

Secrets of Survival

Do not read
until the haunt scenario begins!



KEY TO THE SYMBOLS



EVENT



ITEM



OMEN



SPECIAL
ACTION



MONSTER
INFORMATION



STARTING
(LANDING)
TILE



IMPORTANT
CHANGES



DEATH

VARIABLE PLAYER COUNT



In the haunts, values for aspects of a haunt might be different for different numbers of players. For example, the traitor may have more pet hellhounds in a five-player game than they would in a three-player game. In this example that shows 1, 5, 7, and 9 as sample values, note the variable player count:

{1/5/7/9}

1 = three-player game

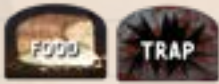
5 = four-player game

7 = five-player game

9 = six-player game

TOKEN REFERENCE

Double-sided Tokens



FOOD / TRAP



VIDEOTAPE / PORTAL



CONTRACT / ALTAR



ON / OFF



SEARCHED / HIDDEN



BLOOD / NEST



LARGE MONSTER TOKENS



1-20 SMALL MONSTER TOKENS



SECRET PASSAGE



BLESSING



OBSTACLE



FIRE



RUNE TOKENS



NUMBER TOKENS



TRAIT TOKENS



CHARACTER TOKENS


INTRODUCTION

The introduction sets up the haunt's story for both the heroes and the traitor, which will be different for each side. There aren't any rules in this section, but there might be clues as to what the other side is up to.

SETUP

If your side has any specific setup steps, this is where they will be listed. Both sides will have different setup requirements. All setup happens before the first turn of the haunt, and it may significantly change what the house looks like.

SPECIAL ACTIONS

Most haunts provide rules like this, for special actions you may take on your turn. These actions are indicated by the symbol , and they are always optional. You may perform any number of special actions on your turn, but you may only perform each special action once per turn. Any special rules associated with those actions will be listed with them.

TOKENS NEEDED

A list of every token needed to play this haunt, often with a description of what they represent. This section will be the same in both haunt books. Don't worry if your haunt book doesn't tell you how a token works—the other team will have that information.

IF YOU WIN

Sometimes everything goes according to plan. If your side wins, read this section out loud for a flavorful closing scene.

SPECIAL RULES

Each haunt has some special rules, like this. These rules may always be in effect, for example, changes to how tile discovery works, or they may trigger when specific events occur, such as the end of your turn, or the death of a character.

STACKED LIKE CORDWOOD 2: CRIMSON JACK RETURNS

1

SCENARIO CARD: NONE

HAUNT TRIGGER: "A SPLASH OF CRIMSON"

TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

Your parents used to use Crimson Jack as a cautionary tale. "Don't stay out too late," they'd say, "or Crimson Jack will get you!" As you tell of the serial killer's evil deeds, an unnatural smile flickers across your friend's lips and a chill runs down your spine. Your companion, it seems, was out after dark...

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you exorcise Jack's Spirit

- Kill the traitor to release Jack's Spirit.
- Exorcise Jack.

TOKENS NEEDED

Jack's Spirit Token

2 Sanity Tokens – Exorcism Circle

2 Might Tokens – Knowledge of Jack

IF YOU WIN

With a flash of light, a puff of smoke, and a whiff of sulfur, Jack's Spirit vanishes. That's the last you'll see of him... you hope.

Once during your turn, you may

Learn about Jack

While on the Library tile, make a Knowledge roll.

5+ Give a Knowledge of Jack token to a hero who does not already have one.

0-4 Nothing happens.

WHEN YOU ATTACK THE TRAITOR OR ARE ATTACKED BY JACK'S SPIRIT

If you have a Knowledge of Jack token, add 2 to the result of your roll.

Once during your turn, you may

Study the Exorcism

While on a tile that has an Event symbol, make a Knowledge roll.

5+ Place an Exorcism Circle token on your tile or move one there if they are both on the board.

0-4 Take 2 Mental damage.

Once during your turn, you may

Exorcise Jack's Spirit

While on the same tile as Jack's Spirit, make a Sanity roll.

For each Exorcism Circle token in your region, add 1 to the result of your roll.

7+ **You win!** You exorcise Jack's Spirit.

0-6 Each hero takes 1 Physical damage. Jack won't go easily.

WHEN THE TRAITOR DIES

The traitor will place a Large Monster token on the tile with an Omen symbol that is farthest from their corpse. This is Jack's Spirit.

2

FRIENDS FOREVER

SCENARIO CARD: CURSED!

HAUNT TRIGGER: RING

TRAITOR: HIDDEN TRAITOR

READ FIRST!

INTRODUCTION

For the past week, you've lived the same day over and over again. You have no idea what is happening, or why, but today you've been led to this house, to this room, where you discover a ring engraved with strange symbols. When you slip it onto your finger, you suddenly feel different, as though you can momentarily step outside of the time loop. You know that you must dispel this curse and break out of the loop before the day restarts yet again... but something tells you that one of your friends doesn't want that to happen.

SETUP

1. Find the Number tokens labeled 1 through **{3/4/5/6}** and shuffle them, face-down. Give one to each player.
2. Each player then looks at their token, without revealing it to anyone else. The player with the token labeled 1 is the traitor.
3. Set the Number Track to **{6/5/4/3}**.
4. The player to the left of the haunt revealer will take the first turn after setup.

OBJECTIVE

The heroes win when the Ring has been destroyed OR when the traitor is dead.

The traitor wins when all of the heroes are dead, OR when the Number Track is at 0.

TOKENS NEEDED

Number Track
Number Tokens

TILES WITH TIME DISTURBANCES

Panic Room – Basement

Furnace Room – Basement

Ballroom – Ground Floor

Operating Theatre

– Basement/Upper Floor

Junk Room – Ground Floor/
Upper Floor

HIDDEN TRAITOR

The traitor begins this haunt hidden from the rest of the explorers.

- The player who has the token labeled “1” is the traitor. Players may look at their own tokens at any time.
- You may not reveal your number tokens to other players unless instructed, but you may claim to hold any number(s).
- All explorers may attack other explorers.
- It costs two moves to leave a tile occupied by another explorer. After the traitor is revealed, heroes no longer act as obstacles to each other. (They will still act as obstacles to the traitor.)

AT THE END OF THE HAUNT REVEALER'S TURN

Move the Number Track down by 1. Then, each hero may return to a Landing tile; any hero who does not do so takes 2 Mental damage.

Once during your turn, you may

Destroy the Ring!

While holding the Ring, you may make a Speed or Knowledge roll. Add 1 to the result of your roll for each hero on a tile with a time disturbance.

- 7+ If the traitor is dead, **you win!** If the traitor is not dead, they must reveal themselves now. *The Ring is destroyed!*
- 0–6 Take 6 General damage. Place your explorer on any Landing tile. *What went wrong?*

IF YOU ARE THE TRAITOR

- You may reveal your Number token just before someone successfully **Destroys the Ring!** If you do, return all heroes to any Landing tiles of your choice. The hero trying to **Destroy the Ring!** can fail as a result.
- When you reveal yourself as the traitor, heal all of your traits and gain 1 Might.
- If you have revealed yourself, you do not take damage if you do not return to a Landing tile at the end of the haunt revealer's turn.

IF THE HEROES WIN

This whole time you thought it strange that your friend had been so quiet lately. You figured they were just a little mad at something you'd said, but you didn't think they would be mad enough to trap you in a time loop just so they could kill you over and over again. You might have lost a friend, but after destroying the ring, time can finally move forward again.

IF THE TRAITOR WINS

You discovered that you could control time with the ring. Luckily, your annoying "friends" didn't catch on that you're the one who created the time loop. They didn't know that this wasn't the first time you'd murdered them... and now they never will.

3

THE DUST

SCENARIO CARD: NONE

HAUNT TRIGGER: "A VIAL OF DUST"

TRAITOR: HIDDEN TRAITOR

READ FIRST!

INTRODUCTION

It's dusty in here. As you inhale, you know something is wrong. The dust in this house is something else. It hasn't taken a hold of you yet, but you begin to feel... violent. You can feel that whatever is in the dust wants to spread, and feed, and infect. By now, one of your friends must already be infected. But who? You reason that the cure must be somewhere in the house, and you resolve to find it before it's too late.

SETUP

1. Find three Number tokens for each player. These represent the Sickness. In games with 3–5 players, there should be one "1" token. In a 6-player game, there should be two "1" tokens.
2. Shuffle the Sickness tokens face-down, and give three to each player.
3. Place the Monster Card to the left of the haunt revealer. The monsters will take their turn after that player.
4. The player to the left of the haunt revealer will take the first turn after setup.

OBJECTIVE

The heroes win when they cure the dust.

The traitors win if all explorers have become traitors or died.

TOKENS NEEDED

Number Tokens – Sickness

8 Rune Tokens – Research

TILES WHERE YOU CAN RESEARCH

Laboratory – Ground Floor

Operating Theatre – Basement/
Upper Floor

Observatory – Upper Floor

Kitchen – Ground Floor

HIDDEN TRAITOR

The traitor(s) begin this haunt hidden from the rest of the explorers.

- All explorers may attack other explorers.
- It costs two moves to leave a tile occupied by another explorer.
- Any player who has (or had) a Sickness token labeled "1" is a traitor. Players may look at their own tokens at any time. You are still a traitor even if you no longer have a token labeled "1."
- You may not reveal your number tokens to other players, but you may claim to hold any number(s).

Once during your turn, you may

Search for a Cure

While on a tile with an Omen symbol, make a Knowledge or Sanity roll. You may not make this roll on a tile that already has a Research token.

5+ Place a Rune token on this tile. This represents Research.

0–4 Swap one of your Sickness tokens at random with the player to your left. *The dust wants to spread.*

Once during your turn, you may

Cure the Dust

While on a tile where you can research, make a roll with any trait. For each Research token in the house, add 2 to the result of this roll.

13+ **You win!**

0–12 Swap one of your Sickness tokens at random with the player to your left. *The dust wants to spread.*

Once during your turn, you may

Control Impulses

While on a tile with another explorer, you may trade one of your Sickness tokens at random with that explorer. That explorer must agree to the trade. *The dust wants to spread.*

AT THE END OF YOUR TURN

- If you are on a tile with another explorer, swap one of your Sickness tokens at random with them. If multiple explorers are on your tile, swap tokens with each of them one at a time. An explorer who receives a Sickness token labeled “1” at any time permanently becomes a traitor (even if they later lose that token).
- If you did not swap Sickness tokens this turn (either by “Control Impulses” or by ending your turn on a tile with another explorer), take two dice of General damage.
- If this kills you and you are a traitor, bury your Items and Omens. Replace your explorer with a Small Monster token—you are now one of the Feverish. *The dust wants to spread.*

IF YOU DIE

Do not reveal the numbers on your Sickness tokens. They must remain hidden from the other players.

IF YOUR EXPLORER HAS DIED, TAKE YOUR TURN AS ONE OF THE FEVERISH DURING THE MONSTER TURN.



MONSTER: THE FEVERISH

Might 6 Speed 5 Sanity 3 Knowledge 3

The feverish take their turn after the haunt revealer.

Each Feverish is controlled by a revealed traitor whose explorer has died.

IF THE HEROES WIN

You plunge a makeshift syringe into your arm, and your cough quickly ceases. You stop seeing red, but the dust particles continue to float throughout the house. You'd best leave quickly, before your immunity wears off.

IF THE TRAITOR WINS

The feverish rush out of the house to wreak havoc upon the town. Dust to dust.

4

FREE THE REALTOR

SCENARIO CARD: FOR SALE

HAUNT TRIGGER: DOG

TRAITOR: NO TRAITOR

READ FIRST!

INTRODUCTION

You've come for a tour of the house, which was recently listed for sale. As you prepare to leave, the realtor steps between you and the door. She blushes, apologizing, "I haven't been able to leave this house since I walked through that door forty years ago. Some sort of curse, I'm afraid. To free myself, I have to kill you. I'm really sorry about this, but I'm kind of running out of options."

SETUP

1. Place the Demon token on the Entrance Hall tile. This is the Demon Realtor.
2. Place the Monster Card to the left of the haunt revealer. The Demon Realtor will take its turn after that player.
3. Find 6 Fire tokens. Place {3/2/1/0} of them on tiles with heroes. These mark Cleansed Rooms, which will help you to perform the ritual. Do not place more than one token on a tile. Set the remaining tokens aside.
4. The player to the left of the haunt revealer will take the first turn after setup.

OBJECTIVE

You win when you perform the ritual to free the realtor from her curse

- Knowledge of the Curse will help you to complete tasks.
- Cleansed Rooms will help you to perform the ritual.
- Wards of Protection will help you fight the Demon Realtor.

