

Haunt Selection Table #1: All Haunts

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

Selecting the Traitor (by Haunt)

HR = Haunt Revealer

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

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

Haunt Selection Table #2: Custom Haunts Only

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

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

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

Selecting the Traitor (by Haunt)

HR = Haunt Revealer

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

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

Custom Haunt Minimum Requirements

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

*Betrayal at
House on the Hill*

Traitor's Tome

*Custom Haunts
by Jeremy Lennert*

Traitor's Tome—Traitor's Scenario Instructions

Do not read until the Haunt begins.

51 – Darker than Night

As you explore the room, you casually glance out the window, but instead of seeing the world outside the house you see your own reflection, set against a black darker than night. As you watch, your reflection moves on its own, and you hear a faint whispering sound just before you are plunged into a dark, searing pain.

The exquisite agony is pure ecstasy! But it is only a taste. The full power of the darkness is not yet yours. But, the whisper tells you, it can be. And your new friends from the darkness will help you to bring darkness to the whole of existence...

Right Now

Your character is still in the game, but has turned Traitor. Set aside the six Evil Twin tokens (blue), several knowledge roll tokens (triangular), and several Holy Seal tokens (pentagonal). Put one of the Evil Twin tokens in the same room as you; pick either the Evil Twin token or your original token to represent you (the other represents your reflection).

What You Know About the Heroes

They are trying to seal the darkness out of the House by creating Holy Seals.

You Win When...

...you perform a dark ritual to plunge the house into darkness, or all of the heroes are dead.

The Void

Whenever a hero enters or starts his turn in the Balcony, Gardens, Graveyard, Patio, or Tower, you may require them

to make a Sanity roll to resist the surrounding darkness.

- 4+ You resist the darkness
- 0-3 You stare into The Void; lose one Sanity

Your Reflections

You can move each of your reflections on your turn (not on the separate monster turn), in any order, before or after you move yourself (or some before and others after). Reflections do not roll for movement. All your reflections share your stats, and are instantly affected whenever your stats move up or down. All your reflections also have shared access to your items, but each item can only be used by you or one of your reflections each turn. Reflections can explore rooms, draw cards, and pick up items.

At the end of your turn (after new reflections are created, if any), you can switch tokens with any reflection in the same room (e.g. so that you are represented by an evil twin token, and the reflection by your original token). Ask all heroes in the room to make a Knowledge check; if any of them roll *greater* than the number of your characters in the room (reflections plus yourself), they keep track of you and you cannot change tokens. If there are no heroes in the room, or all heroes fail this check, you don't need to tell the heroes which token now represents you. If there are multiple reflections in a room with one or more heroes, you may ask the hero(es) to make this check even if you are not in the room.

Special Attack Rules

Your reflections cannot attack or take damage. If a hero attempts to attack one of your reflections, you must inform him it is just a reflection and cannot be hurt by regular means (the hero's attack for that turn is still expended). If the heroes have a way to fight the reflection, and the reflection wins, the attacking hero does not take damage.

You may engage in combat normally, but if you choose to attack, you must reveal to the heroes which token is making the attack. As long as you have at least one reflection in play, whenever you take damage, you may choose to ignore all of the damage and instead remove one of your reflections (of your choice) from the game.

Creating Reflections

All of the windows in the house, including false windows, are now mirrors (they're in the Bedroom, Chapel, Conservatory, Dining Room, Grand Staircase and Master Bedroom). When you or one of your reflections ends a turn in one of these rooms, you can create another reflection in the room (represented by an Evil Twin token). The new reflection does not move until your next turn. Only one reflection can ever be created in each room (you have

already created one in your starting room). You cannot create a reflection if there is a Holy Seal in that room.

Breaking Holy Seals

When you or one of your reflections is in a room with a Holy Seal, you can attempt a Sanity roll of 5+ to break the Seal. You may only attempt to break each Seal once each turn. You may attempt to break multiple Seals in a single turn, but you must use a different persona for each attempt.

Performing the Dark Ritual

You or one of your reflections may forfeit its movement for an entire turn to attempt to create a Dark Hex while on the Balcony, Gardens, Graveyard, Patio, or Tower. You must attempt a Knowledge roll; on a 5 or higher, you succeed, and place a knowledge roll token in that room. There can only be one such token in each room. When there are 3 Dark Hexes in play, the ritual is complete, and you win the game.

If You Win...

At last, you can feel the full weight of the darkness approaching. The last moment before it envelops you seems to be an eternity of waiting, but then the darkness is all around you, and all is pain...

52 – In a Crackling Aura

You know the ring is special the moment you lay eyes on it. It alone seems to resist the decay that has fallen on the rest of the house; it shines brightly as if recently polished.

When you put on the ring, you feel a surge of power as you are bathed in a crackling aura, and you can feel the mind of the ancient wizard who once inhabited the house. The ring has been imbued with his power and his will. Together, you can restore the house to its former magnificence and rule the land in might! You just need to get rid of these unwelcome guests so you can get down to work...

Right Now

Your character is still in the game, but has turned traitor. Gain one Knowledge immediately.

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

What You Know About the Heroes

They want to destroy the magical properties of your precious ring.

You Win When...

...all of the heroes are dead.

Library Bonus

If your Knowledge is less than or equal to its starting value, or if it is less than 4, you gain one Knowledge when you end your turn in the Library, even if you

have already used the Library in the current game.

The Ring

You may *not* use the ring to make sanity attacks as described on the card. You may not voluntarily trade or drop the ring. If the ring is stolen from you, or if you die and a hero picks it up, you become a hero and the explorer with the ring becomes the Traitor (and should read the details of this haunt in the Traitor's Tome.) The new Traitor possesses any spells obtained by the previous Traitor.

Special Attack Rules

- You may not make regular attacks or use any weapon, but you have spells (described below) which you can use to harm the heroes.
- If a hero attacks you, you always defend with 3 dice, regardless of your traits or the weapon used.
- Whenever you take damage, the damage is reduced by 1.
- Whenever you take physical damage, you may choose to take all of it as mental damage.

Your Spells

You have several magic spells immediately at your disposal, and you can obtain others by ending your turn in certain rooms in the house, as indicated in the list below. You may cast up to one combat spell and up to one transit spell each turn, at any points during your turn.

Enchant (combat): Make a Knowledge attack against a hero in the same room;

the hero defends with Sanity, and damage taken is mental. If you inflict 3 or more points of damage with this spell, you may steal an item from the target in addition to dealing this damage. This spell is available immediately.

Restoration (combat): Make a Knowledge roll. Increase any combination of your attributes by amounts such that the total gain is less than or equal to your roll. You may not increase any attribute beyond its starting value. This spell is available immediately.

Fireball (combat): Choose one adjacent room in your line of sight. All heroes in that room must make Speed rolls of 5+ or take two dice of physical damage. Obtained in the Charred Room.

Boiling Blood (combat): One hero in your line of sight must make a Might roll of 4+ or take three dice of physical damage. Obtained in the Bloody Room.

