



STOP!

DO NOT READ THIS UNTIL
THE CAMPAIGN IS OVER



12+

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BETRAYAL LEGACY

RULEBOOK

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- 1 sealed box and 1 sealed envelope (do not open these until instructed!)
- 1 rulebook
- 2 haunt books (*Traitor’s Tome* and *Secrets of Survival*)
- 1 Bleak Journal
- 1 sticker sheet
- 1 *Folium Infernum*
- 12 tiles (including 4 starting tiles)
- 1 numbered track
- 5 plastic family figures
- 5 colored plastic bases
- 5 Family cards
- 20 plastic clips
- 8 dice
- 7 Item cards
- 11 Event cards
- 1 Traitor card
- 1 Monster card
- 2 Legacy decks
- 1 Purgatory deck
- 20 tile planks
- 122 tokens, including:
- 20 Small Monster tokens (numbered 1 through 20)
- 2 Large Monster tokens
- 16 Rune tokens (8 matched pairs)
- 10 Number tokens (1 through 10)
- 10 Crest tokens (2 for each family)
- 12 Searched tokens
- 8 pentagonal Item Pile tokens (4 matched pairs)
- 8 triangular Trait tokens (2 each of Speed, Might, Sanity, and Knowledge)
- 12 Obstacle tokens (4 Large and 8 Small)
- 3 Silhouette tokens (👤, 👤, 🐾🐾)
- 5 circular Body Part tokens (1 Head, 2 Arms, 2 Legs)
- 1 Blood/Timer token
- 15 miscellaneous tokens (Antidote, Armoire, Bright Light, Car, Chest, Contraption, Crib, Eye, Fire, Healing, Mouth, Music Note, Nest, Portal, Viktor/Inspector)

AFTER THE CAMPAIGN: FREE PLAY

At the end of the campaign, you will still be able to play *Betrayal Legacy*. In fact, you will have not seen most of the haunts! You’ll have your own custom version of the house, its families, and its history to continue exploring forever.

- ♦ All characters start on the Entrance Hall. Randomly determine who goes first.
- ♦ Do not record any more information on the back of the Family cards.
- ♦ Do not check boxes on any cards, even on cards that tell you to.
- ♦ Triggering the haunt works differently (see the next page).

HAUNT CHART

TILE	BROOCH	CRUCIFIX	PORCELAIN DOLL	TALISMAN	HAND MIRROR	APOTHECARY KIT	WEDDING VEIL	PORTRAIT	KRIS	RADIO	METEORITE	SPEAR
Crypt	42	2	33	34	44	15	21	32	24	3	26	47
Soundproofed Room	18	22	27	7	35	15	39	38	49	3	12	47
Ritual Room	37	22	27	7	35	15	50	28	49	14	12	6
Kitchen	18	11	33	5	48	17	41	38	4	3	20	25
Servants' Quarters	30	11	9	34	45	36	41	32	4	14	20	25
Library	18	22	27	34	35	17	41	38	49	14	12	6
Hanging Tree	37	31	33	23	44	19	21	13	43	46	10	6
Stable	42	31	40	23	48	19	39	13	43	8	10	16
Arborium	42	2	40	23	48	17	50	13	24	8	10	16
Master Bedroom	30	2	9	5	45	36	39	28	43	46	20	47
Nursery	30	11	9	5	45	36	50	28	4	46	26	25
Muskeg	37	31	40	7	44	19	21	32	24	8	26	16

2	Lowest Sanity (except haunt revealer)	9	Oldest player	16	Haunt revealer
3	Unknown traitor ^{SS}	10	Scholar or highest Knowledge	17	None ^{SS}
4	Hidden traitor ^{SS}	11	Occultist or lowest Sanity	18	Haunt revealer
5	None ^{SS}	12	Highest Sanity	19	None ^{SS}
6	Hunter or highest Speed	13	Haunt revealer	20	Well-to-Do or most Items
7	Clergy or haunt revealer	14	Haunt revealer	21	Everyone ^{TT}
8	Unknown traitor ^{SS}	15	Everyone ^{SS}	22	Lowest Knowledge (except haunt revealer)

If two or more players could be the traitor, select a random family crest from those families to determine who the traitor is. In cases where a calling would determine if someone is the traitor, use the second criterion only if no player has that calling. In a free-for-all haunt, players may act as obstacles to other players and may ATTACK and STEAL from each other.

^{SS}: This haunt only appears in *Secrets of Survival*.