TOKENS NEEDED

Demon Token – Demon Realtor

6 Fire Tokens – Cleansed Room

2 Might Tokens – Ward of Protection

2 Knowledge Tokens – Knowledge of the Curse

COOPERATIVE HAUNT

This haunt has no traitor. You are all fighting to survive.

Once during your turn, you may



Gain Knowledge of the Curse

While on a tile where you can study, make a Knowledge roll.

5+ Take a Knowledge token. This represents Knowledge of the Curse. If you already have a Knowledge token, give one to an explorer on your tile without one.

0-4 Nothing happens. *You can figure this out, you just need more time.*

Once during your turn, you may



Cleanse the Room

While on any tile that has an Event symbol, make a Speed roll. If you have a Knowledge token, add 2 to the result of your roll. You cannot make this roll if there is already a Fire token on your tile.

6+ Place a Fire token on your tile. This represents a Cleansed Room.

0-5 Nothing happens. *Maybe try to recite the incantation more quickly?*

Once during your turn, you may

Prepare Wards

While on a warding tile, make a Might roll. If you have a Knowledge token, add 2 to the result of your roll.

6+ Take a Might token. This is a Ward of Protection. *You strengthen your defenses.*

0–5 Nothing happens. *Time is running out!*

Once during your turn, you may

Perform the Ritual

While on the same tile as the Demon Realtor, make a Sanity roll. Add 1 to the result of your roll for each Fire token on a tile in your region. If your explorer is on the Ritual Room tile, also add 1 to the result. If you have a Knowledge token, also add 2 to the result.

13+ **You win!** *You successfully rid the realtor of her curse!*

9–12 Nothing happens. End your turn.

0–8 Each hero loses 1 Sanity. End your turn. *The realtor screams.*

AFTER THE HAUNT REVEALER'S TURN, THE DEMON REALTOR TAKES HER TURN.



MONSTER: DEMON REALTOR

Might 5 Speed 3 Sanity 6 Knowledge 4

The Demon Realtor moves toward the closest hero and attacks with Sanity (if she is on the same tile).

The Demon Realtor cannot be stunned. If you damage her, you may move her up to that many tiles, instead.

WHEN YOU ATTACK OR ARE ATTACKED BY THE DEMON REALTOR

If you have a Might token, roll two additional dice.

AT THE END OF THE MONSTER TURN

Each hero in the same region as the Demon Realtor takes one die of Mental damage. *She lets out a screech.*

TILES WHERE YOU CAN STUDY

Library – Ground/Upper Floor

Chapel – Ground Floor

Laboratory – Ground Floor

WARDING TILES

Nursery – Basement/Upper Floor

Armory – Basement/Ground Floor

Graveyard – Ground Floor

IF YOU WIN

The realtor cries, overwhelmed, "I'm going to go see a movie—or maybe get ice cream—or maybe I'll go to Paris or Tokyo!" You place a comforting hand on her shoulder and offer, "Maybe's let's just start with getting some food from the place down the road?"

5

BLOOD FROM A STONE

SCENARIO CARD: PARANORMAL INVESTIGATORS **HAUNT TRIGGER: MASK**
TRAITOR: NO TRAITOR

READ FIRST!

INTRODUCTION

Your eyes are drawn to the statues of people arranged everywhere around the house. The mask appears to be a piece broken from one of the smaller statues. The statues are only remarkable in that there seems to be absolutely nothing special about them. They represent people from different periods of time, but they all share the same mundane qualities. Except, that is, for the little cherubs. Every time you blink, they seem to move a little bit closer to you.

SETUP

1. Each explorer places a Small Monster token on their tile. These are Stone Cherubs.
2. Find **{3/4/5/6}** additional Stone Cherubs. If possible, place them on tiles that are not in heroes' lines of sight. If you cannot, place the rest around the house however you like.
3. Place the Monster Card to the left of the haunt revealer. The monsters will take their turn after that player.
4. The player to the left of the haunt revealer will take the first turn after setup.

OBJECTIVE

You win when all of the Cherubs have been removed from the house.

You lose if all of the heroes are dead.

TOKENS NEEDED

Small Monster Tokens – Stone Cherubs

COOPERATIVE HAUNT

This haunt has no traitor. You are all fighting to survive.

Once during your turn, you may

Play Peekaboo

While on a tile with a Cherub, if there is another Cherub in line of sight, make a Knowledge roll. If you have the Mirror, add 2 to the result of your roll.

- 4+ Remove both Cherubs from the house. *The cherubs meet each other's gazes and become frozen in time.*
- 0–3 Take two dice of General damage.

**AFTER THE HAUNT REVEALER'S TURN, THE STONE
CHERUBS TAKE THEIR TURN.**



MONSTER: STONE CHERUB

Might **8** Speed **4** Sanity **8** Knowledge **8**

Cherubs do not attack, and they cannot be attacked.

Cherubs move toward the closest hero (the haunt revealer breaks ties) but immediately stop as soon as they enter any hero's line of sight.

Cherubs that start their turn in a hero's line of sight will not move during that turn.

AT THE END OF THE MONSTER TURN

Each hero takes one die of General damage for each Cherub in their line of sight.

STONY GAZE

Whenever you enter a tile that has line of sight to a Cherub that was not in your line of sight at the start of your turn, take 2 dice of General damage. You cannot take this damage more than once during your turn.

IF YOU WIN

The cherubs stand in stony silence, having all been petrified by their very own gazes. All the same, you don't dare meet their lifeless eyes. You slowly back away, not turning your back on them until you are safely away from the house.

IF YOU LOSE

The mask clatters from your stony, petrified hands. You are now a part of the house... just another statue lost to history.

6

INHERITANCE

SCENARIO CARD: A MYSTERIOUS INVITATION

HAUNT TRIGGER: DAGGER

TRAITOR: HIDDEN TRAITOR

READ FIRST!

INTRODUCTION

As you open the gilded box, you see a dagger within. The following note is attached:
“To my surviving relatives: I am your great-uncle, and you have been invited here because I have died. The estate this house sits upon was part of my inheritance, which I now leave to you on one condition: you must find my murderer and enact my revenge. I have invited the killer here as well, and I have instructed the doors to be locked until morning. Good luck.”

SETUP

1. The haunt revealer places each Trait token face-up on a different tile, in a different region from its matching Trait token. (Example: If the Might token is on the Upper Floor, the other Might token must be placed on the Ground Floor or Basement.) These tokens represent Evidence.
2. Shuffle the Number tokens labeled 1 through {3/4/5/6}, face-down. Give one of these tokens to each player.
3. Each player then looks at their token, without revealing it to anyone else. The player with the token labeled 1 is the traitor.
4. The player to the left of the haunt revealer will take the first turn after setup.

OBJECTIVE

The heroes win when the traitor is dead.

The traitor wins when all the heroes are dead.

TOKENS NEEDED

Number Tokens

8 Trait Tokens – Evidence

HIDDEN TRAITOR

The traitor begins this haunt hidden from the rest of the explorers.

- The player who has the token labeled “1” is the traitor. Players may look at their own tokens at any time.
- You may not reveal your number tokens to other players unless instructed, but you may claim to hold any number(s).
- All explorers may attack other explorers.
- It costs two moves to leave a tile occupied by another explorer. After the traitor is revealed, heroes no longer act as obstacles to each other. (They will still act as obstacles to the traitor.)



EVIDENCE

Each of the Trait tokens is a piece of Evidence that must be paired with its matching token.

- Evidence tokens may be picked up if it is on your tile. When you pick up Evidence, place it on your character board.
- Evidence tokens may be traded from one hero to another (with permission).
- If your hero dies, place your Evidence tokens on the tile where they died.

Once during your turn, you may

Uncover the Truth

While holding an Evidence token, if your hero is on a tile with the matching Evidence token or a hero holding that token, roll the trait named on those tokens.

5+ The hero with the highest-numbered, unrevealed Number token reveals that token.

0–4 Nothing happens.

IF YOU DIE

Turn your Number token face-up.

AT THE END OF YOUR TURN

If you did not attack, take two dice of Mental damage. *Your great-uncle's ghost demands vengeance. It doesn't care who's on the receiving end.*

IF YOU ARE THE TRAITOR

- You may reveal yourself at any time on your turn.
- When you reveal yourself (or if you are revealed with **Uncover the Truth**), heal all of your traits and gain 1 Might.
- If you die from taking Mental damage at the end of your turn, instead reveal yourself as the traitor. Heal all of your traits and gain 1 Might.

Once you are revealed as the traitor, you no longer take Mental damage at the end of your turn.

IF THE HEROES WIN

Your great-uncle's murder has been avenged. With a hefty sum split among the surviving relatives, you are able to retire in relative comfort. Although, family gatherings will never be the same.

IF THE TRAITOR WINS

With the rest of the 'family' buried, you go about searching for the old man's documents. With an edit here and a forged signature there, the house, and all the wealth and status that comes with it, is now yours.



7

UPON REFLECTION

SCENARIO CARD: NONE

HAUNT TRIGGER: "EERIE MIRROR"

TRAITOR: NO TRAITOR

READ FIRST!

INTRODUCTION

You look deeply into the mirror. What you see looking back appears to be you, but somehow backwards. The world behind you rushes forward, contorting and inverting. Your vision blurs, and suddenly you are in a room full of windows. You see all your friends, and you realize that you're looking out from the mirrors all around the house! If you don't warn them, they'll become trapped with you.

SETUP

1. The haunt revealer tips their figure over. They are still in the game, but dead—their soul is trapped in the Mirror Realm.
2. The haunt revealer selects a Trait, Omen, and Room at random (see below), noting their names on a sheet of paper. This information should not be shared with any other players.
 - a. Shuffle the Trait tokens face-down, and select one at random. Make a note of which token was chosen.
 - b. Shuffle Number tokens numbered 1–9 face-down, and select one at random.
Make a note of which Omen that token represents:

1: Mask	2: Dog	3: Idol	4: Dagger	5: Armor
6: Ring	7: Book	8: Holy Symbol	9: Skull	
 - c. Shuffle the tile stack and peek at the bottom tile. Note that tile's name, then reshuffle the tile stack.
 - d. Return the Trait and Number tokens to the game box. You won't need them again for this haunt.
3. Place {2/3/4/5} Small Monster tokens on the Entrance Hall tile. These are Mirror Beings.
4. Place the Monster Card to the left of the haunt revealer.
5. The player to the left of the haunt revealer will take the first turn after setup.

OBJECTIVE

You win when you successfully make a roll with the correct combination of Trait, Omen, and Room.

TOKENS NEEDED

Small Monster Tokens – Mirror Beings
Number Tokens
Trait Tokens

COOPERATIVE HAUNT

This haunt has no traitor. You are all fighting to survive.

THE HOUSE IS EERILY SILENT

If an explorer discovers a tile that has an Event symbol, that player does not draw an Event card. Discovering one of these tiles does not cause a player's turn to end.

THE HAUNT REVEALER CANNOT COMMUNICATE

The haunt revealer is trapped in the Mirror Realm. They may not talk, mime, write, or otherwise communicate with the other players except as described below.

ON THE HAUNT REVEALER'S TURN

Choose any Event card from the Event deck and hand it to any player. The heroes may interpret this card however they wish, but they will not resolve the Event. Set the Event card aside afterwards.

AFTER THE HAUNT REVEALER'S TURN, TAKE A TURN WITH THE MIRROR BEINGS.



MONSTER: MIRROR BEING

Might 4 Speed 3 Sanity 6 Knowledge 4

Mirror Beings must always move toward the closest explorer. If there is a tie for which explorer is closest, the haunt revealer chooses where the Mirror Being moves. If a Mirror Being ends its turn on a space with an explorer, it attacks that explorer using Sanity.

Once during your turn, you may

Break the Spell

While on any tile, choose a trait and roll it. Tell the haunt revealer the name of one of your Omens.

- 5+ If you have the correct combination of Trait, Omen, and Room, the haunt revealer will give you a thumbs-up and **you win!** Otherwise, they will give you a thumbs-down.
- 0-4 The haunt revealer will tell you nothing. Nothing happens.

IF YOU WIN

You look into the mirror to see your friend giving you a thumbs-up. The mirror ripples like water, and your friend's soul flies back into their body. You flee the grounds with haste, swearing to yourself that you'll never look into a mirror again.

IF YOU LOSE

The creatures' final assault draws you into the Mirror Realm, where you and your friends are trapped forevermore.

8

HOUSEKEEPING

SCENARIO CARD: A MYSTERIOUS INVITATION

HAUNT TRIGGER: DOG

TRAITOR: NO TRAITOR

READ FIRST!

INTRODUCTION

It was a great party well into the night, until that cute dog suddenly turned to dust right before your very eyes. As you began to choke on the dust, you realized that something here is very wrong. Although you were invited here to your friend's house, you haven't seen them all evening. But, someone else is here, and you get the sense they want you to stay.

