're ready to smash a lamp over your head to try to shut out her grating voice, she is gone ... for now.

The Web of Destiny

The web was so large your mind refused to see it. Now you stand entangled in it, your face and body pressed into the sticky strands. Already the web is beginning to harden against your skin. If you don't get out soon, you may never escape. At the edge of your vision, you see a shadow detach itself from the ceiling. No, not a shadow -- a spider gliding across the web. It hovers over you, and you feel your stomach catch fire. Looking down, you see a stinger stabbing into your belly. You scream ... but will anyone hear?

Right Now

The explorer who revealed this haunt has been caught in a sticky web. That character is now a "trapped explorer." The trapped explorer can't move but can still attempt to destroy the web by attacking it. The trapped explorer can also use or exchange items.

If the Medical Kit card hasn't been found yet, any hero who has the opportunity to draw an item card may search through the deck and take the Medical Kit instead of drawing normally. Then shuffle that stack.

Set aside a number of Might Roll tokens (triangular) equal to the number of players.

The trapped explorer has been infested with giant spider eggs. Eventually, they're going to hatch ....

What You Know About the Bad Guys

A tremendously large Spider is awakening. It wants to protect the trapped explorer until its eggs hatch.

You Win When ...

... the trapped explorer has been freed, the eggs have been destroyed, and at least one explorer exits the house.

How to Destroy the Web and Eggs

You can destroy the web by making Might attacks. The web defends with Might 4. If you defeat it, put a Might Roll token in that room (instead of inflicting damage). You don't take damage if it defeats you. When that room has a number of Might Roll tokens equal to the number of players, the web has been destroyed. The trapped explorer is then free.

If you're in the same room as the trapped explorer while you have the Medical Kit, you can attempt a Knowledge roll of 4+ to destroy the eggs. If you have the Healing Salve, you can use it to destroy the eggs without a Knowledge roll.

How to Exit the House

After the trapped explorer is free and the eggs are destroyed, heroes can exit the house. You can attempt a Knowledge roll (picking the lock) or a Might roll (breaking the lock) of 6+ to open the front door in the Entrance Hall. If you succeed, draw an event card and end your turn. On your next turn, you can exit the house.

If You Win ...

Brushing cobwebs from your eyes, you stumble from the manor. Looking back, you see a light flickering from a window above you. You can just make out a shiver of movement ... then another. Time to leave ... now.

Haunt

4

I Was a Teenage Lycanthrope

A scream rips through the mansion, growing louder and more terrified, until you're sure you'll have to scream if it doesn't stop. Just as you're sure you can't take any more, the scream quivers and deepens, turning into a howl of pure rage. Your shadow shakes as you realize you stand bathed in the light of the full moon.

Right Now

Set aside a number of Wolf tokens (orange) equal to the number of players in the game and one Silver Bullets token (pentagonal).

What You Know About the Bad Guys

The traitor is a Werewolf that will become more and more powerful. A Werewolf can infect others with lycanthropy, turning them into Werewolves as well.

You Win When ...

... all of the Werewolves are dead. You do not need to kill the Dog to win.

How to Kill Werewolves

You must find the Revolver and create Silver Bullets. To do this, you must follow these steps. Each step can be attempted only once each turn.

1. If you don't have the Revolver, you can find it in the Attic, Game Room, Junk Room, Master Bedroom, or Vault. You can attempt a Knowledge roll of 5+ to find it in one of those rooms. If you succeed, search the item stack for the Revolver card and take it. Then shuffle that stack. You can search multiple times in the same room, but you can't search more than once during your turn.
2. Go to the Research Laboratory or Furnace Room. You can attempt a Knowledge roll of 5+ to create Silver Bullets. If you succeed, take a Silver Bullet token. An explorer can work on creating the bullets while another explorer is looking for the Revolver. (These two tasks can be done in either order.)
3. The hero who created the Silver Bullets must give them to the character with the Revolver (or vice versa).
4. Once an explorer has Silver Bullets, he can use them with the Revolver to kill a Werewolf or the Dog (see below). A single shot with a silver bullet is sufficient to kill a Werewolf.

You Must Do This on Your Turn

If you are attacked by a Werewolf or the Dog and take damage, put a Wolf token on your character card. At the start of each your subsequent turns, if you have a Wolf token you must attempt a Sanity roll of 4+ to resist the Werewolf's curse. If you fail, you become a Werewolf, and you are no longer a hero. (You must then read this haunt in the Traitor's Tome). Explorers who have been bitten but have resisted becoming Werewolves still win if the Werewolves are killed ... at least until the next full moon.

Special Attack Rules

If a character who has Silver Bullets uses the Revolver to defeat a Werewolf, it is killed. (The Revolver never runs out of bullets.)

If You Win ...

Clouds scud across the full moon, blocking its light. The house grows dark and quiet as you stand over the battered body of your dead friend. You had to do it to survive ... but can you

Haunt 5

The Floating Eye

You're not certain if what you hear is a whine almost too high to hear or a thrumming almost too deep to feel. Maybe it's both. Cool, blue lights pulse once, then again. Someone screams, "The masters have come for us! The great eyes will consume our brains!!!"

Right Now

Set aside a number of Might Roll tokens (triangular) equal to the number of players.

What You Know About the Bad Guys

Aliens can use their mind control abilities to manipulate the heroes. They can do this to all the heroes in a room, so stay spread out if you can.

You Win When ... .

... you disable the Spaceship so it can't take off with your friends.

You Must Do This On Your Turn

If you are under an Alien's control, the traitor will move you toward the Spaceship. At the beginning of your next turn after you enter the room with the Spaceship, you board the ship and are out of the game. You can't make attacks while an Alien's mind-control ability affects you.

Special Attack Rules

You can free an explorer from an Alien's mind control by attacking and defeating that character, either with normal combat or Sanity combat using the Ring. If you defeat that character, the character only takes half damage (rounded down). You take damage normally when that character defeats you. Once freed, an explorer can't be controlled again.

You can attempt a Might roll of 5+ to damage the Spaceship. Each time you succeed, put a Might Roll token next to it. When the Spaceship has a number of Might Roll tokens next to it equal to the number of players in the game, the Spaceship is disabled.

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

If You Win ...

With the help of your so-called friend, those alien things almost captured you. Even now, as you crouch in the bushes, you can see the eyes searching, ever searching. You can feel them calling to you. For a second, your body turns back toward the house. A moment later you turn and run, stumbling for the road and safety.

Carnivorous Ivy

A dry, rasping sound echoes through the house. At first you're sure giant rattlesnakes are coming to get you, but then you see the tendrils of vines pressing against the windows. As the windows crack and burst, you realize the plants are coming ... coming for you.

Right Now

Set aside the Plant Spray token (triangular).

What You Know About the Bad Guys

Creepers will try to grab you. (Each matching Root/Tip pair in the house is a "creeper.") The plants feed on fertilizer. They prefer the kind made from dead bodies.

You Win When ...

... you use the Plant Spray to kill a number of creepers equal to the number of players. When that happens, the rest of the creepers retreat, and the heroes are safe.

How to Create Plant Spray

You must create a Plant Spray to kill the creepers. To do this, carry the Book to the Research Laboratory or the Kitchen. Once during your turn in one of those rooms, you can attempt a Knowledge roll of 5+ to create the Plant Spray. When you succeed, take the Plant Spray token. You can only create one Plant Spray. If it's destroyed, it can't be recreated.

Special Attack Rules

You can automatically kill a creeper (a matching Root/Tip pair) by taking the Plant Spray into a room with a creeper Root or Tip and spraying it instead of making an attack that turn.

Roots are not affected by normal attacks, only by the Plant Spray.

Tips can be attacked normally. When you defeat a Tip, you stun it, and it drops whoever it's carrying.

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

You Must Do This on Your Turn

If you are grabbed, you may still use items. You can also make an attack against the Tip. You do not take damage normally if it defeats you when you attack while being carried. If you defeat the Tip, it is stunned and releases you. You can then move and take the rest of your turn. If you fail, your turn is over.

If You Win ...

The tendrils writhe and thrash about, shattering vases, pictures, and furniture alike. For a second, it feels as if the vines will shake the house down, but then they slither away, shrinking back into the ground. The only sound you hear is sobbing. But who's crying? Oh -- it's you.

Wail of the Banshee

First you hear a faint sound from outside the room, as if someone is scrambling up the walls or scraping long talons across them. A few seconds later, you catch a glimpse of tattered, silver robes swirling across the edge of your vision. You turn to run to the door just as you hear something enter the room behind you. The creature sighs. The sound creeps across the room, and you feel a terrible chill boring into your heart. Death is nigh.

Right Now

Set aside a number of Knowledge Roll tokens (triangular) equal to the number of players. Set aside an equal number of Sanity Roll tokens.

What You Know About the Bad Guys

The traitor has used the Spirit Board to summon a baleful Banshee. While carrying the Spirit Board, the traitor is immune to the Banshee's wail.

You Win When ...

... you successfully perform an exorcism to banish the Banshee.

How to Banish the Banshee

You must perform an exorcism before the Banshee kills you all. This requires a number of successful "exorcism rolls" equal to the number of players. Each roll requires a specific room or item, and each one requires a Sanity roll or a Knowledge roll. Each explorer can attempt only one exorcism roll during his or her turn.

- You can attempt a Sanity roll of 5+ to perform an exorcism while in the Chapel, Crypt, or Pentagram Chamber, or while holding the Holy Symbol or Spirit Board.
- You can attempt a Knowledge roll of 5+ to perform an exorcism while in the Library or Research Laboratory, or while holding the Book or Crystal Ball.

Each time you succeed at an exorcism roll, put a Sanity Roll or Knowledge Roll token (depending on the trait you used) on the item card or room tile you used for that part of the exorcism.

If the heroes successfully use an item or room as part of an exorcism roll, no explorer can use that item or room in an exorcism again. (For example, if you successfully perform a Sanity roll in the Chapel, then you can't use the Chapel again.)

When the heroes have placed a number of these tokens equal to the number of players, the Banshee is banished.

Special Attack Rules

The Banshee can't be attacked. Stealing the Spirit Board from the Traitor will cause him to be affected by the Banshee but will not grant immunity to the hero who holds the Board.

If You Win ...

The shrieking grows closer and closer. Then the walls begin to shake. When you glance into a nearby mirror, you can see your hair turning white. The screeching is coming from just outside the door! The doorknob turns as you cry out the last words of the exorcism. Silence follows.

The Dance of Death

Every clock in the house strikes midnight ... even though you're sure it isn't that late. As the clocks quiet, a lone fiddler plays a haunting melody that floats through the air, calling you to dance. The music makes your soul shrivel, but it also makes your lips curl up into a smile. How can something be so awful and so wonderful at the same time?

Right Now

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

If the Pentagram Chamber and Staircase Up aren't in the house, the Haunt revealer must search the room stack for them and put them in the basement. Do the same for the Ballroom, connecting it to the ground floor room of your choice. The Pentagram Chamber must be placed as far from the revealer as possible. Then shuffle the room stack.

Set aside a number of Sanity Roll tokens (triangular) equal to the number of players.

What You Know About the Bad Guys

Somewhere in the house, a Dark Fiddler is playing music that bites into your brain. A dance of death has begun in the Ballroom.

You Win When ...

... you banish the Dark Fiddler.

How to Banish the Fiddler

To banish the Dark Fiddler, you must complete the following steps, in order. You can only attempt one step during your turn.

1. The character who has the Holy Symbol can move to the Pentagram Chamber. That character can't voluntarily give the Holy Symbol to anyone else.
2. When the Holy Symbol is held by a hero in the Pentagram Chamber, you can attempt a Sanity roll of 5+ to defy the Dark Fiddler. You don't need to have the Holy Symbol to attempt this roll, as long as you are in the same room with it. If you succeed at this roll, put a Sanity Roll token in that room.
3. When the Pentagram Chamber has a number of Sanity Roll tokens equal to the number of explorers at the start of the Haunt, the heroes have successfully banished the Dark Fiddler.

You Must Do This on Your Turn

At the start of your turn, you must attempt a Sanity roll of 4+ to resist the Dark Fiddler's lure, unless you have the Holy Symbol.

If you fail, and you're in the Ballroom, you become a traitor. (You must then read this haunt in the *Traitor's Tome*.)

