

Haunt Selection Table #1: All Haunts

	Bite	Book	Crystal Ball	Dog	Girl	Holy Symbol	Madman	Mask	Medallion	Ring	Skull	Spear	Spirit Board
Abandoned Room	70	7	12	53	64	9	45	67	49	52	69	61	48
Balcony	24	7	32	5	16	6	11	25	49	20	47	58	60
Catacombs	4	68	68	46	1	68	10	25	49	52	37	19	63
Charred Room	70	18	23	38	64	13	34	55	44	20	58	15	8
Dining Room	24	51	27	5	16	6	45	55	59	67	37	39	40
Furnace Room	70	18	32	38	30	13	62	42	36	28	50	61	2
Gallery	17	3	57	38	33	22	57	55	36	41	54	15	57
Gymnasium	60	29	12	46	33	66	11	56	21	41	47	61	48
Junk Room	4	65	65	53	1	9	62	65	59	28	50	31	63
Kitchen	17	3	23	46	64	22	34	56	59	69	67	39	63
Master Bedroom	35	51	27	5	16	66	10	56	44	52	54	19	2
Pentagram Chamber	26	43	69	43	60	26	45	14	14	26	14	43	40
Servant's Quarters	35	29	12	53	30	66	62	42	21	58	54	31	8

Selecting the Traitor (by Haunt)

HR = Haunt Revealer

If two explorers tie in the same trait, and one of them is the HR, choose the HR. If neither is HR, choose the first to the left of the HR.

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|-------------------------------|---------------------------------|-------------------------------|----------------------------------|
| 1. HR | 16. Left of HR | 28. Highest Knowledge | 41. HR |
| 2. HR | 17. Peter Akimoto (bugs) or | (except HR) | 42. Highest Might |
| 3. Lowest Knowledge | highest Knowledge | 29. HR | 43. HR |
| (except HR) | 18. Left of HR | 30. HR | 44. Youngest explorer |
| 4. Highest Might (except HR) | 19. HR | 31. Left of HR | (except HR) |
| 5. HR | 20. Vivian Lopez (old movies) | 32. Highest Sanity | 45. Highest Knowledge |
| 6. Lowest Sanity | or lowest Might | 33. Highest Speed (except HR) | (except HR) |
| 7. Father Rhinehardt | 21. Oldest explorer (except HR) | 34. Professor Longfellow | 46. Madame Zostra (cooking) or |
| (gardening) or highest Sanity | 22. Left of HR | (drama) or highest Speed | lowest Speed |
| 8. HR | 23. Left of HR | 35. Highest Knowledge | 47. HR |
| 9. None (at first) | 24. Brandon Jaspers (camping) | 36. Missy Dubourde | 48. Left of HR |
| 10. HR | or lowest Speed | (swimming) or highest | 49. Heather Granville or highest |
| 11. HR | 25. Zoe Ingstrom (dolls) or | Speed | Knowledge |
| 12. None | highest Knowledge | 37. Lowest Might | 50. HR |
| 13. Lowest Sanity (except HR) | 26. Left of HR | 38. Lowest Knowledge (not HR) | |
| 14. HR | 27. Highest Knowledge | 39. Highest Speed (except HR) | 51+ See Next Page |
| 15. Lowest Speed (except HR) | (except HR) | 40. Left of HR | |

Haunt Selection Table #2: Custom Haunts Only

	Bite	Book	Crystal Ball	Dog	Girl	Holy Symbol	Madman	Mask	Medallion	Ring	Skull	Spear	Spirit Board
Abandoned Room	70/60	58/69	67/55	60/53	64/58	55/66	62/60	56/67	59/69	52/58	54/67	61/55	63/60
Balcony	70/55	69/67	58/60	53/69	64/55	66/58	62/69	56/55	59/58	52/60	54/69	60/61	63/67
Catacombs	68/70	68/67	68/55	68/53	64/68	68/66	62/68	68/56	68/59	52/68	68/54	68/61	63/68
Charred Room	70/58	60/69	67/60	53/55	64/67	69/66	62/60	56/58	59/55	58/60	55/54	61/58	63/69
Dining Room	58/70	51/55	69/67	53/58	51/64	66/60	62/67	56/69	59/60	52/69	54/58	67/61	63/55
Furnace Room	70/67	55/69	58/55	53/60	64/69	66/67	62/58	56/60	59/67	52/55	69/54	61/69	63/58
Gallery	70/57	57/60	57/69	53/57	64/57	57/66	57/62	57/56	57/59	57/58	54/57	57/55	57/63
Gymnasium	70/69	58/60	60/67	53/55	64/58	66/55	67/62	56/67	55/59	52/67	54/60	61/58	63/69
Junk Room	65/70	65/55	65/58	65/53	65/67	66/65	65/62	65/56	59/65	52/65	65/54	61/65	65/63
Kitchen	70/55	69/58	55/60	53/67	64/69	66/69	58/62	56/55	59/58	60/52	54/67	61/60	67/63
Master Bedroom	70/60	51/67	60/69	67/53	51/64	66/58	62/55	56/58	69/59	52/60	54/55	61/67	58/63
Pentagram Chamber	70/69	60/69	69/55	53/58	55/60	66/67	62/69	56/67	59/55	67/67	54/58	61/60	63/55
Servant's Quarters	69/70	67/55	55/58	53/60	64/67	66/55	62/58	60/56	59/60	52/55	54/69	61/67	63/69

Normally, use the first number listed in the table for the omen/room combination that starts the Haunt.

If the first number listed is unsatisfactory for some reason (e.g. you've already played that Haunt), use the second number listed.

Selecting the Traitor (by Haunt)

HR = Haunt Revealer

If two explorers tie in the same trait, and one of them is the HR, choose the HR. If neither is HR, choose the first to the left of the HR.

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|-----------------------------------|--|
| 51. HR | 61. Highest Sanity (except HR) |
| 52. HR | 62. HR |
| 53. HR | 63. Left of HR |
| 54. Lowest Sanity (except HR) | 64. Highest Might (except HR) |
| 55. None (at first) | 65. Left of HR |
| 56. HR | 66. Left of HR |
| 57. Left of HR | 67. Jenny LeClerc (reading) or highest Knowledge |
| 58. Lowest Might | 68. HR |
| 59. Lowest Knowledge (except HR) | 69. Lowest Speed |
| 60. Highest Knowledge (except HR) | 70. HR |

Custom Haunt Minimum Requirements

#	<i>Haunt</i>	<i>Omens</i>	<i>Rooms</i>
51	Darker than Night	Book or Girl (for balance)	Dining Room or Master Bedroom
52	In a Crackling Aura	Ring	Not Charred Room, Gallery, or Pentagram Chamber (for balance)
53	Reeking of Death	Dog	
54	The Skull of Ar'Kanok	Skull	
55	The King's Roads		
56	Time Waits for One Man	Mask	
57	A Friend for the Ages		Gallery
58	Nightfall		
59	For a Thousand Years	Medallion	
60	The Burning Sands		Not Junk Room
61	Eternal Glory	Spear	Not Gallery
62	Bag of Tricks	Madman	
63	The Twisting Nether	Spirit Board	
64	An Offering of Blood	Girl	Not Junk Room or Pentagram Chamber (for balance)
65	A Breath of Wind		Junk Room
66	Hell on Earth	Holy Symbol	
67	Once Upon a Time		
68	The Labyrinth		Catacombs
69	Way of the Wisp		
70	With an Inhuman Cry	Bite	

*Betrayal at
House on the Hill*

Secrets of Survival

*Custom Haunts
by Jeremy Lennert*

Secrets of Survival—Hero Scenario Instructions

Do not read until the Haunt begins.

51 – Darker than Night

As you've been exploring the house, it has grown gradually darker outside, and the windows of the house have shown you less and less of the outside world and clearer reflections of your own images. But now the darkness has deepened beyond any night you can remember. As you stare outside, your own eyes look back at you, and you can see nothing at all of the outside world.