SETUP

1. If the house contains fewer than {3/4/5/6} tiles with Event symbols, draw and place tiles from the tile stack until {3/4/5/6} tiles with Event symbols have been placed. When placing these tiles, do not resolve their effects.
2. Place {3/4/5/6} Small Monster tokens on separate tiles with Event symbols, distributed as evenly as possible between regions. These are Housekeepers.
3. Set the 5 Rune tokens off to the side.
4. The player to the left of the haunt revealer will take the first turn after setup.

OBJECTIVE

You win when you have fully Cleaned the House

- You must Clean the Bloody Room, Charred Room, Collapsed Room, Junk Room, and Catacombs tiles.

TOKENS NEEDED

Small Monster Tokens – Housekeepers

5 Rune Tokens – Cleaned Room

TILES THAT CAN BE CLEANED

Bloody Room – Ground/Upper Floor

Charred Room – Ground/Upper Floor

Collapsed Room – Ground/Upper Floor

Junk Room – Ground/Upper Floor

Catacombs – Basement

COOPERATIVE HAUNT

This haunt has no traitor. You are all fighting to survive.

Once during your turn, you may

Clean the House

While on a tile that can be cleaned, make a Speed or Sanity roll. You cannot make this roll on a tile that already has a Rune token.

5+ Place a Rune token on the tile. When you place the fifth Rune token, **you win!** *You clean the room.*

0–4 Nothing happens. *You still have a lot of mess to tend to.*

AFTER THE HAUNT REVEALER'S TURN, TAKE A TURN WITH THE HOUSEKEEPERS.



MONSTER: HOUSEKEEPER

Might 5 Speed 4 Sanity 5 Knowledge 5

Housekeepers attack with Might and move toward the closest hero. If there is a tie, the Housekeepers will move toward the eldest hero.

AT THE END OF THE MONSTER TURN

Deal 1 General damage to each explorer. *Choking, withering dust.*

IF YOU WIN

As you scrub the final room, the Housekeepers appear in the doorway. Just as they're about to enter to wipe you out, you brush away the room's last specks of filth. As you complete the job, the Housekeepers begin fading into nothingness. As they vanish without a trace, a ghostly "thank you" echoes in your ears. Finally, the house is clean.

IF YOU LOSE

You turn to dust in the shapes of your former selves. Slowly you crumble, your remains drifting through the house as specks in the air. You don't ever completely settle, because now you're a part of this house—and the house never settles. It wants to be clean again. It will be clean again.

9-12

IMPORTANT

HAUNTS 9-12

Haunts 9-12 are free-for-all haunts and only appear in the *Traitor's Tome*. In these haunts, the explorers are neither heroes nor traitors.

HOLY GROUND

13

SCENARIO CARD: A STRANGE DISAPPEARANCE

HAUNT TRIGGER: HOLY SYMBOL TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

When your group entered this house, you certainly didn't expect to find your missing friend wearing a crimson robe and chanting prayers to something called "She Who Sleeps Below." Even more unnerving was that the prayers referenced "spilled blood" and "needed sacrifice" more times than any of you are comfortable with (which, to be fair, is no times).

"Ah, you made it," they exclaim, "and just in time for the ritual! I'm sorry I had to lure you here like this, but the Sleeper must awaken. For that, we need blood. Please, don't fight too hard. Nothing you do can stop Her from awakening."

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you disrupt the Ritual, or when the traitor and all Cultists are dead.

TOKENS NEEDED

Number Track

Small Monster Tokens – Cultists

8 Rune Tokens – Ritual Knowledge

TILES WHERE YOU CAN STUDY

Library – Ground/Upper Floor

Chapel – Ground

Ritual Room – Basement Floor

IF YOU WIN

You've made it out alive, but your former friend's voice echoes in your mind. "Nothing you do can stop Her," they said. Were they right? Are there more cult members out there somewhere, working to awaken Her?

Once during your turn, you may



Study the Ritual

While on a tile where you can study, make a Knowledge roll.

- 5+ Take a Rune token and place it on your character board. These tokens represent Ritual Knowledge. They may not be traded.
- 0–4 Nothing happens.

Once during your turn, you may



Disrupt the Ritual

While on the Ritual Room tile, make a Sanity roll. For each Ritual Knowledge token you have, add 1 to the result of your roll. For each Cultist still alive, subtract 1 from your roll.

- 6+ You disrupt the Ritual. **You win!**
- 4–5 Take 1 Mental damage.
- 0–3 Take 2 Mental damage. *She stirs. Her dreams pierce your mind.*

OBJECT PERMANENCE

SCENARIO CARD: FOR SALE HAUNT TRIGGER: BOOK

TRAITOR: LEFT OF THE HAUNT REVEALER

READ FIRST!

INTRODUCTION

When the salesperson said that the furniture being auctioned off in this house would speak to you, you didn't think they were being literal! Yet here you are, looking at a witchy-looking woman on the other side of a mirror.

She speaks urgently, "You don't have much time! Take that spellbook before the warlock turns you into furniture! By now they've already magically locked the doors to the house. Help me cast this spell and I'll get you out of this jam!"

SETUP

1. Set the Number Track to {4/4/5/5}.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you cast the Spell.

- Keep the Book away from the traitor.
- Hasten the Spell to cast it more quickly.

TOKENS NEEDED

Number Track

Small Monster Tokens –Animated Furniture

IF YOU WIN

As the warlock falls once and for all, there's a loud crack in the air and the room is engulfed in pink smoke. Where you expect to find the warlock's body, you instead find a humble, antique table. The witch from the mirror comes out of the bedroom. She brews some tea and invites you to indulge with them as the other pieces shift back into the people they once were. The witch turns to your group and says with a wink, "This table is a real piece of work."

Once during your turn, you may



Hasten the Spell

While you are holding the Book, make a Sanity roll.

5+ Move the Number Track down by 1, and lose 1 Sanity. If the number track reaches 0, **you win!**

0-4 Lose 1 Sanity. *You chant the wrong syllables and give yourself a headache.*



OLD SPELLBOOK

A well-oiled, leather-bound spellbook with a four-pointed star engraved in silver on the front and back covers.

- Heroes may not Hasten the Spell more than once per round. (*The round is over when the monster takes a turn.*)
- If the traitor destroys the Book, you lose!

AFTER THE MONSTER TURN

If a living hero is holding the Spellbook, move the Number Track down by 1. If the Number Track reaches 0, **you win!**

OF MONSTERS AND MAYHEM

15

SCENARIO CARD: PARANORMAL INVESTIGATORS
HAUNT TRIGGER: DAGGER TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

The rules for the neighborhood Homeowner's Association are pretty standard: outdoor decoration restrictions, home maintenance standards, noise complaint policies, and most importantly, a rule prohibiting occupancy by monsters. That last point is why you're here, but evicting the evil might prove more difficult than anticipated—especially if it's not alone.

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you defeat all of the monsters in the house.

- Find and use the weapons required to defeat each monster (Holy Symbol for the Ghost, Crossbow for the Vampire, and Dagger for the Werewolf)

TOKENS NEEDED

Ghost Token
Vampire Token
Werewolf Token
3 Blood Tokens

IF YOU WIN

The power instilled in you by the HOA compels you to smite the last of the supernatural squatters. Having defeated the terror within the house, you make your way out of the front door and adjust the welcome mat just so. Every little thing properly in its place, and nobody gets hurt.

Once during your turn, you may

Search for Weapons

While on a tile that has an Item or Omen symbol, make a Knowledge roll:

- 4+ Look at the top 4 cards of the Item deck (if you are on a tile with an Item symbol) or the Omen deck (if you are on a tile with an Omen symbol). Add one of those cards to your hand and place the rest on the bottom of the deck.
- 0–3 Nothing happens. *You rifle through the mess and find nothing.*

WHEN YOU ATTACK THE GHOST

If you have the Holy Symbol, you may use it as your weapon. You and the Ghost roll Sanity. If you win, the Ghost is destroyed. If you lose, take Mental damage.

WHEN YOU ATTACK THE VAMPIRE WITH THE CROSSBOW

If you win, the Vampire is destroyed.

WHEN YOU ATTACK THE WEREWOLF WITH THE DAGGER

If you win, the Werewolf is destroyed.

16

COME PLAY WITH US

SCENARIO CARD: PARANORMAL INVESTIGATORS

HAUNT TRIGGER: BOOK TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

The estate's caretaker hired your team to investigate a haunting at this abandoned old hotel, known to the locals as the site of several brutal murders. As you pick up the key left for you under the doormat, you hear a voice whisper, "You can check in, but you can never check out." But there's no one else here... who just said that?

SETUP

1. If the Graveyard tile has not already been placed, search the tile stack for it and place it using normal tile-placement rules.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you lay the Caretaker's Remains to rest.

- Search for the Caretaker's Remains.
- Take those Remains to the Graveyard.
- Lay the Remains to rest.

TOKENS NEEDED

Number Tokens – Remains

Small Monster Tokens – Angry
Ghosts

IF YOU WIN

You bury the caretaker's remains, seeing him to his final rest. After this job you're going to need a break to rest and recharge, but the idea of checking in anywhere makes you think twice. Maybe a staycation is in order.

1 REMAINS

Bones of an unfortunate soul.

- The Caretaker's Remains are represented by the "1" Remains token.
- Heroes may trade Remains with each other, following normal trading rules.
- If any loot Remains from an explorer's corpse, you must take all Remains they were carrying.

Once during your turn, you may

Unearth Remains

While on a tile with a face-down Remains token, turn it face-up and place it on your character board.

Once during your turn, you may

Identify Remains

While on a tile with a Remains token, make a Knowledge roll:

5+ Flip the Remains token face-up. If it is the Caretaker's Remains (the "1" token), place it on your character board.

0-4 You learn nothing.

Once during your turn, you may

Consecrate Remains

If you are on the Graveyard tile and have the Caretaker's Remains (the "1" token), make a Sanity roll.

5+ **You win!** You lay the remains in an open grave. The old house falls silent.

0-4 Take 2 Mental damage.

AT THE BEGINNING OF THE TRAITOR'S TURN

Each hero takes 1 Mental damage for each Remains token on their character board. *The spirits of the dead cry out.*

FORWARD THIS OR DIE

SCENARIO CARD: CURSED! HAUNT TRIGGER: DAGGER
TRAITOR: HAUNT REVEALER

17

READ FIRST!

INTRODUCTION

You hear high-pitched laughter coming from all sides of the house. Your phones begin to buzz—strange, because you’ve been searching for a signal all evening. One of your companions smiles, their lips stretching so far that the corners of their mouth almost reach their ears. In one hand is their phone. In the other, a dagger. They sneer at you, “Forward this or die.”

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you kill the traitor and all of the Gremlins in the house.

TOKENS NEEDED

3 Small Monster Tokens – Gremlins
3 Rune Tokens

TILES WHERE YOU CAN GET A SIGNAL

Tower – Upper Floor
Gallery – Upper Floor
Observatory – Upper Floor

IF YOU WIN

You discover that your friend’s murderous rage came from a cursed email they had received on their phone. After some digging, you learn that it came from those gremlins—somehow, those ancient pests learned how to use the internet. Although you put an end to the gremlins’ antics, your victory came at the cost of your friend’s life. As you close their lifeless eyes, you shudder at the too-wide grin still frozen on their face. You startle as their phone buzzes with a notification: “FWD: OPEN THIS!! URGENT!!”

GREMLIN MAGIC

- You cannot attack a Gremlin that doesn’t have a Rune token on it.
- If you attack a Gremlin that does have a Rune token on it, it is killed instead of stunned.

Once during your turn, you may



Do Research on your Phone

While on a tile where you can get a signal, make a Knowledge roll. *There has to be more information on these gremlins...*

- 5+ Place a Rune token onto a Gremlin. You can now attack this Gremlin. On a successful attack, it will be killed instead of stunned.
- 0–4 Take 1 Mental damage.

AT THE END OF YOUR TURN

Draw a message out of the hat and show it to the traitor. *You receive an email.*

A NICE RING TO IT

SCENARIO CARD: PARANORMAL INVESTIGATORS

HAUNT TRIGGER: RING TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

One of your friends starts to mutter. They simultaneously take one step to the left and one to the right. But... how? Clones? Reflections? Everywhere you look there's another one. All you can catch is one word: "Precious."

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you kill the traitor.

TOKENS NEEDED

Number Tokens – Illusions

IF YOU WIN

With their last breath, your former friend begins to fade. They and all their possessions waft into the air like smoke, leaving behind nothing but the ring. The smoke hangs in the air for a brief moment before it is drawn into the ring. You spot some movement in the trinket and pick it up to have a closer look... is that your friend's face, trapped in the smooth metal? As you ask yourself the question, you realize that you really don't care. Turning the ring in your fingers, one word echoes in your mind: "Precious." You feel a driving need to go somewhere, anywhere, everywhere. You must protect the ring.