If you fail this roll in another room, lose 1 Sanity damage instead. If your Sanity is lowered to the skull symbol, you don't die; instead, you become a traitor (and can read this haunt in the Traitor's Tome). Otherwise, you must move toward the Ballroom by the shortest route through discovered rooms. You may perform other actions normally along the way if you wish.

If your Sanity drops to 0 for any other reason in this scenario, you also become insane.

Special Attack Rules

The Dark Fiddler can't be attacked.

If You Win ...

The fiddler plays faster and faster as you defiantly chant the words to banish him. Rain falls from the ceiling, pelting down upon the pentagram and the fiddler within. As he plays on, you notice his face beginning to melt like wax in fire. The terribly beautiful music continues as the fiddler melts, fading only when the last remnant of his body disappears in the driving rain.

Haunt 9

Family Gathering

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

The floor buckles and cracks, and corpses heave up into the light. One corpse fixes the madman's traitorous companion with a maggoty smile. As the corpse closes on its victim, the house shudders, as if in birthing pain. Then the dull beat of footsteps echoes throughout the house.

What You Know About the Bad Guys

The Madman and the Zombies want to kill you. You can trap the Zombies by luring them into the rooms that were important to them in life.

You Win When ...

... you trap all of the Zombies.

How to Trap Zombies

You can lure the Zombies into their favorite rooms by taking advantage of their single-minded natures.

Zombies don't move very fast, and a Zombie always moves toward the closest explorer that it can see.

You can use the Master Bedroom, Chapel, Conservatory, Game Room, Library, and Attic to trap the Zombies.

If a Zombie enters or starts a turn in one of those rooms, it must attempt a Knowledge roll of 4+ to avoid being trapped there. If it fails, it makes no attacks this turn and remains peaceably in that room for the rest of the game without making any further rolls.

Once a Zombie is trapped in a room, you can no longer use that same room to trap another Zombie.

If You Win ...

"Sorry, Mama!" screamed the Madman.

A sob bubbled from between the rigor-locked gums of one of the shuffling corpses.

You left Mama behind that night, but sometimes you think you can still hear her sobs trickling up through the floorboards.



Let Them In

Outside the window, the mist roils. Are those shapes taking form in the vapors? From elsewhere in the house, you hear the Madman scream, "At last! Throw open the windows!"

The sound of windows opening, one after another, follows. A cold wind plays through the house, stirring your hair and whispering seductive threats in your ear.

Right Now

Set aside a number of Sanity Roll tokens (triangular) equal to the number of players. Set aside an equal number of Knowledge Roll tokens.

What You Know About the Bad Guys

The Specters are going to try to kill you. They can't be attacked physically.

You Win When ...

... you banish all the Specters, either through an exorcism or by defeating each of them individually with Sanity attacks using the Ring card.

How To Perform An Exorcism

You can perform an exorcism to banish all of the Specters. This requires a number of successful "exorcism rolls" equal to the number of players. Each roll requires a specific room or item, and each one requires a Sanity roll or a Knowledge roll. You can attempt only one exorcism roll during your turn.

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

Each time you succeed at an exorcism roll, put a Sanity Roll or Knowledge Roll token (depending on the trait you used) on the room tile or item card you used for that part of the exorcism.

If the heroes successfully use an item or room as part of an exorcism roll, no explorer can use that item or room in an exorcism again. (For example, if you attempt a successful Sanity roll in the Chapel, then you can't use the Chapel again.)

When the heroes have placed a number of these tokens equal to the number of players, the Specters are banished.

Special Attack Rules

You can make Sanity attacks against a Specter if you have the Ring. If you defeat it, it's banished. If you defeat a Specter when it attacks you, the Specter is stunned.

While the Madman is focused on letting in the Specters, he won't attack explorers. He can still defend himself if attacked.

If You Win ...

The Rites have been observed. The exorcism succeeded. The windows are shut. The specters have been banished. But ... what' s that flicker of motion outside the window? Best not to let them in again.

Fleshwalkers

The crystal ball pulses with an image of the room you stand in, complete with a crystal ball that shows the image of the room you stand in, containing a crystal ball that shows the image of the room you stand in, and so on, as if you' re falling into a well of identical images.

Then a new image forms within, this time of the entrance hall, where people are arriving through the front door. They look familiar ... one of the newcomers glances up, locking eyes with you through the Crystal Ball. You blanch in recognition. They are YOUR eyes.

It is your doppelgänger ... your evil twin.

Right Now

Put a number of Evil Twin tokens (blue) in the Entrance Hall equal to the number of players. The tokens are numbered; each corresponds to a specific explorer.

The player to the left of the haunt revealer (the explorer who revealed this haunt) goes first.

What You Know About the Bad Guys

This haunt has no traitor. The Bad Guys are just like you, but evil ... they want to kill.

You Win When ...

... your hero is alive and all of the Evil Twins are dead.

The Evil Twins Must ...

... take their "monster turn" after the haunt revealer's turn.

An Evil Twin always rolls its movement as a monster and moves toward its counterpart by the shortest possible route. If an Evil Twin ends its turn in a room with an explorer (any explorer), it attacks. It will always attack its counterpart if possible. If it is in a room with more than one explorer but not its counterpart, determine which one it attacks randomly.

If a player's explorer is killed, that player takes control of that explorer's Evil Twin and uses it to attack other explorers.

Evil Twins

Each Evil Twin has trait values equal to its counterpart's trait values at the start of the haunt. Those traits don't change.

Evil Twins can't carry items or have followers.

Special Attack Rules

If you don't possess the Crystal Ball when you attack or defend against your Evil Twin, you lose 1 additional point in each of your traits, regardless of who defeats whom. If your twin defeats you, you also take damage normally. If you defeat your Evil Twin, you stun it.

If you fight someone else's Evil Twin, you do not take the extra damage. If you possess the Crystal Ball, you kill your Evil Twin if you defeat it.

If you defeat another explorer's Evil Twin, you stun it, unless you possess the Crystal Ball and that explorer is dead. In that case, you kill the Evil Twin when you defeat it.

The Crystal Ball holder can attack stunned Evil Twins. A stunned monster defends itself with its regular number of dice but does no damage if it rolls higher than its attacker.

You may take the Crystal Ball from another explorer in the same room on your turn if the explorer is willing to let you have it.

If You Win ...

Shuddering, you back away. Your body lies dead on the floor. Not YOUR body, you tell yourself. Your doppelgänger. You had to kill it. It meant to replace you, right? It was you or your doppelgänger, right?

Right?

Haunt 12

Perchance to Dream

Wake up, wake up! Why won't the dreamer wake up?

One of your fellow explorers has fallen asleep in the bedroom. You poke and prod, and then deliver a stinging slap. Nothing wakes the dreamer. In a terrible place like this, that can't be good.

The dreamer thrashes, crying out, "Come back! Don't do it!" Must be a nightmare.

Right Now

Set aside a number of Sanity Roll tokens (triangular) equal to the number of players. Set aside an equal number of Might Roll tokens.

What You Know About the Bad Guys

The dreamer's subconscious mind has released Nightmares into the house. If an unknown number of Nightmares flee the house, you'll lose, so you must keep them from escaping. (The traitor has written down that number based on rules in the Traitor's Tome.)

You Win When ...

... you wake the dreamer before an unknown number of Nightmares escape into the world. (The traitor knows that exact number.)

How to Wake the Dreamer

You must bring the Holy Symbol to the dreamer's room and use it to wake that character.

1. Carry the Holy Symbol to the room with the dreamer's body in it.
2. As long as the Holy Symbol is carried by a hero in the room, any hero in the room can attempt a Sanity roll or Might roll of 5+ to wake the dreamer. Each time you succeed, take a Sanity Roll or Might Roll token. The dreamer awakens when the heroes have a number of these tokens equal to the number of players.
3. The Smelling Salts card can't be used to awaken the dreamer.

Special Attack Rules

Nightmares do mental damage instead of physical damage.

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

If You Win ...

The roaming nightmares lose all cohesion and vanish. The dreamer ceases thrashing, but gives voice to one final scream in a deep, hellish voice -- "NOOOOO! Don't make me go back!"

Your friend wakes, blinking, and in a normal voice says, "I had the strangest dream."

The Stars Are Right

The bookshelves of this old mansion are packed with sinister tomes. Horrible titles speak of Evil, Death, Madness, and the names of Things That Should Not Be. Why did your companions bring you to this macabre collection? What forbidden knowledge would they hope to gain?

Your questions are answered when rhythmic chanting echoes through the corridors. The cult that inhabits this house is shouting to summon an ancient creature—and the loudest voice is that of your traitorous companion. The traitor is here to complete the ritual by bringing them everything they need ... including human sacrifices.

Right Now

Set aside a number of Paint tokens (pentagonal) equal to the number of players. Put one in each of the following rooms, in order (as many as you can): Kitchen, Larder, Junk Room, Storeroom, Research Laboratory, Attic. If there are more Paint cans than there are rooms, you may put more than one token in a room, again in order. If none of these rooms are in play, search through the room stack until you find one of them and put it in play on a legal floor, then put all Paint tokens in it.

What You Know About the Bad Guys

The traitor is working with a fanatic cult. They're trying to summon their god by bringing an unknown number of sacrifices into the Pentagram Chamber. They can sacrifice items and a few specific omens ... along with the explorers' corpses.

You Win When ...

... you desecrate the Pentagram.

How to Desecrate the Pentagram

You can desecrate the Pentagram Chamber by finding cans of paint (Paint tokens) and throwing them on the floor of that room.

- Pick up the cans of Paint (Paint tokens) scattered around the house. You can carry only one can of Paint at a time.
- You can throw a can of Paint into the Pentagram Chamber from an adjacent room with a connecting door. Doing this counts as one space of movement.
- You must throw every can of Paint in the house into the Pentagram Chamber to desecrate the pentagram.

Special Attack Rules

If your explorer is killed, tip your figure over in its room. A Cultist (or the traitor) can then pick up your explorer's body like an item and carry it. (That player then takes your figure to show that it's being carried.) While the traitor or a Cultist is carrying your body, moving into a room counts as two spaces of movement.

If You Win ...

The house shakes and you hear glass shattering around you. The walls sweat as the cultists' dread god draws near.

Just as your world is about to be torn away from you, paint splashes across the wooden floor, desecrating the pentagram. You stop the horrible ritual. The world is safe, for now, but the echoes of the cultists' chant still burn your ears.

Clutching at your head, you feel blood dripping steadily from your damaged ears. In time your body will heal ... but will your soul?

Haunt 14

Here There Be Dragons

One of your fellow explorers stoops, picks up a scrap of paper from the floor, then mumbles something you can't quite hear. Before you can ask your friend what it is, the front doors burst open.

An enormous dragon roars in, rampaging and snorting fire! Your friend frowns, then points, yelling,"Eat them, dragon! Eat them all!"

What You Know About the Bad Guys

The Dragon wants to kill you all. It can breathe fire and bite. You'll need weapons and armor to defeat such a ferocious beast.

You Win When ...

... you slay the dragon.

How to Slay the Dragon

You don't need any special items to kill the Dragon, but the Dragon is so tough that you'll need the Antique Armor token (pentagonal), the Shield card, and the Spear card to have much chance at success. (The Antique Armor and Shield are both somewhere in the basement.)

The Antique Armor

The Antique Armor is in the basement. (This is a unique item that's separate from the Armor item card.) The Antique Armor can't be stolen with a special attack. You can't wear the Antique Armor and the Armor at the same time.

- You can use a full turn to put on the Antique Armor or take it off and give it to another character. You can't move or do anything else during that turn.
- While you wear the Antique Armor, you take 5 less points of physical damage. You move one fewer space during your turn while wearing it. It doesn't protect you against fire or heat damage.

The Shield

When you carry the Shield, you're immune to fire and heat damage, but it's very heavy: you move one fewer space each turn while you're carrying it. Remember, you can always move at least one space every turn. Every hero in the same room as the hero carrying the Shield is immune to the Dragon's firebreathing attack.

The Spear

The Spear is particularly good against the Dragon. In addition to the Spear's Might bonus, when you make a Might attack (or have to defend) against the Dragon, add 4 to the result of your roll.

Special Attack Rules

If you're hit by the Dragon's firebreathing attack, you can choose to discard an item and take 2 less points of physical damage. You can do this with multiple items, each time reducing the damage taken by 2 points.

The traitor keeps track of the amount of damage you inflict to the Dragon and announces when it has been defeated.