^{TT}: This haunt only appears in the *Traitor’s Tome*.

NEW SETUP

Choose or randomly select one inhabitant of each type (👤, 👤, 🐾🐾). You can use any of the 10 figures included in the game.

HEIRLOOMING ITEMS

You may heirloom Items if you have Heirloom stickers. In fact, you may heirloom an item multiple times per game (as opposed to just once). Families are still limited to the nine Heirloom stickers they are given.

TRIGGERING THE HAUNT

The haunt will begin when a player rolls a 5+ on their haunt roll.

When a player starts the haunt, that player (the haunt revealer) looks at the **haunt chart** here. The chart shows which haunt has been triggered—and who is the traitor.

The chart lists Omen cards across the top and tiles down the left. Look at the name of the Omen that was drawn for the haunt roll and the tile that the haunt revealer’s figure was on when the haunt was triggered. Find the corresponding haunt number. This is the haunt you’ll play.

The haunt’s entry below the chart states which player becomes the traitor. Give the *Traitor’s Tome* to that player. The haunt revealer is not necessarily the traitor. In some cases, only one book will be used.

GAME END

No game end steps are done. There is no Bleak Journal, so read the Free Play entry at the end of the haunt.

23	None ^{SS}	33	Haunt revealer	42	Haunt revealer
24	Hidden traitor ^{SS}	34	Gambler or highest Knowledge	43	Hidden traitor ^{SS}
25	Highest Knowledge	44	Most ancestors who died (on back of your Family card)		
26	Highest Knowledge	35	None at the start ^{SS}	45	Seer or Haunt revealer
27	Haunt revealer	36	None ^{SS}	46	Unknown traitor ^{SS}
28	Experimentist or highest Knowledge	37	Haunt revealer	47	Savage or highest Might
30	Haunt revealer	38	Medical Practitioner or highest Sanity	48	Haunt revealer
31	Highest Speed (except haunt revealer)	39	Haunt revealer	49	Hidden traitor ^{SS}
32	Haunt revealer	40	Youngest player	50	All are traitors ^{TT}
		41	None ^{SS}		

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TEN WAYS THIS GAME IS DIFFERENT FROM THE ORIGINAL GAME

If you have played the original *Betrayal at House on the Hill*, many things in this game will be familiar. However, there are a few new things.

- There is a campaign mode, guided by the Legacy deck.**
Each game, after you've set up, draw the top card of the Legacy deck, read it aloud, and continue to draw and read cards, one at a time, until instructed to PAUSE or STOP.
- There are new terms: bury, heal, critical, and general damage.**
There are no discard piles. Any time you would discard a tile or card, instead **bury** that tile or card by placing it at the bottom of its deck or stack, face down.
Heal allows you to reset a trait to its starting value if it's below that value.
A trait is **critical** when it is 1 step above the skull.
General damage may be allocated to any trait.
- There is an outside region.**
At the start of each game you'll put out the Front Steps tile, which is adjacent to the Entrance Hall and is the Landing tile for the outside region.
- Item and Event cards are drawn only in certain regions.**
When you draw Item or Event cards, you'll draw ones that match the region you're exploring in, just like tiles.
- Some tiles have new features: secret passages, Runestones, ghosts, or more than one symbol.**
Secret passages allow you to move between rooms that aren't adjacent to each other.
Runestones are sometimes important in a haunt.
Ghosts power up Omen cards and sometimes make Events worse.
On tiles with more than one symbol, resolve each symbol from left to right when the tile is discovered.
- You turn Item and Omen cards sideways to mark they are used.**
Cards have two states: **used** and **unused**.
When you've used an Item or Omen card, turn it sideways. At the start of your turn, straighten used cards to show that they're ready to use again.
- Sometimes cards get altered.**
Some cards will get names. Some will get stickered. Some will have checkboxes filled on them. Once per game, when you draw an Item card from the deck that has space for an Heirloom sticker, you may choose to make it your family's **heirloom**.
- What you can do on a turn is organized into actions.**
When you want to do something other than move, you use an action (such as DRINK, ATTACK, or INVOKE). You can use each action word only once on your turn.
- Haunts trigger differently during the campaign and in free play after the campaign.**
Look at the Legacy deck to see what you need to do for the haunt to start in that chapter.
- The haunts use colored boxes to explain your goals.**
Each step needed to win a haunt, plus any optional steps and other facts, are listed in order, each in their own box. See "Learning the Haunt" for examples of what these boxes look like. Also, goals and effects scale with the number of players in the game, indicated by three numbers in braces in the haunt books, such as {12/15/20}. In this case, 12 is for three players, 15 is for four, and 20 is for five.