Suddenly, you hear an inhuman sound at once like a scream and a laugh. As you turn, where once you saw your friend, you now see two identical forms standing side by side—and both stare at you with eyes of pure black, darker than night.

Right Now

Set aside the six Evil Twin tokens (blue), several knowledge roll tokens (triangular), and several Holy Seal tokens (pentagonal).

What You Know About the Bad Guys

The traitor has been consumed by darkness and is trying to plunge the entire house into darkness as well. To this end, he is creating reflections of himself which look exactly like him but move about independently.

You Win When...

...you perform an exorcism to banish the darkness, or you kill the traitor.

How to Perform the Exorcism

All windows in the house, including false windows, are now mirrors (these are in the Bedroom, Chapel, Conservatory, Dining Room, Grand Staircase and Master Bedroom). A hero in one of these rooms may create a Holy Seal to ward off the darkness by making

a Sanity roll of 4+ on his turn. You cannot create a Holy Seal if there is already one in the room. When there are a number of Holy Seals equal to the number of players, the exorcism is complete and the heroes win.

Special Attack Rules

The traitor's reflections cannot be harmed by normal attacks, but you can destroy them using a consecrated weapon. If you defeat a reflection using a consecrated weapon, the reflection is immediately destroyed.

Consecrating a Weapon

You can consecrate the axe, the spear, or the ring by making a Sanity roll of 6+ when you have the weapon in the Chapel. Roll Speed to attack a reflection with the consecrated axe or spear, or sanity with the consecrated ring (the reflection defends with the same attribute). Consecrated weapons can be used normally against other targets.

Destroying Dark Hexes

The traitor may create Dark Hexes (represented by knowledge roll tokens). A hero can remove one of these tokens from play by making a Knowledge roll of 6+ in the same room.

If You Win...

Suddenly, you are plunged into total darkness, and you fear for a moment that something has gone wrong, but in a moment everything returns to normal. For a minute, all is silent as you look anxiously out the window. Then, with a sigh of relief, you see the dawn.

*Betrayal at
House on the Hill*

Secrets of Survival

*Custom Haunts
by Jeremy Lennert*

52 – In a Crackling Aura

This house is very, very old. All the building materials are the very best, but even they have not withstood the centuries. Dust lies thick in every room.

Suddenly, you hear something that sounds like thunder, and you are certain some part of the house must be collapsing—but as you turn to look, you see not a pile of rubble, but a room absolutely pristine, like it was built yesterday. And in the doorway, stands your friend, a shining ring on his finger, enveloped in a crackling aura.

Right Now

Set aside a large number of distinctive tokens—blob/spore tokens (dark green) or rat/bat tokens (orange) work well. Also set aside the large demon lord token and the Turn/Damage Track. Set the Turn/Damage Track to the number of heroes in the game.

What You Know About the Bad Guys

Your friend has been possessed by the spirit of an ancient wizard, sealed in the ring. He has magical powers and wants to kill you all.

You Win When...

...you disenchant the ring, and there are no demons in the House.

Magic Dust and Anti-Magic Fields

Once per turn, any hero may search any room with an event icon for magic dust by rolling 3 dice (a hero with the Crystal Ball rolls 4 dice). On a roll of 4+, the hero has found magic dust; place a token on that hero's character card.

Magic dust can be dropped, traded or stolen like an item. If the dust is dropped, it immediately disperses into the room and creates an anti-magic field; remove the token from that hero's character card and place it in that room. The Traitor cannot cast spells inside these fields.

Heroes cannot search a room containing an anti-magic field for more magic dust. If a hero is ever holding more than one token of magic dust, the dust magically combines into a single token.

How to Disenchant the Ring

A hero in the same room as the Ring and holding magic dust may attempt to disenchant the ring. If the Ring is being carried by the Traitor, the hero must attempt a Speed attack against the Traitor; if the attack succeeds, you deal no damage, but reduce the Turn/Damage Track by one. If the Ring is not carried by the Traitor, the attack is automatically successful. Attempting the disenchantment consumes any magic dust carried by the hero.

If the Turn/Damage Track reaches zero, the Ring is disenchanted and loses all its powers, and the Traitor falls unconscious. If there is no demon in play, the heroes win; if there is a demon in play, the Traitor continues to control it, and the heroes must banish it to win.

How to Banish a Demon

The Traitor may summon a demon. If he does, there are two ways to banish it.

A hero can go to the room where the demon was summoned and attempt a

Knowledge roll of 6+ to reverse the summoning spell. A hero with the Book rolls one extra die on this check.

Alternately, a hero holding the Candle or Holy Symbol and in the same room as the demon may attack the demon with Sanity to banish it. If you inflict defeat the demon with this attack, the demon is banished; if you fail, you receive no damage.

In either case, when the demon is banished, immediately remove it from play. Each hero may make only a single attempt to banish or unsummon the demon each turn.

Special Attack Rules

- A hero wearing the Mask rolls one additional die when attacking the Traitor.
- A hero with the Mystic Coin rolls one additional die when defending against any of the Traitor's magic spells.

If You Win...

The ring clatters to the floor, rolling in a lazy circle. Slowly, the house's magical transformation fades, and the dust takes up its accustomed place. You glance at each other just long enough to establish that no one wants to touch the ring before fleeing the house. The wizard is dead once again...but for how long?

53 – Reeking of Death

As you examine another room of the house, a strange scent wafts through the halls. At first puzzled, you quickly find yourself repulsed by the awful stench as smoke begins to drift into the room.

Your friend emerges from the haze, gripping a mangled, deathly object and reeking of death. You can't imagine how he can withstand the odor, until his eyes meet yours, and you can see no life in them.

Right Now

Set aside a large number of distinctive tokens—blob/spore tokens (dark green) work well. Also set aside several might roll tokens (triangular). Put the Dog token (orange) in the room where the Haunt was revealed and put an item pile token (pentagonal) on the Traitor's character card.

What You Know About the Bad Guys

The Traitor is in possession of a deathly object, which gives off toxic fumes. The fumes are spreading throughout the house.

You Win When...

...at least half of the heroes escape through the front door, or you cleanse the deathly object and at least half of the heroes still live.

Opening the Front Door

The front door is locked and barricaded. You can clear the barricade by making Might checks in the Entrance Hall; on a roll of 4+, place a might roll token in the room. When you have accumulated a number of tokens equal to the number of heroes when the haunt began, the door is accessible.

You must then unlock the door by making a Knowledge check of 5+ in the Entrance Hall or by using the Skeleton Key. When you open the door, draw an Event card before continuing your turn.

Once the door has been opened, any hero may flee the house by expending 2 points of movement (plus one for each opponent in the room) while in the Entrance Hall.

Cleansing the Deathly Object

The deathly object can be dropped, traded, or stolen like a regular item. You can cleanse the deathly object and put an end to its curse by purifying it in either the Furnace or the Underground Lake. To do this, a hero must begin his turn in one of these rooms with the object in his possession.

If You Win...

You fall to the ground, gasping for air. An unnatural silence fills the house. Slowly, the air clears, and you are able to take a full breath. Drinking the clean air like life itself, you stagger away from the house without looking back.

54 – The Skull of Ar’Kanok

Something about the skull seems wrong. Though enshrined on a pedestal, it seems as if misplaced. You feel compelled to take it and find it a more suitable resting place.

The moment you touch the skull, however, the floor and walls erupt in a mess of putrid flesh. Grotesque, decayed forms lumber towards you, arms outstretched. You must fly for your life.

Right Now

Set aside a number of zombie tokens (green) equal to twice the number of heroes in the game, and a number of sanity roll tokens (triangular) equal to the number of heroes.

What You Know About the Bad Guys

The Traitor is using necromancy to try to summon the ghost of Ar’Kanok, and needs his skull to complete the ritual. The zombies are bound to the skull.

You Win When...