If You Win ...

The dragon quivers, then lies still as tendrils of smoke rise up from its nostrils. Its carcass is bloodied from combat, but not nearly so bloody as your friends.

Now you must deal with the traitor, who stands grinning like an idiot. As you advance, your former friend realizes you mean to make restitution.

"But this is a dream!" protests the traitor. Rather poignant, for last words.

The Phantom's Embrace

Your companion was always a little too obsessed with that girl, jealous of her friendship with you. Now he's trapped the poor girl inside the house. You hear her scream, her voice rising in pitch, higher and higher. Then silence. Just as you fill your lungs to shout for the girl, a deep laugh echoes from below. As it fades, you hear a quiet ticking. It sounds like the timer on a bomb. Just like it, in fact. What madness is this?

What You Know About the Bad Guys

Your traitorous companion has summoned a Phantom to guard the Girl. She's hidden in the basement somewhere, and the traitor has set a trap for you. You can hear a bomb ticking away. You don't have much time.

You Win When ...

... you rescue the Girl and then either defuse the bomb or escape with her from the house before it blows up.

How to Rescue the Girl

First you must find the Phantom and rescue the Girl. Then you need to find and defuse the bomb ... or get out quick.

- The Phantom (and the Girl) will appear in the next basement room you discover with an event or omen symbol. The traitor places their tokens in the room.
- Instead of drawing an event card for that room, you must attack the Phantom. If you defeat the Phantom, you kill him and retrieve the Girl. If the Phantom defeats you, then you take damage normally and he escapes with the Girl (both tokens are removed from the house). The Phantom will again show up in the next basement room you discover with an event symbol.
- After the entire basement has been explored, the traitor chooses any basement room and puts the Phantom and the Girl there. The Phantom never moves to the same room twice.

How to Defuse the Bomb

Once during your turn, you can attempt a Knowledge roll of 7+ in the room where the Phantom was defeated to defuse the bomb.

How to Escape from the House

You can attempt a Knowledge roll (picking the lock) or a Might roll (breaking the door) of 6+ to open the front door in the Entrance Hall. If you succeed, draw an event card at the end of your turn. On subsequent turns all explorers can move out the front door to escape.

If You Win ...

The girl sobs in your arms as you flee the ancient manor house. You can still hear that infernal ticking, even though you've escaped. Glancing back at the mansion, you see a lone shape standing in an upper window. The shape raises a hand to the glass just as you pass through the iron gates of the estate.

A Breath of Wind

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

Right Now

Set aside several pentagonal item tokens to represent Candles.

What You Know About the Bad Guys

They are trying to kill you.

You Win When ...

... you exorcise the Poltergeist.

How to Perform the Exorcism

This exorcism ritual requires the burning of Candles.

◯Once each turn, if you are in the Kitchen, Dining Room, Chapel, or Gallery, you can attempt a Speed roll of 3+ to find a Candle. (More than one Candle can be found in the same room.) If successful, place a Candle token on your character card.

◯If you are carrying a Candle, you may discard it in any room on the floor where the haunt was revealed and attempt a Knowledge roll of 5+. If successful, place the Candle token in that room; no more Knowledge rolls may be made in that room. If you fail, the Candle is lost; return the token to the set-aside tile. Once a Candle token has been placed in a room, it cannot be picked up by the Poltergeist or the traitor. When you have placed a number of Candle tokens equal to the number of heroes when the haunt was revealed, you exorcise the Poltergeist.

◯A hero with the Candle item card can use (and discard) that item instead of a Candle token when attempting a Knowledge toll. Put a pentagonal item in that room on a success.

Special Attack Rules

◯The Poltergeist is immune to Might attacks, and it cannot be harmed by the Revolver. The Dynamite does affect it (the *Traitor's Tome* describes what happens)

◯Any hero is the room with the Poltergeist may attack it with Speed. If you defeat it, you inflict no damage, but you can steal one item it is carrying. If it defeats you, take 1 die of physical damage (instead of normal combat damage).

◯A hero carrying the Ring, the Skull, or the Bell can attack the Poltergeist with Sanity. If you defeat it, decrease the Turn/Damage track by the difference in your rolls. If it defeats you, take 1 die of mental damage (instead of normal combat damage).

If You Win ...

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

United We Stand

You heard your friend scream, but by the time you arrived, he was already a monster, flesh flowing and bubbling across bones like molten rubber.

Flesh like that can't be cut or torn with normal weapons. But fire-fire will melt it all away. A big enough fire will burn away your monstrous friend and all the horror of this house forever.

Right Now

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

What You Know About the Bad Guys

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

You Win When ...

... the house fire kills the traitor.

How to Burn Down the House

◯You need to discover and move to the Furnace Room. Once there, make a Knowledge roll of 5+. On a success, you set the furnace to overheat.

◯At the end of the subsequent turn of the hero who set the furnace to overheat, the Furnace Room explodes. Turn its tile over so that its back is showing. Any explorer (including the traitor) in the room is killed.

◯From then on, at the end of every explorer's turn (including the traitor's), a new room catches fire, killing anyone in it. (Flip the tile over.) A room can't catch fire unless it is adjacent to one that has already burned. The adjacent rooms don't need to have connecting doors. Dead heroes' players cannot cause the fire to spread, but the traitor must always do so.

◯When the fire reaches the Stairs from Basement, a subsequent explorer can choose to destroy the Foyer. The fire then spreads from there to the Entrance Hall and Grand Staircase. (Mark these rooms with pentagonal item tokens to show they have been destroyed.) The fire can also spread from the Basement Landing up the Coal Chute, or from a basement room up to the Collapsed Room.

◯When the fire destroy the Foyer, the Entrance Hall and the Grand Staircase, the house collapses, killing anyone left inside.

How to Escape the House

◯You can attempt a Knowledge roll (picking the lock) or a Might roll (breaking down the door) of 4+ to open the front door in the Entrance Hall. If you succeed, draw an event card and end your turn. On subsequent turns, all explorers can move 1 space out the front door from the Entrance Hall to escape.

◯The Traitor can't initially move through the front door-the escaping heroes bar it behind them.

If You Win ...

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

A Friend for the Ages

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

Right Now

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

What You Know About the Bad Guys

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

You Win When ...

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

Special Attack Rules

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

Special Attack Rules

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

If You Win ...

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

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

Ghost Bride

An apparition in white lace shimmers into view. "You've left me alone these long years," speaks a feminine voice, "but I waited. For you. For our wedding." The ghost glides toward one of your fellow explorers and says, "Once you're dead like me, we will be together forever."

The ghost fades, but the faint sound of an organ playing a wedding march sighs gently through the house.

Right Now

If the Crypt isn't in the house, search the room stack for it and put it in the basement. Then shuffle the stack.

What You Know About the Bad Guys

The Ghostly Bride thinks one of the explorers is her new groom.

You Win When ...

... you find the wedding ring (the Ring card) and the body of the real groom, then present them to the Bride in the Chapel before she marries your friend.

How to Stop the Ghost's Wedding

You must discover the groom's name and his buried body. Then you must take the body and the Ring to the Chapel so you can put the Bride's soul to rest. This stops the wedding.

To do all this, you must follow these steps, in order. Each step can be attempted only once each turn.

1. You can attempt a Knowledge roll of 5+ while in the Bedroom, Dining Room, or Library, or while examining the Book (her old diary), to figure out the real groom's name.
2. You can then attempt a Knowledge roll of 4+ in the Crypt to locate the body of the Bride's real groom.
3. Once the body is discovered, you can attempt a Might roll of 4+ in the Crypt to disinter it.
4. Once the body is disinterred, carry it to the Chapel. (Use the Corpse token to represent the groom's body.) The body is heavy. While you're carrying it, moving into a room counts as two spaces of movement. You can give the body to another explorer as you would pass an item.
5. Carry the Ring to the Chapel. It doesn't matter whether the body or the Ring reaches the Chapel first.

Once you have the body of the real groom and the Ring in the Chapel, the ghostly Bride will appear there and finally rest in peace.

Special Attack Rules

You must possess the Ring to make Sanity attacks against the Bride. Otherwise, she can't be attacked.

If You Win ...

Crypt dirt cakes your neck and grits your eyes, but you found what you sought: the shriveled, mummified corpse of a long-buried groom. You force the ring onto its fragile finger. Finally, you heave your burden across the threshold of the Chapel, where it falls with a sickening crunch, scattering bones and hair.

The apparition in white lace appears and hovers over the corpse. From the corpse' s broken form rises an apparition in black. Linking hands, the two fade slowly, lovingly, from existence.

House of the Living Dead

What's all that racket? It sounds like something coming up through the floor or the walls. Oh dear god! Decaying bodies, rot-blackened teeth, grave breath! Yellow and black pus-filled corpses snatch at you with death-slender arms. They're everywhere!

They're going to feast on your flesh, ripping off chunks of it with their blackened teeth. But you won't die. Eternally hungry, your mutilated corpse will join the undead as another mindless zombie.

You must stop them somehow!

What You Know About the Bad Guys

They are slow (but tough) Zombies. They want to kill you all. An ancient Zombie Lord controls them.

You Win When ...

... you destroy either the Zombie Lord or all of the Zombies.

Special Attack Rules

If you're killed, you become a Zombie on your next turn. The traitor will then tell you your new traits.

You can attack and destroy a Zombie with any weapon that requires a Might attack. Dynamite can also kill Zombies, but they are immune to the Revolver. Without one of these weapons, you stun it when you defeat it. If you take damage from a Zombie, it doesn't matter whether you have one of these weapons or not.

Whenever a hero has the opportunity to draw an item, that hero may draw three items, choose one, and put the others on the bottom of the deck.

If you have the Holy Symbol, all Zombies who make Might attacks against you roll two fewer dice. (This doesn't affect the Zombie Lord.)

You can only damage the Zombie Lord if you have the Medallion. The medallion holder does not need to use a weapon to damage the Zombie Lord, but any weapon he or she wields can damage it. The traitor keeps track of the damage done to it and announces when it has been destroyed. The attacks of Heroes who do not hold the Medallion have no effect on the Zombie Lord (they do not stun him).

If You Win ...

The noise of flesh being rent by those corpse-gray hands ... the horrible, horrible chomping sounds that followed ... you can hear it still. It is a sound that will wake you in the dead of night for years to come. Each time you hear it, you almost imagine something shifting in the walls. Then you roll over and go back to sleep. Checking for the origin of those sounds never leads to anything good.

The Abyss Gazes Back

The house shudders and groans. A wave of heat envelops you. Another shudder, and then the sound of wood tearing and concrete collapsing. One of your fellow explorers screams, "Hang on, everyone! We're all goin' to HELL!"

A flickering glow paints the walls, and gray mist rushes into the room. A portion of the house crumbles and falls down into a burning lake of fire. You scramble to safety, desperately wondering how to prevent the house from collapsing into Hell and taking you with it.

Right Now

Set aside a number of Sanity Roll tokens (triangular) equal to the number of players. Set aside an equal number of Knowledge Roll tokens.

What You Know About the Bad Guys

The traitor welcomes the Abyss ... and wants to make sure everyone else goes along for the ride.

You Win When ...

... you successfully perform an exorcism to keep the house from collapsing.

How To Perform the Exorcism

You must perform an exorcism to keep the house from being sucked into the Abyss. This requires a number of successful "exorcism rolls" equal to the number of players. Each roll requires a specific room or item, and each one requires a Sanity roll or a Knowledge roll. You can make only one exorcism roll each turn.

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

Each time you succeed at an exorcism roll, put a Sanity or Knowledge Roll token (depending on the trait you used) on the room tile or item card that you used for that part of the exorcism. An exorcism token still counts toward your total even if the room or item with which it was accomplished is destroyed.

If the heroes successfully use an item or room as part of an exorcism roll, no explorer can use that item or room in an exorcism again. (For example, if you successfully perform a Sanity roll in the Chapel, then you can't use the Chapel again.)

When the heroes have placed a number of these tokens equal to the number of players, the house stops collapsing.

You Must Do This on Your Turn

At the end of your turn, the traitor will tell you to turn over some room tiles in the house. These rooms have collapsed and are now part of the Abyss.

Dealing with the Abyss

The traitor is keeping track of the passage of time with the Turn/Damage Track.