Blink (transit): Expend one point of movement to move to any room in your line of sight, regardless of distance of the number of opponents in the way. This spell is available immediately.

Return (transit): Expend three points of movement to move to the room where the haunt was revealed. Obtained in the Gallery.

Anti-Magic

The heroes may create fields of anti-magic. You may not cast any spells while in a room covered by an anti-magic field. However, you may still cast a spell that moves you into a room with an anti-magic field, or that affects one or

more heroes in a room with an anti-magic field.

Do This On Your Turn

At the start of your turn, remove any anti-magic fields from the room you are in. Also remove any anti-magic fields from a room occupied by a demon.

Summoning a Demon Lord

If you begin your turn in the Pentagram Chamber, you may forfeit your entire turn to attempt to summon a Demon Lord. Make a Knowledge roll. On a roll of 5+, you summon the Demon Lord and put its token in the room with you; otherwise, the ritual fails, but you may try again on your next turn. The Demon Lord is an ordinary monster with 7 Might, 5 Speed and 4 Sanity.

You may only have one Demon Lord in the House at a time, but if the Demon Lord is banished, you may attempt to summon him again.

If You Win...

The rush of power is intoxicating as you look upon the wrecked remains of your former friends. Power is immortal. In just a few short years of study, you can unlock your full potential, restore the house, and renew your undying reign over the lesser mortals.

In eager anticipation, you turn towards the library...

Demon Lord: 7 Might, 5 Speed, 4 Sanity

53 – Reeking of Death

As the dog trots happily towards you, you realize it is carrying something odd in its mouth, which carries with it an odd smell. As the object drops into your hand, you are overpowered by a wave of nausea, and something within you breaks. You stare at the object, mangled beyond all recognition and reeking of death, and at that moment you know that all the world must partake of your suffering...starting with your friends in the house.

Right Now

Your character is still in the game, but has turned Traitor. Gain 1 speed now.

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

What You Know About the Heroes

They are trying to escape through the front door (which is locked and barricaded) or cleanse the deathly object.

You Win When...

...more than half of the heroes are dead.

The Dog

The dog is now a monster; remove its omen card from play. The dog has 4 Might and 6 Speed, and unlike a normal monster, may carry one item at a time.

The Deathly Object

The object given to you by the dog is represented by the item pile token, and it

is initially in your possession. This object may be dropped, traded, or stolen like a regular item.

Poisonous Clouds

The deathly object gives off a toxic gas. At the end of each player or monster turn, place a token in the room containing the object to represent a poisonous cloud (unless there is already a token in that room).

Whenever a hero enters a room with a poisonous cloud, that hero rolls one die:

- | | |
|---|---|
| 2 | The cloud has no effect. |
| 1 | The hero loses 1 from a physical trait. |
| 0 | The hero loses 1 from a physical trait and 1 from a mental trait. |

Additionally, whenever a hero ends his turn in a room with a poisonous cloud or in the same room as the object, that hero loses 1 from each trait.

Special Attack Rules

If the dog receives 2 or more physical damage in combat, it drops whatever item it is carrying (in addition to being stunned).

If You Win...

The stench slowly wafts through the house, infecting all that it touches. The house begins to rapidly decay. Tail wagging, the dog carries the deathly object away, searching for another haven to corrupt.

Dog: 4 Might, 6 Speed

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54 – The Skull of Ar'Kanok

The research and preparations are now complete. You have lured the proper number of sacrificial victims to the house. Seven long years you have awaited this day, when you could summon the ghost of Ar'Kanok as your servant to rain destruction upon the land.

So, of course, one of the fools stumbles upon the Skull just a little too early, releasing the accumulated necromantic energy. You'd better get it back quickly, so you can complete the ritual.

Right Now

Your character is still in the game, but has turned Traitor. Set aside a number of zombie tokens (green) equal to twice the number of heroes in the game, and a number of sanity roll tokens (triangular) equal to the number of heroes.

Choose one of the following rooms to hold Ar'Kanok's remains: the Chapel, Crypt, Graveyard, Furnace Room, Bloody Room, or Charred Room. Write down the room you choose, but do not tell anyone what it is. You need not choose a room already in play.

What You Know About the Heroes

They are trying to break the necromantic spells on the house by restoring the Skull of Ar'Kanok to its original resting place.

You Win When...

...you summon the ghost of Ar'Kanok, or kill all of the heroes.

How to Summon the Ghost

You may attempt a Knowledge check of 4+ to summon the ghost of Ar'Kanok

when you are holding the Skull in the room where the Haunt was revealed. If you fail, you must wait until your next turn to try again.

On Your First Turn

Place two Zombie tokens in the room where the Haunt was revealed for each hero in the game.

Moving Zombies

Zombies move slightly differently from normal monsters. Roll the speed of each zombie separately to determine that zombie's movement for the current turn. On a roll of zero, that zombie must move one space towards the skull (by the shortest available route). If you roll the maximum amount possible, roll one additional die and add that to the zombie's movement. A zombie can attack at any point during its movement.

Special Attack Rules

Zombies attack with Sanity instead of Might (and the target defends with Sanity). If a Zombie defeats an explorer with this attack, that explorer takes no damage, but is stunned, and loses his next turn. Place a sanity roll token on the hero's character card to indicate this. If a hero carrying the skull is stunned, he drops the skull. Zombies are not stunned if defeated when attacking, but are stunned normally if defeated when defending.

If a zombie begins its turn in the same room as a hero, that zombie can forfeit its entire turn to grapple the hero, inflicting 2 dice of physical damage and preventing that hero from moving unless the zombie grappling it is stunned.

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Multiple zombies may simultaneously grapple the same hero.

If You Die

Your necromantic powers prevent you from being truly killed. If you die, you become a ghost; drop all items or omens you are carrying and move all your traits to their starting values. You may not pick up items, attack, or be attacked until you restore your physical form by entering the room where the Haunt was revealed (if you died in that room, this happens at the start of your turn, but you still drop all items or omens carried).

If You Long for Death

You may voluntarily kill yourself at the start of your turn, becoming a ghost as described above.

If You Win...

As you chant the final words of the ritual, you can feel waves of dark power coursing through your veins. The ghost of Ar'Kanok slowly materializes before you. He grins a deathly grin.

The zombies moan and wail as the energies animating their broken bodies seep out of them, but soon there will be power enough. You gesture to the victims you lured to the house, then recline upon a throne of bones as their dying screams fill the house.

Zombies: 4 Might, 1 Speed, 2 Sanity

55 – The King's Roads

You stretch your arms and legs slowly, testing your new body. Not perfect, by any means, but it will do.

That's another one down. Just a few more to go...

Right Now

Your character is still in the game, but has turned Traitor. Gain 2 Knowledge now, and remove from play the Shadow token that possessed you. Place a spore token on your character's card (unless you already have one).

What You Know About the Heroes

They are trying to disconnect the King's Roads from the house, throwing you out of this world.

You Win When...

...all of the heroes are possessed or dead.