...you restore peace to Ar’Kanok by reuniting his skull with the rest of his remains.

Locating Ar’Kanok’s Remains

Ar’Kanok’s remains are located in one of the following rooms: the Chapel, Crypt, Graveyard, Furnace Room, Bloody Room, or Charred Room. The Traitor knows which.

A hero with the Skull or the Holy Symbol can attempt a Sanity roll of 4+ in one of these rooms to detect his remains. On a successful roll, the

Traitor must tell you whether Ar’Kanok’s remains are in that room.

A hero with the Crystal Ball or the Spirit Board can attempt a Knowledge roll of 5+ to search for Ar’Kanok’s resting place. On a successful roll, you may pick any one of the rooms listed above, and the Traitor must tell you whether Ar’Kanok’s remains are in that room.

A hero with the appropriate omens may make both one Sanity check and one Knowledge check each turn.

Laying Ar’Kanok to Rest

Once you have located Ar’Kanok’s remains, a hero holding the Skull in the appropriate room may attempt a Sanity roll of 5+ to exorcise the necromantic energies in the skull and lay Ar’Kanok to final rest. If successful, the heroes win.

Special Attack Rules

If the zombies catch you, they can grapple you and prevent you from moving. While grappled, a hero can use items and attack any of the zombies grappling him, but cannot move or attack other targets. If all the zombies grappling you are stunned, you may then move normally.

If You Win...

As you set down the skull, you are knocked backwards by an explosion of unseen energy. The zombies unleash inhuman shrieks as their broken bodies are ripped asunder. Then, all is quiet.

55 – The King's Roads

Gradually, you begin to hear the patter of rain against the House. A tiny flow of water pours into a small bowl in the room. Reaching out to touch the water, you suddenly find yourself in an eerie, twilight land. Many stairs and roads lead at odd angles towards glowing portals.

You are breathless as you emerge back into your own world. The Raven King's Roads really exist, and are accessible to you now! Just as you prepare to call out to your friends, you hear an inhuman shriek behind you, as shadowy creatures emerge from nowhere, pursuing you into the realm of light.

Right Now

Set aside one Shadow token (green) for each player. (Note: The game only comes with 5 Shadow tokens; if there are 6 players, select another token for the sixth Shadow.) The Shadow tokens are numbered; assign one to each player. Place each Shadow at the King's Road entrance (see below) closest to its corresponding hero.

Also set aside a number of Knowledge and Sanity check tokens equal to the number of players, and a large number of spore tokens (dark green). Place one of the spore tokens on the character card of the haunt revealer.

The player to the left of the haunt revealer takes the first turn.

What You Know About the Bad Guys

The Shadows which inhabit the King's Roads are using the house as a staging ground to break into our world. They

are trying to possess you to anchor themselves here.

You Win When...

...you seal the King's Roads by performing a disenchantment.

How to Perform the Disenchantment

You must make a number of successful disenchantment rolls equal to the number of players.

You may attempt a Knowledge roll of 5+ in the Research Laboratory or Mystic Elevator, or while holding the Crystal Ball. You may attempt a Sanity roll of 5+ in the Chapel, Conservatory, or Crypt, or while holding the Mask. If successful, place a Knowledge or Sanity check token on the room or omen used. Each room or omen may only be used to make one successful roll.

A hero may also attempt a disenchantment roll when successfully traveling along the King's Roads, as described below.

Using the King's Roads

The rainwater links the house to the King's Roads; this means it is accessible in the Gardens, Graveyard, Patio, Tower, Balcony, Underground Lake, any room with an exterior window, and the room where the Haunt was revealed. Any hero may expend 1 movement point on his or her turn to attempt to travel directly from any of these rooms to any other. If you do, you must make a Sanity roll:

- 4+ You arrive safely. You may attempt a disenchantment roll of 4+ using Knowledge. If successful, place a Knowledge check token on your character card, and you may not perform another disenchantment on the King's Roads.
- 3 You pass successfully, but at great effort. Take 1 die of mental damage.
- 2 You lack the necessary force of will. You are thrown back to your starting point, and take 1 die of mental damage.
- 0-1 You cannot resist the beckoning Shadows. You emerge at the exit closest to your Shadow and end your turn immediately.

Any time an explorer attempts to use the King's Roads, place a spore token on that character's card, unless he or she already has one. Each explorer may use the King's Roads at most once per turn.

Do This On Your Turn

Any person who enters the King's Roads will leave traces of nether spores wherever he or she goes. At the start of each player's turn, if that player has a spore token on his or her character card, place a spore token in the same room as that character. Do not remove the spore token from that character's card. There may be more than one spore token in a single room.

Moving the Shadows

The Shadows all move on a monster turn, after the haunt revealer's turn. Shadows move towards their corresponding hero by the shortest route available; if two routes are equally short, decide between them randomly. Roll speed for each Shadow separately. Shadows do not need to expend extra

movement points to leave a room with an opponent, nor do they slow the movement of heroes.

Shadows can use the King's Roads, but cannot leave by any of the normal exits. Instead, a Shadow can enter the King's Roads at any of the locations listed above, and leave in any room with a spore token. When a Shadow does this, remove one spore token from the destination room.

Shadows cannot move the Mystic Elevator.

Special Attack Rules

Shadows only try to attack their assigned hero. Shadows can attack either with Might or with Sanity (the target defends with the same trait), and will use whichever trait is lower for the target.

If a shadow defeats its target when attacking, it inflicts no damage, but possesses that hero. That hero then becomes a Traitor, and should read the rules in the Traitor's Tome. If a shadow defeats a hero while defending, it does not inflict damage normally, but the attacking hero takes one die of mental damage.

If You Win...

The shadows shriek and shudder, and the entire house quakes as if its foundations have been undone. Then you are blinded by a brilliant light that seems to come from everywhere and nowhere. When your vision clears, the Shadows are gone, and the water is only water.

Shadows: 5 Might, 3 Speed, 5 Sanity

56 – Time Waits for One Man

Suddenly, everything seems to stop. You can see every detail of the room around you, but nothing seems to move—not even the clocks. An instant later, you are knocked to the ground, and every clock in the house shatters. A strange sand wafts through the house on a breeze you cannot feel. You hear someone shout, “the Sands of Time have been released!”

Right Now

Place a number of Specter tokens (green) equal to the number of heroes in the room where the haunt was revealed. Also, find the Turn/Damage Track and set the slider’s position to zero.

What You Know About the Bad Guys

The Traitor has released the Sands of Time and is using them both to manipulate the flow of time and to control the specters of memory and fate. He will try to kill you.

You Win When...

...the Traitor is dead.

Do This After Each Traitor’s Turn

Once the Traitor has taken his turn, before he moves the specters, one hero must roll a number of dice equal to the number of players in the game to see if the Traitor can keep control of the Sands of Time. If the result of this roll is equal to or less than the number on the Turn/Damage Track, the Traitor loses one from each trait, reduce the Turn/Damage track by one, and roll again. Continue rolling until the result is greater than the value of the Turn/Damage track.

The more the Traitor uses his powers, the harder it will be for him to keep control of the Sands of Time.

The Specters

Specters do not hinder the movement of opponents, nor is their movement hindered by heroes.

Cheating Fate

Once per turn, instead of making an attack, a hero can attempt to banish a specter by cheating fate. To attempt this roll, the following conditions must be met:

- The hero must be in the same room as the specter being banished.
- The hero attempting the roll must be holding the Crystal Ball, *OR* there must not be any other heroes in the room.

The hero attempting to cheat fate makes a Knowledge roll. On a result of 4+, immediately remove the targeted specter from play.

Special Attack Rules

The specters cannot be harmed by Might attacks, but you can use the Ring to attack them with Sanity. A hero with the Medallion receives no damage when losing a combat roll against a Specter.

If You Win...