If you're carrying the Holy Symbol and you're in a room adjacent to a destroyed room, you can sacrifice the Holy Symbol instead of turning over room tiles. (The adjacent room must have a connecting door.) When you do, discard that card; you no longer need to turn over those tiles. This also prevents the house from collapsing until the end of your next turn. It does not, however, stop the Turn/Damage Track from advancing.

If you're in a room when the Abyss engulfs it, you must attempt a Speed roll of 4+ to escape. If you succeed, you can jump to an adjacent, non-collapsing, discovered room with a connecting door (if there is one). If you fail the roll, or if there isn't a room you can use, you are sucked into the Abyss and killed.

If an event or Mystic Elevator roll sends you to a room or floor that has been destroyed, then you plummet into the Abyss. The Entrance Hall, Foyer, and Grand Staircase each count as a separate room. Use a token to indicate when each one is sucked into the Abyss.

If You Win ...

The last incantation is over. The exorcism is finished. You wait, mentally pleading, praying, promising anything if only you are saved ....

The house ceases rumbling. The gray mist pulls back. The red glow is extinguished. You sigh. Hell won't claim you today.

Tentacled Horror

Ropy lengths of muscled tissue flail into view. Jagged, horn-rimmed suckers cover the boneless arm, pulsing and clicking like disembodied teeth. The rubbery length scuttles across a fellow explorer's leg, then tightens convulsively. Toothed suckers saw at your friend's limb, nearly severing it, before he is pulled out of sight as if being reeled in. Your friend's screams grow fainter in the distance before abruptly stopping. Then the tentacle returns.

What You Know About the Bad Guys

A tentacled horror is searching for you. Each of its tentacles is reprented by a Tip token and a Root token. If a tentacle Tip pulls you to its matching Root, you'll be killed at the start of the next monster turn, unless you're rescued first. The tentacles grow stronger over time.

You Win When ...

... you destroy the creature.

How to Destroy the Creature

Find the Head of the Tentacled Horror and destroy it by doing the following:

- The hero holding the Crystal ball must use it to find where the creature's head is. A hero holding the ball must make a Knowledge roll of 4+ to gaze into it successfully, with the negative consequences listed on the card for an unsuccessful roll. If the roll is successful, instead of using the Crystal Ball to find a card, roll four dice to determine where the Head of the creature is located:

Result	*Room*
0	Larder
1	Kitchen
2	Organ Room
3	Chasm
4-5	Underground Lake
6	Conservatory
7	Crypt
8	Furnace Room

- The Crystal Ball shatters after it's used to find the creature. Discard that card.
- If the room has not been discovered yet, go through the room deck until you find it. Then give it to the Traitor, and tell him or her to connect it to any unexplored doorway on an appropriate floor. (The Underground Lake should be put in the Basement).
- Move to the room with the creature's Head and make an attack against it with the Dynamite or the Spear. No roll is needed. You automatically kill the creature when you make an attack against it with either of these items. (You don't take damage from the Dynamite.)

Special Attack Rules

When you defeat a tentacle Tip with any attack, or when it attacks you, it is stunned and retreats to its Root. Put it in the same room as the Root.

When you defeat a Tip that is carrying an explorer, it drops that explorer in the room where it was defeated; put the Tip back in the same room as its Root.

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

You Must Do This on Your Turn

If a tentacle Tip grabs you, you must attack it at the start of your next turn. If you defeat it, the Tip will drop you and retreat, but for the rest of the turn, each room you move into counts as two spaces of movement. If you are defeated or tie, you take no damage, but your turn is over.

If You Win ...

The sucker-rimmed tentacle lashes back and forth in agony, bringing down part of the ceiling and then one wall. A scream begins far below your senses and ripples up through the scale, ascending beyond your puny hearing. The creature's last call penetrates dimensions you cannot imagine.

Finally, that which should not be is no more. You suspect you'll only meet it again in your dreams.

Fly Away Home

You hear a shushing, sandpapery sound growing louder outside the house. Looking out a window, you see a great swarm of bats with glowing red eyes. Pulling the curtains, you back away from the terrible sight. But then you hear it. A thump ... then another ... then a horrid, choking laugh. Shush, shush, shush.

They' re here.

Right Now

If the Organ Room isn't in the house, search the room stack for it and put it in the house. Then shuffle the stack.

What You Know About the Bad Guys

The traitor has let bloodsucking Bats into the house. The Bats have already killed the traitor. Now they want to kill you.

You Win When ...

... you drive away the Bats by making the appropriate noises with the pipe organ (in the Organ Room), and then kill any Bats that are attached to explorers.

How to Drive Away the Bats

You've heard that loud noises confuse Bats. You must start the pipe organ in the Organ Room to drive the Bats away, and then kill the Bats that remain. To do this, you must follow these steps, in order. Each step can be attempted only once each turn.

1. Move to the Organ Room. Once there, you can attempt a Might roll of 5+ to start the pipe organ.
2. Once an explorer has started the pipe organ, you can attempt a Knowledge roll of 6+ in the Organ Room to make the appropriate noises that will drive away all the unattached Bats. This also prevents any more Bats from entering the house. (An explorer whose hobby is music can attempt a Knowledge roll of 5+ instead to create those noises with the pipe organ.)
3. Finally, attack and kill any Bats that are attached to heroes.

You Must Do This on Your Turn

At the beginning of your turn, take 1 point of physical damage for each Bat that is attached to you. If you have the Armor, you take 1 less point of damage from this.

Special Attack Rules

You can attack a Bat, including a Bat attached to you or another explorer, with a Might attack. If you defeat it, it's killed instead of being stunned.

Unattached Bats don't affect explorer movement. However, you move one fewer space during your turn for each Bat that is attached to you. (An explorer can always move a minimum of one space.)

If You Win ...

The last of the bloated bats crumples to the ground, and the room seems to grow brighter. Looking up, you see the faint light of dawn gleaming in the east. The shushing outside fades to silence. You shake in relief, knowing you won' t have to spend another night here.

Voodoo

You crack a journal you found, seeing that instead of a diary, each page contains a taped-down photograph of what looks for all the world like a voodoo doll. All of the pictures have been defaced. Each one has a big red mark slashed through the image. Weird. But wait, the last few pictures are not defaced. That one sort of looks like one of your friends! And this one sort of looks like you ....

What You Know About the Bad Guys

The traitor has hidden voodoo dolls throughout the house. Each one is linked to a hero. The dolls are in dangerous places. As the Turn/Damage Track advances, the effects of these voodoo dolls will get worse.

You Win When ...

... you destroy all of the dolls and at least half (rounding up) of the original heroes are still alive.

How to Destroy the Dolls

First, you must follow the traitor's hints to find the rooms with the dolls. Then you must find the dolls in the room and destroy them. (You can ask the traitor to repeat any of the hints she's given.)

For this scenario, the rule is suspended that states that explorers must stop when they enter a previously unexplored room with an icon. You may explore as many new rooms as you wish and only draw a card if the room where you end your movement has an icon. You must also draw a card if you search for a doll in a newly-discovered room with an icon.

- Move to a room where you think any doll is hidden. The traitor will announce clues that will help you figure out which rooms have voodoo dolls.
- You can attempt a Knowledge roll of 2+ to search for a doll. If you make the roll, ask the Traitor if there is a doll in that room; he or she must answer truthfully. You can search one room during your turn. (You won't find the doll unless you're in the right room.)
- Once you find a doll, you can automatically destroy it if it corresponds to you. You may find the location of any doll, but you can only safely destroy your own doll.

If a hero dies, that hero's doll is also destroyed.

If You Win ...

You snatch up the doll, looking into its button eyes. Eyes, for all their lifelessness, still eerily like your own. No! You dash the doll, over and over, upon the floor. The button eyes shatter. The stitching bursts. Finally, even the material splits, leaving only rents of fabric and debris. The doll is destroyed.

Wait, what have you done? That wasn' t the brightest thing to do with a voodoo doll. You don' t feel well ... but it could have been much worse.

Pay the Piper

Those damned noises! You pound your hand against the wall, and the skitter, skritch, scratch instantly ceases.

"You see?" you tell your friends. "Vermin infest the walls. Insects, maybe, or rats."

Seconds later the skitter, skritch, scratch begins anew, louder than before. That must be some infestation!

One of your fellow explorers listens to the sounds with an expression of joy so extreme it almost seems like pain. Your friend's gaze finds yours. You never noticed before how rat-like your friend looks. Your traitorous companion says one word in a horribly high voice, one you've never heard used before: "Feed!"

Small bodies flood from under the baseboards! Rats! Swarms and swarms of rats!

It's you or them.

Right Now

Before the traitor places Rat tokens in the house, put any explorer in the Pentagram Chamber in an adjacent room instead. (That room doesn't need to have a connecting door.)

What You Know About the Bad Guys

The traitor is performing a wicked rat-thing ritual in the Pentagram Chamber. You can only stop the ritual by quickly killing every Rat in the house. Watch out for swarms of Rats attacking together.

You Win When ...

... you destroy all the Rats or you kill the traitor before that character gets to the Pentagram Chamber.

Special Attack Rules

If you inflict damage to a single Rat, you kill it.

The heroes can't affect the traitor in any way while that character is in the Pentagram Chamber. Neither the Rats nor the heroes can enter the Pentagram Chamber.

If You Win ...

Rat bites bleed on your arms, legs, and scalp. The vermin nearly overwhelmed you. You can still feel their tiny, warm, furry, jostling bodies, all straining to scratch, bite, and swarm. But the swarms are dead at last. You hope you're finally safe.

... skitter, skritch, scratch ...

Amok Flesh

Your friend mumbled something about a "contaminated sample" when you showed him the nifty crystal sphere. Did he recognize it? You hold the sphere to your eye, peering into its depths. A clot of something baby-ping is caught in the center.

The crystal pulses in your hand. Startled, you drop it. The glass shatters like a dropped egg. A fleshy blob now lies exposed amidst the splinters, like a quivering yolk ...

... a yolk that bubbles and expands, doubling its size every few seconds! You almost trip as you back away. The blob surges forward, as if trying to take advantage of your fall. If you hadn't caught yourself, it would have rolled right over you.

Will it never stop growing?

Right Now

The player with the Crystal Ball card discards it. Whoever is in that room should move away quickly, because that's where the Blob will start growing.

Set aside a number of Knowledge Roll tokens (triangular) equal to the number of players. Set aside an equal number of Sanity Roll tokens.

What You Know About the Bad Guys

The Blob is spreading. If you end up in a room with a Blob token, you'll be turned into a blob-person. (Your new goal is to help the traitor win.)

You Win When ...

... you destroy the Blob. How To Destroy the Blob Once during an explorer's turn, if that character is in a room adjacent to a Blob token (with a connecting door), he or she can attempt a Knowledge roll of 3+ to examine the Blob. Each time this roll succeeds, put a Knowledge Roll token on that character's card.

Finding the Blob's weakness requires a number of successful rolls equal to the number of players. When the last roll succeeds, set aside all of those tokens again.

Once the Blob's weakness has been found, you'll need to find the proper chemical formula to kill it. Creating the formula requires a number of ingredients equal to the number of players. Once during an explorer's turn, that explorer can attempt a Knowledge roll of 3+ to search for an ingredient in any of the following rooms: Attic, Conservatory, Furnace Room, Gardens, Library, either Laboratory, Junk Room, Kitchen, Larder, Storeroom, an open Vault, and the Wine Cellar. Put a Knowledge Roll token on that explorer's character card after each success to represent the item you found. Then put a Sanity Roll token in that room; the roll can't be attempted in that room again.

An explorer can use one space of movement while in an adjacent room (with a connecting door) to throw an ingredient into the Blob. When an explorer does this, transfer a Knowledge Roll token from that explorer's character card to the Blob. Once a number of ingredients equal to the number of players has been thrown into the Blob, the entire Blob is destroyed.

If You Win ...

You grasp the beaker tightly, its paraffin wrap preventing the green contents from sloshing out. You hope that your solution is right. You won't get another chance.

The burble and half-digested screams of the blob sound in the next chamber. With a quick prayer, you toss the beaker into the roiling expanse of pulsating flesh. The blob absorbs the beaker instantly.

The house shakes as if caught in an earthquake. The blob is shaking, evaporating, steaming away as it consumes itself in a violent convulsion!

All that remains are pools of fetid liquid, cast-off bits of clothing, bits of bone, a few stray teeth, and strands of half-dissolved skin.