The King's Roads

You may travel along the King's Roads in the same manner as the heroes, expending one movement point to travel from any entrance (Gardens, Graveyard, Patio, Tower, Balcony, Underground Lake, any room with an exterior window, or the room where the Haunt was revealed) to any other. Unlike the heroes, you do not need to make a Sanity check to use the King's Roads. You

may only use the King's Roads once per turn.

Destroying Omens

The heroes can use certain omens to attempt disenchantment rolls. If you end your turn in the Chasm or Furnace Room, you may elect to destroy any omens you are carrying.

Special Attack Rules

You may make regular Might attacks, or attack with Sanity (the target defends with Sanity, damage taken is mental). If you inflict at least 1 point of damage on a hero when making a Might attack, you may choose to grapple that hero instead of inflicting damage. While you are grappling a hero, neither of you may move or take any actions, except to drop items or attack each other.

The hero is immediately released if you take any damage, or if you choose on a subsequent turn to stop grappling instead of making an attack.

If You Win...

It has taken a long time to reach this point, but at last, the Raven King's magic is working to your advantage. The nether reaches are being pulled into this world, and their influence will quickly spread. There is much work yet to do...but now, your victory is certain.

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56 – Time Waits for One Man

As soon as you touch the mask, you feel compelled to put it on. As soon as you do, the world around you changes. The walls and objects around you gleam as if polished, but you can see them covered in dust and falling apart. You can see the house as it was being built, and you can see it as it one day falls over.

And you can see the hourglass, hovering in the air, its sands slowly falling. As you reach out to touch it, it shatters, and you can feel the currents of time rushing through the house.

And you can see the echoes, the spectral forms of memories past and fates yet to come. They are yours to command. Time is yours to control. The Sands of Time have been unbound, and they will flow as you will.

Right Now

Your character is still in the game, but has turned Traitor. You immediately put on the mask (gaining 2 Knowledge and losing 2 Sanity, as described on the card; if the Sanity loss would kill you, your Sanity falls to the lowest value above the skull). You may not remove it. It cannot be dropped, traded or stolen.

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

What You Know About the Heroes

They want to kill you.

You Win When...

...all of the heroes are dead.

The Power of Time

Your control of the Sands of Time allows you to use various special powers. You may use any of these powers as often as you like, but each time you use one, move the Turn/Damage track up one position (this makes it more likely you will lose control of the Sands). The track has no maximum in this haunt; if you run out of slider positions, make a note of how many positions above the maximum it has gone.

Recall

After any player makes a roll, for any reason, you may force them to reroll all of the dice.

Winds of Fate

Gain 2 extra movement points on the current turn.

Blitz

Instead of making a Might attack, you may attack a hero in the same room using Speed (the hero defends with Speed, damage taken is physical). Roll one extra die when making this attack.

Time Stop

When you attack a hero (in any manner) and inflict at least one point of damage, that hero forfeits his or her next turn (in addition to taking damage normally).

Visions

Look at the top 5 cards or tiles of any stack. Rearrange them in any order and put them back on the top of that stack.

Replenishing the Sands of Time

On your turn, instead of making an attack, you can attempt a Knowledge check of 3+ to replenish the Sands of Time using the specters. If successful, move the Turn/Damage Track down one position (to a minimum of zero) for each specter in the room with you. When you attempt this roll, whether successful or not, every specter in the room becomes stunned.

Moving the Specters

Each specter moves in such a way that it can attack a hero on its turn, if possible. If it is not possible for a specter to attack any hero on its current turn, you may move it however you wish.

Specters do not hinder the movement of opponents as described on page 12 of the rulebook, nor is their movement hindered by heroes.

Specters may move up or down the Coal Chute, Collapsed Room, and Gallery, and may end their movement at the top of the Coal Chute, but must always expend one movement point to go either up or down any of these.

Specters may move between adjacent rooms even if there is no doorway connecting them.

Specters may not enter the Mystic Elevator, nor may they use the Secret Stairs, Secret Passage, or other movement options created by events.

Special Attack Rules

Specters may make Sanity attacks (the target defends with Sanity, and damage taken is mental).

Specters may not attack or be attacked with Might, but an explorer with the Ring may attack them with Sanity as per the normal rules.

If You Win...

Really, you knew this moment would come. You saw it as soon as the Sands of Time were released: your former friends' lifeless bodies falling to the floor, as if in slow motion.

Yet you can also see them as they once were. Entering the house. Hoping to expose its mysteries. Running all over YOUR house. Mocking you with their arrogance, their vitality. You must chase their memories and expunge them. You will chase them for all eternity, if you must.

Specters: 2 Speed, 4 Sanity

57 – *A Friend for the Ages*

It has now been three centuries since you were given the portrait by a dear, dear friend. In it, you have stored your ills and infirmities; your age and your injuries. It has been your ward against all harm, and with it, your life has been long and happy.

But it is no longer safe. You're certain they're after it. They want it for themselves. You must protect it...at any cost.

Right Now

Your character is still in the game, but has turned Traitor. If any of your traits are below their starting values, raise them to their starting values.

Then, do this once for each hero in the game:

- Determine which of your traits is the fewest slider positions above its starting value. You may choose from among traits that tie.
- Raise that trait by one point.

What You Know About the Heroes

They are trying to kill you by corrupting your portrait.

You Win When...

...you destroy at least three Paint items, or all the heroes are dead.

Destroying Paint

The heroes will place Paint tokens in the House at appropriate times; these can be picked up, dropped, traded, and stolen like regular items, but may not be carried

by the Dog, and each explorer may carry only one Paint token at a time.

If you are holding a Paint token on your turn, you may destroy it instead of making an attack.

Your Portrait

You must not look upon your portrait. Whenever you enter or start your turn in the Gallery, you must attempt a Sanity roll of 4+. If you fail, take one die of mental damage (this damage ignores your general immunity as described below).

Special Attack Rules

You cannot be harmed by normal means. Your Traits cannot be reduced by events, room features, or damage, except where the Haunt rules state otherwise. You can still take damage from entering the Gallery, as described above.

When you acquire or lose an item, you gain or lose traits normally, as described on the card (exception: you take no damage if the Blood Dagger is stolen from you). Items can still be stolen from you during combat if your opponent defeats you by 2 or more.

If You Win...

The last of them struggle in desperation, but you know they cannot harm you. Your portrait still protects you, as you have protected it. Eventually, they all break against your limitless vitality. You shall endure...forever.

*Betrayal at
House on the Hill*

Traitor's Tome

*Custom Haunts
by Jeremy Lennert*

58 – Nightfall

You can barely control your excitement as the clock approaches the dark hour. The wait seems to last forever, but at last, it has come. Night has fallen...and it is now the rest of the world, not you, who must endure your nightmares.

Right Now

Your character is still in the game, but has turned Traitor.

Place a number of Nightmare tokens (blue) equal to the number of heroes in rooms with event icons that are at least four spaces away from the nearest hero. If there are no rooms with event icons that far from the heroes, place them as far from the heroes as possible. Do not put multiple Nightmares in the same room unless no other rooms are available.