THE RING OF ILLUSIONS

- The traitor can hide among their Illusions. The Number Token labeled "1" is the real traitor.
- The traitor will take their turn as either the Illusions (tokens) or their true self (explorer figure), but never both.
- You may dispel Illusions to try to reveal the traitor.

WHEN YOU DISPEL AN ILLUSION

- Flip that Illusion face-up and return it to the traitor's character board.
- If the revealed token is the "1," the traitor has been revealed. They must place their explorer on the tile where that token was located and return all Number Tokens in the house to their character board. Then, they must return the highest-numbered Illusion token to the game box.

Once during your turn, you may



Confront an Illusion

While on a tile with an Illusion, make a Knowledge roll. If you have the Mirror, add 2 to the result of your roll.

5+ Dispel the Illusion as described above.

0-4 Take one die of Mental damage.

Once during your turn, you may



Call to the Ring

You hear a thrum. The ring wants to come home.

While on the Vault tile, make a Sanity roll. For each Omen you have, add 1 to the result of your roll.

8+ Deal one die of Mental damage to the traitor (if they are revealed), or dispel any Illusion (as described above). End your turn.

0-7 End your turn.

WHEN YOU ATTACK AN ILLUSION

If you win, the Illusion is dispelled as described above. If an attack reveals the traitor, that attack does no damage.

CAUGHT ON TAPE

19

SCENARIO CARD: CURSED! HAUNT TRIGGER: HOLY SYMBOL

TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

You came here hoping to find a way to banish the curse that's been following you for the last week, ever since you watched that cursed videotape. All the clues led here, but the house seems to want something from you. An old television set turns on nearby, its static breaking the silence. A red symbol flashes on the screen, and a voice hisses, "Until midnight. See you soon." You only have a few hours to survive the curse. The tape clicks and slides out of the VCR. The label on the tape indicates that this is "Copy Number 6." Tick tock.

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win if you can destroy every Videotape and escape the house through the Landing before the curse takes hold.

- Destroy all of the Videotapes.
- Go to the Landing tile.

TOKENS NEEDED

Number Track

Videotape Tokens

Ghost Token – Vengeful Spirit

IF YOU WIN

You've destroyed the tapes and escaped the house, but you had to leave your friend behind. Although you can hear their screaming, you don't dare look back. The vengeful spirit has claimed them, and you're lucky to have escaped with your life. Once you've made it a safe distance from the house, you pause to catch your breath. Suddenly your phone rings, and you answer. On the other end, you hear static and a voice that whispers, "See you soon."

Once during your turn, you may



Destroy the Tapes

While on any tile with a Videotape, make a Might roll.

- 4+ The Videotape is destroyed. Remove the token from the game. *It makes a satisfying crunch. And... a faint scream?*

0-3 Nothing happens.

Once during your turn, you may



Stave off the Curse

While on a tile with the Vengeful Spirit, roll a die.

- 2 Move the Number Track up by 1.

- 1 Move the Number Track up by 1 and end your turn.

- 0 End your turn.

AT THE END OF YOUR TURN

If all of the Videotapes have been destroyed and at least 1 hero is on the Entrance Hall tile, you win!

DON'T SAY IT

SCENARIO CARD: CURSED! HAUNT TRIGGER: DOG

TRAITOR: OLDEST CHARACTER

READ FIRST!

INTRODUCTION

You spot a dog growling in the corner. At least, you think it's growling. Its lips are curled back in a snarl, and it moves as if to bark, but no sound comes out. It looks as if the dog has been affected by the same curse that's been plaguing this town for the last two weeks. Each night at midnight, the residents lose their voices until morning. After restless days of research, you've learned that after tonight everyone in the town will lose their voices forever. Something is stealing the sound from the world. Something without a face.

SETUP

1. If there are fewer than five non-Landing tiles in the house, draw tiles from the tile stack and place them in the house until there are five.
2. Set aside {2/3/4/5} Rune tokens. These are the Syllables of the Faceless Man's Name.
3. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you destroy the Faceless Man

- Search the house to find the Syllables of the Faceless Man's Name.
- When you have found all of the Syllables, successfully attack the Faceless Man to destroy him.

TOKENS NEEDED

Faceless Man Token

Rune Tokens – Syllables of the Faceless Man's Name

IF YOU WIN

Your voice is released, and you have escaped the thing without a face. You hear sounds of celebration coming from your town. You head toward the party, but the feeling of excitement quickly fades as you look back to see the shape of a man looming in one of the house's windows.

Once during your turn, you may



Find a Syllable

While on a tile, ask the traitor if the next Syllable is on that tile.

- If you are correct, place a Rune token on your tile. When you place the last Rune token, the heroes have learned the Faceless Man's name.
- If you are incorrect, the traitor will give you a hint.

WHEN YOU ATTACK THE FACELESS MAN

If you defeat the Faceless Man and you know his name (all of the Rune tokens have been placed in the house), he is destroyed. You win!

SPOOKY MCMASTERS PRESENTS...

SCENARIO CARD: A STRANGE DISAPPEARANCE **HAUNT TRIGGER: BOOK**
TRAITOR: HAUNT REVEALER

21

READ FIRST!

INTRODUCTION

Your friend, horror novelist Spooky McMasters, is always sneaking into abandoned houses as “research” for his novels, but this time he didn’t come out. When you entered the house to look for him, you got an uneasy feeling. In Spooky’s stories, someone always betrays the group, so when your friend found Spooky’s manuscript and directed a monsterized Spooky to kill you, you had a real sense of déjà vu. In the manuscript, the heroes had to burn the book in order to free everyone from the horror tropes they were compelled to act out. At least you know what you have to do.

SETUP

1. If the Library tile is not in the house, find it in the tile stack and place it in a region other than the one currently occupied by the traitor.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you destroy the Book.

- Get the Book from Spooky McMasters.
- Throw the Book in the fire.

TOKENS NEEDED

Demon Token – Spooky McMasters
Small Monster Tokens – Horrors

TILES WHERE THERE IS FIRE

Furnace Room – Basement
Ritual Room – Basement
Kitchen – Ground Floor
Laboratory – Ground Floor
Charred Room – Ground/Upper Floor

IF YOU WIN

With the book burned, you all leave the house and go for some midnight pizza. You ask Spooky if he’d ever consider writing historical romance, instead.



THE BOOK

“A 4 out of 10 read, just entertaining enough.”

- While you have the Book, you may attack Horrors with any of your traits.

WHEN YOU USE MIGHT TO ATTACK SPOOKY MCMASTERS

If you win and Spooky has the book, take the Book.

Once during your turn, you may



Burn the Book

While on a tile where there is fire, make a Sanity roll.

5+ **You win!** The manuscript burns to ashes. You are free from Spooky McMasters’ creative control.

0–4 Nothing happens. The manuscript does not burn.

Once during your turn, you may



Build Character

While on the Library tile, make a Sanity roll.

4+ Gain 1 in either Might or Speed. *It’s all starting to make sense.*

0–3 Place a Horror on your tile. *“Strength through adversity,” Spooky always says.*

OPERATION: UNDERGROUND

SCENARIO CARD: FOR SALE HAUNT TRIGGER: SKULL

TRAITOR: LEFT OF THE HAUNT REVEALER

READ FIRST!

INTRODUCTION

The realtor told you that the last man to own this house was a spy during the Cold War, and that the building was full of secret passageways, cameras, and more. The realtor even offered the assurance that “Of course, we cleaned the place up.” Why, then, did the door to the basement landing swing shut behind you? The walls shift slightly, letting out a hungry groan. You know you’re being watched, and it’s time to get the hell out of here.

SETUP

1. Shuffle all of the Basement tiles (other than the Basement Landing tile) back into the tile stack.
2. Each hero places their figure on the Basement Landing tile.
3. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you escape the house.

TOKENS NEEDED

Small Monsters – Cold War Zombies

IF YOU WIN

Even as you escape the house, you can’t shake the feeling that you’re still being watched...

Once during your turn, you may



Escape the House

While on the Entrance Hall or Graveyard tile, make a Speed roll. If you have Dynamite or the Skeleton Key, add 2 to the result of your roll.

- 6+ **You win!** You escape the house!
- 0–5 Nothing happens.

Once during your turn, you may



Study the Floor Plan

If you have the Skull, make a Knowledge roll

- 5+ Look at the next Basement tile in the tile stack. You may return it to the top or the bottom of the tile stack. *The etchings on the skull are some sort of map!*
- 0–4 Nothing happens.



INTRUDER ALERT

23

SCENARIO CARD: CURSED! HAUNT TRIGGER: IDOL

TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

The idol glows, and a robotic voice rings through the hallways, “Welcome. My name is Sya. How can I help you?” Before you can answer, an alarm rings through the halls. The voice continues, “My records indicate that you have not been uploaded to the system. Please stand still and I will upload you.” You hear a clang of metal as the house locks you inside. Looking around, you see a crosshatch of searing lasers moving toward you. This can’t be good.

SETUP

1. Set the Number Track to {2/3/4/5}.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when all of the Machine tokens have been turned OFF and you have Wrecked the required number of tiles.

TOKENS NEEDED

Number Track

ON/OFF Tokens – Circuits

Small Monster Tokens

– Robot Assistants

IF YOU WIN

“Goodbye,” Sya’s voice fades into silence as you turn the final machine off. The idol’s light dies and you feel a weight being lifted from the house, but your “companion” is nowhere in sight. You look out the window to see the electricity returning to local homes and businesses. You’ve finally banished the town’s curse, but who knows if this technology will fall into the wrong hands in the future?

Once during your turn, you may



Turn the Machine Off

If you are on the same tile as an ON Token, make a Knowledge roll.

- 5+ Flip the token to its OFF side. Stun a Robot in the region.
The machine has been turned off.

0–4 Nothing happens.

Once during your turn, you may



Wreck the House

While on any tile with an Omen Symbol, make a Might roll.

- 4+ Flip the tile over. It is Wrecked. Move the Number Track down by 1.

0–3 Nothing happens.

WRECKED ROOMS

Wrecked room tiles are turned face-down. Wrecked tiles are not considered to have any symbols or effects, and they count as having doorways on all four sides.

AT THE END OF YOUR TURN

If all the Machine tokens have been turned OFF and the Number Track is at 0, you win!

THE SHADOW MASQUERADE

SCENARIO CARD: A MYSTERIOUS INVITATION HAUNT TRIGGER: MASK

TRAITOR: HIGHEST SPEED

READ FIRST!

INTRODUCTION

When you walked into the house, you found food in every room. Some of it was delicious, some strange, but all intoxicating. It was a pleasant evening, all the way up to the stroke of midnight, when things went amiss. Strange, dark plants now block every door and window, and the air hums with otherworldly voices singing in harmony, “Behold the Unseelie King and Queen, step the dance eternal! Oh! Welcome to the Masquerade!”

SETUP

1. Find {2/3/4/5} Fire tokens—these are Seelie Flames. Place one of these tokens on each of the following rooms (if they have been discovered): Tower, Statuary Corridor, Conservatory, Graveyard, Underground Cavern, and Underground Lake.
2. Set any remaining Seelie Flames to the side.
3. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you stop the Masquerade.

- Bring the Seelie Flames to the Chapel.

TOKENS NEEDED

Fire Tokens – Seelie Flame

Dark Queen Token

Small Monster Token – Fae Dancer

TILES WITH SEELIE FLAME

Tower – Upper Floor

Statuary Corridor – Upper Floor

Conservatory – Ground Floor

Graveyard – Ground Floor

Underground Cavern – Basement

Underground Lake – Basement

IF YOU WIN

The sprites dance from their torches, igniting everything in the chapel before moving on to the rest of the house.



SEELIE FLAME

A hooded torch holding a vigorous sprite.

- Seelie Flames can be carried and traded, using the normal trading rules.
- You may only hold one Seelie Flame at a time.
- If you die while carrying a Seelie Flame, place its token on the tile where you died.
- You may voluntarily drop your Seelie Flame at any time during your turn.

Once during your turn, you may



Pick up the Flame

While on a tile with a Seelie Flame, place that token on your character board and make a Knowledge or Speed roll.

5+ You are now carrying a Seelie Flame. *Carefully, now... yes! Got it!*

0–4 Take 2 General damage. You are now carrying a Seelie Flame. *You handle the flame clumsily. It burns!*

WHEN YOU DISCOVER A TILE WITH SEELIE FLAME

Place a Seelie Flame token on that tile (if any remain).

AT THE END OF YOUR TURN

If all Seelie Flames have been placed on the Chapel tile, you win!