There is a mighty, rushing wind, as all the Sands scattered through the house seem to be pulled to a point. Then, you all find yourselves standing outside the house, as you were just moments before entering it. This time, you think better of it, and choose to return home.

57 – A Friend for the Ages

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

Right Now

Place a number of Paint tokens (hexagonal) in the house equal to two more than the number of heroes. The Paint tokens can be placed in the following rooms: the 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 them in the rooms farthest from any explorer. If you have more Paint tokens than there are suitable rooms in play, set them aside, and put them in the next rooms from the above list to be discovered.

Also set aside a number of Knowledge check tokens (triangular) equal to the number of heroes.

What You Know About the Bad Guys

The Traitor is protected by his portrait, which absorbs all his ills and infirmities. He is trying to protect it at all costs.

You Win When...

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

How to Repaint the Portrait

Paint tokens may be carried, traded, and stolen like regular items, but may not be carried by the Dog, and each explorer may carry only one Paint token at a time.

A hero in the Gallery and holding a Paint item can attempt a Knowledge roll of 4+ on his turn to repaint the portrait. If this roll is successful, the Paint item is destroyed, and you place one Knowledge check token in the room. When you have accumulated a number of Knowledge check tokens equal to the number of heroes when the Haunt began, the spell is broken.

Special Attack Rules

The Traitor cannot be harmed by normal means. If you defeat the Traitor in physical combat by at least two points, you may steal an item from him, but damage will not reduce his traits.

Exception: when a hero wearing the Amulet of the Ages defeats the Traitor in combat, the Traitor's traits are reduced by the damage as per the normal rules.

If You Win...

As you make the last stroke, you feel as if the painting finally yields to your brush, and gives up the power it contains. The Traitor staggers. His hair grows long and white, his face grows old and wrinkled, and his body seems to fall 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?

58 – *Nightfall*

Slowly, the sounds of the House seem to become quiet, and your vision becomes strangely dim. Suddenly, you feel a strange force bearing down upon you, as if the dam holding back a huge wall of water has broken. Everything around you becomes dark, and you feel as if you are swimming in the darkness. The air is chill, and you seem to have trouble concentrating.

You hear a cold voice in your mind say, "Night has fallen."

Right Now

If the Furnace Room isn't in the House, search through the room stack and place it in the basement, then shuffle the room stack.

Set aside a number of Nightmare tokens (blue) and a number of Torch tokens (pentagonal) equal to the number of heroes.

What You Know About the Bad Guys

The Traitor has triggered Nightfall, bringing twilight and Nightmares to the House. They will attempt to kill you.

You Win When...

...you destroy all of the Nightmares, or you banish all of the twilight from the House.

Twilight

Most of the House is now covered in an unnatural twilight that asserts its own reality. The twilight covers every room except the Furnace Room, Gardens, Graveyard, Patio, Balcony, Tower, and any room with an outside-facing window. Additionally, whatever room

the Traitor is in is always covered in twilight, even if the Traitor is dead.

While in twilight, explorers and monsters use Sanity instead of Speed to determine their movement. An explorer or monster with at least one movement point remaining can move from a twilight room to a normal room or vice versa, but doing so ends its movement (it may still attack or manipulate items as normal).

Torches

A hero in the Furnace Room may create a torch instead of making an attack. Place a torch token on his character card. A torch negates the effects of twilight in the same room; any room containing a torch is treated as not being in twilight, and any hero holding a torch is never considered to have entered twilight, and therefore always uses Speed to move.

Exception: If the Traitor is in the same room as a torch, only the hero carrying the torch is protected from the twilight. That hero may move with Speed and attack with Might as normal, but all other explorers or monsters in the room use the special rules for Twilight, even if attacking a hero carrying a torch.

Torches may be traded between heroes, but a torch that is dropped or stolen is extinguished and discarded. Each hero may only carry one torch at a time.

How to Destroy the Nightmares

If a hero attacks a Nightmare and inflicts 2 or more points of physical damage or 3 or more points of mental damage, that Nightmare is destroyed and removed

from the game. If the Nightmare takes less damage, it is only stunned.

How to Banish the Twilight

If several heroes are in the same room, and at least one of them is holding a torch, they may work together to attempt to banish the twilight from that floor. They must be in a room which would normally contain twilight (if there were no torch in that room).

Each hero may attempt either a Knowledge roll or a Sanity roll of 4+. A hero attempting one of these rolls may not move or attack on the same turn. If at least one Knowledge roll and one Sanity roll succeed, the twilight is banished from that floor of the House, and normal movement and combat rules resume there (the heroes win if the twilight is banished from all three floors of the House). If you have not finished banishing the twilight on a particular floor by the monsters' turn, you must start over.

Special Attack Rules

Explorers and monsters cannot make Might or Speed attacks while in twilight, but may attack with Knowledge instead (the target defends with Knowledge, and damage taken is mental). The Toy Monkey and Dynamite still function in

twilight, but the target rolls Sanity instead of Speed (damage is physical).

- You cannot use the Axe, Spear, Blood Dagger, or Revolver in twilight (since you cannot make Might or Speed attacks).
- You cannot use the Revolver to fire into or through a room covered in twilight.
- The Ring still works normally in twilight.
- An explorer with the Candle or Druidic Charm may wield it as a weapon when making a Knowledge attack and roll one additional die (maximum 8).
- An explorer with the Crystal Ball may wield it as a weapon when making a Knowledge attack and roll two extra dice (maximum 8).
- You may only use one weapon at a time.

If You Win...

Slowly, the shadows recede. The nightmares become fuzzy and distant; the twilight gradually brightens. The torch in your hand flickers comfortingly as you look around. It all appears to be over...

Then, you wake up.

59 – For a Thousand Years

You've heard many stories of the royal family that lived in this House long ago. They say that they displeased a witch, who placed a curse upon the House, obscuring the royal line and its legacy for a thousand years.

You thought this was just a myth, but the medallion you now hold in your hand has their royal seal carved into its face, and it is clearly old beyond measure. If the stories are true, returning the royal family's amulet to its resting place on the ruler's statue will break the curse and banish the witch...provided the witch doesn't kill you, first.

Right Now

Set aside the statue token (pentagonal), and the Witch token (large).

What You Know About the Bad Guys

They want to destroy the Medallion.

You Win When...

...you place the Medallion around the neck of the statue.

Special Movement Rules

A hero may not move more than two rooms per turn while holding the Medallion (you must also have enough Speed to move this far). A hero that picks up the Medallion during his turn may move up to two spaces after picking it up (provided he has enough Speed).

A hero may not drop or trade the Medallion except at the beginning of his turn.

The Dog may not pick up, carry, or drop the Medallion.

Placing the Medallion

A hero holding the Medallion in the same room as the statue may attempt a Speed roll to place the Medallion around the statue's neck. If the result of the Speed roll is at least twice the number of opponents (Traitor plus monsters) in the room (not counting stunned monsters), the attempt is successful, and the heroes win.

Dragging Monsters

If a hero is in a room with a stunned monster, that hero can move with the stunned monster, forcing it into other rooms. A hero may only drag one stunned monster at a time, and must expend double movement points when doing so.

If You Win...

The change is instantaneous and marvelous. In a brilliant flash, the House is restored to its former glory. The dust and grime are gone, the walls stand proud and firm. There is no sign of the witch or her familiars. A regal figure stands before you. When he smiles, you know, deep within yourself, that all is well.

*Betrayal at
House on the Hill*

Secrets of Survival

*Custom Haunts
by Jeremy Lennert*

60 – The Burning Sands

As you search through the room, you suddenly see glowing symbols racing across the wall. As you watch, they begin to rearrange themselves into discernible words:

*TO SCATTER THE BRAVE
AND RUIN THE LAND
THE ANCIENTS HAVE GATHERED
THE BURNING SAND
THE RIDDLE HEREIN
HOLDS A POWER AT BAY
THAT CAN SHATTER THIS WORLD
OR THY ENEMIES SLAY
TO UNLOCK ITS SECRET,
THREE CLUES DO YOU NEED
IF YOU VALUE YOUR LIFE,
THEN RETURN WITH ALL SPEED*

Right Now

Set aside one Might roll, Speed roll, and Sanity roll token for each player in the game.