OVERVIEW

In *Betrayal Legacy*, you play a member of a family exploring a house—a house that seems to invite trouble. At some point during the game, one player triggers what is called the **haunt**. At this point, one player usually becomes a **traitor** bent on defeating the rest of the players. The rest of the players become **heroes** struggling to survive. From then on, the game is a fight between the traitor and the heroes—often to the death. Each game will change the house in some way and tell more of its story. At the end of 13 chapters (plus a prologue), you will complete the campaign portion of *Betrayal Legacy*. From there, you may play the game in “free play” mode. In free play, very few changes will be made to the game.

OBJECT OF THE GAME

Explore the house and make your family member stronger until the haunt begins. After that, your goal is to complete your side’s victory condition first, as either a traitor or a hero.

WHAT IS A LEGACY GAME?

Betrayal Legacy is a legacy game, so some things that happen in one game will carry forward to future games. Sometimes you will add cards or add stickers to materials. Other times you may destroy components or otherwise permanently alter the game. Each group’s journey and history of the house will be unique. Which families will have a penchant for madness? Which tiles will become focuses of evil?

HOW DOES BETRAYAL LEGACY WORK?

The campaign is played over a series of chapters, each one a different game. Each chapter, players will play a member of a **family**. It may be the character who played in the previous chapter (if they lived) or a descendant—perhaps a nephew or child or lost cousin. Each game is self-contained: it starts mostly the same way and proceeds until there is a winning side. At the end of the game, players will follow instructions to shape the start of the next game (and games beyond that). Along the way, the house and its environs will change, sometimes outside the players’ control.

ADDING MATERIALS

As your legacy campaign unfolds, the game will tell you to open a packet, find a card, or check a box on a card. **DO NOT OPEN ANYTHING** until instructed. When you find a sticker for a new rule in the *Folium Infernum*, place it on the matching labeled space in this rulebook. That rule is in effect immediately and for all future games.

KEY TERMS

Everyone: Each player, monster, or other inhabitant of the house.

Figure: The plastic pawn controlled by a player.

People/Person: Anyone in the house who isn’t a monster.

Traitor: Any player who has turned evil after the haunt has started. Traitors are still players.

Hero: Any player who remains good after the haunt has started. Heroes are still players.

Monster: Large or small Monster tokens during a haunt.

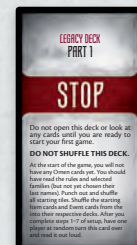
Item/Omen/Object: Things that are carried by players. Items and Omens are cards. Objects appear in some haunts and are represented by tokens.



COMPONENTS

THE LEGACY DECKS

NEVER SHUFFLE THE LEGACY DECKS.

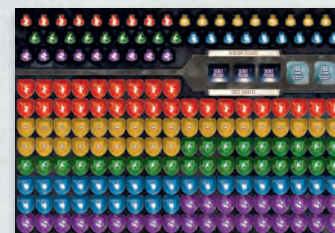


The two pre-sorted Legacy decks will guide you through the campaign. During games, you will draw cards, one at a time, read them aloud, and do what they say, until instructed to **PAUSE** or **STOP**. After each game, any Legacy cards drawn that did not become part of a card deck or get placed into the box or Tomb (see page 6) should be **destroyed** (thrown away, recycled, etc.). Any cards that were added to decks stay in those decks for future games. Legacy cards are numbered, so if a Legacy deck gets out of order, someone not playing the campaign can reorder it.

THE PURGATORY DECK



Do not integrate these cards into the main decks of the game at the start. **DON'T EVEN LOOK THROUGH THE DECK.** As you play, you will be instructed to take cards from the Purgatory deck and add them to one of the card decks in the game. Each Purgatory card is numbered in the bottom left corner to make it easier to find. When looking for one, fan the deck, looking only at the corners of the cards, until you find the number you want. The lowest-numbered card in the Purgatory deck is 202 (long story).



STICKER SHEET

This sheet contains Crest stickers as well as other stickers that may be placed during the campaign. There is no limit to the number of Crest stickers. If instructed to place one and there are no more for that family, use a marker or pencil in that family’s color instead.

The sticker sheet also contains nine Heirloom stickers for each family. Unlike crests, these are limited to nine stickers total for each family.