BORROWED TIME

25

SCENARIO CARD: A STRANGE DISAPPEARANCE **HAUNT TRIGGER: ARMOR**
TRAITOR: LEFT OF THE HAUNT REVEALER

READ FIRST!

INTRODUCTION

You come upon a suit of armor. It looks old. Older than this house. And, there's a mummy inside, which you recognize as one of your friends. But that doesn't make any sense—they've only been gone for a few days! The mummy crumbles to dust, and you get a bad feeling as one of your companions disappears into the house only to reemerge dressed as a 15th-century soldier.

SETUP

1. Set aside a Might, Speed, Knowledge, and Sanity token. These are Spell Ingredients.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you have broken the Armor's spell.

TOKENS NEEDED

Might, Speed, Knowledge, and
Sanity Tokens – Spell Ingredients

TILES THAT HAVE INGREDIENTS

Operating Theatre – Basement/
Upper Floor
Graveyard – Ground Floor
Bloody Room – Ground/Upper Floor
Underground Lake – Basement
Conservatory – Ground Floor
Kitchen – Ground Floor
Larder – Ground Floor
Specimen Room – Ground/Upper Floor
Dining Room – Ground Floor
Furnace Room – Basement
Observatory – Upper Floor
Library – Ground/Upper Floor

IF YOU WIN

You watch as your former friend's skin desiccates, then petrifies, then turns to dust. Their time has finally run out.

Once during your turn, you may



Find Ingredients

While on a tile listed below, make the corresponding trait roll. You cannot make this roll if the trait token for that trait has already been placed.

Sanity: Operating Theatre, Graveyard, Bloody Room – *a vial of dried blood.*

Might: Larder, Specimen Room, Dining Room – *a bite of mystery meat.*

Knowledge: Furnace, Observatory, Library – *the dust of ages.*

Speed: Underground Lake, Conservatory, Kitchen – *a handful of caustic nightweed.*

4+ Place the Trait token on your tile.

0–3 Nothing happens.

Once during your turn, you may



Break the Armor's Spell

While on the Armory or Ritual Room tile, make a Sanity roll. You can only make this roll if you have placed {1/2/3/4} Trait tokens.

5+ **You win!** *You have broken the armor's spell.*

0–4 Lose 1 Sanity. *The armor has a will of its own.*

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THE FAMILY'S BLESSING

SCENARIO CARD: A MYSTERIOUS INVITATION

HAUNT TRIGGER: HOLY SYMBOL TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

The evening was fun, until one of your friends disappeared. As you searched for them, you were struck by how much your friend resembles the people in the portraits that adorn every wall of the house. You begin to hear rhythmic chanting echoing through the halls, "Hail The Elder. Now comes our master from beyond," and every window and outside door abruptly slams shut. There's something sinister going on here, and you'll need to stop it if you're to have any hope of getting out alive.

SETUP

1. Place the Altar token on any Ground Floor tile.
2. If the Ritual Room has not been discovered, search the tile stack for it and place it in the Basement, using normal tile-placement rules.
3. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when the traitor is dead, the Tribute has been ruined, and the Altar destroyed.

- You cannot destroy the Altar until you have Ruined the Tribute and killed the traitor.

TOKENS NEEDED

Altar Token

Small Monster Tokens – Relatives

Dark Queen Token – The Elder

TILES WITH FAMILY EFFIGIES

Gallery – Upper Floor

Statuary Corridor – Upper Floor

IF YOU WIN

The members of the twisted family age rapidly before your eyes, withering to husks in mere minutes. They collapse and crumble to dust.

Once during your turn, you may



Ruin the Tribute

While on the Ritual Room tile, make a Sanity roll.

- 4+ You disturb the Altar's arrangement. *The Elder watches on.*
- 0–3 Take 1 Physical damage. *You have disturbed The Elder.*

Once during your turn, you may



Destroy the Altar

While on the tile with the Altar, make a Might roll. You cannot Destroy the Altar until you have Ruined the Tribute and killed the traitor.

- 4+ If the traitor is dead, **you win!**
- 0–3 Take 1 Mental damage. *Arcane punishment for your impudence.*

Once during your turn, you may



Prune the Family Tree

While on a tile with Family Effigies, make a Sanity roll.

- 5+ Remove one Relative from the house. *You chant a spell and one of the relatives turns to dust.*
- 0–4 Take 1 Physical damage.

WORDS FROM THE STARS

27

SCENARIO CARD: CURSED! HAUNT TRIGGER: MASK

TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

For weeks, you've all heard voices in your heads. Alien voices, speaking strange words and compelling you, driving you to this old house. As you cross the threshold, the voices fade to whispers and then stop. You feel relieved, until you start to hear the strange words again. But this time, the words aren't in your head—they're coming from one of your friends, who is saying them, shouting them. The words echo, and strange script begins to appear on the walls. The writing spreads, growing in complexity. You cannot read the words, but you know in your bones that you must stop their growth.

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.
3. Find {3/4/4/5} Rune tokens and set them aside for the heroes. These are Alien Words.

OBJECTIVE

You win when the traitor is dead.

TOKENS NEEDED

Hero Tokens – Knowledge of Aliens

Rune Tokens – Alien Words

TILES WITH NOTES ON THE LANGUAGE

Library – Ground/Upper Floor

Observatory – Upper Floor

Tower – Upper Floor

Laboratory – Ground Floor

Specimen Room – Ground/Upper Floor

IF YOU WIN

While you will wonder forever about the meaning of those alien words, you will also be forever grateful that you never found out. And when the silence presses in close and you hear faint whispers, which might only be figments of your imagination, you turn on the radio and try to drown them out.



ALIEN WORDS

They seem to pulse faintly.

- Alien Words may not be picked up or traded.
- It costs heroes two moves to leave any tile with an Alien Word.

Once during your turn, you may



Learn the Language

While on a tile with notes on the language, make a Knowledge roll.

4+ Take your hero's matching Hero token (if you don't already have it). This token represents your Knowledge of Aliens. *Things are starting to make sense.*

0-3 Place an Alien Word from the heroes' pile in this room. If there is already an Alien Word in this room, place an Alien Word in an adjacent room. *The words are spreading.*

WHEN YOU ATTACK THE TRAITOR

If you have Knowledge of Aliens, you may reroll up to two of your dice.

If you win the attack, you may steal the Mask from the traitor (if they have it) instead of dealing damage.

AT THE END OF YOUR TURN

If you are on or adjacent to a tile with an Alien Word, take 1 Mental damage. *The words pulse in your brain.*

28

WE'RE GOING TO NEED A BIGGER HOUSE

SCENARIO CARD: PARANORMAL INVESTIGATORS HAUNT TRIGGER: IDOL
TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

You heard about the ghost through the mayor, who hired you to investigate but keep things quiet. The autopsy said that the homeowner was killed in a boating accident, but rumor has it that something more gruesome happened in this sleepy seaside town. As you investigate for signs of paranormal activity, tidal sounds begin to rise from somewhere in the house and your nostrils are flooded with the scent of saltwater.

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you blow up the Great White Ghost Shark.

- Find Explosives and/or Dynamite.
- Summon the Shark to your space.
- Feed Explosives to the Shark.

TOKENS NEEDED

Ghost Shark Token

5 Trap Tokens – Explosives

IF YOU WIN

You emerge from the house, soaked and covered in shark guts, but alive. Now that you're back on firm land, you're reminded why you never liked the water.

FLIPPED TILES

Tiles that have been flipped over are Flooded, and have doorways on all 4 sides. Flooded tiles do not have any symbols on them. Landings cannot be Flooded.



EXPLOSIVES

Volatile.

Explosives can be traded between heroes, using the normal trading rules.

Once during your turn, you may

Search for Explosives

On any tile with an Item symbol, make a Speed roll.

4+ Take a Trap token. These are Explosives.

0–3 Nothing happens.

Once during your turn, you may

Force Explosives down the Shark's Throat

While on a tile with the Shark, make a Might roll. Discard any number of Trap tokens to add 2 to the result of your roll for each token discarded. If you have Dynamite, add 2 to the result of your roll.

10+ You win! The shark explodes!

0–9 Take 2 Physical damage and end your turn.

A BEAUTIFUL GARDEN

29

SCENARIO CARD: FOR SALE **HAUNT TRIGGER: RING**
TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

“This house needs a garden,” says the realtor. You’re confused, because she’s just gesturing at the rug and the walls. The realtor’s eyes are bright, with an otherworldly glint, and her voice has a strange, musical quality. Something feels off, and you suddenly remember childhood stories about faeries. Is this... could the realtor be... one of the fae?

You wrack your brain, trying to remember all you can about faeries. Let’s see... they live in mushroom circles, you’re not supposed to eat their food, and... something about iron? Right! Iron can harm them! That’s something. Maybe if you learn more about the fae, you can stop them from destroying this beautiful old house.

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you perform the ritual to bind the Fae.

TOKENS NEEDED

Small Monster Tokens – Fae

Hero Tokens – Knowledge of the Fae

2 Might Tokens – Cold Iron

TILES WITH INFORMATION ABOUT THE FAE

Library – Ground/Upper Floor

Ritual Room – Basement

IF YOU WIN

There will be no garden here. The fae have been bound. If they return, you’ll burn the place down and salt the earth so that nothing will grow here ever again.

Once during your turn, you may



Rend Iron

While on a tile with an Item symbol, make a Might roll.

5+ Take a Might token (if any remain). This is Cold Iron.

0–4 Nothing happens.



COLD IRON

Poisonous to faeries.

- Cold Iron can be traded between heroes, using the normal trading rules.

Once during your turn, you may



Learn about the Fae

While on a tile with information about the Fae, make a Knowledge roll.

5+ Take your hero’s matching Hero token. This represents Knowledge of the Fae. This token cannot be traded.

0–4 Nothing happens.

Once during your turn, you may



Bind the Fae

While on a tile with one of the Fae, make a Knowledge roll. Add 2 to the result of your roll for each of the following you possess: Knowledge of the Fae, Cold Iron, the Ring Omen.

9+ You successfully perform the ritual and bind the Fae. **You win!**

0–8 Nothing happens.

'TIL DEATH DO US PART

SCENARIO CARD: A STRANGE DISAPPEARANCE **HAUNT TRIGGER: RING**
TRAITOR: LOWEST SANITY (OTHER THAN THE HAUNT REVEALER)

READ FIRST!

INTRODUCTION

You find your missing friend's body, a wedding veil gripped tightly in their hand. Somewhere in this house, one of you has been possessed by a ghost—you've heard it wailing for its long-lost love, and it's prepared to kill if it means bringing her back to this world. You think it wants this ring you've found—you figure you can lure the ghost into a trap with a promise of reunion, using the ring as bait.

You'll give the ghost the wedding it wants, and then you'll banish it for good.

SETUP

1. If the Secret Stairs tile has not been discovered, search the tile stack for that tile and place it in the house, using normal tile-placement rules.
2. Set aside the top {4/6/9/12} tiles from the tile stack and return the remaining tiles to the game box. If there are fewer tiles than this in the stack, skip this step.
3. Take any Omens held by the traitor and give them to the haunt revealer.
4. The traitor is trying to find the Ring. When the teams separate, the heroes may freely trade Omens, using the normal trading rules. Each hero must place their Omens face-down on the table in front of them.
5. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you Perform the Ceremony.

- Explore the entire house to find the Altar.
- Compel the Spirit to lure them to the Altar.
- Perform the Ceremony.

TOKENS NEEDED

Altar Token

Small Monsters – Wedding Party

IF YOU WIN

Using the powerful objects in this house, you've managed to wrest the spirit from your friend's possessed body. You drag them out to the street and call for an ambulance.

OMENS

- The traitor is looking for the Ring.
- Keep your Omens face-down in front of you unless instructed otherwise. You may look at them at any time.
- If you want to use or benefit from one of your face-down Omens, you must reveal it to the traitor. Then, turn it face-down again.
- If you find a new Omen, do not reveal it. Place it face-down in front of you.
- When trading Omens between heroes, you do not have to reveal them.

WHEN YOU DISCOVER THE FINAL TILE IN THE TILE STACK

Place the Altar token on that tile. *A perfect place for a wedding.*

Once during your turn, you may

Compel the Spirit

While you have the Ring, reveal it and make a Knowledge roll. Move the traitor a number of tiles up to the value of your roll.

Once during your turn, you may

Perform the Ceremony

While on the tile with the Altar and the traitor, make a Sanity roll.

6+ You banish the spirit and free your friend. **You win!**

0–5 Nothing happens.

A GHOST OF A CHANCE

31

SCENARIO CARD: PARANORMAL INVESTIGATORS

HAUNT TRIGGER: HOLY SYMBOL TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

The point of this most excellent excursion was to find ghosts for that cool reality show, “Bros vs. Ghosts.” You totally hit the jackpot with a ouija board, contacting some friendly phantoms who warn you about the cursed holy symbol your friend has found. If they escape the house with it, the world will totally be over—bummer! The phantoms offer to assist you in an epic battle of good vs. evil. Rad!