Also set aside a number of Demon tokens (blue) equal to the number of heroes in the game. These tokens represent Sphinxes.

What You Know About the Bad Guys

They are trying to undo the riddle and release a malevolent power upon the world.

You Win When...

...you solve the riddle.

How to Solve the Riddle

To solve the riddle requires that you first obtain three clues. You must make a Might roll of 4+ in the Junk Room (to dig through the junk), a Speed roll of 4+ in the Game Room (to sort through the

games), and a Sanity roll of 4+ in the Organ Room (to listen carefully to the music). The clues are too subtle to describe, so each hero attempting to solve the riddle must make these checks and obtain all the clues individually.

When you successfully complete a check, put a corresponding token on your character card to indicate that you have obtained that clue, and draw an event card before continuing your turn.

Once you have all three clues, you must attempt a Knowledge roll of 6+ in the room where the Haunt was revealed to synthesize all of these clues into a solution to the riddle. If you are holding the Crystal Ball or the Spirit Board, roll one additional die on this roll. If successful, you solve the riddle and win the game.

Each hero may only attempt one of these rolls each turn.

The Sphinxes

The Sphinxes are very effective at interfering with movement. If a hero attempts to leave a room with one or more Sphinxes, the hero must expend three extra points of movement for each Sphinx in the room, instead of one. Stunned Sphinxes do not impede hero movement.

Special Attack Rules

You may attack Sphinxes with Might, as normal, but may also choose to attack them with Knowledge (by attempting to solve their riddles). The Sphinx defends with Knowledge. If you win the combat, the Sphinx is stunned. If you fail, you

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take no damage, but your turn immediately ends.

If you attempt a Knowledge attack when there are multiple Sphinxes in the room, you combat them all at once. The Traitor rolls the highest Knowledge of all the Sphinxes, plus one additional die for each additional Sphinx in the room. If you win, they are all stunned.

If You Win...

*The words are well spoken;
A vision of light
Does succor the land
And erase every blight
Though you would be lost
With this magic unused,
How long can such power
Remain unabused?*

61 – Eternal Glory

As you search through the room, you come across a spear resting on an ornate pedestal. Below it are carved the words “destined for eternal glory.” As soon as you touch the spear, it begins to shake and convulse in your hands, nearly escaping your grasp. A ghostly presence chills your soul, and you half-hear a voice shouting “Who goes there? This spear is mine! None can match me in combat!”

Right Now

Place the Statue token (pentagonal) in the Gallery, the Sarcophagus token (pentagonal) in the Graveyard, and the Ancient Armor token (pentagonal) in the Wine Cellar. If any of these rooms have not been discovered yet, set the corresponding tokens aside, and place them in those rooms as soon as they are discovered.

Set aside several Knowledge roll and Sanity roll tokens (triangular), the Shield token (pentagonal) and the Ghost token (green). Also find the Turn/Damage Track and set its slider to zero.

What You Know About the Bad Guys

The Traitor is trying to call the ghostly warrior back to battle and convince him to kill you all. The Shield will help him do this.

You Win When...

...you lay the ghostly warrior to final rest.

How to Lay the Ghost to Rest

You must convince the ghostly warrior that his time is past by showing him the relics of his former life (the sarcophagus,

statue, and ancient armor). To do this, bring the Spear to a room containing one of these. While the Spear is in that room, any heroes in the room can attempt to persuade the ghost of its significance by making Knowledge checks on their turns instead of attacking.

- 0-2 The ghost refuses to listen
- 3-5 Add 1 to the Turn/Damage Track
- 6-8 Add 2 to the Turn/Damage Track
- 9+ Add 3 to the Turn/Damage Track

When the Turn/Damage Track reaches a value equal to twice the number of heroes when the Haunt began, place a Knowledge roll token in that room. You must put Knowledge roll tokens in two different rooms to lay the ghostly warrior to rest and win the game.

If the Spear leaves the room for any reason, reset the Turn/Damage Track to zero.

Controlling the Spear

The ghostly warrior is bound to the Spear and will try to take control of it. If any hero is holding the Spear at the start of his turn, that hero must make a Sanity roll to keep control of the Spear. On a roll of 4+, you maintain control. Otherwise, the Traitor rolls a Might 4 attack for the ghost against the hero holding the Spear (the ghost is not harmed if it loses this combat roll).

If a hero attempts to pick up the Spear, or is given the Spear by another hero, the hero receiving the Spear must make the same check. If you fail the Sanity check and take any damage from the attack,

you drop the Spear, and it may not be picked up on the current turn.

If the Spear is dropped, use the Ghost token to keep track of its position.

Automatic Spear Attacks

Any time a hero enters the room containing the Spear, or ends his turn in that room, that hero must attempt a Speed roll of 3+ to avoid the Spear's wild flailing. If you fail, take one die of physical damage.

You must attempt this roll even if the Spear is not being carried by anyone.

The Relics

The Statue, Sarcophagus, and Antique Armor cannot be picked up or moved; they must remain in their starting rooms.

The Shield can be dropped, traded, or stolen like a regular item.

Special Attack Rules

A hero holding the Spear may not make any attacks, except as required by the Haunt rules. The Spear can never be used for its ordinary function in this Haunt.

In order to steal the Spear during combat, you must inflict at least 3 points of physical damage (rather than the normal requirement of 2 points).

Neither the ghostly warrior nor the Spear may be attacked directly, but you may attempt to "pick up" the Spear (using the rules given above) even if the ghostly warrior is trying to use it.

If You Win...

You frantically grasp the Spear as it convulses in your hands, trying to lash out at anyone nearby, as you desperately plead with the ghost. Just as you are about to give up, suddenly all is quiet. The Spear is still and lifeless in your hands. No strange voices haunt your hearing. It seems that, for at least one soul, eternity was too long a battle.

62 – Bag of Tricks

He appears from nowhere—a gangly, unshaven man in tattered clothes. Slung over his shoulder is a giant sack emitting a strange glow. As your friend approaches him, he reaches into the sack, and pulls out some bizarre trinket. As he holds it out, your friend simply disappears.

As the man returns the object to his sack, the House shakes, there is a flash of light, you can hear eerie shrieks coming from all around you, and suddenly the House lurches, throwing you to the floor. You have a sickening feeling that it would be imprudent to leave while that man is still doing...whatever it is he's doing.

Right Now

The Traitor's character is no longer in the game. Remove his or her playing piece, and set aside any items (or omens that can be stolen) carried by the Haunt revealer, but do not discard them.

Place the Madman token (red) in the room where the Haunt was revealed. Get out the Turn/Damage Track and set the slider to zero. Set aside several Speed roll and Sanity roll tokens (triangular) and several Item Pile tokens (or other pentagonal tokens).

What You Know About the Bad Guys

The Madman is carrying a huge sack of eldritch trinkets, and is trying to collect souvenirs from the House.

You Win When...

...you successfully tap the power of his trinkets to send the Madman away and return the House to its former state.

How to Tap the Trinkets

Any hero in the same room as a trinket or as the Madman may attempt a Knowledge roll of 6+ to try and figure out how the trinket works (the hero making this roll does not need to be holding the trinket). Add one to the result of the roll for each trinket held by any hero in the same room, and a hero with the Spirit Board rolls one additional die on this roll (up to a maximum of 8). If successful, move the Turn/Damage Track up one slider position.

You'd need to be a little crazy to activate one of these things without knowing what will happen. A hero in the same room as a trinket or as the Madman can attempt a Sanity roll to use it (a hero with the Skull rolls one *fewer* dice on this roll, to a minimum of 1). If the result of the Sanity roll is *less than* the current position of the Turn/Damage Track, place a Sanity roll token on your character card and move the Turn/Damage Track down one slider position. A single hero may not attempt both a Knowledge check and a Sanity check on the same turn.