Ring of King Solomon

Idly studying the ring, your eyes suddenly catch inscriptions you'd missed earlier. Did they just appear? The strange marks look almost like pictograms, but even as you stare at them, they rearrange themselves into a language you can read:

"King Solomon's Ring."

The letters morph once more:

"Demons Bow To You."

And, then, one last shift:

"The Hellgate is open."

The house quakes. A hot, sickly-sweet wind blows through the house. A scream, promising an eon of pain, sounds from another room. You've never heard anything so terrible, nor can you imagine what sort of creature could give voice to something so purely malicious.

Except, perhaps, a demon from Hell.

What You Know About the Bad Guys

Different Demons have different physical and mental traits. They are entering the house through a portal from Hell. They want to kill everyone.

You Win When ...

... you destroy the Demon Lord using the Ring. To do this, you must defeat the Demon Lord twice while you have the Ring. Each attack can be a Might attack or Sanity attack.

Special Attack Rules

If you make a Sanity attack against the Demon Lord using the Ring, add 2 to the result of your roll. Defeating the Demon Lord the first time stuns it. Defeating it a second time destroys it. If the Demon Lord attacks the Ring holder and loses, it also counts as one of the two defeats needed.

If you make a successful Sanity attack against any other Demon using the Ring, you gain control of that Demon and can move it and attack other Demons or the traitor with it during subsequent turns. If another hero takes control of the Ring, they control any conquered Demons as well. If the Ring is dropped or taken by the traitor, the Demons become uncontrolled as they were at the beginning.

If you defeat a Demon or Demon Lord while you don't have the Ring, you stun it as usual.

If You Win ...

King Solomon's Ring blazes upon your finger as the demon lord finally succumbs.

Again the house quakes. The hot, sickly-sweet wind that was howling out of the Hellgate wavers, slows, then reverses. The Hellgate becomes a Helldrain—the stench, the warmth, and the reddish flames are sucked back. Tendrils of fire snake forth from the portal, each brutally grabbing hold of a demon. Screaming again, now like a soul tortured beyond its breaking point, the struggling demons are pulled into the maw.

As the last shrieking demon disappears through the portal, the Helldrain collapses like an eye closing. Silence descends. Hell is done with you.

But, you wonder, idly studying the ring ... are you done with Hell?

Frankenstein's Legacy

Your fellow explorer pores over the yellowed pages of the book, paying no attention to your surroundings. Your friend mumbles something about death, bodies, and reanimating dead flesh. What madness!

Then your friend looks up, the unholy light of zeal clear in eye and countenance. "To the Laboratory!" he says. "Tonight, I shall realize the dream of necrotic revitalization! Limbs once dead shall twitch, a brain once lifeless will wake, and a body once moribund will rise. Tonight, the dead shall walk!"

Right Now

Set aside five Torch tokens (pentagonal).

What You Know About the Bad Guys

Your traitorous companion has animated Frankenstein's Monster. To test its strength, the traitor will command it to kill you all. The monster is very tough, so you should do your best to avoid it. Fortunately, it does have one weakness: fire.

You Win When ...

... the monster is dead. How to Kill the Monster There are two ways to kill Frankenstein's Monster:

1. **Death by Fire:** Go to the Charred Room, Furnace Room, Pentagram Room, or Kitchen to light a torch. When you do, put a Torch token on your explorer's character card. There's no limit to the number of torches you can find during the game, but each explorer can carry only one at a time. When in the monster's room or an adjacent room with a connecting door, you can attempt a Speed attack to throw the Torch at the monster. If you defeat the monster, it takes one Torch hit and you lose the Torch. This attack does not stun the monster. If it defeats you, you just lose the Torch. Each hero can throw only one Torch per turn. The monster is killed if it is hit by a number of Torches equal to the number of players.
2. **Death by Falling:** The monster isn't very bright. It must always move toward the closest explorer it can attack. Lure it to the Tower or Chasm. Then you can attempt a Might roll of 6+ in one of those rooms to push the monster to its death. You can attempt this roll once during your turn.

If You Win ...

Riiip! You feed another page of the book to the candle flame. These notes are a true abomination. You hope that the book' s destruction will ensure that the secret of reanimation remains hidden for all time.

Riiip! There goes the introduction. The next few pages are filled with formulas and tables, diagrams and figures ....

Yes. It all makes a certain horrid sense. A sudden light breaks upon you—a light so brilliant and wondrous, yet so simple, that you are dazzled by the book' s possibilities. How surprising that you alone should be reserved to discover so astonishing a secret.

You burn your finger, just a bit, patting out the burning page.

Tomb of Dracula

A sick certainty clutches your stomach as the coffin lid creaks open. There have been too many clues, too many coincidences, and too many revelations to doubt the reality of the pale hand now thrusting the lid completely open. The hand is coarse and broad, with squat fingers. Hair grows from the palm. The nails are long and fine and cut to a sharp point. The girl standing beside you clutches your arm.

"We have to kill it," you yell, "kill it before it completely awakens!"

That' s when you see the fresh bite marks on your friend' s neck and the new fangs in your friend' s mouth.

What You Know About the Bad Guys

The traitor and the Girl are both vampires in league with Dracula. Dracula is very powerful, but he awakens slowly. You have a couple of turns to act quickly before he awakens. He and his minions will try to kill you or turn you into vampires.

You Win When ...

... Count Dracula and the Bride have both been destroyed.

How to Destroy Vampires

If you use the Spear card to defeat a Vampire with a Might attack, you stake its heart and kill it. Any other successful attack causes damage to the traitor as normal or stun Count Dracula and the Bride as normal.

The traitor is keeping track of the number of turns that pass after the haunt begins. Immediately after the traitor advances the Turn/Damage Track, one of the other explorers rolls a number of dice equal to the number of players. When the result of that roll is lower than the current Turn number, the sun comes up.

Vampires weaken as the day goes by. At the start of each traitor's turn after the sun comes up, each Vampire loses 1 from each trait. Tell the traitor to keep track of the two monsters' traits on a piece of paper. If a Vampire's trait drops to 0 or to the skull symbol , it falls unconscious. If you're in the same room as an unconscious Vampire, you can automatically destroy it by staking it. You can do this once during your turn instead of making an attack.

After the sun comes up, if a Vampire enters or is in the Balcony, Conservatory, Gardens, Graveyard, Patio, Tower, or a room with an outside-facing window, then it immediately bursts into flames and is destroyed.

Special Attack Rules

If you defeat a Vampire, you inflict damage normally. If you also have the Holy Symbol card, you can force that Vampire to move one room away from you (through a connecting door) for each point of damage you inflict.

If You Win ...

A stake through the heart, the light of the sun— these were your weapons against the blood-sucking scourge and its nightwalking children. Day has come. The vampires have been destroyed. The legend of Dracula remains just that, a legend.

They truly are gone, you think, idly rubbing a wound on your neck. Better have that looked at, just in case.

Haunt 30

Airborne

A deafening shriek leaves you reeling. A second later, the house seems to crumple and then jerk into the air. But what would be crazy.

You rush to the window and see the madness is true: A bird the size of a 747 is carrying the house in its talons, presumably to feed its monstrous brood somewhere. Beneath you the ground gets farther and farther away. If you are going to live, you need to get out of this house fast-but you need some way to survive the fall.
You remember one of your friends mentioning some parachutes they stumbled over. You just need to find one. There might not be enough for everyone, but surely the others would agree that you deserve one.

Right Now

◯Set aside a number of pentagonal item tokens equal to half the number of players, rounding down. These represent Parachutes.

◯Remove any basement tiles in the house. If any explorers are in the basement, put them in the Mystic Elevator and put that tile beside any ground-floor door. Search the room stack for the Mystic Elevator if it is not in play, then place in on the ground or upper floor. Then shuffle that stack.

What You Know About the Bad Guys

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

You Win When ...

...you exit the house with a Parachute. Heroes who do not find a Parachute are killed.

Finding a Parachute

◯Heroes can still explore the house and find new rooms. They cannot enter the basement, however. (If the next room tile can only go in the basement, put it in the discard pile and draw tiles until you can place one.)

◯Several Parachutes are hidden in the house. You can search for Parachute by making a Knowledge or Speed roll of 4+ in any room with an omen symbol. If you succeed on this roll, take a Parachute token and put in on your character card. Only one Parachute can be found in a given room.

◯You cannot move any farther on the turn you find or steal a Parachute. You can carry only one Parachute at a time.

Special Attack Rules

◯You can steal a Parachute from another hero by attacking with Might (resisted by Might as usual) or tricking your opponent with Knowledge (resisted by Knowledge). Unlike the normal rules for stealing items, you can take the Parachute if you win by 1 or more. The loser does not take any damage. The attacker's turn then ends. Whether or not the attack was successful.

◯You can attack other heroes to inflict damage instead of stealing a Parachute, using the normal rules. A dead hero carrying a Parachute drops it, and any other hero can pick it up.

◯Heroes slow each other as if they were monsters.

Exiting the House

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

If You Win

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

If You Lose

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

Haunt 31

Lost

The crystal ball flashes, and a thundering chord bursts out of the pipe organ. The house shakes and shifts, changing its contents and even its layout. The air thickens, becomes cloying, green, and slightly poisonous. Outside, the sky is mauve, the trees are pulsing tubular nightmares, and the pedestrians have more teeth than any human on Earth.

It would be a good idea to return the house to your home dimension before too many more layers of your skin scald and peel away.

What You Know About the Bad Guys

The traitor is an alien who has transported the house to its home dimension. The atmosphere will slowly kill you.

You Win When ...

... you return the house to your own dimension.

You Must Do This on Your Turn

Each hero must roll two dice at the beginning of his or her turn. Subtract the result from any trait or combination of traits.

How to Return the House

The pipe organ in the Organ Room is not just a musical instrument. It's also a dimensional transporter. You'll need to play the right song on the organ, resonating the proper frequencies for dimensional travel.

An explorer can try to play the organ once during that character's turn. While in the Organ Room, the explorer can attempt a Knowledge roll to play the right song. The following result will send the house back home:

Total # of players	*Roll needed*
3	15+
4	16+
5	18+
6	20+

Explorers can search the house to find clues to the proper song. Found clues benefit everyone trying to play the organ. You can't find the same clue more than once.

- Add 1 to the result for each room with an omen symbol in play.
- Add 2 to the result if you're playing the organ and have the music hobby.
- Add 2 to the result if you successfully find the music books in the Library. Once during your turn in that room, you can attempt a Knowledge roll of 5+ to find the books.
- Add 2 to the result if you go to the Game Room and succeed at a Sanity roll of 5+ to view the exotic trophy animals and figure out which dimension you're in.
- Add 2 to the result if you go to the Tower and succeed at a Knowledge roll of 5+ to locate your new home by looking at the stars.
- Add 2 to the result as long as the Madman is in the Organ Room. He has made the journey between dimensions several times.
- Add 2 to the result as long as the Book is in the Organ Room. It's an extra-dimensional atlas.

If You Win ...

The organ produces yet another wheezing, anemic gasp. Again, nothing. Your nose bleeds continually now, your skin is falling away in great patches, and your vision is tunneled to a speck. One more chance ...

You pound out the last chord on the pipe organ. This time, the sound thunders and resonates through the house. Again, the house shakes, shifts, and begins to change. The air clears, becomes transparent. It' s dark outside.

The pain grows less. The bleeding slows. You' ve escaped! You have returned to your own dimension. But are you on your home planet?

That remains to be seen.

An Invocation of Darkness

Since opening the book, your friend has been cackling insanely, muttering something about a gate and the "space between the stars." He's clearly insane- the only way you'll be able to get him back to his right mind will be destroy the sinister volume he carries.

Right Now

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

What You Know About the Bad Guys

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

You Win When ...

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

How to Destroy the Book

◯Before the Elder God has been summoned, you can steal the Book from the traitor. (See "Special Attacks" on page 13 of the rulebook.)

◯After the summoning, the Book will be lying in the room the traitor used to perform the ritual. You can pick it up as normal.

◯Carrying the Book to the Furnace or the Chasm. Then spend 1 space of movement to throw the Book in, destroying it and banishing the Elder God.

If You Win ...