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you escape the house with the required number of items.

- Attack Cursed Items to stun them.
- Dispel the Curse on stunned items to pick them up.

TOKENS NEEDED

2 sets of Number Tokens – Cursed Items

TILES WITH SPIRITUAL ENERGY

Gallery – Upper Floor

Graveyard – Ground Floor

Operating Theatre – Basement/
Upper Floor

Soundproofed Room – Basement/
Upper Floor

IF YOU WIN

You did it. You managed to quash the evil that had corrupted your friend.

Now you can sell TV rights to your ghostly story of survival to “Bros vs. Ghosts.” Self high-five!

WHEN YOU ATTACK A CURSED ITEM ON YOUR TILE

If you aren't using a weapon, you may attack with Sanity or Knowledge. (If you do, take Mental damage if you lose.) *Spiritus mundi, bro!*

WHEN YOU ATTACK THE TRAITOR WITH MIGHT

If you win, you may steal one of their Items or Omens instead of dealing damage.

Once during your turn, you may



Dispel the Curse

While on a tile with a stunned Cursed Item, remove its token and take the associated Item or Omen card. You are now carrying that Item or Omen. It is no longer cursed.

Once during your turn, you may



Speak with the Spirits

While on a tile with spiritual energy, take one die of General damage and increase any of your traits by 1.

WHEN YOU END YOUR TURN ON THE ENTRANCE HALL

If you have the Holy Symbol and {3/4/5/7} other Items or Omens, you win!

AT THE END OF YOUR TURN

If you are holding the Holy Symbol, take one die of General damage. (If you are on the Entrance Hall with the number of items required to win, skip this step.) *Man, this thing is really evil.*

THE CATASTROPHE

SCENARIO CARD: PARANORMAL INVESTIGATORS

HAUNT TRIGGER: SKULL TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

Rid the house of a ghost cat? It sounded like an easy job: grab a laser pointer, some fishy treats, and whatever else you could use to distract the feline specter, and banish it into the afterlife. The homeowner who hired you gives you a Cheshire Cat grin, and the house fills with the sounds of dreadful mewling.

But there's no such thing as an easy job—just an easy mark.

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when the Bakeneko has been banished.

- Kill Undead Cats to weaken the Bakeneko.
- Attack and defeat the Bakeneko.

TOKENS NEEDED

Bakeneko Token

Small Monster Tokens – Undead Cats

Fire Tokens – Room on Fire

IF YOU WIN

You never imagined that your knowledge of internet memes would prepare you for a job like this, but somehow it helped you to succeed in distracting and triumphing over a ghost cat and its army of undead attendants. You can rest easy, knowing that you sent them across the Rainbow Bridge... or wherever it is that demon cats go to play in the afterlife.

WHEN YOU ENTER A TILE WITH A FIRE TOKEN

Make a Speed roll.

5+ Nothing happens. *You move through the fire without issue.*

0–4 Take 1 Physical damage.

Once during your turn, you may



Make “PSPSPSPS” sounds

While on a tile with an Undead Cat, bury one of your Items or Omens. Move one Undead Cat on your tile up to 4 tiles away. That Cat becomes stunned. This does not count as an attack.

WHEN YOU ATTACK AN UNDEAD CAT

If you win, the cat is killed instead of stunned.

WHEN YOU DEFEAT THE BAKENEKO WITH A MIGHT ATTACK

If there are no Undead Cats in the region, you win! *The cat is banished.*

Otherwise, the Bakeneko is stunned.

SMILE FOR THE CAMERA

SCENARIO CARD: NONE HAUNT TRIGGER: "SAY CHEESE"

TRAITOR: SEE EVENT

33

READ FIRST!

INTRODUCTION

"Don't let the camera steal your soul," a voice calls as your vision returns to normal. That's just superstition, right? But then, there's a body here, glassy-eyed and unresponsive. And the doors won't open, no matter how hard you tug on them. You don't like the strange glint in your friend's eyes as they pick up an old camera—it reminds you too much of all the strange photos you've seen throughout the house.

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you have destroyed all of the Cameras.

- Kill all of the Phantom Photographers.
- Smash the Magic Camera.

TOKENS NEEDED

Small Monster Tokens – Phantom Photographers

Hero tokens – Heroes' Essence

IF YOU WIN

You don't want to risk touching anything you don't have to, so you decide to leave the remnants of the camera in the house. You open the door, which is now mysteriously unlocked, and you help your friend to walk outside. You'll bring them to the hospital, but you're skeptical that the doctors will know what to do.

Once during your turn, you may



Smash the Magic Camera

While on a tile with the traitor, make a Sanity roll.

- 6+ If the traitor has the Magic Camera, return it to the game box. *The Magic Camera is destroyed.*
- 0–5 Nothing happens.

GHOSTLY PAPARAZZI

Phantom Photographers can only be killed with Might attacks. Other successful attacks will stun them.

AT THE END OF YOUR TURN

If all of the Phantom Photographers have been killed and the Magic Camera has been smashed, **you win!**

DOWN THE HALL, SECOND DIMENSION ON THE RIGHT

SCENARIO CARD: A STRANGE DISAPPEARANCE **HAUNT TRIGGER: IDOL**
TRAITOR: HIGHEST KNOWLEDGE

READ FIRST!

INTRODUCTION

The cops weren't moving fast enough, so you and your friends decided to look into Christina's disappearance on your own. You traced her last movements here, to this house, where everything seems... slippery—shadows lean in the wrong directions, and doors appear where there were none just a moment before. As you go room-by-room in your search for Christina, a great creaking shakes the house and then, "WHOOSH!" Everything seems to fly apart. Squinting past the door you just came through, you see an inky purple void. Staring into its dark depths, you see rooms swirling and dancing around, pausing next to each other for brief moments before spinning off again. You'd better hurry up and find Christina soon, so you can get out of here before things get really crazy.

SETUP

1. Set aside a Small Monster token. This is your friend, Christina.
2. Return the deck of Event cards to the game box.
3. Set the Number Track to **{6/3/1/0}**.
4. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you bring Christina through the front door.

- Find Christina by discovering tiles with Omen symbols.
- Escape the house by returning to the Entrance Hall with Christina.

TOKENS NEEDED

Number Track

Small Monster Token – Christina

ANOTHER DIMENSION

- All of the tiles are now on the Ground Floor. The Basement and Upper Floor regions no longer exist.
- Any connected tiles (such as the Upper Landing, which leads to the Ground Floor Staircase) remain connected, even if they are not adjacent to each other.
- The Mystic Elevator will only move on a roll of 2 or 4.
- Only the heroes may discover new tiles.



CHRISTINA

She's unconscious. You'll have to carry her.

- Christina can be traded to other heroes, using the normal trading rules. If you die, another hero may take Christina from your corpse. The traitor cannot take Christina.

WHEN YOU DISCOVER A NEW ROOM

Always place the top tile of the tile stack, regardless of what region(s) is noted on the back of that tile. You are not required to end your turn when you discover a new tile. If you have any movement remaining, you may use that movement.

- If the tile has an Event symbol, nothing happens.
- If the tile has an Item symbol, draw an Item card as normal.
- If the tile has an Omen symbol, draw an Omen card. Move the Number Track up by 1—it cannot go higher than 8.

Once during your turn, you may

Search for Christina

While on a tile with an Omen symbol, roll dice equal to the number on the Number Track.

- 9+ Take the Small Monster token and place it on your character board. This is your friend, Christina. You are now carrying her. End your turn.
- 0-8 Take 1 General damage and end your turn.

Once during your turn, you may

Attempt an Escape

If you are on the Entrance Hall and carrying Christina, roll dice equal to the number on the Number Track.

- 9+ You make it out of the house. **You win!** *You drag Christina out of the house to safety.*
- 0-8 End your turn. *The door doesn't lead where it should. You end up back in the entrance hall.*

IF YOU WIN

You walk up staircases that seem to take you lower, and push through doors that weren't there moments before. When you finally escape, you have sea legs. Christina sleeps for several days after that, while you sleep intermittently and fitfully. In your dreams, everything is spinning around, around....

SPACE SLUGS

SCENARIO CARD: A STRANGE DISAPPEARANCE **HAUNT TRIGGER: SKULL**
TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

Your friend made a profession out of chasing down meteors. Past-tense, because looking at her corroded, half-eaten body, she won't be picking up any more cosmic souvenirs. She sure did pick a strange one for her last hurrah, though. The meteor that she predicted would land here crashed right through the house and landed in the basement. The rock is pitted and drenched in some kind of slime, and you watch as it starts to shiver and morph. Strange, slug-like creatures ooze from it, making squishing noises on the floor. Slugs can be killed with salt... right?

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you destroy both Nests.

- Find Salt.
- Use Salt to destroy both Nests.

TOKENS NEEDED

Small Monster Tokens – Slugs

2 Nest tokens – Slug Nest

5 Food tokens – Salt

TILES WHERE YOU CAN FIND SALT

Kitchen – Ground Floor

Dining Room – Ground Floor

Underground Lake – Basement

Larder – Basement/Ground Floor

Laboratory – Ground Floor

Gymnasium – Basement/Ground Floor

IF YOU WIN

The next time you're at a party and people start to debate whether or not aliens exist, you keep your mouth shut. You know what horrors exist in the worlds above.



SALT

Basic, grocery-brand salt: good for cooking, good for killing slugs.

- When a hero with a Salt token dies, they drop any carried Salt tokens on their tile.
- Salt tokens may be traded between heroes, using the normal trading rules.

Once during your turn, you may

Find Salt

While on a tile where you can find Salt, make a Knowledge or Speed roll.

- 5+ Gain a Salt token. *Found some salt!*
- 2–4 Nothing happens.
- 0–1 Place a Slug on your tile. *They're everywhere!*

Once during your turn, you may

Destroy a Nest

While on a tile with a Nest token, make a Speed roll. You may discard any number of Salt tokens. For each Salt token you discard, add 2 to the result of your roll.

- 9+ You destroy the Nest. If both Nests have been destroyed, **you win!**
- 5–8 Nothing happens.
- 0–4 Place a Slug on your tile. *Gah! Disturbed the nest!*

FINDING PEACE

36

SCENARIO CARD: FOR SALE **HAUNT TRIGGER: HOLY SYMBOL**

TRAITOR: LOWEST SANITY

READ FIRST!

INTRODUCTION

When you arrive, you find the pale ghost of the realtor and the place where she fell to her death. “This house is wrathful and full of ghosts,” she says, and she planned to sell it to you anyway. This admission seems to free her—after her confession, she fades away with a beautiful, holy light. You realize you can save all the ghosts in the same way that you saved her. You can help them move on. Surely, everyone in your group feels the same.

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when the house finds peace.

- Ghosts appear on tiles that have Event symbols.
- Help Ghosts find reconciliation.

TOKENS NEEDED

Small Monster Tokens – Ghosts

IF YOU WIN

One by one, the ghosts confessed their wrongs, their petty spites, their lonesome regrets. One by one, they found rest by sharing their burdens with you. The house still creaks, but now it is only from the wind. It is a peaceful sound.

Once during your turn, you may



Find Reconciliation

While on a tile with a Ghost, make a Sanity roll.

- 5+ Remove the Ghost from the house and place it on your character board. If there are **{4/5/6/8}** Ghosts on character boards, the house has been cleansed and **you win!**
- 0–4 Nothing happens.

WHEN YOU ATTACK THE TRAITOR

If you win, you may take an Item or Omen from them instead of dealing damage.

WHEN YOU REVEAL A NEW TILE THAT HAS AN EVENT ICON

Do not draw an Event card. Instead, place a Ghost on the new tile.

37

OUT OF BODY

SCENARIO CARD: A MYSTERIOUS INVITATION

HAUNT TRIGGER: ARMOR

TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

The evening started off so well. One of your friends had received a strange email that invited them to explore this old, abandoned house. You were having a laugh as you looked around, but now you've found a strange screen on the wall. It blinks coldly, displaying various biometric readings. A suit of armor in the corner lights up with an electric glow, and you hear the sound of mechanized whirring as every door and window in the house slams shut. You need to move, now, or this will be your final frontier.

SETUP

1. Give each hero their corresponding Hero token to place on their respective character boards. This is their DNA.
2. Set the Number Track to **{2/3/4/5}**.
3. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when all of the Security Robots have been disabled and one of you escapes the house.

- Disable the Security Robots by successfully attacking them.
- You may also Mess with Circuits to disable the Robots.
- Escape through the Entrance Hall.