What You Know About the Heroes

They are trying to banish the twilight and the nightmares and end the night.

You Win When...

...all of the heroes are dead.

Twilight

Most of the House is now covered in an unnatural twilight that asserts its own reality. The twilight covers every room except the Furnace Room, Gardens, Graveyard, Patio, Balcony, Tower, and any room with an outside-facing window. Any room that your explorer is in is always covered in Twilight, even if you are dead.

While in twilight, explorers and monsters use Sanity instead of Speed to determine their movement. An explorer

or monster with at least one movement point remaining can move from a twilight room to a normal room or vice versa, but doing so ends its movement (it may still attack or manipulate items as normal).

Torches

The heroes may acquire torches. A torch negates the effects of twilight in the same room; any room containing a torch is treated as not being in twilight, and any hero holding a torch is never considered to have entered twilight (and thus, always uses Speed to move).

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

Torches may be traded between heroes, but a torch that is dropped or stolen is extinguished and discarded.

Special Attack Rules

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

- You cannot use the Axe, Spear, Blood Dagger, or Revolver in twilight (since you cannot make Might or Speed attacks).

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

If a Nightmare makes a Might attack against a hero holding a Torch and inflicts at least 2 points of damage, you may choose to extinguish the Torch (removing it from play) instead of dealing that damage.

Haunting the Heroes

If a Nightmare attacks a hero and inflicts at least 2 points of mental damage, that Nightmare has the option of haunting that hero's dreams instead of inflicting the damage. Place the Nightmare's token on that hero's character card to signify this.

At the start of a hero's turn, if that hero is being haunted, he must attempt a Sanity roll of 5+ to break free. If

successful, any Nightmares haunting that hero are placed in the same room as the hero, and the hero may take his turn normally. If the hero fails the roll, he takes one die of mental damage, and you may move and attack with the hero during his turn. You may not drop or trade items, but you may steal or use items normally.

Haunted heroes may still be attacked by you or other Nightmares, but defend themselves normally. Nightmares currently haunting a hero's dreams may not be attacked. On a Nightmare's turn, if it is currently haunting a hero, it may choose either to continue haunting that hero or to emerge and take its turn normally.

If You Win...

Just as you thought, the nightmares are more than an ordinary man could endure. You must be truly remarkable to have survived long enough for this, but the dark powers are finally yours to command. Soon, all the world will be trapped in your nightmares...and you will at last be free.

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

59 – For a Thousand Years

Long ago, a beautiful enchantress cursed the arrogant nobles who lived here, burying their line for a thousand years. But the thousand years are up, and an heir has returned to destroy the spell. The key to ending the spell—or maintaining it—is the royal family's amulet, hidden where only one of the royal line can find it.

But you have laid a trap for the heir. Now that the fool has kindly uncovered the royal amulet for you, you can help the enchantress make the curse permanent. All you need to do is destroy that Medallion...

Right Now

Your character is still in the game, but has turned Traitor. Place the Witch token (large) and the statue token (pentagonal) in any room with an Omen icon, except the room where the Haunt was revealed. If there are no other Omen icons in the house, place these tokens in any room.

Place additional monsters based on the number of heroes in the game:

- If there are at least three heroes in the game, place the Bear token (orange) in any empty room with an Omen icon. If there are no empty rooms with Omen icons, place it in the same room as the Witch.
- If there are at least four heroes in the game, place a Cat token (orange) in the same room as the Witch.
- If there are at least five heroes in the game, place a Cultist token

(red) in the same room as your character.

What You Know About the Heroes

They are trying to break the Witch's curse by placing the Medallion on the statue. This will be more difficult for the heroes to accomplish the more monsters are in the room with the statue.

You Win When...

...you destroy the Medallion by casting it off the Tower or into the Underground Lake, or when all of the heroes are dead.

How to Destroy the Medallion

If you or a monster ends your turn in the Tower or Underground Lake and holding the Medallion, you cast it to its doom and win the game.

Special Monster Rules

Any monster may pick up the Medallion if it is on the ground. Once a monster is carrying it, it may not drop or trade it, but it can be stolen back by the heroes.

All monsters may explore new rooms in this Haunt. When a monster explores a room, end that monster's movement, and do not draw a card for that room.

The Bear and the Cat may not move the Mystic Elevator or use the Mystic Slide, Secret Passage, Secret Stairs, or Revolving Wall.

If the Cat falls down the Collapsed Room or the Coal Chute (voluntarily or otherwise), its turn immediately ends, and it is stunned.

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Special Attack Rules

The Witch attacks with Knowledge instead of Might. The target defends with Sanity, and damage taken is mental.

The Bear rolls two additional dice when making a Might attack.

The Cat attacks with Speed instead of Might. The target defends with Speed, and damage taken is physical.

If the Cat or Cultist attack the hero holding the Medallion and inflict at least 2 points of damage, you may choose to steal the Medallion instead of inflicting

damage. Once a monster is carrying the Medallion, it may not drop or trade it, but it can be stolen back by the heroes.

If You Win...

At last, your work is complete. With the Medallion gone, no one can resuscitate the royal line. Your queen can now rule this land...with no opposition.

	Might	Speed	Know.	Sanity
Witch	3	4	5	3
Bear	4	3	-	-
Cat	2	5	-	1
Cultist	4	3	-	3

60 – The Burning Sands

The power of ancient Egypt is not dead. The Cult of the Burning Sands has tracked the final key to unlocking your former power to this house. One final enigma—the last, ancient riddle—is the only remaining guardian that prevents you from ruling once again. It is finally within your grasp.

The others would hardly have accepted your current form, so you have conjured a puppet of the sands to gain their trust and enter the house. It worked perfectly...until one of them managed to discover the riddle before you did. Unfortunately, you may now have to try something...drastic.

Right Now

Your character is still in the game, but has turned Traitor.

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

Place a number of Demon tokens (blue) in the Entrance Hall equal to the number of heroes in the game. These tokens represent Sphinxes.

What You Know About the Heroes

They are trying to solve the ancient riddle.

You Win When...

...you solve the ancient riddle, or all of the heroes are dead.

How to Solve the Riddle

To solve the riddle requires that you first obtain three clues. You must make a Might roll of 4+ in the Junk Room (to

dig through the junk), a Speed roll of 4+ in the Game Room (to sort through the games), and a Sanity roll of 4+ in the Organ Room (to listen carefully to the music). When you successfully complete a check, put a corresponding token on your character card to indicate that you have obtained that clue.

Once you have all three clues, you must attempt a Knowledge roll of 5+ in the room where the Haunt was revealed to synthesize all of these clues into a solution to the riddle. If successful, you solve the riddle and win the game.

Only one of these rolls may be attempted each turn.

The Sphinxes

Sphinxes interfere with heroes' movement (but not yours) by requiring the heroes to solve riddles in order to pass them. If a hero attempts to leave a room with one or more Sphinxes, the hero must expend three extra points of movement for each Sphinx in the room, instead of one. Stunned Sphinxes do not impede hero movement.