When you have acquired a number of Sanity roll tokens equal to the number of heroes when the Haunt began, you have successfully utilized the trinkets, and win the game.

Special Attack Rules

When a hero attacks the Madman and inflicts at least one point of physical damage, you do not harm the Madman, but you may steal a trinket from him (represented by any pentagonal token).

Trinkets can be dropped, traded, or stolen like regular items.

Alternatively, you may steal an item or omen that was carried by the Haunt revealer when the Haunt began. You may steal the Armor in this way (if the Haunt revealer had it), even though the card says it cannot be stolen. The Madman takes no damage if you steal the Blood Dagger.

The Madman is immune to distance attacks (such as the Revolver), and cannot be harmed by the Dynamite. If

you damage the Madman with the Toy Monkey, you may steal a trinket.

If You Win...

You experience a strange buzzing sensation, as if a thousand bees were trying to escape from your gut. You grow dizzy, and for a moment it feels as if you are falling towards the roof. Then, in a blink, the Madman is gone, and the House is as it was...or so it seems.

63 – The Twisting Nether

It happens without warning: a sudden, jolting lurch that knocks you to the floor, and an awful, sickening sensation of being somehow disconnected. As you look around you, you find your immediate surroundings in tact, but beyond the room in every direction lies not the House you last saw, but a frightening, twisting mess of shadows. Wherever you are, you think it would be wise to get away as quickly as possible...

Right Now

Remove from play any rooms that do not contain explorers except for the Entrance Hall/Foyer/Grand Staircase, Upper Landing, and Basement Landing, and shuffle those room tiles back into the room stack. Reshuffle any items, omens, or events in the removed rooms. If any of the remaining rooms are connected, keep them connected, but disconnected rooms no longer have any spatial relation and you do not need to preserve their relative positions.

Set aside a large number of distinctive tokens; blob/spore tokens (dark green) work well.

What You Know About the Bad Guys

The Traitor is trying to dissolve the House in the twisting nether.

You Win When...

...you anchor enough rooms together to force the House back into the corporeal plane.

Moving Through the Nether

Whenever an explorer or monster leaves a room through a door that does not currently have a room tile on the other

side, she must expend one extra point of movement, and choose one of three options:

1. *Fall at random through the nether*
Draw the next room tile from the stack (regardless of its floor) and place it in the House, but not connected to any existing rooms. Place the explorer or monster in that room.

2. *Connect a new room*

Attempt a Sanity roll of 4+ (an explorer with the Ring rolls one extra die). If you fail, follow the directions for option 1 given above. If successful, draw the next room tile in the stack (regardless of its floor) and connect it to the door you went through.

3. *Seek a specific destination*

Attempt a Knowledge roll of 4+ (an explorer with the Spirit Board rolls two extra dice). If you fail, follow the directions for option 1 given above. If successful, you move to any room of your choice with at least one unexplored doorway.

When you enter a room via option 1 or 2 (or a failed roll in option 3), symbols in that room affect you as if you have just discovered the room, even if that room was discovered earlier in the game. If you run out of item or omen cards, draw event cards instead. If you run out of event cards, reshuffle the discards.

You may not place a room tile such that it closes off the last exit from any connected group of rooms; this is governed by the same rules preventing a

floor from being closed off (see the errata/FAQ on the Avalon Hill web site).

Do This After Each Turn

At the end of each turn, only the following rooms remain in play:

- The Entrance Hall, Upper Landing, and Basement Landing
- Any room containing an explorer or monster, or anchor (see below)
- Any room connected (directly or indirectly) to any of the above rooms. Rooms are connected if there is any passage between them, including one-way passages (like the Coal Chute or Collapsed Room).

If any other rooms are in play at the end of a turn, reshuffle any items, omens, or events in those rooms, and shuffle the room tiles back into the room stack.

Special Movement Rules

The Mystic Elevator no longer functions; treat it as a regular room.

When using the Mystic Slide, if you succeed in the Might roll to control the slide, you may fall into any room currently in play (on any floor). If you fail the roll, you enter a disconnected room as described in option 1 of “Moving Through the Nether” (you still take the damage indicated on the Mystic Slide event card).

When in the Gallery, you may choose to fall to the Ballroom even if it is not currently in play. If you do, search through the room stack, put it in play (not connected to any other rooms), then reshuffle the room stack. An explorer with the rope may move to the Gallery even if it is not already in play using the same procedure.

If you fall down the Collapsed Room, and there is no “below collapsed room” token in play, you enter a disconnected room as described in option 1 of “Moving Through the Nether” (you still take damage).

If you use an item (such as the Bell or Spirit Board) that would normally allow the Traitor to move monsters closer to you, this affects only monsters in rooms that are connected to yours.

How to Anchor Rooms

Once per turn, a hero in a room with an omen symbol may attempt a Knowledge roll of 5+ to create an anchor in that room (a hero with the Skull or Druidic Charm rolls one extra die on this roll; a hero with the Spirit Board rolls two extra dice). If you succeed, place one of the distinctive tokens you set aside in that room, and inform the Traitor that this token represents an anchor.

Any room containing an anchor or connected to a room containing an anchor is considered to be “anchored,” and will not disappear into the nether, even if no explorers or monsters are present. The number of rooms you need to anchor in order to win is determined by the number of players in the game:

<i>3 players</i>	<i>12 rooms</i>
<i>4 players</i>	<i>15 rooms</i>
<i>5 players</i>	<i>19 rooms</i>
<i>6 players</i>	<i>21 rooms</i>

Once you have anchored this many rooms, you win.

If You Win...

Another sickening lurch rocks the House, as discordant pieces snap into place. The world is solid again. You are back.

64 – An Offering of Blood

The night grows dark and foreboding; the House seems to tremble with malice. “They’re going to kill me!” The girl is frantic, grasping at your arm. “They said some demon is giving them power in exchange for my soul! Don’t let them take me!”

Clearly, you can’t leave such a frightened girl undefended. Especially if her death is going to unleash demonic power. You make it a policy not to let people wield demonic power around you.

Right Now

Place the Girl token (red) in the room where the Haunt was revealed. The Haunt Revealer loses the Girl omen card and the bonuses it confers; set the card aside, but do not discard it.

Find the Turn/Damage Track and set the slider to zero.

Set aside a number of Cultist tokens (red) equal to one less than the number of heroes in the game. Also set aside a large number of Bat tokens (orange; they say “Rat” on the backs) and several Might and Knowledge roll tokens (triangular).

What You Know About the Bad Guys

They are trying to sacrifice the Girl in exchange for demonic power. The Cultists may open portals and try to summon creatures to their aid.

You Win When...

...the demons become impatient and kill the Traitor and his allies. After each monster turn, advance the Turn/Damage

Track by one slider position. When it reaches 7, you win.

Moving the Girl

The Haunt Revealer may move and attack with the Girl after his turn. The Girl rolls dice to determine movement (like a monster), but needs to make the same rolls as heroes to escape the Junk Room, Attic, Graveyard, and Pentagram Chamber. If the Girl fails any of these rolls, the Girl does not take damage, but her turn ends. The Girl must also roll to cross the Chasm, Tower, or Catacombs.

The Girl is not affected by the text on the Furnace Room or Crypt. If the Girl chooses to fall down the Collapsed Room or the Gallery, her turn ends after the fall. The Girl can use the Mystic Elevator, Mystic Slide, or Wall Switch, performing the same rolls as a hero; if a hero would take damage as a result, the Girl’s turn ends.

The Girl may explore new rooms; if the new room contains a symbol, she does not draw a card, but her movement ends. The Girl may not pick up or carry items or omens.

Portals

The Cultists may open portals around the House for summoning more monsters; these portals are represented by Knowledge roll tokens.