FOLIUM INFERNUM

The *Folium Infernum* contains 13 doors marked with a number or letter, each hiding a sticker. At certain times during play, you will be instructed to open a door on the *Folium Infernum*, the number/letter of which door to open, and where that sticker goes. You can throw away any waste created by the *Folium Infernum* (cardboard doors, sticker backings, and the like).



TRAITOR'S TOME AND SECRETS OF SURVIVAL

These books will be used once the haunt starts and will give further details as what is going to happen in your game.

THE BLEAK JOURNAL

The Bleak Journal contains entries that will be read through the campaign. Whenever anything tells you to read an entry in the Bleak Journal, turn to that entry number. All entries are read out loud unless the entry tells you otherwise. The first entry is 52 (to keep it different from the haunt numbers).



CARD DECKS AND THE TILE STACK

The game starts with two **decks** in play (Item cards and Event cards) and one **stack** of tiles. There are no Omen cards yet (if you’ve played the original game, you might be wondering). More cards of various types will be added later.

Any effect that lets you look at the top card(s) of a deck refer only to these decks. Do not use them to look through the Legacy deck or the Purgatory deck. Any effect that lets you look through the stack refers only to the tiles. Effects that refer to decks do not apply to the stack, and vice versa.

Players may look through, but not rearrange, the backs of any card deck or tile stack to see what regions are coming up.

TILE PLANKS

The house starts as a small homestead, with a limited number of tiles. At the start of some chapters, the Legacy deck will tell you to add new tiles to the stack from the **tile planks**. These are a pre-sorted stack of cardboard punch boards that contain new tiles. You will add many but not all of these tiles to your game. Some will not become part of your house.

FIGURES

Although you will play the same family from generation to generation, you may use any figure for a chapter. At the start of the game, choose a figure and attach it to the base matching your family's color.

TOKENS

The game comes with many tokens, some of which will be used many times in the campaign, others maybe once, and some not at all (they all will get used at some point in free play, though). Here is a look at some that get used often.



Item Pile tokens show when one or more Items or Omens have been dropped on a tile. See the DROP action on page 14.



Crest tokens: Each family has two tokens showing their family crest. They are used in various ways. If you ever need to break a tie between players, shuffle the Crest tokens face down, then draw one to break the tie.



Searched tokens show that a tile has been successfully searched or an action has been performed on it. Unless the haunt says otherwise, if you run out of these tokens, you may use a proxy.



Rune tokens represent different things in different haunts. For example, you might need five parts of an infernal machine, each represented by a Rune token. Most of the time, the rune depicted on the token doesn't matter. The haunt or rules will tell you otherwise.



Number tokens are used for a variety of purposes and mean something different in each haunt. These are used when the value is important.



Each **Trait** token is printed with one of the four traits. These are used to track information related to that trait.

Small Obstacle/Large Obstacle tokens are some sort of obstruction in the room. Leaving a tile costs 1 extra move for each small obstacle on the tile, and 2 extra moves for each large obstacle (see "Moving," page 9). If you need to place an obstacle and none are left, use a proxy.



Small and Large Monster tokens: Small Monster tokens represent various creatures in the game. A Large Monster token stands for a bigger, angrier monster, usually the main villain in a haunt.



BACK IN BOX AND THE TOMB

If you are told to return a game component to the box, it will not be part of the current game but should return to use in the next game. For example, you may be told to return an Item card to the box. That Item is gone for this game. At the end of the game, put it back into the Item deck.

The **Tomb** is where you store cards that will remain out of play until you are told to return them. In some cases, this may be after you have finished the campaign or it may be the next game. When you are told to put something in the Tomb, put it under the tray in the game box.

BEFORE YOU START

1. Punch out the Family cards, tokens, and tiles. Discard or recycle any waste.
2. Remove the dice, plastic clips, figures, and bases from their bags.
3. Open the starting card deck and sort the Item and Event cards into their respective decks. Set aside the Monster and Traitor cards.
4. Unwrap the first Legacy deck and set it aside. *Don't shuffle it.*
5. Unwrap the Purgatory deck. *Don't shuffle it.* Put it in the box until the game tells you to draw a card from it.
6. Unwrap the tile planks *without looking at them* and put them into the tray so that tile plank 1 is on top.
7. Have each player choose a Family card, representing the family that they are going to play for the entire campaign. The five families' traits are slightly different. Do not write last names on the Family cards yet.