Sphinxes may not enter a room containing any heroes unless you or another Sphinx are already in that room.

Special Attack Rules

Sphinxes may not make Might attacks. Instead, they may attack the heroes with Sanity by taunting them. The hero defends with Sanity, and damage taken is mental, but the Sphinx does not take damage or become stunned from this attack if it loses the combat roll (the Sphinx can be stunned by other attacks).

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Any time your character takes damage, you may choose instead to dissolve that sand form and create a new one. If you choose to do this, you drop any items or omens you are carrying, move all of your traits to their starting values, and place your explorer in the Entrance Hall.

If You Win...

There is a bright light and a surge of ancient power as you speak the words and the last seal dissolves. You can feel the centuries slipping away and your former glory returning. This time, all the world shall kneel before you!

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

61 – Eternal Glory

Long centuries you have searched for a heroic warrior, one who was prophesied to achieve eternal glory. He fell in battle long ago...as did you. Faithfully, you have carried his shield, waiting for the day when he would fight again.

At last, you have found him. If only you can persuade him to fight again, you will have fulfilled your purpose, and can at last know peace. Eternal glory can still be his...and yours, as well.

Right Now

Your character is still in the game, but has turned Traitor. Place the Shield token (pentagonal) on your character card. The Shield may be dropped, traded, or stolen like a regular item, but starts in your possession.

Set aside several Knowledge roll and Sanity roll tokens (triangular), the Ghost token (green), and the Turn/Damage Track.

What You Know About the Heroes

They are trying to persuade the ghostly warrior that his time has passed and he should leave this world.

You Win When...

...you convince the ghostly warrior to fight again, or all of the heroes are dead.

How to Inspire the Ghostly Warrior

When in the same room as the Spear, instead of making an attack on your turn, you may attempt a Knowledge roll to recount the ghostly warrior's former glories or a Sanity roll to appeal to his sense of honor. If the Shield is also in the room when you attempt this roll, you

may roll two additional dice (up to a maximum of eight), but must tell the heroes that the sight of the shield seems to excite the ghost.

If you roll a 6+, place one Knowledge roll or Sanity roll token on the Spear card to represent your success. After you have made 6 successful rolls, you drive the ghostly hero into a battle rage and win the game.

Regeneration

You can restore your physical form over time. On your turn, instead of making an attack (or attempting the above roll to inspire the ghostly warrior), you may choose to raise one of your physical traits by one. You may not raise a trait above its starting value in this way.

Moving the Ghostly Warrior

At the end of your turn, if no one is holding the Spear, the ghostly warrior will pick it up and begin moving around with it. Place the Ghost token in the room where the Spear was dropped to represent the warrior. You may move and attack with the ghostly warrior on the monster turn (traits listed at the end of this Haunt). The ghostly warrior must attack a hero each turn if it is possible to do so.

The ghostly warrior takes the Spear with him when he moves. The heroes may not attack the ghostly warrior, but may attempt to pick up the Spear again while in the same room. You may not pick up the Spear. If you steal the Spear from a hero, you immediately drop it.

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The Relics

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

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

Special Attack Rules

Any time you take physical damage, you may instead choose to turn incorporeal to avoid that damage. If you do so, you drop any items or omens you are carrying (including the Shield), and if it is currently your turn, your turn immediately ends.

In order to steal the Spear during combat, you must inflict at least 3 points

of physical damage (rather than the normal requirement of 2 points). If you steal the Spear, you immediately drop it.

The ghostly warrior is never stunned when defeated.

If You Win...

You can see the glint of the stars on the tip of his spear, the fire in his eyes, the determination in his thrust. None could match such a mighty warrior in battle. Your foes lie dead around you, and at long last, your purpose is fulfilled.

Ghostly Warrior: 5 Might, 3 Speed

62 – Bag of Tricks

He appears from nowhere—a gangly, unshaven man in tattered clothes. Slung over his shoulder is a giant sack emitting a strange glow. As you approach him, he reaches into the sack, and pulls out some bizarre trinket. As he holds it out, there is a flash of light, and you disappear.

This seems like a very interesting House. There are probably a lot of knickknacks hiding about here that would make excellent souvenirs.

Right Now

Your character is no longer in the game; remove your character token from play, and set aside any items (or omens that behave like items) you were carrying, but do not discard them. Place the Madman token (red) in the room where the Haunt was revealed.

Set aside several Speed roll and Sanity roll tokens (triangular) and several Item Pile tokens (or other pentagonal tokens).

What You Know About the Heroes

They covet the powers of your precious trinkets.

You Win When...

...you collect four souvenirs from the House, or all of the heroes are dead.

Collecting Trinkets

The Madman can attempt a Speed roll of 4+ to search for a souvenir in any room with an Item symbol (the Bloody Room, Store Room, Wine Cellar, Larder, and Vault). If successful, place a Speed roll token in that room. You may only collect one souvenir for each Item

symbol in the room (you can collect two in the Vault, but only one per turn; you can only collect one in each of the other rooms). You do not need to open the Vault in order to search it.

When there are four Speed roll tokens in play, you have enough souvenirs for your collection, and win the game.

Using Trinkets

The Madman cannot make regular attacks. Instead, once per turn, you may use a random trinket from your sack by rolling four dice:

- 0 Each hero immediately draws an Event card, starting with the player on your left and continuing around the circle.
- 1 All heroes place any Item cards they are carrying in the Item stack. Shuffle that stack. Then, each hero draws a new Item card for each card lost. Omens and trinkets are unaffected.
- 2 On your next die roll (of any kind), you may call out any number from 2 to 6 and use that number instead of rolling.
- 3 Move the Madman or any hero into a room adjacent to that character's current position (not necessarily connected by a door). If that character enters the Mystic Elevator, the Elevator moves to a location of your choice, even if it has already moved on the current turn.
- 4 Each hero rolls one die and loses that many points from his or her highest trait (the hero chooses which in the event of a tie).
- 5 Swap the positions of the Madman and any hero on the same floor, or

two heroes on that floor. If there are no heroes on that floor, swap the positions of any two heroes, or move any hero into the room with the Madman.

- 6 Swap the room tile the Madman is in with any room tile on another floor with the same number and pattern of doors (each room's doors must be oriented in the same way as the room it is replacing). Anything currently in either room moves with that room. You may not move the Basement Landing, Upper Landing, Entrance Hall, Foyer, Grand Staircase, Stairs from Basement, or Coal Chute. If the Madman is in one of these rooms, or if there are no suitable rooms to swap with, roll again.
- 7 Move the Madman to any discovered room in the House.
- 8 You may move any square tokens created by events (e.g. blessing, smoke, mystic slide, secret stairs, etc.) to any locations in the House. Tokens not created by events (e.g. below collapsed room, vault empty) may not move.

Special Movement Rules

The Madman may explore new rooms. The Madman does not draw cards in new rooms, and does not need to end his movement after exploring, even if an

explorer would be required to draw a card in the new room.