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



Guillotines

Your head starts spinning. Gradually, you lose consciousness.
You awaken. How long has it been? As you struggle to our feet, you hear a recorded voice.
"Hello. You don't know me, but I know you. I want to play a game. The door to this mansion will open in an hour, but none of you will be alive by then unless you're good at finding things.
"You will note that you each have a steel collar attached to your neck. This collar contains a blade held in place by a powerful spring. Whenever a timer attached to one of these devices goes off, the wearer will end up considerably shorter.
"Keys have been hidden throughout the house. It takes two keys to unlock each collar. Once you've unlocked them, you'll be free to go. Of course, some keys may be in rather inaccessible locations.
"Let the game begin."

What the Traitor Hears

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

Right Now

◯Place pentagonal item tokens (representing Keys) in the following rooms, now or when they are discovered: Attic, Catacombs, Chasm, Collapsed Room, Crypt, Furnace Room, Gallery, Junk Room, Operating Laboratory, Pentagram, Chamber, Tower, and Vault.

◯Take red monster tokens, numbered from 1 up to the number of players. Mix the tokens up and deal one face down to each player (with the number hidden). The explorer with the red token numbered 1 is the traitor.

◯Take pentagonal item tokens, numbered from 1 to the number of players. Players keep these tokens face up (with the number showing).

◯Set up the Turn/Damage track with a plastic clip at 0 if there are four or fewer players, or at 1 if there are five or six players. You'll use this to keep track of time.

What You Know About the Bad Guys

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

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

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

You Win When...

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

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

Haunt 34

How to Unlock a Collar

◯You can take a Key token from a room after you have drawn and acted on any cards required by the room: taking a Key is not mandatory. The sidebar below clarifies the timing of the room's effects.

◯You can't move after finding a Key, but you can attempt to use it or give it to another explorer. Each Key can be used only once to unlock a collar; discard that token afterward.

◯If you are carrying at least two Key tokens, you can announce at any time during your turn that you are unlocking your own collar or the collar of anyone else in the same room. (Remember, though, that an explorer can't be traded a Key and use it unlock his or her collar in the same turn.)

◯Keys can't be used to unlock the collar of a decapitated explorer.

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

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

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

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

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

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

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

You Must Do This...

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

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

If the Heroes Win...

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

If the Traitor Wins...

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

Small Change

A couple of tabby cats have been prowling about the house. They look peeved but otherwise have left you alone. If cats are the scariest creatures here, you don't have much to worry about!

A sound of breaking glass jerks you away from your musings. You turn to see a broken vial on the floor. Silver liquid oozes out and turns into a sparkling cloud that surrounds you ... you grow queasy and dizzy for a few moments ....

When your head clears, you find yourself staring up at the chair, its seat seemingly miles above you. That makes you approximately the size of a mouse. Then you hear a sound outside your room ... "... meow ...."

Right Now

Set aside the Toy Airplane token (pentagonal).

What You Know About the Bad Guys

The traitor has shrunk you and let his Cats into the house. They will try to eat you.

You Win When ...

... at least half the heroes (rounding up) use the Toy Airplane to escape through the outer edge of one of these rooms: an outside-facing window, the Balcony, Gardens, Graveyard, Patio, or Tower.

Being Small

You have shrunk. That means:

• All items and omens you possess have shrunk with you and function normally, but

• You can't draw new cards. Entering a new room with an event, item, or omen symbol ends your turn.

• Doorways count as spaces, so moving through a doorway to the next room counts as two spaces. You can stop in a doorway.

• You must make a Might roll of 3+ to go up or down any Stairs. If you fail, you end your turn but may try again next turn.

• You can't use the Collapsed Room or the Mystic Elevator. You are not affected by the text on the Gallery, Gymnasium, or Vault.

• You need the Toy Airplane to leave the house.

Using the Toy Airplane

The Toy Airplane is in the Bedroom, Master Bedroom, Storeroom, Attic, or Game Room.

Once during your turn, you can attempt a Knowledge roll of 3+ to search one of these rooms. If you succeed, put the Toy Airplane token in that room. Once during your turn, you can attempt a Knowledge roll of 4+ to start the Airplane. It will be on the ground until the next turn of the hero who started it. During this time it can be boarded by other heroes, but any heroes in it can be attacked by cats.

The hero who started the Airplane moves it on subsequent turns at the Airplane's speed of 5 instead of using regular movement. Like you, it counts doorways as separate spaces when moving.

Heroes flying in the Airplane can only attack or be attacked with the Revolver, Ring, or Dynamite.

You can't leave the house until all living heroes have been picked up.

Picking up a hero on the ground with the Airplane counts as one space of movement. When you do this, the explorer in the plane with the highest Speed attempts a Speed roll:

4+	Pick up the explorer.
2-3	Fail, but you can make another attempt (counts as another space of movement).
0-1	Crash; you must restart the plane.

Heroes in the Airplane do not need to make Might rolls to go up or down Stairs and may go up or down through the Collapsed Room and Gallery and pass across the Chasm without rolling or taking damage.

The traitor can't fly the Toy Airplane.

If a Cat Catches You

If you are captured by a Cat, you have a chance to get away. At the start of your next turn, choose any trait. You and the Cat each attempt a roll using that trait; this is called a "contest." A Might contest means you're fighting the cat; Speed, trying to outrun it; Sanity, trying to stare it down; Knowledge, trying to trick it. If you roll higher than the Cat, you escape and take your turn normally. Otherwise, you are still captured and your turn is over. If another hero attacks and defeats the Cat, the Cat drops you and is stunned.

If You Win ...

The little plane sputters and shakes before gliding smoothly out the window. You hear a yowl of frustration as you soar away from the vicious felines. You've escaped! Now all you have to do is find a way to get back to your old size before some hawk decides to make a meal out of you ....

Better with Friends

The medallion glows a bluish-black, pulsing steadily in the gloom. You feel the house shift as water rushes into the basement.

Didn't someone mention a boat stored in the attic? All of you immediately run up the stairs ... all of you except the traitor who brought you here. Your traitorous companion doesn't seem interested in escaping.

The house is sinking! You don't have time to figure out why, but you may have enough time to escape.

What You Know About the Bad Guys

The traitor has lured you here to die. The house is sinking into an underground swamp, and you will drown unless you escape.

You Win When ...

... at least half the original heroes (rounding up) escape the house alive. You can't leave any living heroes behind in the house when you escape.

How to Escape the House

If the Attic is not yet in the house, you'll have to search the Upper Floor until you find it. The Rowboat is in the Attic. Carry it from that room to the Balcony or Tower. (Put the Rowboat token on your character card while you're carrying it.) The Rowboat is a heavy item, so while you're carrying it, each room you enter counts as two spaces. (Only one explorer can carry the Rowboat, but it is a tradable item.) The Dog cannot carry the Rowboat.

Once all the living heroes are in the Balcony or Tower with the Rowboat, you can escape. You can't escape if another living hero is still in the house.

Effects of Flooding

If anyone (including the traitor) begins a turn on a flooded level of the house, the following effects apply:

- **Partially Flooded:** Move 2 fewer spaces that turn.
- **Fully Flooded:** Move 4 fewer spaces that turn and take 2 points of unpreventable physical damage.
- No matter how flooded the house is, you can always move at least 1 space each turn.

Slowing the Flood

The traitor is using the Turn/Damage Track to mark the passage of time. During your turn, you can drop the Medallion in a partially or fully flooded room to stop the sinking for one turn. When you do, discard that card. During the traitor's next turn, the Turn/Damage Track doesn't advance. (Make sure the traitor doesn't advance it.)

If You Win ...

Paddling with all your might, you move the boat away from the foundering house. You can hear your friend screaming at you over and over: "Come back! Come back! Death is better with friends! Share it with me!"

Hmmm. That's one offer of hospitality you should refuse.

Checkmate

You've finally figured out what the cramped handwriting in that old journal stated:

"I, Ebenezer Slocum, have found the means to force Death itself to appear before me. I have prepared to challenge Death, and I will defeat it! Through study, I have enhanced my mind to its keenest. Oh, Death will not be proud this night!"

Looking around, you notice a figure slumped at a chessboard. As you touch the figure, it crumbles to dust. Looks as if Ebenezer wasn't quite as prepared as he thought.

Across the table, you see a dark, shadowy figure appear. The figure beckons toward one of you and points to the table. An ebony and ivory chess set sits between the two of you.

You hope you're better than Ebenezer was.

What You Know About the Bad Guys

Death has challenged you to a chess game. If there is no one in the room to play against Death at the beginning of Death's turn, you forfeit the chess game and lose.

You Win When ...

... you checkmate Death by rolling a higher result than it does on a Knowledge roll. Once during each of Death's turns, one of the heroes can attempt this roll while in the same room.

How to Beat Death

Some items in the house can help you get a higher result on a Knowledge roll than Death can:

- Explorers can pick up Holy Seal tokens. If you pick up a Holy Seal, you can attempt a Sanity roll of 4+ to break it. You can only break one Holy Seal during your turn. Each time an explorer breaks a Holy Seal, Death rolls one fewer dice on its subsequent Knowledge rolls. If there are only three or four players, it rolls two fewer dice instead.
- The Book contains chess strategies. The explorer who has it can add one die (maximum eight dice) to Knowledge rolls attempted while playing chess against Death.

Special Attack Rules

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

Death does not slow your movement.

If You Win ...

"Checkmate."

Death stares fixedly at his King, then starts crumbling into dust. Death smiles, and you feel your hair turn white.

"Until next time," Death responds ....

Hellbeasts

Out of the corner of your eye, you see a red streak fly by. You turn, but it is gone. Then, from your other side, you see another fiery thing streak by. And another. And another.

Turning, you see a flapping bat, its body and wings crackling with fire. But the bat isn't in pain or dying. It circles around you, the heat from its wings singeing your hair. One of your friends laughs with glee while you hear the others scream in horror.

This can't be good.

What You Know About the Bad Guys

The traitor commands a swarm of firebats (represented by Bat tokens), and he wants you all dead. The firebats can't attack you, but they'll burn you if you stay in a room with them.

You Win When ...

...you successfully perform an exorcism, driving the Bats from the house.

How to Perform the Exorcism

You must perform an exorcism before the Bats kill you all. To do this, you must make a number of successful "exorcism rolls" equal to the number of players. Each roll requires a specific room or item, and each one requires a Sanity roll or a Knowledge roll.

You can make only one exorcism roll during your turn. To perform an exorcism:

- You can attempt a Sanity roll of 5+ while in the Chapel, Crypt, or Pentagram Chamber, or while holding the Holy Symbol or Ring.
- You can attempt a Knowledge roll of 5+ while in the Library or Research Laboratory, or while holding the Book or Crystal Ball.

Each time you succeed at an exorcism roll, put a Sanity or Knowledge Roll token (depending on the trait you used) on the room tile or item card you used for that part of the exorcism.

If the heroes successfully use an item or room as part of an exorcism roll, no explorer can use that item or room in an exorcism again. (For example, if you successfully perform a Sanity roll in the Chapel, then you can't use the Chapel again.)

When the heroes have placed a number of these tokens equal to the number of players, the Bats are banished.

Special Attack Rules

Bats can't attack or be attacked.

Bat tokens don't affect your movement.

The traitor will tell you how much damage you take for remaining in a room with a Bat token.

If You Win ...

The bats are gone, returned to whatever hell first bore them. The house still smolders in several places, and the scent of burnt flesh twists your stomach in knots. You stumble from the manor, vowing never to return to this dread place again. If the hellbeasts find a way back to this world, you don't want to be around to see it.

The Heir

While exploring the house you come across an interesting tale. Years ago, the Romanescus, an ancient royal family, made its last stand in this very house. All but one were murdered by their own guards.

Studying the family' s genealogy, you realize that one of you is the heir to the Romanescu fortune. If the true heir sits on a throne in this house, then the fortune will be restored to the last Romanescu.

Looking around in amazement, you realize that one of your friends is missing. You pale as you think back on how that "friend" muttered something about "wrapping up a loose end" in the house.

Better find that throne and get the heir on it fast.

Right Now

The haunt revealer (the explorer who revealed this haunt) secretly chooses which hero other than herself is the heir. The haunt revealer then writes down that character's name on a piece of paper and shows it to the other heroes. If the heir dies, the traitor wins, so you'll want to keep the heir's identity secret.

What You Know About the Bad Guys

The traitor has filled the house with hidden assassins.

You Win When ...

... the heir sits on the throne and has the Spear card and the Ring card. The throne is in the Statuary Corridor. As soon as the heir enters that room with both items, you win.