SETUP

1. Attach four plastic clips to your character's Family card. Each one should point to one of the starting values for their Speed, Might, Sanity, and Knowledge. The starting values are colored green.
2. Find the four starting tiles. Place them reasonably far apart on the table to create regions of the house and its environs.
3.

Skip this step until you find
RULES STICKER A
4. Select a figure to represent you and place it into a base matching the color of your Family card.
5. **(Campaign only)** Privately give your character a first name and an age, and write both on the back of your Family card. (You can make up any age you like.) This will likely be a new character, but if you survived the previous chapter, you may use the same character again, now older.
6. **(Campaign only)** Introduce yourself to the rest of the players, stating your character's name and age.
7. **(Campaign only)** Read the top card in the Legacy deck.
8. **(Free play only)** Shuffle all card decks separately. Shuffle the tiles to make a stack. Set out any other cards you may have found.
9. **(Free play only)** Randomly decide who goes first.

THE FAMILIES

There are up to five **families** who will create the history of the house. Each player will play a member of the same family in each game. At the start of each chapter, write the name of your family member on the card, as well as their age. At the end of each campaign game, record their fate (such as "Vanquished a demon!" or "Died near a well from poison"), whether they died, and whether they were a traitor.

	FIRST NAME	AGE	FATE
1666			
1694			

TRAITS, DICE, AND TILES

TRAITS

Each character has four **traits**, shown on their Family card: Speed, Might, Sanity, and Knowledge. Speed and Might are **physical traits**; Sanity and Knowledge are **mental traits**. Character traits are public knowledge.

DAMAGE, GAINING, LOSING, AND HEALING

Characters can **take damage**, causing their traits to decrease. Slide the corresponding clips down the track a total number of steps equal to the damage, divided as you choose. The type of damage determines which traits can be lowered.

- **Physical Damage:** Lower Might and/or Speed.
- **Mental Damage:** Lower Knowledge and/or Sanity.
- **General Damage:** Lower any combination of traits.

You may also be instructed to **lose** from or lower a specific trait directly (such as "Lose 2 Speed"). That counts as taking physical or mental damage, depending on the trait.

If you take "1 die of damage," roll a die and take appropriate damage equal to the result.

If more than one person and/or monster would take damage at the same time, start with the player to the left of the current player and proceed clockwise.

If you are instructed to **gain** X in a trait, you may increase that trait X steps (up to its highest step).

If you are instructed to **heal** a trait, you may return that trait to its starting value if it is lower. Do nothing if it is equal to or higher than its starting value.

CRITICAL TRAITS

When a trait is at its lowest step before the skull, it is **critical**. Before the haunt begins, no trait can drop below its critical value (if it would, it stays at the critical value instead). Once the haunt begins, traits can drop to the skull. If that happens, you die.

RAISING AND LOWERING FROM THE SAME EFFECT

Many effects in the game require you to lose from a trait in order to gain a benefit. You must be able to pay the full “penalty” in order to gain the “reward.” If you can’t, you do not get the benefit. For example, a tile’s effect might say “If you end your turn here, you may lose 2 Might to gain 1 Sanity.” If your Might is 1 step above critical, you cannot lose 2 Might, so you cannot gain 1 Sanity.

DICE AND DIE ROLLS

There are 8 dice that come with the game. Each die has faces with 0, 1, or 2 dots. When you make a roll, total the number of dots to get the result. **You can never roll more than 8 dice and you can never roll fewer than 1 die. No result can ever be below 0**, no matter how many penalties are applied. Then do what the effect says for that result.



TRAIT ROLLS

You will often be told to make a **trait roll** based on one of your family’s traits (for example, “Make a Might roll”). When that happens, roll dice equal to the number you currently have in that trait. For example, if you must make a Sanity roll, and you currently have a Sanity of 4, roll 4 dice and total the dots together to get the result. The card’s or tile’s text will tell you the outcome.

ROLL X DICE

Some effects require you to roll a certain number of dice. Pretty straightforward; just roll that many dice and add up the dots. These are not trait rolls and are not subject to anything that affects trait rolls.

REGIONS AND TILES

The house and its environs have four **regions**: outside, basement, ground floor, and upper floor. Each region is separate from the others. As the house grows, you might start running out of table space. In that case, adjust the tiles as needed to make more space. Do not change how the tiles are connected; move each region as a whole.