Special Attack Rules

The Madman cannot make regular attacks. If the Madman defeats a hero while defending, the hero does not take damage, but that hero's turn immediately ends. If the Madman is damaged in combat, he is not stunned, but the heroes will be able to steal from him.

If You Win...

Ah, that should do nicely—some very distinctive trinkets to remember the House by. It's good that you'll have some way to remember, since you won't be coming back.

You reach deep into your sack, and pull out a very special toy. When you walk through the next doorway, you're back home, and that House isn't there anymore.

After all, it wouldn't be right if just ANYONE could come by and collect trinkets. You didn't become the top collector by allowing others to follow in your footsteps.

Madman: 3 Might, 4 Speed

63 – The Twisting Nether

You can barely contain your excitement as the moment approaches. You can feel the nether plane drawing close. As it arrives, you complete the final ritual, plunging the House toward oblivion. You just need to eliminate the last connections to the corporeal plane, and you can join the nether forever.

Right Now

Your character is still in the game, but has turned Traitor. The heroes will remove unused rooms from the House.

What You Know About the Heroes

They are trying to force the House back into the corporeal plane by anchoring rooms together.

You Win When...

...all of the heroes are dead.

At the Start of Your First Turn:

Place the Astral Spirit token (green) in any room with at least one unexplored doorway. If there are more than two heroes, place additional monsters using the same criteria:

- With three or more heroes, also place a Specter (green)
- With four or more heroes, also place the Ghost (green)
- With five heroes, also place a Phantom (green)

Moving Through the Nether

All monsters can explore new rooms in this Haunt. Whenever an explorer or monster leaves a room through a door that does not currently have a room tile on the other side, she must expend one

extra point of movement, and choose one of three options:

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

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

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

When you enter a room via option 1 or 2 (or a failed roll in option 3), symbols in that room affect you as if you have just discovered the room, even if that room was discovered earlier in the game (monsters do not draw a card, but must still end their movement). If you run out of item or omen cards, draw event cards instead. If you run out of event cards, reshuffle the discards.

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

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

Do This After Each Turn

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

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

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

Special Movement Rules

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

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

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

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

If someone uses an item (such as the Bell or Spirit Board) that would normally allow the Traitor to move monsters closer to them, this affects only monsters in rooms that are connected to the explorer using the item.

Special Attack Rules

The Specter rolls one additional die when attacking if the target’s Speed or Knowledge is below 4.

The Ghost attacks with Sanity instead of Might (the target defends with Sanity, and damage taken is mental). The Ghost is immune to Might and Speed attacks, but a hero with the Ring can attack it with Sanity.

Special Monster Abilities

Before its regular movement, the Phantom may choose to travel instantly to any room containing another monster or the Traitor.

If You Win...

At last, your work is complete, and you can finally relax as reality slips away. Soon, the transition will be irreversible, and you can dwell forever in oblivion...

	Might	Speed	Know.	Sanity
Astral Spirit	5	3	4	5
Specter	3	4	6	3
Ghost	-	2	5	5
Phantom	4	1	2	3

64 – An Offering of Blood

The stars are aligned tonight. You and your followers have completed the ritual to summon the Lord of Hell, from whom you hope to gain unimaginable power. The bargaining is complete, and you have only to make payment...

Unfortunately, the promised sacrifice has escaped. You'd better make sure she dies promptly...demons do not like to be kept waiting...

Right Now

Your character is still in the game, but has turned Traitor.

Place a number of Cultist tokens (red) in the House equal to one less than the number of heroes. Place them in any rooms at least four spaces away from the closest hero, with a number of Cultists on each floor less than or equal to the number of heroes on that floor. If there are no rooms on a floor at least four spaces from the closest hero, place them as far as possible.

Set aside a large number of Bat tokens (orange; these say "Rat" on the back) and several Knowledge roll and Might roll tokens (triangular). Also get out the Turn/Damage Track and the Girl token (red).

What You Know About the Heroes

They are trying to save the Girl.

You Win When...

...the Girl is dead.

How to Kill the Girl

Each time the Girl is damaged by a Might or Speed attack, place a Might roll

token on the Girl omen card. Once you have accumulated five Might tokens, the Girl dies, and you win the game.

If the Girl is defeated with a Sanity attack, you do not add a token, but the Girl will be stunned.

Summoning Bats

While in a room with an omen symbol, a Cultist may attempt to open a summoning portal on its turn instead of making an attack. The Cultist attempts a Knowledge check of 5+. If successful, a portal is opened; place a Knowledge roll token in that room. Only one portal may be open at a time in a single room.

While in a room with an open portal, a Cultist may summon bats on its turn instead of making an attack. Make a Knowledge roll and place an appropriate number of Bat tokens in the room:

8+	3 bats
5-7	2 bats
3-4	1 bat
0-2	No bats summoned this turn

The bats may move on the turn summoned, but only at half their regular speed (make a separate speed roll for all half-speed bats). They may not attack until the following turn.

Only one Cultist can summon bats from a given portal each turn.

If you run out of Bat tokens (there are 24 included with the game), you may use any unused tokens instead.

Special Movement Rules

On the monster turn, you must move all Cultists before you move any Bats.

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

Special Attack Rules

Bats may attack with either Might (biting) or Sanity (screeching). If they attack with Sanity, the target also defends with Sanity and takes mental damage if defeated.

A Bat rolls one extra die when defending against the Revolver.

If a Bat receives physical damage in combat, it is killed instead of being stunned. Bats are unaffected by mental damage, unless the damage is inflicted by a hero with the Ring, in which case

the Bat is killed (even if the hero with the Ring was defending).

A Cultist that takes damage is stunned normally.

If You Win...

The warm blood of the victim seeps into the ground. The House—nay, the entire world—trembles with the dark powers of Hell. Your pact is fulfilled, and the power is yours! You cannot help but laugh at the fools who tried to stop you, as you wipe them out with a thought. No one can stop you now...

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

Bats: 3 Might, 4 Speed, 3 Sanity

65 – A Breath of Wind

The trembling of the House and an echo of pained laughter inform you that your companions have disturbed your old friend, the poltergeist. Their insensitivity is appalling. Can't they just let him rest, after all he's suffered? Well, you'll just have to eliminate the disturbance...

Right Now

Your character is still in the game, but has turned Traitor.

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

What You Know About the Heroes

They are attempting to exorcise the poltergeist.

You Win When...

...all of the heroes are dead.

Do This On Your Turn

Before each monster turn, if the poltergeist is in the Junk Room, the Storeroom, the Attic, the Library, the Research Laboratory, or the Operating Laboratory, increase the Turn/Damage Track by 1.

The Poltergeist

Unlike a regular monster, the poltergeist may pick up and carry items. Each time it picks up an item, increase the Turn/Damage Track by 1. Each time it loses an item, lower the Turn/Damage Track by 1.

Special Attack Rules

The poltergeist may make a separate attack against each hero it reaches each turn (but may not attack a single hero more than once). When attacking, the poltergeist rolls a number of dice equal to the current value of the Turn/Damage Track (to a maximum of 8), and the hero defends with Might. If the poltergeist wins the attack roll by 3 or more, the hero only takes 2 damage, but the poltergeist may also steal one of the hero's items. The poltergeist is not harmed if the hero wins the combat.