TOKENS NEEDED

Small Monsters – Security Robots

Hero Tokens – Hero DNA

TILES WITH TECHNOLOGY

Observatory – Upper Floor

Game Room – Basement/Upper Floor

Laboratory – Ground Floor

Panic Room – Basement

IF YOU WIN

With a rush, the final bolt slides free. Dashing down the street, you escape into the night air. You hear a thunderous noise coming from behind you. It's the entire house, blasting off into space.

BODY SWAPS

Over the course of this haunt, the heroes will swap bodies. When a body swap happens, exchange character boards with the other player but do not exchange Items or Omens. You control the figure associated with the character board in front of you. The turn order remains unchanged.

Once during your turn, you may

Mess with Circuits

While you are on a tile with technology, you may attack any Security Robot in your region. You cannot use weapons for this attack, which uses Knowledge. This counts as your attack for the turn.

If you win, the Robot is disabled. Remove it from the house. If you lose, you take Mental damage instead of Physical.

Once during your turn, you may

Attempt an Escape

You may only Attempt an Escape once all Security Robots have been disabled.

While on the Entrance Hall, make a Speed roll.

4+ You disable some of the locks on the door. Move the Number Track down by 1. If the Number Track reaches 0, you escape the house and **you win!**

0–3 Nothing happens.

THE SINISTER SOIREE

38

SCENARIO CARD: A MYSTERIOUS INVITATION **HAUNT TRIGGER: RING**
TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

Ding Dong! The doorbell rings, and people pile into the entrance hall. Someone planned a party at this creepy old house, but who? It seems strange to you that the guests are bringing gelatin molds and potato salad, and that they are dressed like characters from a 1950s sitcom. By the time you've worked up the nerve to ask them some questions, you realize that they're all staring at you, their faces fixed with impossibly wide smiles. Something is very wrong here... .

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the haunt revealer will take the first turn.

OBJECTIVE

You win when you kill all of the Neighbors.

- The Ring will let you kill multiple Neighbors in a turn.
- Call off the party to reduce the number of Neighbors that show up.

TOKENS NEEDED

Number Track

Small Monster Tokens – Neighbors

IF YOU WIN

You look at your friend, shocked by the sideways turn their party has taken. Dazed, you walk out the front door and give a vague wave to the neighbors heading your way. They return your greeting with chilling enthusiasm, making the hairs on the back of your neck stand up. As you stagger away, you think that maybe you're not cut out for the suburban life.



THE RING OF FEASTS

A simple band for a complex bond.

When the traitor is killed, take the Ring from them.

AN UNUSUAL BOND

You may attack using the Ring any number of times during your turn, until you lose an attack with the Ring.

You may not attack with the Ring during the same turn in which you obtained it, and you may not trade the Ring to another hero if you have attacked with it during that turn.

Once during your turn, you may



Call off the Party

While on any tile with an Event symbol, make a Knowledge or Speed roll.

6+ Move the Number Track down by 1.

0–5 Nothing happens.

AT THE END OF YOUR TURN

If all of the Neighbors are dead, you win!

HIVE MIND

SCENARIO CARD: CURSED! HAUNT TRIGGER: BOOK

TRAITOR: HIGHEST KNOWLEDGE (OTHER THAN HAUNT REVEALER)

READ FIRST!

INTRODUCTION

Moths, cicadas, bees. Lately, all kinds of flying insects have clouded the skies over the town, and each night they swarm to this house. You've decided to sate your curiosity about this strange phenomenon by searching the house for clues. Going room by room, you eventually discover an old, tattered notebook full of scientific terms, detailed anatomical drawings of wasps, and inscrutable scrawls. One page catches your attention—it reads, "Human/Insect Hybrid Lab Notes." Behind you, you hear a buzz, and the flutter of wings....

SETUP

1. Set the Number Track to {5/4/4/3}.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you kill the Giant Wasp.

TOKENS NEEDED

Number Track

Giant Wasp Token

Small Monster Tokens – Worker Wasps

Nest Tokens – Wasp Eggs

IF YOU WIN

The giant wasp that was once your friend shrivels, as though it's been out in the sun for too long. The other insects fall to their deaths, raining over your hair, your clothes, everything. You leave quickly, covered in exoskeletal husks. You're going to need a shower.



WASP EGGS

You can feel something squirming inside.

- Heroes may pick up Nest tokens. These are Wasp Eggs.
- Heroes may trade Wasp Eggs, using the normal trading rules.

Once during your turn, you may



Destroy an Egg

While you are holding any number of Wasp Eggs, make a Knowledge roll to attempt to destroy them.

- 5+ Return all of your Wasp Eggs to the traitor. *You destroy the eggs.*
- 0–4 Place a Small Monster token on your tile. This is a Worker Wasp. *It's moving!*

WHEN YOU ATTACK THE GIANT WASP

For each Wasp Egg in the house (including those held by heroes), subtract 1 from the result of your roll. If you successfully attack the Giant Wasp, you win!

RETURN OF THE FLESHWALKERS

40

SCENARIO CARD: FOR SALE HAUNT TRIGGER: MASK

TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

You already live in this house. Well, not you, but your evil twins. They wear masks of your faces and pretend to be you. "The crystal ball showed us you would arrive," says a twin in a monotone voice. "It showed us ourselves, walking through the entrance. False versions of us cannot be allowed to walk the earth." You agree. You can't let the fakes exist, and you are most certainly not a fake.

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you have killed all of the Evil Twins.

- You may kill your own Evil Twin.
- If you have the Mask, you may kill any Evil Twin.

TOKENS NEEDED

Small Monster Tokens – Evil Twins

Hero Tokens – Twin Identities

TILES WHERE YOU CAN SCRY

Tower – Upper Floor

Ritual Room – Basement

IF YOU WIN

You look into the crystal ball, and see the front door open as several figures walk through. You peer in closer, trying to get a better look through the distorted glass. One of these newcomers looks exactly like you. No... it can't be. Not again.

Once during your turn, you may



Consult the Crystal Ball

While on a tile where you can scry, make a Knowledge roll.

5+ Stun an Evil Twin. *You poke the ball, and the figure in the image stumbles.*

0–4 Nothing happens.

WHEN YOU ATTACK THE TRAITOR WITH MIGHT

If you win, you may steal the Mask from them (if they have it) instead of dealing damage.

WHEN YOU KILL AN EVIL TWIN

If there are no more Evil Twins, you win!

A GOD IN THE MACHINE

SCENARIO CARD: FOR SALE HAUNT TRIGGER: IDOL

TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

You split up to find the realtor, who for some reason wasn't waiting out front. Just as you think to yourself, "Remodeling this place will cost a fortune," the lights flicker, and you hear an odd mechanical hum. You get the strange feeling that the house is shivering in anticipation. Suddenly, a radio blares to life beside you. It's probably just bad wiring, but why is it calling your name?

SETUP

1. Set the Number Track to 0.
2. Place 5 Searched tokens near the Number Track.
3. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you overload all of the Generators.

- Sabotage Electronics and Disable Traps to find supplies to help you Overload the Generators.

TOKENS NEEDED

Number Track

5 ON/OFF Tokens – Generators

5 Trap Tokens

5 Searched Tokens – Sabotage

TILES WITH ELECTRONICS

Panic Room – Basement

Vault – Basement

Kitchen – Ground Floor

Laboratory – Ground Floor

Game Room – Basement/Upper Floor

IF YOU WIN

You don't know what was living in the wires here, but it felt enormous. You take your escape as victory enough and hope that whatever it is never finds its way out of this house.

TRIGGERING A TRAP

When you enter a tile with a Trap token, take two dice of General damage. The Trap stays on the tile.

Once during your turn, you may

Disable a Trap

While on or adjacent to a tile with a Trap token, make a Speed roll. If you are on the same tile as the Trap, add 2 to the result of your roll.

6+ Remove the Trap and give it to the traitor. Move the Number Track up by 1.

0–5 Nothing happens.

Once during your turn, you may

Sabotage Electronics

While on a tile with electronics, make a Knowledge or Might roll.

5+ Move the Number Track up by one. Place a Searched token on the tile.

0–4 Nothing happens. ZZZZAAP

You cannot Sabotage Electronics on a tile that already has been sabotaged.

Once during your turn, you may

Overload the Generator

While on any tile with a Generator, roll dice equal to the number on the Number Track.

5+ Flip the Generator token to OFF. If all Generators are OFF, you win!

0–4 End your turn.

SNACK ATTACK

42

SCENARIO CARD: PARANORMAL INVESTIGATORS **HAUNT TRIGGER: DOG**
TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

You've followed in the footsteps of a group of ghost hunters who disappeared here with their dog some years ago. This house is now haunted by their spirits, which you are intent on putting to rest. You didn't think there were any survivors, but then you hear a low, canine growl, forming words you can't quite make out.

SETUP

1. If the Larder tile has not been discovered, find it in the tile stack and place it in the Basement.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you lay enough spirits to rest.

- Exorcise spirits in specific rooms.

TOKENS NEEDED

Searched Token – Exorcised Spirit
Demon Dog Token
5 Food Tokens – Stolen Food

HAUNTED TILES

Library – Ground/Upper Floor
Larder – Ground Floor
Gymnasium – Basement/Ground Floor
Chapel – Ground Floor

Once during your turn, you may



Exorcise the Spirit

While on a **haunted tile**, make the corresponding trait roll. You cannot make this roll if there is already a Searched token on that tile.

Library: Make a Knowledge roll.

Larder: Make a Might roll.

Gymnasium: Make a Speed roll.

Chapel: Make a Sanity roll.

4+ Place a Searched token on that tile.

0–3 Nothing happens.

WHEN YOU ATTACK THE DEMONIC DOG

You may attack using Sanity. If your attack is successful and {2/3/4/4} the spirits have been exorcised, **you win!**



IF YOU ARE ATTACKED BY THE DEMONIC DOG AND YOU HAVE A FOOD TOKEN

It is much more interested in the meat.

You may give the Demonic Dog a Food token. If you do, subtract 4 from the result of the Dog's roll.

Once during your turn, you may



Steal Food from the Larder

While on the Larder tile, make a Speed roll.

4+ Take a Food token, if any remain.

0–3 No effect.

HIDE AND EAT

SCENARIO CARD: A STRANGE DISAPPEARANCE **HAUNT TRIGGER: DOG**
TRAITOR: MOST OMENS

READ FIRST!

INTRODUCTION

Ronnie locked herself in this house on purpose. You didn't realize that when you came here to rescue her, and now you're the one who needs rescue. When you found Ronnie, you were all pretty surprised to find that she wasn't exactly human. You probably should have paid more attention to the lunar calendar. You just have to survive until dawn, when Ronnie will turn back into her normal self. That can't be too hard, right?

SETUP

1. Set the Number Track to **{6/7/8/9}**.
2. Bury the Dog. Place the Werewolf token on the haunt revealer's tile.
3. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when dawn has come.

- Hide to speed the coming of dawn.

TOKENS NEEDED

Number Track

Werewolf Token

Hidden Tokens – Hidden Heroes

TILES WITH HIDING SPOTS

Armory – Basement/Ground Floor

Soundproofed Room – Basement/
Upper Floor

Catacombs – Basement

Winter Bedroom – Ground/Upper Floor

Graveyard – Ground Floor

Statuary Corridor – Upper Floor

IF YOU WIN

While you'll never know exactly why your friend betrayed you, you unearth a rumor that blood spilled in this house has the power to grant immortality—maybe that has something to do with it.

Once during your turn, you may



Hide

Make a Speed roll. If you are on a tile with a hiding spot, add 1 to the result of your roll. You cannot take this action if the Werewolf is in line of sight.

- 5+ Take a Hidden token. You are now hidden, and you cannot be attacked.
- 0–4 Nothing happens.

WHEN YOU MOVE

Discard your Hidden token. You are no longer Hidden.

Once during your turn, you may



Charm the Beast

While on a tile with the Werewolf, make a Sanity roll. For each hero on that tile that is not hiding, add 1 to the result of your roll.

- 8+ Stun the Werewolf.
- 5–7 Nothing happens.
- 0–4 Take 1 Physical damage.

AT THE END OF THE MONSTER TURN

The werewolf howls.

Move the Number Track down by 1. If no hero took damage this turn, move it down by 2 instead. If the Number Track is at 0, you win!

Otherwise, each hero sets aside their Hidden token. The heroes are no longer Hidden.

A MISSING SEAM

44

SCENARIO CARD: A STRANGE DISAPPEARANCE **HAUNT TRIGGER: MASK**
TRAITOR: LEFT OF THE HAUNT REVEALER

READ FIRST!

INTRODUCTION

On a side table, you notice a mask that looks a lot like your missing friend's face. Nearby, a voice says, "Such craftsmanship. Don't worry, you'll soon be beautiful enough to wear as well." You look back, only to discover that one of your friends has vanished and been replaced by a plastic mannequin. Every time you blink, they seem to move a little closer to you. You turn to run, but there are more of them. You can only think of one solution—you're going to have to burn the place to the ground.