Tiles are **adjacent** if they are both discovered and connected by a **doorway** or other effect. “Doorway” is used regardless of whether the tile is inside or outside. A doorway that is not connected to another tile is an **open doorway**.

The Ground Floor Staircase is adjacent to the Upper Landing and the Basement Landing (and vice versa). The Front Steps tile, which is in the outside region, is adjacent to the Entrance Hall (and vice versa).

ON YOUR TURN

At the start of your turn, do the following in order:

- 1. Set any **used** Items and Omens you are carrying to **unused**.
- 2. Gain **moves** equal to your current Speed.
- 3. Take your turn, using moves and taking **actions** as you like until you are out of both or choose not to do any more. (Actions are explained on page 14.) You can perform actions in between moves, after you are out of moves, or before moving.

MOVING

Moves are used most often to travel to an adjacent tile or to **discover** a new tile. You use 1 move for each tile you leave. No matter how many penalties you have on a turn or how many obstacles you face, you can always move to a tile adjacent to where you started.



Obstacles: Each small obstacle on a tile costs 1 extra move when leaving that tile. Each large obstacle on a tile costs 2 extra moves when leaving that tile. Also, Small Monster tokens are small obstacles and Large Monster tokens are large obstacles to the heroes.

Whenever you draw a card from the Event, Omen, or Item deck for any reason, you lose any remaining moves you had. You can still take actions.

SECRET PASSAGES

The house has secret passages within it. In the prologue, there is one tile with a secret passage (the Crawlspace). As you play, you will find ways to place Secret Passage stickers on tiles. A tile with a secret passage is adjacent to every other tile with a secret passage.



DISCOVERING A NEW TILE

When you leave a tile through a doorway not connected to a tile, look at the back of the top tile of the stack. If it has the name of the region you are in (some tiles can go into more than one region), turn it over and **connect** it by aligning a doorway on the new tile to the doorway you just passed through. Then move into that tile. You have **discovered** it.

Add each new tile as logically as you can, connecting as many adjacent doorways as you can. Two tiles (the Entrance Hall and Front Steps) have a bump on one side to show that tiles cannot be placed on those sides.

If the top tile can't go on the region you're currently on, **bury** it. Keep burying tiles until you find one that matches your region.

Most tiles have a symbol on their face-up side, representing an Event, Item, or Omen. When you first discover a tile with one of these symbols, draw a card with the matching symbol. (Tiles with these symbols are called Event tiles, Item tiles, and Omen tiles.) Some tiles also have an action on them.

Some tiles have more than one symbol. When discovering such a tile, resolve each symbol from left to right. Players cannot take any actions before or between resolving these symbols.

Players who enter a previously discovered tile do not draw a card when they enter but still are affected by text on the tile and can take any action printed on the tile.

RUNESTONES

Some tiles contain Runestone symbols. You can ignore these unless a card or haunt tells you otherwise.



GHOSTS

Most tiles have circles on them showing where **ghosts** will come to haunt the house. Some tiles start with ghosts on them. Omens harness the energy of ghosts in the house and are more powerful on tiles with ghosts. Some Event cards will be more painful on tiles with ghosts.

TURN TIMING WHEN DISCOVERING A TILE

You might be required to do multiple things when discovering a tile. Resolve them in the following order.

1. Resolve any symbol(s) from left to right, one at a time. You cannot take any actions while resolving Event cards.
2. If you drew an Omen card and the haunt hasn't started, check to see if the haunt starts. If the haunt starts, **your turn is immediately over**. Do not resolve any other symbols or effects on the tile. Otherwise, your turn continues.
3. You may take any action(s) printed on the tile.
4. Resolve any text that says "If you end your turn on this tile . . ." If there are multiple "end of turn" effects on a tile, you may resolve them in any order you like.

INFREQUENT TILE RULES

DISCOVERING MULTIPLE TILES IN A TURN

If you are ever forced to discover a new tile due to a game effect, you draw a card and follow any other text on the tile as if you had discovered it the traditional way. This is true even if you already discovered a tile (and drew a card) this turn.

FALSE FEATURES

If it's impossible to match up all doorways, you instead create a **false feature** (perhaps a closet or thicket). You can't move through these false features.

NO MORE TILES FOR THAT REGION

If you try to discover a new tile but have run out of tiles for that region, you do **not** spend a move since you did not enter a new tile. You may continue your turn as if you didn't just try to walk into a closet. Or thicket.