The poltergeist is immune to might attacks and cannot be harmed by the revolver or the toy monkey. If the dynamite explodes in the room with the poltergeist, the poltergeist drops all items it is carrying and is removed from play, but it may re-form on its next turn.

Re-Forming the Poltergeist

At the start of each monster turn, the poltergeist has the option to re-form in any room with an omen symbol. If you choose to do this, the poltergeist drops any items it was carrying, the Turn/Damage Track is reset to 3, and the poltergeist reappears in the omen room of your choice before continuing its turn.

If You Win...

The cloud of levitating objects spins in glee as the final intruder falls to the floor. At last, all is peaceful, and you can sit down to a quiet chat with your old friend...

Poltergeist: * Might, 3 Speed, 4 Sanity

66 – Hell on Earth

Glancing over your shoulder to be sure no one is looking, you quickly draw the symbols from the book, quietly chanting the words of the ritual: “Karem-mare, beden-ka...I summon thee, Lord of Hell.”

Everything happens just as it was foretold. The flicker of flame, the void in the air, the tremors in the earth as cloven hooves step into the House from another realm. This should be quite a night.

Right Now

Your character is still in the game, but has turned Traitor.

Place the Demon Lord token (large) in a room at least 3 spaces away from all heroes (if this is impossible, place it as far as possible from the nearest hero).

What You Know About the Heroes

They are trying to banish the Demon Lord by defeating him with the Holy Symbol in a sealed room.

You Win When...

...all of the heroes are dead.

The Holy Symbol

You may not pick up or steal the Holy Symbol, but you may kill the hero carrying it.

The heroes will place distinctive tokens in rooms that have been sealed by the Holy Symbol.

The Mystic Elevator

If the heroes attempt to use the Mystic Elevator, inform them that it refuses to move. You may not move it, either.

The Demon Lord

The Demon Lord is not stunned if defeated when making an attack and can only be harmed by the Holy Symbol.

Each turn that the Demon Lord has enough movement to reach the hero carrying the Holy Symbol, the Demon Lord must attack that hero some time during its turn.

If the Demon Lord cannot reach the hero with the Holy Symbol, or if no one is carrying the Holy Symbol, the Demon Lord must still attack some hero during its turn, if possible.

The Demon Lord suffers no movement penalties for leaving a room with opponents.

If You Win...

You return the demon's grin as the last of the bodies is charred by the fires. That was even better than you expected. Eagerly, you begin to plan your next stop...

The Demon Lord's traits depend on the number of players in the game:

Players	Might	Speed	Sanity
3	5	3	3
4	5	4	4
5	6	5	5
6	6	6	6

67 – Once Upon a Time

The wall is covered with beautiful, delicate text, which seems to flit about in the corners of your eyes. “Once upon a time, a small band of brave explorers visited an old house on a distant hill. There they found many mysterious and wondrous things...”

Entranced, you find yourself unable to stop reading. “But they were not alone; unbeknownst to them, a giant hunting spider was hot on their trail...”

Right Now

Place the Spider token (large) in the Entrance Hall, Balcony, Tower, Patio, Gardens, Graveyard, or any room with an outside-facing window. Also, get out the Turn/Damage Track and set the slider to zero.

Set aside the Witch and Dragon tokens (large) and several Body tokens (blue).

What You Know About the Heroes

They are trying to manipulate events in the story to ensure a happy ending.

You Win When...

...the story reaches a sad ending, or all of the heroes are dead.

Your Character

Your character is reading the story in a trance, and cannot move, attack, or use items. You also cannot be attacked, and you cannot gain or lose traits.

Do This On Your Turn

Roll two dice. For each die that comes up as a two, take one Body token. These represent plot twists (see below).

Then, advance the Turn/Damage Track by one position. If it gets to 7, announce that the story is over; the heroes will get a happy ending if they have finished enough quests. If the track is still below 7, read aloud the story segment (see below) whose number is equal to the track's position plus the number of players (for example, in a 5-player game, when the slider moves to 1, read section 6).

Special Attack Rules

The Spider's attack is venomous. Whenever it inflicts physical damage, choose one of the target's traits and reduce it by one before damage is applied.

The Witch can attack with either might or sanity. If it attacks with sanity, the target defends with sanity and damage is mental.

The Dragon attacks by breathing fire; it rolls might, and everyone else in the room (including other monsters) rolls speed, each taking physical damage equal to the difference in rolls (if they roll less than the Dragon).

The Dragon is not stunned when defeated unless it is damaged by the Axe, Spear, Blood Dagger, Revolver, Ring, Dynamite, or Toy Monkey.

Special Movement Rules

The Spider suffers no movement penalties for moving past opponents.

The Witch may choose to move instantly to the location of any hero instead of moving normally.

Plot Twists

You may discard one body token at any time (even during the heroes' turns) to create any of the following effects. Each may be used only once.

Lengthy Narration: Do not advance the Turn/Damage Track the next time you normally would.

Time Flies: Advance the Turn/Damage Track one position (and read the next story segment).

Evil Luck: Reroll any roll you just made.

Critical Lapse: Force a hero to reroll any roll he or she just made.

Revival: Immediately unstun any one monster.

Ambush: Move one monster to any room in the House.

Collapsing Floor: Move one hero to any room on the floor immediately below his or her current floor.

Daze: Choose one hero. On his or her next turn, he or she may move or attack, but not both.

The Story

Whenever the Turn/Damage Track advances, read the section with a number equal to the track's position plus the number of players.

4: *"The spider sped through the halls, knowing its prey was close."*

5: *"The explorers began to feel a dark sense of foreboding."*
[Take one Body token.]

6: *"The heroes felt a stinging revulsion, as if nature itself were shuddering."*

7: *"Then they discovered the spider was controlled by an evil witch. Growing impatient, she arrived, and began to weave her spells over them."*
[Place the Witch token in any room.]

8: *"Sensing its master, the spider redoubled its efforts."*
[The Spider gains one speed.]

9: *"A fierce roar sounded in the distance, drawing closer."*

10: *"With a deafening roar, a dragon flew into the house, breathing fire at the humans. They knew they couldn't pierce its scales without a weapon."*
[Place the Dragon in the same room as your character.]

11: *"Lightning tore through the heavens like an omen of doom."*
[Take one Body token.]

12: *"Summoning the last of their strength, the heroes made a final effort."*

If You Win...

"Unable to continue, the last hero fell to the floor and softly wept. The monsters were closing in, and their quest was over. The End."

	Might	Speed	Know.	Sanity
Spider	5	4	-	3
Witch	4	3	-	5
Dragon	7	5	-	4

68 – The Labyrinth

You can feel the catacombs expanding, slowly twisting the House into a new shape. What a wondrous maze! Such delightful puzzles and secrets! How marvelous it would be to stay...forever.

Right Now

Your character is still in the game, but has turned Traitor. Remove the Catacombs from the House and set it aside; it will no longer be used.