A hero in the same room as a portal may attempt to close it on his turn instead of making an attack. The hero makes a Knowledge roll; on a result of 4+, the portal is closed (and you remove the Knowledge roll token from play).

Special Movement Rules

Bats do not hinder hero movement, but their movement is still hindered by heroes (as described on page 12 of the rule book).

Special Attack Rules

Bats are killed instead of being stunned if they are defeated with a physical attack or with the Ring, or if damaged by the Dynamite. Cultists are only stunned.

If the Girl receives mental damage from combat, she is stunned. The Traitor has rules that apply if she receives physical damage.

If You Win...

The House shakes, and a dull red glow seems to emanate from every surface. An ear-splitting scream is abruptly cut short as the cultists and their brood simply...vanish. In a few moments, all seems to return to normal...but it's probably best not to stick around...

Girl: 3 Might, 3 Speed,
4 Knowledge, 5 Sanity

Note: The Girl's traits never change.

65 – A Breath of Wind

As you move through the room, some of the debris begins to shake. As you stoop to examine it, it lifts off the floor, quickly followed by others. 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

Place the Ghost token (green) in the room where the Haunt was revealed (this represents the poltergeist). Also, take the Turn/Damage Track and set the slider to 3.

Set aside several pentagonal tokens to represent candles and a number of Knowledge Roll tokens (triangular) equal to the number of heroes.

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, a hero in the Kitchen, Dining Room, Chapel, or Gallery may attempt a Speed roll of 3+ to find a candle. If successful, place a pentagonal token on your character card to represent the candle. Candles may be dropped, traded, or stolen like items.

A hero with a candle may discard it to attempt a Knowledge roll of 5+ in any room on the floor where the Haunt was revealed. If successful, place a Knowledge Roll token in that room; no

more Knowledge rolls may be made in that room. When you have accumulated a number of Knowledge Roll tokens equal to the number of heroes when the Haunt was revealed, you exorcise the poltergeist and win the game.

A hero with the Candle item may use (and discard) the item instead of a candle token when attempting a Knowledge roll.

Special Attack Rules

The poltergeist is immune to Might attacks, and cannot be harmed by the revolver or the toy monkey.

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

A hero with the Ring, the Skull, or the Bell may attack the poltergeist with Sanity. If you defeat it, reduce the Turn/Damage Track by an amount equal to the difference in your rolls. If it defeats you, take one 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 walls. Then, all is still...

66 – Hell on Earth

As you touch the holy symbol, you seem to hear a soothing voice in your head. But its words are not soothing: it warns of a dangerous, fiery demon and a deadly battle for the fate of the world. If it's true, you haven't a moment to lose.

Right Now

Get out the Turn/Damage Track and set its slider position to zero.

Set aside the Demon Lord token (large) and a large number of distinctive tokens; Blob/Spore tokens (dark green) or Rat/Bat tokens (orange) work well.

What You Know About the Bad Guys

The Traitor and Demon Lord are trying to kill you all.

You Win When...

...you banish the Demon Lord with a successful attack with the Holy Symbol while inside a sealed room.

The Holy Symbol

Any hero may choose to send power to the Holy Symbol instead of making an attack. The hero must make a Sanity roll in the Chapel, the Library, or the same room as the Holy Symbol. On a result of 4-7, move the Turn/Damage Track up one position (to a maximum of 8). On a result of 8+, move it up two positions (to a maximum of 8).

If the hero holding the Holy Symbol prays, then he also gains the ability to seal rooms for the rest of his turn. He may seal the room he is standing in by reducing the Turn/Damage Track by one position and placing a distinctive token

in that room. (The Turn/Damage Track must be at one or higher to seal a room.)

Special Attack Rules

The Demon Lord can only be attacked with the Holy Symbol. A hero with the Holy Symbol and in the same room as the Demon Lord may attack him by rolling a number of dice equal to the current position of the Turn/Damage Track; the Demon Lord defends with Sanity. Nothing happens unless the hero defeats the Demon Lord.

If the hero defeats the Demon Lord in a sealed room, the Demon Lord is banished from the mortal realm, and the heroes win.

If the hero defeats the Demon Lord in a room that is not sealed, the hero can choose to repel or stun the Demon Lord. If you choose to repel the Demon Lord, you can move him a number of spaces in any direction equal to the difference between your combat rolls. If you choose to stun the Demon Lord, you must reduce the Turn/Damage Track by a number of slider positions equal to the number of heroes when the Haunt began (to a minimum of zero).

If You Win...

The demon snarls fiercely, but its charge is abruptly halted. It seems to struggle against invisible chains, trying first to attack, then to flee, but unable to move from its place. With a howl of rage, it bursts into flames too bright to look at...and when they clear, the demon is simply gone.

67 – Once Upon a Time

Suddenly, you hear a measured, serene voice that seems to come from everywhere at once. “Once upon a time, a small band of brave explorers visited an old house on a distant hill. There they found many mysterious and wondrous things...”

Your stomach slowly twists into a knot as you listen to the continuing narration. “But they were not alone; unbeknownst to them, a giant hunting spider was hot on their trail...”

Right Now

Set aside a number of Knowledge Roll tokens equal to the number of heroes.

What You Know About the Bad Guys

The Traitor is reading the story in a trance. Fantastic monsters from the story will try to kill you.

You Win When...

...you reach a happy ending, by completing a number of quests equal to the number of heroes at the start of the Haunt and surviving to the story's completion.

Special Attack Rules

You cannot attack the Traitor, but you may automatically steal an item from the Traitor (while in the same room) instead of making an attack. You may steal the Madman, the Girl, or the Dog, even though those cards say they cannot be stolen.

Special Movement Rules

The Traitor does not hinder the movement of opponents (as described on page 12 of the rules).

Obtaining Quests

A hero in the room with the Traitor may attempt to locate a pivotal point in the story that can influence its ending. This becomes easier closer to the end of the story. Roll Knowledge and add the current slider position of the Turn/Damage Track. On a result of 6+, roll 6 dice to select a quest from the list below (if you've already obtained that quest, take the next new one, wrapping around if you reach the bottom).

Once you have obtained a quest, any hero may complete it. You do not need to complete every quest you obtain, and can obtain more quests than needed to secure a happy ending, but you must complete a number of quests equal to the number of heroes before the story ends. When you complete a quest, place a Knowledge Roll token on your character to keep track.

The Quests

0: Excommunication

Bring the Bell, the Book, and the Candle into the same room as the Witch. The hero that accomplishes this gains 1 Sanity.

1: Cross Your Fingers

Bring the Lucky Stone, Mystic Coin, or Rabbit's Foot to the room with the Traitor. The hero that accomplishes this immediately draws an Item card.

2: The Cure

Make a Knowledge roll of 4+ when you and the hero who drew the Bite (omen) are in the Research Laboratory or Operating Laboratory. If you accomplish this, the hero with the Bite may raise his physical traits to their starting values.

3: Trial of Strength

Stun the Spider with a successful Might attack. The hero that accomplishes this gains 1 Might.

4: Erase the Pentagram

Make a Sanity roll of 5+ in the Pentagram Chamber. If you accomplish this, ignore the text on that room tile for the rest of the game.

5: Exorcism

Make a Sanity roll of 5+ when you and the Madman are in the Chapel. If you accomplish this, the hero with the Madman gains 1 Sanity.

6: Damsel in Distress

Make a Knowledge roll of 5+ in the Entrance Hall (or use the Skeleton Key) to open the door. Then, the hero with the Girl must discard her in the Entrance Hall to complete this quest (you do not lose traits for losing the Girl).

7: Rest in Peace

Discard the Skull while in the Crypt or Graveyard. The hero that accomplishes this gains 1 Knowledge.

8: Consult the Fallen

Bring the Spirit Board to the room with the Traitor. If you accomplish this, you immediately discover another quest.

9: Noble Suffering

A hero in the Bloody Room may complete this quest by choosing to sustain 2 dice of physical damage and 1 die of mental damage. The quest only counts as completed if the hero survives.