DON'T SEAL OFF A REGION

You can't place a tile so that it seals off a region, leaving no unconnected doorways. If the only possible placement of a tile would seal off a region, **bury** it and draw tiles until you find one that leaves a free doorway. In the unlikely event that all the remaining tiles for a region would seal off the region, rearrange the region until there is at least one unconnected doorway.

RULES STICKER



CARDS

When you discover a tile with an Event, Item, or Omen symbol, draw a card.

- Whenever you draw a card (for any reason) from the Item, Omen, or Event deck, you lose all remaining moves (but not actions) for the turn.
- If you are instructed to draw the top card from a deck, then draw the top card, regardless of its region markings.
- All cards are read out loud unless their text says otherwise.
- There is no limit to the number of cards you may carry.
- All cards carried by characters are public knowledge.



DRAWING EVENT, ITEM, AND OMEN CARDS

 Draw the top card from the Event deck if it matches your region. Otherwise, **bury** cards until you find one that matches your region. Read the italicized text aloud. If the card requires a die roll, do not read the results before rolling. Instead, roll the dice and read only the applicable result.

 Draw the top card from the Item deck if it matches your region. Otherwise, **bury** cards until you find one that matches your region. Place it face up in front of you, *unused* (see page 12). You are now **carrying** the Item. You may gain its power or use its action as noted on the card. This does not count as using your PICK UP or TAKE action for this turn. It is possible, but unlikely, that there are no more Item cards that match your region. In this case, draw the top card of the Item deck.

 Draw the top card from the Omen deck. Place it face up in front of you, *unused*. You are now **carrying** the Omen and gain any bonuses it gives. If the haunt has not started, check to see if it starts now (see "Making a Haunt Roll" on page 16).

In some games during the campaign, you might discover an Omen tile but have no more Omen cards in the deck. In that case, you do not draw a card and do not lose moves.

EVENT CARDS

Draw an Event card when you discover a new tile with the Event symbol on it, and occasionally as the result of another effect. Usually Event cards are buried after you read them. A few you keep. In many cases, Event cards have space for a family crest or checkbox(es) on them. You will be told when to apply a Crest sticker or to check a box (those instructions might not be on the card itself!). Some cards will be **destroyed** (not used in any future game) after a certain number of uses.

Ongoing Event cards have continuous effects and are not buried. Instead, place a token on the Event tile to mark its effect. Put that Ongoing Event card to the side of the play area, face up, for players to reference.

ADDING OR INTENSIFYING EVENT CARDS

At the end of each chapter, you may be told to **add** cards from the Purgatory deck to the Event deck. In this case, fan through the Purgatory deck, looking at the number in the lower left corner until you find the stated card number. Check the title to make sure it's the right card and add it to your Event deck.

Later in the campaign, you will be told to "add or Intensify" an Event card. If the card is still in the Purgatory deck, add it to the Event deck as usual. If it is already in the Event deck, find the card there and **intensify** it by checking one box on the card.

ITEM AND OMEN CARDS

You draw Item and Omen cards when you discover a tile with a matching symbol (and through some other effects). Both types of cards represent things that you can carry and use, but there are two main differences: Omens may trigger the haunt (page 16) and they also interact with the **ghosts** in the house.

- ◆ Unlike the base game of *Betrayal*, Items are keyed to certain regions of the house.
- ◆ Some Items and Omens have a **type**: *Weapon*, *Firearm*, and/or *Sacred*.
- ◆ Any text that talks about “Items” refers to Item cards only, not Omen cards.
- ◆ Many cards have an **action** associated with them (actions are explained on page 14). You must take that action to use the card. Read the card to see when and how it is used.

Item and Omen cards have two states: **unused** (turned straight up) and **used** (turned sideways).

- ◆ When you draw a card from the deck, you get it unused.
- ◆ To use an action on a card, it must be unused.
- ◆ When you use the action on a card, turn it sideways to show it is used.
- ◆ Used Items and Omens still confer any bonus listed on them. For example, if an Item lets you gain 1 Might while you carry it, this is true whether it is used or unused.

Some Item cards may be **heirloomed** (see right) during the campaign. If you’re carrying a card marked with your family’s heirloom, you get the extra effect of the card as stated in the text near the Heirloom sticker.

Players may GIVE, TAKE, DROP, PICK UP, and STEAL Items and Omens, as explained under “Actions” on page 14.

HEIRLOOMING ITEM CARDS

Some things just seem important, like a poem from a friend or a childhood doll or a bat that makes just the right crack when you hit someone with it.