Rearrange the remaining room tiles in the House into any configuration you like, keeping all rooms on the same floors and ensuring that all the rooms on a floor are connected together by valid movement routes. You may move any square tokens to any valid locations on the same floor; anything else moves with the room it is in.

Then, place your character back into the House in any explored room. Place a number of Servant tokens (crimson) equal to one less than the number of heroes in any explored rooms. Also, place a number of pentagonal tokens equal to the number of heroes in any explored rooms (these represent keys).

Set aside several Sanity Roll tokens (triangular), and get out the Turn/Damage Track and set its slider position to zero.

What You Know About the Heroes

They are trying to collect the keys and escape the labyrinth.

You Win When...

...the labyrinth seals itself, or more than half of the heroes are dead.

Do This On Your Turn

At the start of your turn, advance the Turn/Damage Track one position. Then, roll a number of dice equal to the new position; on a result of 6+, the labyrinth seals itself, and you win.

The Keys

You may not pick up or steal the keys.

The Mystic Elevator

Whenever a hero moves the Mystic Elevator, she rolls to determine its new floor as normal, but you select where on the floor to place it (if the “any floor” result is rolled, the hero picks the floor).

Special Attack Rules

The Servants can choose to attack with Sanity instead of Might. If they do so, the target defends with Sanity, and neither party takes damage, but if the Servant wins, the target is confused. Place a Sanity roll token on that hero.

At any time during the turn of a confused hero, you force her to move one space in the direction of your choice. You may utilize special movement options, such as a Wall Switch or Mystic Slide; the hero automatically passes any trait roll required for the movement. The hero does not spend movement points for this movement.

At the end of the hero's turn, that hero ceases to be confused, and you remove the Sanity roll token from that character.

If You Win...

The labyrinth is shut. Eternity awaits...

Servants: 3 Might, 4 Speed, 5 Sanity

69 – *Way of the Wisp*

The glow is entrancing; a gentle light that seems to pour straight into your mind, wrapping you with warmth. For a moment, you struggle against it, but soon it's all around you and all that's left is the speed. You want to fly, faster and faster, up and away...nothing else matters.

Right Now

Your character is no longer in the game; remove your figure from the board.

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

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

If the Stairs from the Basement have not been discovered, search through the room stack and add them to the House, then shuffle the room stack.

Unlike in other Haunts, the Traitor (wisp) takes the first turn in this Haunt (moving the Turn/Damage Track to 1).

What You Know About the Heroes

They are trying to catch the wisp.

You Win When...

...you escape the heroes by staying free until the Turn/Damage Track reaches 6.

Do This On Your Turn

At the start of each of your turns, increase the Turn/Damage Track by one, and remove all Spore tokens from play.

Special Movement Rules

The wisp may explore new rooms as if it were an explorer, but does not draw cards or end its movement when discovering a room containing a symbol.

The wisp cannot stop moving until it has exhausted its movement points or it has no remaining legal moves. The wisp's movement is not hindered by opponents.

Whenever the wisp leaves a room, place a Spore token in that room (the two sides of barrier rooms, such as the Chasm, receive separate tokens). These tokens represent confusing mists, and they obstruct the heroes' movement.

The wisp may not enter a room that already contains a Spore token. The wisp also may not move the Mystic Elevator and may not fly up the Coal Chute, Collapsed Room, or from the Ball Room to the Gallery.

Special Attack Rules

The wisp may not attack, but deals damage normally if it defeats a hero while defending. The wisp is immune to the revolver.

If You Win...

With a burst of light, you break away from your surroundings and into a new place. There is nothing left but the light, and you will soar through it forever...

Wisp: 6 Might, 5 Speed, 6 Sanity

70 – *With an Inhuman Cry*

The fangs bite deep into your flesh, and you double over in pain. With an inhuman cry, the creature vanishes into the shadows, but you can already feel yourself changing. A new strength comes into your limbs. A dark power courses through your veins. You smile. This...this is worth living for.

Right Now

Your character is still in the game, but has turned Traitor. Set aside several Might Roll, Knowledge Roll, and Sanity Roll tokens (triangular).

While transforming, you cannot carry or use items. Immediately drop all items and omens you are carrying (including ones that cannot normally be dropped, like the Blood Dagger and the Girl), but do not alter any of your Traits for losing them. You retain the Bite card.

If any of your physical traits are below their starting values, raise them to their starting values. Then, if you have the lowest Might or Speed score of any explorer in the game, raise those traits to the lowest value of any of the heroes.

What You Know About the Heroes

They are trying to stop you from transforming.

You Win When...

...you complete your transformation, or all of the heroes are dead.

Your Transformation

You are transforming into a vampire, a werewolf, or a bane spider. Choose one and secretly write it down. Your goals depend on which you choose.

If You Are Becoming a Vampire

You must visit the Crypt, Graveyard, and Bloody Room to draw power from the blood and death. When you enter each of these rooms, secretly make a note of this fact (you need not end your turn in these rooms).

After visiting all three rooms, you must inflict at least 1 point of physical damage on any of the heroes with a Might attack to draw some of their blood. When you complete this, your transformation is complete, and you win the game.

If You Are Becoming a Werewolf

You must visit the Balcony, Tower, Patio, Gardens, and Graveyard to expose yourself to the moon. When you enter each of these rooms, secretly make a note of this fact (you need not end your turn in these rooms).

When you have visited all five rooms, your transformation is complete, and you win the game.

If You Are Becoming a Bane Spider

You must visit all the interior rooms that do not yet have spider webs in the corners; these are the Charred Room, Conservatory, Creaky Hallway, Statuary Corridor, and Mystic Elevator. When you enter each of these rooms, secretly make a note of this fact (you need not end your turn in these rooms).

When you have visited all five rooms, your transformation is complete, and you win the game.

Special Item Rules

You may not pick up, carry, or steal items or omens in this Haunt. If you draw a new item or omen when discovering a new room, you must immediately drop it in that room before it affects you in any way (you may not choose to discard it).

Special Attack Rules

Ordinarily, you take no damage from combat, even if you are defeated. If you are becoming a vampire, beware weapons dipped in holy water; if a werewolf, avoid silver bullets; if a bane spider, watch out for bug spray.

Each monster has a special ability that can be used instead of making an attack, but using it reveals your nature. If you are becoming a vampire, you may place a Sanity Roll token on a hero in the same room to hypnotize them; if a werewolf, a Knowledge Roll token to infect them; if

a bane spider, a Might Roll token to trap them in a web.

On that hero's next turn, they must make a trait roll corresponding to the token you placed. If they roll a 4+, they break free and discard the token; otherwise, their turn immediately ends and the token remains.

Heroes with any of these tokens on them do not slow your movement when you leave the room.

If You Win...

The last moments seem to last forever, as you feel the last of your feeble humanity trickle away, replaced by your new, stronger nature. Then, at last, it is complete, and you are whole.

You think you killed some of them on your way out, but it doesn't really matter. You're free now, and nothing can stop you.