If You Win ...

As the heir settles on the throne, the lights dim, then grow more brilliant than ever. The ring grows until it becomes a crown, while the spear shrinks, becoming an old key. The heir smiles. "I know ... everything. Come, let me take you to my family' s treasure. I wish to reward my friends and new guardians."

Haunt 39

Buried Alive

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

BURIEDALIVE

Looking around, you realize that you haven't seen one of your friends since you entered this house. Some twisted magic must have prevented you from remembering! If your fellow explorer really is buried alive, you must find your friend NOW.

Right Now

Set aside a number of Might Roll tokens (triangular) equal to the number of players.

What You Know About the Bad Guys

The traitor has buried a (nonplayer) friend of yours in a basement room. (The traitor will secretly write down that information.) You don't know which room the person is buried in, but you know that it's a room that was in the house when the haunt began.

You Win When ...

... you dig up the buried explorer before that character dies. The Spirit Board card will help. How to Rescue Your Friend Each time you move into a room, you can search it. You can attempt a Knowledge roll of 3+ in that room to identify it as the "burial room." If you succeed in this roll, ask the traitor whether this is the burial room. He must answer truthfully. You can only search a room once during your turn, but you can search more than one room in a turn.

Once you've found the burial room, you can attempt a Might roll of 4+ to help dig up your friend. To save him, the heroes need a number of successful Might rolls equal to the original number of players. Each explorer can attempt one roll during that character's turn while in the burial room. Each time an explorer succeeds, put a Might Roll token in that room.

The Spirit Board

Once the haunt begins, you can't use the Spirit Board to look at the top tile of the room stack. Instead, you can use it to find your friend.

The explorer with the Spirit Board can't voluntarily give it away, trade it, or drop it. If that explorer dies, the Spirit Board and all the character's items drop; put an Item Pile token in that room. Any explorer can pick up the Spirit Board and the rest of the Item Pile.

The explorer with the Spirit Board can use it once during each of that character's turns until the burial room has been found. When this happens, discard the Spirit Board.

When you use the Spirit Board to find the burial room, you can't move or take any other actions that turn. Attempt a Sanity roll to find the burial room:

0-2	No effect.
3-4	Move any explorer three spaces.
5-6	Heal your buried friend. The traitor is keeping track of how many points of damage your friend has taken. Roll two dice and tell the traitor to subtract that many points from your friend's damage total.
7+	The traitor must announce the room where your friend is buried.

If You Win ...

Digging frantically, you finally free your trapped friend. Your companion's fingernails are broken—splintered from clawing at the wooden coffin. Blood runs down the explorer's shaking hands. Your friend hasn't made a sound since being freed. Slowly you help your friend out of the house, sure that with the proper care your friend will be good as new ... someday.



Invisible Traitor

You hear one of your companions whisper a strange word ... and then scream. You've never heard a sound that horrid from a living being before. You rush to your friend, but when you get there, you are alone. Then you hear a shuffling and a harsh, cold laugh.

You have a terrible feeling that one of your friends may have turned into a foe.

What You Know About the Bad Guys

The traitor has turned invisible and has decided to kill you all.

You Win When ...

... the traitor is dead.

Fighting Blind

If the traitor attacks a hero who survives the attack, that hero can attempt a Knowledge roll at the end of the traitor's turn:

0-2	Nothing.
3-4	The explorer knows if the traitor is still in the room. If the traitor left the room, that explorer knows which exit the traitor used.
5+	The explorer detected the traitor's movement and knows which room he or she is in now.

Once during your turn, you can make an attack against the invisible traitor. If the traitor is in the same room as you, you fight normally. If the traitor isn't there, you fail and you can't make another attack that turn.

If you fire the Revolver or throw Dynamite into a room where the traitor is, resolve the attack normally.

The Toy Monkey will not affect the traitor.

Skull and Spirit Board

If you have the Skull card at the beginning of your turn, you can attempt a Sanity roll of 4+ to track down the traitor. On a success, the traitor tells you which floor he or she is on.

If you have the Spirit Board card at the beginning of your turn, you can attempt a Knowledge roll of 4+ to track down the traitor. On a success, the traitor tells you what icon, if any, is in the room where he or she is.

If You Win ...

The traitor lies dead, her body visible now that the evil has left it. She doesn't look so terrible now when you can actually see her.

You don't know why your friend turned against you. You just hope that whatever caused her transformation won't bring her back in some other, even more hideous form ....

Comes the Hero

A statue stands before you, its hand outstretched as if imploring you to place something in it. A message has been carved into the podium beneath the statue: "To Defeat the Undefeatable."

What could that mean? And why are you shivering uncontrollably? Something has just gone very wrong, and this statue may be your only means to stop things going from bad to worse.

Right Now

Get the Statue token (pentagonal) and place it in the room where the haunt was revealed.

What You Know About the Bad Guys

An invincible traitor is using a ritual to open a gate to Hell. You're not sure how it works, but you suspect it involves human sacrifice.

You Win When ...

... the traitor is dead.

How to Kill the Traitor

The traitor can't be attacked or harmed by normal means, so you'll need to employ an unusual method to stop him.

The Statue's hand is outstretched, and a plaque on its base has the words "To Defeat the Undefeatable." The statue is inanimate until an appropriate item is placed in its hand during your turn. When that happens, the item is discarded and the Statue animates:

- If the Holy Symbol is placed in its hand, the statue becomes a mighty judge.
- If the Axe is placed in its hand, the statue becomes a mighty warrior.
- If the Crystal Ball is placed in its hand, the statue becomes a mighty seer.
- If the Book is placed in its hand, the statue becomes a mighty wizard.

Once the Statue animates, it remains in whatever state it transformed into for the rest of the game. When the Statue has been animated, tell the traitor what form it has taken.

The Animated Statue

The Statue does not move normally. Instead, it must be animated by the mental powers of the heroes. Once during his or her turn, a hero who occupies the same room as the Statue may make a Knowledge or Sanity roll to move it. The hero can move the Statue a number of spaces up to the number rolled.

When the Statue is in the same room as the traitor during the turn of the hero who activated it, it doesn't attack. Instead, it lowers one of the traitor's traits by one point. The judge lowers Speed, the warrior lowers Might, the seer lowers Sanity, and the wizard lowers Knowledge.

If the traitor attacks the Statue and defeats it, it isn't stunned. Instead, the Statue can't lower an ability during its next turn. The Statue can still be moved to follow the traitor.

If You Win ...

The statue fought as if it was fighting not just for you but for all the world. The traitor lies vanquished, and you stand in awe of the statue' s power. Now it sits, its fist pressed thoughtfully against its chin. No words appear beneath it. All is quiet.

Animated Statue

Speed 8	Might 8	Sanity 8	Know 8

The Star-Sickness

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

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

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

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

Uh oh. You've been feeling stuffed up ever since you got here.

"In the second stage, the spores take over the host's mind."

Can you trust all your friends?

"And in the third stage...horror."

Right Now

◯Take a set of small monster tokens of the same color, numbered from 1 up to twice the number of explorers, and mix them up. Each player takes two and looks at them but doesn't show them to anyone. Whoever has the token numbered 1 is the traitor. More traitors might appear as the haunt progresses. You remain a traitor even if you lose the token numbered 1 later on.

◯If the Research Laboratory is not in the house, the haunt revealer searches the room stack for that tile and place it in a legal position. Then shuffle the room stack.

◯Set up the Turn/Damage track with a plastic clip at 1. You'll use this to keep track of time.

◯Set aside a pile of triangular Knowledge roll tokens, as well as a pentagonal item token to represent the Serum.

What You Know About the Bad Guys

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

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

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

You Win When...

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

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

You Must Do This on Your Turn

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

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

The Haunt Revealer Must Do This...

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

Haunt 43

Creating the Serum

◯Once per turn, if you are in the Research Laboratory, you can attempt a Knowledge roll of 5+. Add 1 die to this roll for each other explorer in the room, and an additional die if the Book is present. If the roll is successful, put a Knowledge Roll token in the room.

◯Explorers can also search for herbs to create the Serum in the Conservatory of Gardens, if these rooms are in the house. At the end of your turn in either of these rooms, you can attempt a Knowledge roll of 3+. If the roll is successful, take a Knowledge Roll token (representing the herbs) and place it on your character card. Treat this token as an item; it can be dropped, traded, or stolen. You can search for herbs each turn and carry more than one Knowledge Roll token at a time.

◯It is possible to collect more Knowledge Roll tokens than the number of players.

◯Creating the Serum requires collecting as many Knowledge Roll tokens in the Research Laboratory as the number of explorers. At least one token must be discovered in the lab; at least one other must be from collected herbs. Whoever creates or brings the last token to the room takes the Serum token.

◯If you are carrying the Serum, you can inject it into yourself or another willing explorer in the same room by spending 1 space of movement. Once injected, any explorer who is not a traitor no longer exchanges face-down monster tokens with other explorers, and he or she is no longer attacked by the alien disease. If any injected explorer's traits are below their starting values, they are restored to their starting values.

Special Attack Rules

In this haunt, all explorers can attack each other.

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

Aliens

Speed 4 Might 6 Sanity 4

◯Aliens are not affected by the disease and cannot traded or be traded items or tokens.

◯Aliens are treated as monsters for the purposes of movement and taking damage.

◯If you are carrying the Serum, you can inject an unwilling explorer or an Alien in the same room with the Serum by defeating that character in physical combat using Speed. Doing so kills the traitor or Alien. A traitor who is injected is permanently killed and does not transform into an Alien.

◯If you are carrying the Serum and are in the same room as a transforming traitor, you can inject the traitor by spending 1 space of movement. This also kills the traitor permanently.

If the Heroes Win...

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

If the Traitor Wins...

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

Death Doth Find Us All

Ever since you entered this place, you've felt different. At first you thought it was your imagination, but now you're not so sure. You feel tired, shaking, almost ancient. Wiping the dust from a mirror, you stare at your face. Lines carve into your skin, far deeper than any you have seen before. Your hair has faded and your shoulders sag. You're aging worse than this awful old house. You'd better find a way to stop this before you lose your youth ... or even your life.

Right Now

Set aside five Sanity Roll tokens and five Knowledge Roll tokens (triangular).

Set aside tokens of any kind; these become "aging tokens."

Each hero (that is, each explorer except the traitor) puts one "aging token" on his or her character card now. This includes the explorer with the Medallion.

Your explorer's age is the starting age listed on your character card plus 10 years for each "aging token" on that card. The traitor will tell you the result of your aging.

What You Know About the Bad Guys

The traitor isn't aging. In fact, he seems to be younger than ever.

You Win When ...

... you stop the supernatural aging process.

You Must Do This On YourTurn

For each decade you age, put an aging token on your character card.

How to Stop the Aging Process

The heroes must complete the Ritual of Rejuvenation.

Completing the ritual requires a number of successful "ritual rolls" equal to the number of players. Each roll requires a specific room, and each one requires a Sanity roll or a Knowledge roll. A 5+ succeeds. Each explorer can attempt only one ritual roll during his or her turn.

An explorer can only attempt a ritual roll while that character is in one of the following rooms: Catacombs, Charred Room, Crypt, Gallery, Kitchen, Pentagram Chamber, or Tower.

Each time you succeed on a ritual roll, put a Sanity Roll or Knowledge Roll token (depending on the trait you used) on the room tile you used for that part of the ritual.

If the heroes successfully use a room as part of a ritual roll, no explorer can use that room in the ritual again.

The Medallion

Whoever is holding the Medallion subtracts one from the number of decades he or she aged during the traitor's turn, to a minimum of zero.

Each time an explorer dies, the holder of the Medallion ages one decade.

If You Win ...

The spell has been cast. All is quiet. For minutes, no one moves or speaks. You stare at each other, waiting to see if your bodies will continue to age and fade. Soon you are all laughing and weeping hysterically. You are alive, yes, but part of your life has been stolen forever.

Tick, Tick, Tick

At first, you didn't notice the ticking. Then, in a fleeting moment of silence, you heard it clearly: tick, tick, tick, like a macabre, mechanical heartbeat. Hearing the madman giggle, you realize that the ticking is coming from YOU. The traitor has planted a bomb on you!

Right Now

Each hero takes a "Victim" counter.