SETUP

1. The haunt revealer must turn their tile face-down and place their figurine back on that tile. That tile is now Burning. If there are only three players, flip the other hero's tile as well (unless they are on a Landing tile).
2. Find 5 Fire tokens and set them aside.
3. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you set the house on fire and escape.

- Burn every room in the house.

TOKENS NEEDED

Small Monster Tokens –
Mannequins
Fire Tokens

IF YOU WIN

You rush out the door, managing to escape the choking smoke and biting flames that are burning this place to the ground. You see the "person" you once called your friend at one of the windows. Their face melts, their eyeballs drooping with the sagging weight of their plastic exterior. It'll be some time before you feel comfortable shopping at the mall again.

THE HOUSE IS ON FIRE

Burning tiles are turned face-down. Burning tiles are not considered to have any symbols or effects, and they count as having doorways on all four sides.

If a Landing tile would be set on fire, do not turn it face-down. Instead, place a Fire token on that Landing. You may still move between the Basement Landing and the Ground Floor staircase, and between the Ground Floor staircase and the Upper Landing, even if they are Burning. (The Ground Floor Landing counts as one tile for fires.)

WHEN YOU MOVE ONTO A BURNING TILE

You take 1 General damage. *The flames are spreading.*

Once during your turn, you may

Set a Fire

While on any tile, make a Sanity roll.

4+ Flip the tile over. It is now Burning. If this is a Landing tile, place a Fire token on it instead.

0–3 Nothing happens. *You can't bring yourself to do it.*

AT THE END OF THE MONSTER TURN

The fire spreads. Each continuous section of Burning rooms counts as a single fire. For each of those fires, choose any tile in the house that is adjacent to that fire (whether or not there is an open door between them), then simultaneously flip those tiles face-down. Those tiles are now Burning.

If no fires are able to spread, place a Fire token on a Landing tile that does not already have one. That landing is now Burning.

AT THE END OF YOUR TURN

If the entire house is Burning, you win!

AN AUDACIOUS DEBUT

SCENARIO CARD: A MYSTERIOUS INVITATION **HAUNT TRIGGER:** BOOK
TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

When your friend rented this QuikBnB house for the weekend, it was to celebrate being cast in the show they'd been auditioning for. What they didn't mention was that you'd all be part of the production. From somewhere in the house you hear a count, "5...4...3...2... cameras rolling. Knock 'em dead, kid!"

Your friend's voice echoes throughout the house, with an unexpected menacing tone. "Time for some realistic death scenes!"

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you ruin the audition.

- Kill the traitor, and make sure they are not just playing dead.
- Rewrite the script to hasten the death scene.

TOKENS NEEDED

Number Track

TILES WHERE YOU CAN WRITE

Library – Ground/Upper Floor

Ballroom – Ground Floor

Gallery – Upper Floor

Guest Quarters – Ground/Upper Floor

IF YOU WIN

Your phone rings suddenly, and a voice you know from television speaks, "Impressive show! The audience loved this premiere! Care to come back next week for the next episode? You bring some friends. We'll bring the fans."

Once during your turn, you may



Steal the Script

While on the tile with the traitor, if they are holding the Book, make a Speed roll:

- 4+ Take the Book.
- 0–3 Nothing happens.

Once during your turn, you may



Rewrite the Script

If you have the Book and you are on a tile where you can write, make a Knowledge roll.

- 6+ Move the Number Track down by 1. *You scribble a quick death scene.*
- 0–5 Nothing happens. *It's hard to write a compelling narrative. You're not even sure where to begin.*

WHEN THE TRAITOR DIES

If the Number Track is at 0, you win! Otherwise, they will move themselves to a designated tile within the house. Move the Number Track down by 1.

GHOST HAIR

46

**SCENARIO CARD: CURSED! HAUNT TRIGGER: SKULL
TRAITOR: HAUNT REVEALER**

READ FIRST!

INTRODUCTION

You haven't been feeling well for days, but it isn't until you find the skull that you finally understand why. Hair pushes through the skull's porous texture until it is completely covered by stringy, wet strands. Your friend keels over, their agonized screams muffled by the same wet hair pouring out of their mouth. It crawls over their body, consuming them. "I am Revenge," gurgles the monster that was once your friend. You're going to have to find an antidote before you become a monster, too!

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you successfully cure the traitor.

- Find the real Antidote.
- Defeat the Giant Hair Monster while you have the real Antidote.

TOKENS NEEDED

Giant Hair Monster Token

Small Monster Tokens – Small Hair Monsters

Number Tokens – Antidotes

IF YOU WIN

You splash the antidote all over your friend and across the walls of the house, which are now tangled with wet, moldy hair. The hair recedes until it disappears, returning your friend back to you. As you leave the house, you pick a hair out of your mouth. You're sure it's nothing.

1

ANTIDOTES

A quick experiment.

- Number token "1" is the real Antidote.
- If you have the real Antidote, you may trade it using the normal trading rules.

Once during your turn, you may



Learn about the Curse

While on the Library, make a Knowledge roll.

5+ Flip a face-down Antidote token to its face-up side.

0–4 Nothing happens.

Once during your turn, you may



Make a Discovery

While on a tile with an Antidote token, you can flip it over to see if it is the real Antidote. If it is, you may pick it up.

WHEN YOU ATTACK THE GIANT HAIR MONSTER

If you have the real Antidote, add 3 to your result. If you successfully attack the Giant Hair Monster while you have the real Antidote, you win!

A KNIGHT TO REMEMBER

SCENARIO CARD: PARANORMAL INVESTIGATORS

HAUNT TRIGGER: ARMOR TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

Many ghost hunters before you have tried to unlock the mysteries of this place, but they were never heard from again. As you theorize with your colleagues about what might have happened to those lost souls you hear the dulcet tones of a recorder, playing a medieval tune. A portal opens up, tearing through the fabric of time itself. Huh. That might explain it. As you ponder this development, your friend cackles. On the other side of the portal, a knight laughs in the exact same way.

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when all of the Portals have been closed.

- Escape the Portals.
- Close the Portals.

TOKENS NEEDED

Hero Tokens – Trapped Heroes

Portal Tokens – Dimensional Portals

IF YOU WIN

The last of the portals closes, ending the knight's reign of terror on this side of existence. As you exit the house, you take a moment to think of those poor souls forever lost to another time.

ANOTHER DIMENSION

A hero with a Hero token is Trapped. Trapped heroes may not trade with non-Trapped heroes.

LEAP THROUGH A PORTAL

At the start of your turn, make a Speed roll to determine how far you are able to move (minimum 1 tile).

Once during your turn, you may

Escape the Portal

While on a tile with a Portal token (and you are Trapped), make a Knowledge roll. In there is a non-Trapped hero on your tile, add 2 to your roll.

- 6+ Give the traitor your Hero token. You are no longer Trapped.
Made it!

- 0-5 Gain 1 Knowledge. *Not quite, but you gained some insight...*

Once during your turn, you may

Close the Portal

While on a tile with a Portal token (and you are not Trapped), make a Knowledge or Sanity roll.

- 4+ You close the Portal. Remove that Portal from the house. If this was the last Portal, **you win!**

- 0-3 Take one die of Mental damage.

DON'T UPSET THE HOST!

48

SCENARIO CARD: A MYSTERIOUS INVITATION **HAUNT TRIGGER: SKULL**
TRAITOR: HIGHEST MIGHT

READ FIRST!

INTRODUCTION

Your friend dashed off a while ago to tend to their grandfather, who owns this house. They told you that he wouldn't mind having company over, but despite your low-key gathering, some kind of anger seems to permeate the house. Somewhere, from deep within, you can hear your friend negotiating with someone—or something—else. Something that makes a clattering sound.

You hear your friend say, "Alright, I'm sorry to disturb you. They'll be quiet. They'll be yours."

SETUP

1. The heroes have no additional setup steps.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you permanently trap the Head of the House.

- Bring the Skull to the Panic Room. (The Panic Room is a Basement tile.)

TOKENS NEEDED

Head of the House Token

IF YOU WIN

With a click, the door to the panic room locks your host inside. It shouts, but you have already begun to walk away. As you leave the manor, you lock your former friend inside. Their pounding on the door quickly fades to nothing, and the key to the house melts away in your hand, leaving behind a congealed mass of blood and ash.



WHEN YOU ATTACK THE HEAD OF THE HOUSE

If you win the attack, the Head of the House is killed instead of stunned. Take the Skull. *The skull rolls to your feet, still chattering.*

AT THE END OF YOUR TURN

If you are carrying the Skull, make a Speed roll.

- 5+ Nothing happens.
- 0–4 Take 2 Physical damage. *Ouch, it bites!*

WHEN YOU REACH THE PANIC ROOM

If you are carrying the Skull, you win! *And stay there!*

TERMS AND CONDITIONS

SCENARIO CARD: FOR SALE HAUNT TRIGGER: DAGGER

TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

The realtor informs you that your offer was not accepted. “I’ve come to a quite satisfactory agreement with a new buyer,” she says, and for the first time, you notice how sharp her teeth look. “The contract’s already been signed, and there’s a certain little clause that I’m particularly excited about. Oh, and don’t bother trying the doors—they’re already locked.” She turns to acrid smoke and sinks into the floorboards.

SETUP

1. Each hero takes a Blood token and places it on their character board.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you burn the Contract.

- Steal the Contract from the Demon.
- Burn the Contract.

TOKENS NEEDED

Blood Tokens

Contract Token

Demon Token

ROOMS WITH FIRE

Furnace Room – Basement

Ritual Room – Basement

Kitchen – Ground Floor

Laboratory – Ground Floor

Charred Room – Ground/Upper Floor

IF YOU WIN

You’re alive, but you also haven’t found a house to buy. Obviously, the former is more important—you really do like being not murdered by a demon, but still... you thought this house was the one.



THE CONTRACT

An infernal document; the parchment is warm to the touch.

The Contract can be traded between heroes, using the normal trading rules. The traitor cannot hold or touch the contract.

WHEN YOU ATTACK THE DEMON WITH MIGHT

If you win, you may steal the Contract from the Demon (if they have it) instead of dealing damage.

Once during your turn, you may



Burn the Contract

While you have the Contract, make a Knowledge roll. If you are in a room with fire, add 4 to the result of your roll.

7+ You burn the contract. **You win!**

4–6 Nothing happens.

0–3 Take 1 Physical damage. *Ouch! It burns!*



BLOOD TOKENS

You prefer it inside your body.

- Blood tokens cannot be traded, and a hero may not pick up a Blood token that has been dropped.
- If you die or take Physical damage, place your Blood token on your tile.
- If you don’t have your Blood token at the end of your turn, take 1 die of Mental damage.

Once during your turn, you may



Perform Blood Magic

If you have your Blood token, take 1 die of Mental damage and gain 1 Might.

THE TASTE OF FLESH AND METAL

50

SCENARIO CARD: CURSED! HAUNT TRIGGER: ARMOR
TRAITOR: HAUNT REVEALER

READ FIRST!

INTRODUCTION

Local rumors tell that this mansion was once overrun with some type of living, growing flesh. You all assumed it was just an urban legend, until you all started having the same, recurring nightmares that led you to the house. You're startled to hear your friend start screaming from somewhere in the house, and when the screams stop abruptly, the hairs on the back of your neck stand up. You're going to have to destroy that thing before it gets you, too.

SETUP

1. Set aside **(3/4/4/5)** Trap tokens. These are Explosives.
2. The player to the left of the traitor will take the first turn after setup.

OBJECTIVE

You win when you destroy the house.

- Set Explosives to rig the house to explode.

TOKENS NEEDED

Number Track

Construct Token

Trap Tokens – Explosives

IF YOU WIN

You look back as the house collapses, odd explosions rocking its structure. Not all of you made it out, but at least that thing is gone for good. You hope.

Once during your turn, you may



Set Makeshift Explosive

While on any tile, bury an Item or Omen. Then, make a Speed or Knowledge roll.

- 6+ Place an Explosive on your tile. If there are no Explosives left, you may move an already-placed Explosive to your tile. *Unconventional, but just crazy enough to work.*
- 0–5 Nothing happens. Do not place an Explosive. *You destroy the trap before it is set.*

CONSUMED ROOMS

The Construct is Consuming rooms. Consumed room tiles are turned face-down. They are considered to have no symbols or text, and they have doorways on all 4 sides. Landing tiles cannot be Consumed. Explosives remain on Consumed rooms when they are turned over. You may place Explosives on Consumed rooms.

AT THE END OF YOUR TURN

If all of the Explosives have been placed, and there is at least one Explosive in each region, you win!

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