10: Path of the Ancients

Bring the Amulet of the Ages, the Druidic Charm, or the Healing Salve into the Garden. The hero that accomplishes this gains 1 to any trait.

11: Embrace Your Fate

Drink the Bottle. If you accomplish this, the Turn/Damage Track moves up one position, and the Traitor should read the next part of the story.

12: Break the Enchantment

Make a Knowledge roll of 6+ in the room with the Spider while wearing the Mask. If you accomplish this, the Spider flees the House and is removed from the game.

If You Win...

*"...and they lived happily ever after.
The End."*

The nightmarish beasts vanish into thin air. Your friend's eyes begin to clear, the trance apparently over.

"Wow, wasn't that a great story? Let's read it again!"

68 – The Labyrinth

At first, you think you're just a bit dizzy. It isn't until the tremors become stronger that you realize the room is actually spinning. You watch in horrified fascination as the House bends out of shape, slowly reshaping itself under the power of some unseen force.

When it stops, it seems as if the entire House must have changed. And somewhere in the distance, you can hear a faint ticking sound, as if to say that time is short...

Right Now

Set aside a number of Sanity Roll tokens (triangular) and any pentagonal tokens equal to the number of heroes, and set aside a number of Servant tokens (crimson) equal to one less than the number of heroes.

Get out the Turn/Damage Track and set its slider position to zero.

What You Know About the Bad Guys

The House is being transformed into a labyrinth in an attempt to trap you.

You Win When...

...at least half of the heroes escape the labyrinth.

How To Escape

You'll need to obtain several keys (pentagonal tokens) from around the labyrinth to open the front door in the

Entrance Hall. Keys can be picked up, dropped, traded, and stolen like items, but may not be carried by the Dog. You need a number of keys equal to the number of heroes when the Haunt began, but can substitute the Skeleton Key item for any one of them if you can't get them all.

When all of the keys are in the possession of heroes in the Entrance Hall, any hero in that room can attempt a Knowledge check of 5+ to determine the correct sequence for unlocking the door. If you succeed, you draw an Event card and your turn ends.

Once the door is unlocked, any hero in the Entrance Hall can flee the labyrinth by expending 2 movement points. When a hero flees, it is removed from the game and cannot return. When half of the heroes alive at the start of the Haunt have escaped, you win.

If You Win...

From the outside, the labyrinth scarcely resembles the building you entered at the start of the night. Rooms and windows twist at odd angles, and eerie lights shine from strange cracks and holes.

With the grind of stone on stone, the doorway drifts away from you, slowly sinking into the center of the structure. Clearly, nothing else is getting in or out.

69 – *Way of the Wisp*

As you peer into the next room, you can see a faint light reflecting down the corridor, as if someone else were in the House. But as you follow the light, it never seems to grow closer or brighter, always remaining just out of reach, until you find you've come full circle...but someone is missing.

Suddenly, a bright light rushes past you, and you seem to hear the faint voice of your companion, pleading for help.

Right Now

Place the Ghost token (green) in the room where the Haunt was revealed. This token represents the wisp.

Get out the Turn/Damage Track and set its slider position to zero. Also get out several Spore tokens (dark green; they say "Blob" on the backs) and a number of Knowledge Roll tokens (triangular) equal to the number of heroes.

Unlike in other Haunts, the Traitor (wisp) takes the first turn in this Haunt.

What You Know About the Bad Guys

The wisp is trying to escape.

You Win When...

...you catch the wisp.

How to Catch the Wisp

A hero in the same room as the wisp can attempt a Knowledge roll of 4+ to determine how to catch the wisp. If you succeed, place a Knowledge Roll token on your character. When the heroes have (collectively) accumulated a number of Knowledge Roll tokens equal to the number of heroes when the Haunt began, you catch the wisp and win the game.

The Wisp's Trail

The wisp leaves a trail of confusing mists (Spore tokens) as it moves. The first time each turn that a hero attempts to leave a room containing a Spore token, that hero must attempt a Sanity roll:

- 6+ The mists have no effect on you this turn.
- 2-5 For the rest of this turn, it costs you one additional movement point to leave any room containing a Spore token.
- 0-1 Your turn immediately ends.

If You Win...

The light flickers, then seems to congeal into a lump on the floor. As it slowly dims, the form of your friend takes shape. Finally, the glow disappears, and all is still.

70 – *With an Inhuman Cry*

Your companion shouts out in pain, and with an inhuman cry, a monstrous creature disappears into the shadows. Then your companion begins to laugh, as his skin and hair begin to transform, and his eyes seem to catch an otherworldly glow. Something evil is within him now.

Right Now

Set aside several Holy Seal tokens and the Silver Bullets, Vinegar, Gardening Supplies, Spray Gun, and Bug Spray tokens (all pentagonal).

Also set aside several Might Roll, Knowledge Roll, and Sanity Roll tokens (triangular).

What You Know About the Bad Guys

The Traitor has been bitten by a vampire, a werewolf, or a bane spider, and is rapidly transforming into a similar monster. A vampire will seek out places of blood and death; a werewolf will seek the moon; a bane spider will try to spread webs.

You Win When...

...you defeat the Traitor with a weapon inimical to the monster's nature before he completes his transformation.

How to Kill a Vampire

If the Traitor was bitten by a vampire, you will need to defeat him with a weapon dipped in holy water.

A hero holding the Holy Symbol, Angel Feather, or Druidic Charm while in the Chapel, Wine Cellar, or Underground Lake may attempt a Sanity roll to create holy water. If you roll greater than or

equal to the number of players in the game, place a Holy Seal token in that room.

A hero with the Spear, Axe, or Blood Dagger and in a room with holy water may dip the weapon in the water instead of making an attack. When you do this, place a Holy Seal token on that weapon. That weapon can now be used to attack the Traitor.

How to Kill a Werewolf

If the Traitor was bitten by a werewolf, a hero holding the Silver Bullets token must defeat the Traitor using the Revolver.

A hero in the Furnace Room, Research Laboratory, or Operating Laboratory can attempt a Knowledge roll to create Silver Bullets. If you roll greater than or equal to the number of players in the game, you succeed, and place the Silver Bullets token on your character card. This token may be dropped, traded, or stolen like an item. You can only create one Silver Bullets.

If the Revolver hasn't been drawn yet, you can discover its location by finding clues in the Vault. After the Vault has been opened, a hero in the Vault may declare that he is searching for clues to the Revolver's location. If you do this, inform the Traitor that he should search through the Item deck, place the Revolver in any discovered room in the House, and then shuffle the Item deck.

How to Kill a Bane Spider

If the Traitor was bitten by a bane spider, you must spray him with bug spray.

A hero may obtain the Vinegar in the Kitchen or the Larder, the Gardening Supplies in the Gardens or the Patio, and the Spray Gun in the Attic or the Junk Room by searching one of those rooms on his turn instead of making an attack. These objects may be dropped, traded, and stolen like items.

A hero holding all three of the above ingredients may attempt a Knowledge roll to assemble a bug spray. If you roll greater than or equal to the number of players in the game, discard the ingredients and place the Bug Spray token on your character card. The Bug Spray may be dropped, traded, or stolen like an item.

A hero with the Bug Spray in the same room as the Traitor may use it to attack the Traitor. No die roll is required for this attack; if the Traitor was bitten by a bane spider, you automatically win.

Special Attack Rules

The Traitor cannot be harmed except with the special weapon inimical to his nature. When you defeat the Traitor with a holy weapon, silver bullets, or the bug spray, he must tell you whether he is the matching monster. The Traitor ignores damage from all other sources.

If You Win...

The thing that was once your friend collapses to the floor, howling in pain. You can see something fighting the infection, the humanity trying to reassert itself, but it's too weak. With a final gasp, the half-human monster sprawls out on the floor, and a little bit of evil departs the world.