What You Know About the Bad Guys

The traitor is a demolitionist who has rigged each of you with a time bomb. You don't know how much time you have left. The traitor also holds a trigger capable of detonating the bombs, but only when in your room or a room adjacent to yours. (The adjacent room does not need to have a connecting door.) The bombs you are wearing are also ticking, though, so they may blow up if enough time goes by.

As if that's not bad enough, the traitor is working on the Big Bomb. You must stop the demolitionist before he kills you all.

You Win When ...

... the traitor is dead and at least one hero survives.

How to Stop the Traitor

At least one of you needs to have your bomb defused so you can kill the traitor before the Big Bomb explodes.

Once during your turn, you can attempt a Knowledge roll of 7+ to deactivate the time bomb strapped to you. If you have the Madman card, you can attempt the Knowledge roll at 5+ instead. (He recognizes the mad genius in the design.) A hero whose bomb is deactivated may discard his or her "Victim" counter. If the result of the roll is 2 or less, you activate the time bomb, and all explorers in the same room blow up. All of their item and omen cards are discarded.

Instead of attempting to deactivate your own bomb, you can attempt to defuse someone else's, if you are in the same room and you have that explorer's permission. The Knowledge roll of 7+ (5+ with the Madman) still applies, as does the penalty for rolling a 2 or less.

The traitor will continue to work on the Big Bomb until you kill him.

If You Win ...

The components of the demolitionist's massive bomb lie scattered and inert. Without the maniacal brain of the traitor to unify them, they are merely innocuous widgets of no great importance.

The Feast

As you wander the corridors, you smell the aroma of a delicious banquet. You have been invited to a feast! As you try to guess the main course, your anticipation soon turns to horror. Human body parts scattered through the hallways, half-gnawed and overcooked, lead to a severed human head on a silver platter. One of your companions has betrayed you to the deranged cannibals inhabiting this mansion—and it looks like the traitor wants you to become the main course in this cannibal feast.

Right Now

If the Attic isn't in the house, search the room stack for it and put it on the upper level. Then shuffle that stack.

Put a number of Victim tokens (crimson) in the Attic equal to the number of heroes.

All Victims begin play facing the same direction. (Each Victim token has an arrow to show its facing.)

What You Know About the Bad Guys

The traitor has lured you into a house inhabited by deranged Cannibal Freaks. When the traitor or a Cannibal Freak "feasts" on a Victim (by consuming the Victim's brains or internal organs), that traitor or Cannibal Freak becomes more powerful. The traitor and other freakish cannibals also want to feast on you.

You Win When ...

... the traitor and all of the Cannibal Freaks are dead, or all the Victims and all the heroes escape the house. If even one Victim or hero gets killed, you will have to defeat all the bad guys.

The Victims

Each time you get a Victim out the front door of the house, you'll make it harder for the traitor to win. Once a Victim has gone out the front door, remove that token from the game.

The player to the left of the traitor moves the Victims at the start of his or her turn. Unless a hero is in the same room as a Victim, that Victim moves two rooms straight ahead. If it can't move straight ahead, it turns to the next exit on its left and takes that exit. This is the only way that a Victim's facing can change.

Victims react to house dangers and required rolls as if they were monsters. A Victim cannot go through an unexplored door.

A Victim stops its movement if it enters the same room as a hero. A Victim won't move on its own as long as it's in the same room as an explorer.

If a hero begins his or her turn in the same room as a Victim, that hero can move with the Victim two spaces in any direction before continuing to move and taking actions for that turn. A hero may only move one Victim at a time, but a Victim may be moved multiple times in a round by multiple heroes.

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

You can attempt a Knowledge roll (picking the lock) or a Might roll of 5+to open the front door in the Entrance Hall. If you succeed, draw an Event card and end your turn. On subsequent turns, all explorers can move out the front door (at the cost of 1 space) with Victims to escape, then re-enter (again at the cost of 1 space) to bring out more victims.

Special Attack Rules

Instead of being stunned, Victims and Cannibal Freaks are killed if defeated.

Victims cannot attack. Victims do no damage if they are unsuccessfully attacked.

If You Win ...

The body of the last slavering freak lies before you, still twitching in a pool of its own saliva and blood. You have won, but ... ugh.

The Victims

Speed 2 Might 3 Sanity 3

Worm Ouroboros

Your friend shudders and drops to the floor. Blood and foam spill from your friend's open mouth. Then your friend's body splits in two, as if a giant zipper opened from head to toe.

The Worm Ouroboros, the great snake that circles the world, has forced its way into your reality though the body of your ... dead ... friend.

What You Know About the Bad Guys

The traitor has transformed into a giant, two-headed snake with a very long, large body. If it grows fully, there will be no stopping it. You need to kill it quickly.

You Win When ...

... the Worm Ouroboros is dead.

How to Kill Ouroboros

You need to kill both Ouroboros Heads to kill the Worm Ouroboros. To kill a head, follow these steps in order:

1. Pick up the Skull from where the traitor dropped it.
2. Carry the Skull into a room with an Ouroboros Head token. Anyone holding the Skull can attempt a Sanity roll of 5+ once during his or her turn to cast a weakening spell on one of the heads. If you succeed, you lower its Might to 5, making it vulnerable to attacks for the remainder of the game. You may not attack a Head until you have cast this spell.
3. After you successfully cast the spell on an Ouroboros Head, it takes one hit each time you defeat it. Each Ouroboros Head must be hit a number of times equal to half the number of players (rounded up). When this happens, it's killed. The traitor keeps track of the number of hits with the Turn/Damage Track.

Special Attack Rules

Ouroboros Head and Body tokens affect explorer movement as described on page 12 of the rulebook.

The Revolver and other Speed attacks do not affect the Worm Ouroboros.

If You Win ...

The great worm writhes and thrashes in its death agonies. You wipe the blood from your face and sink to the ground. You have killed it. It is dead.

Wait! Did it twitch again? Is it coming back to life? Can a world-killer ever truly die? Just to be sure, you should leave the house now.

Stacked Like Cordwood

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

Now one of you has seen the madman's picture hanging in the hallway. Judging from the portrait, he looks like he could be a relative of one of your companions ... the one who told you the story. Peering through a doorway, you see your traitorous companion standing in a room with bodies stacked like cordwood.

And then you hear someone ... or something ... walk through the front door.

What You Know About the Bad Guys

The traitor is working with Crimson Jack, a supernatural serial killer. Jack can only be permanently killed with a cursed weapon hidden in the house. If you defeat him any other way, he will return stronger than ever.

You Win When ...

... you find the cursed weapon and use it to kill Crimson Jack.

How to Find the Cursed Weapon

You know there's a cursed weapon in the house. It's either the Axe, the Spear, or the Blood Dagger (your choice).

If the heroes don't have the cursed weapon, they must search for it. It's located in the Library, the Chapel, the Vault, or the Attic. Once during your turn, you can attempt a Knowledge roll of 3+ in any of these rooms (the Vault must be open) to find it. If you succeed, search through the appropriate stack for a cursed weapon of your choice, take it, and reshuffle that stack.

The heroes must then figure out how to use the cursed weapon against Crimson Jack. A hero in the same room as the cursed weapon can attempt a Might roll or a Knowledge roll of 5+ to study the weapon. Each time an explorer succeeds, put a Might Roll or Knowledge Roll token (as appropriate) on that hero's character card. When the heroes have a number of those tokens equal to the number of players, they understand how the cursed weapon can be used to kill Crimson Jack.

Thereafter, if any hero defeats Crimson Jack using the cursed weapon, Crimson Jack is killed permanently.

You Must Do This on Your Turn

Crimson Jack exudes an aura of fear. At the beginning of your turn, if you're in the same room as Crimson Jack, you must succeed on a Sanity roll of 3+ or lose 1 point from a mental trait and 1 point from a physical trait.

If You Win ...

Crimson Jack shivers on the end of the weapon, but he keeps pushing his way forward, that terrible smile never wavering. Just as his hands reach for your neck, Jack fades from view, and your weapon falls to the floor.

As you leave, you look at Crimson Jack's portrait on the wall. The killer is gone ... for now.

You Wear It Well

You can hear one of your friends running through the House, laughing and sobbing at the same time. Just as you're starting to run toward your friend, you feel a powerful wind tear through your very soul, casting it out of your body.

You can still see the walls of the house around you, but they're fuzzy and indistinct. A silvery cord now stretches out of you, leading back to your unconscious body. All you want is to crawl back inside your own flesh, but how? How?

Right Now

Knock over your explorer's figure; it's now unconscious. Place a Soul token (light green) in your room. The token is your disembodied Soul.

Set aside a number of Knowledge Roll tokens (triangular) equal to the number of players. Set aside an equal number of Sanity Roll tokens.

If there is currently no way to move between the Basement and the rest of the house, search through the room deck and place the Staircase from Basement tile.

What You Know About the Bad Guys

The traitor is working with a powerful Astral Spirit. If it can possess an unconscious body, it will be immortal.

You Win When ...

... you destroy the Astral Spirit. Once it has been destroyed, you return to your physical body.

How to Destroy the Astral Spirit

The heroes can make Knowledge attacks and Sanity attacks against the Astral Spirit. Each time an attack succeeds, put a Knowledge Roll or Sanity Roll token (as appropriate) on that hero's character card. When the heroes have a number of those tokens equal to the number of players in the game, the Astral Spirit is destroyed.

Souls

As a disembodied Soul:

- You retain all of your traits.
- You can move through walls but not floors and ceilings. You can go up through the Coal Chute, Collapsed Room, and Gallery. You are not affected by any room text that mentions physical traits or physical damage.
- You can use your items, but can't transfer them to other explorers. You cannot pick up or acquire new items in any way. If your Soul is destroyed, your items are destroyed as well.
- You can't explore new rooms.
- Whenever you attack or defend, you can use only Knowledge or Sanity.
- Anything that would inflict physical damage to your Soul inflicts mental damage instead.
- You can't use the Skull, Toy Monkey, or any weapon card.

Special Attack Rules

If you attack the Spirit and lose, you do not take any damage.

If you make a mental attack against the traitor and defeat him, you stun him.

You can't defend against the traitor if he attacks your unconscious body. When the traitor attacks your unconscious body, you take two dice of mental damage.

If You Win ...

Your companion sends a devastating psychic attack through the astral spirit. The air shimmers, and you dissolve.

When you awaken, your body feels strange to you, as if you got a bit too drunk at a party and wore someone else's coat home. But at least it IS your body. You're sure it will fit again soon.

Treasure Hunt

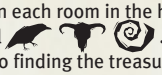
You have long heard stories about a fortune hidden somewhere in this house. Now, in the content of the pentagram. You've just found a framed document. It contains the following message:

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

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

Right Now

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

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

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

You Win When ...

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

Searching Treasure

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

◯You can search several rooms, or one room several times, during the same turn.

Die Roll	Search Result
0	Ouch! You tripped. Take 2 dice of physical damage.
1-3	Nothing. Try again.
4-12	Take the Clue token and turn it face up. Consult the table on the next page for its effect.
13-15	The house begins to collapse! If this is the first time result has been rolled, turn over an unoccupied room tile on the upper floor so that its back is showing. Otherwise, turn over a room adjacent to a room that has already collapsed. The adjacent rooms don't need to have connecting doors. If an occupied room collapses, all explorers in that room are killed. Once the entire upper floor has collapsed, start collapsing the ground floor, beginning with the Grand Staircase. Use pentagonal item tokens to mark the Grand Staircase, Foyer, and Entrance Hall as collapsed. If the entire first floor collapses, everyone in the basement dies. (If the Mystic Elevator's roll would take it to a floor where open doorways, then it does not move.)
16+	You find the treasure!

Clues

◯Most clues provide hints about where to look in various rooms. Whenever you collect a Clue token, consult the table on the next page to find out if it grants a bonus in future searches. Some clues are risky and might kill you if you fail the Knowledge check. A few are actually traps-these don't grant bonuses but instead have a harmful effect.

◯You can continue to search for the treasure in a room even after the clue for that room has been found.

◯Explorers can trade Clue tokens, just like any other items.

◯If you lose a Clue token, whether through trade of theft, you can no longer use its bonus until you get it back.

Haunt 50

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

Special Attack Rules

◯Explorers can attack each other and can steal Clue tokens. (See "Special Attacks" on page 13 of the rulebook.)

◯Damage taken in combat can never reduce any trait to the skull symbol. (However, damage from other sources, such traps, can still kill you.)

If You Win...

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