Each family has nine Heirloom stickers, allowing them to **heirloom** up to nine Items each over the course of the campaign (don’t worry if you don’t use them all).

Once per game, when you draw an Item card from the deck that has a space for an Heirloom sticker, you may choose to make it your family’s heirloom. You must make this decision immediately when you draw the card before taking any actions or continuing your turn. If you heirloom the Item, place your family’s Heirloom sticker on the card. If it doesn’t have a name, give it one (for example, “Thaddeus McCaster’s Magic Bells”).

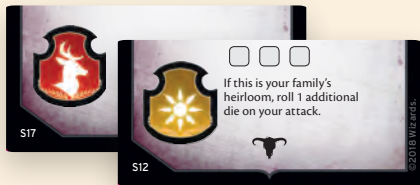
You do **not** heirloom a card if you pick it up from a tile where it was dropped, or if you get it through a GIVE or TAKE action.

If you decline, you cannot go back and heirloom that Item later in the game; your moment is lost. But you may heirloom a future Item you find, provided you find one. Provided you don’t die. *Or worse.*

Some Item cards do not have a space for an Heirloom sticker and are already named. *The house is not new.*

If a card refers to an “heirloomed Item,” it means any Item card with an Heirloom sticker on it. It does not have to be yours.

RULES STICKER F



OMEN CARD NAMES

Omen cards have a blank line on them to show where they will get their final name. For example, if there were an Omen called the Ring of _____, you might later be told to name the card “the Ring of Possession.” Putting a name on an Omen does not affect gameplay in any way; it is a way to record the story of that Omen in your world. Any text in the game that refers to “the Ring” would refer to that card, no matter if it is the the Ring of Possession or the Ring of Bleeding Gums.



OBJECTS

Some haunts will tell you that certain tokens are Objects for that haunt. Objects may be PICKED UP, DROPPED, GIVEN, TAKEN, and STOLEN like Items or Omens. Unlike Items or Omens, Objects are never used, so you may perform these actions on an Object any number of times in a turn.

RULES STICKER



ACTIONS

As soon as you find an Item or Omen, you have access to the actions on your Family card other than **ATTACK**. Items, Omens, and tiles will grant you additional actions. You can take the actions granted by Items or Omens only while you are carrying them and they are unused, and can take the actions granted by tiles only while you are on those tiles. Most haunts will also give you actions you will use to win the game.

Actions available are listed in **ALL CAPS**, followed by any restrictions (such as where or when), any rolls you must make, any bonuses or restrictions to those rolls, then the effect of the action.

You may use each **action word** only once on your turn. For example, if you are carrying a Gun and an Axe that both have the action word **ATTACK**, you would have to choose which one to **ATTACK** with on your turn.

Once you use an action on a card, it becomes used and is turned sideways. You cannot voluntarily do anything else with that card this turn, such as **DROP** or **GIVE** it.

For example, a haunt might give the following action:

PREPARE (while on the Entrance Hall): Make a Sanity roll. Add 1 to your result if you are carrying at least one Sacred item.

2+ Leave this place and never return.
Live a happy, normal life.
It's that easy.

0-1 Explore the dark and dangerous domicile. *Like the unfortunate protagonist in a horror novel.*

This means that you would use a **PREPARE** action, that you must be on the Entrance Hall tile, and that you must make a Sanity roll. Having a Sacred item helps. What happens depends on the result of your roll.

Some common actions are: **ATTACK, CHALLENGE, DRINK, DROP, EAT, GIVE, INVOKE, OPERATE, PICK UP, PREPARE, SEARCH, STUDY, TAKE, TALK, and WEAR.**

ITEM/OMEN CARD ACTIONS

As listed on your Family card, you can use the following actions on all Item and Omen cards you are carrying. As usual, you can use each action only once per turn.

GIVE: Give as many unused Items and Omens as you want to another player on the same tile. They receive the cards used.

DROP: Place as many unused Items and Omens as you want on your tile. Take an Item Pile token and place it on that tile. Set aside the cards you dropped, face up. Place the Item Pile token with the same number on them. If other Items/Omens are **DROPPED** on the same tile, place them under the same Item Pile token rather than start a new pile. If a tile with an Item Pile token on it gets buried, all the cards on it also get buried.

Sometimes a player will be instructed to **DROP** Items or Omens. In that case they do so even if it's not their turn or they already **DROPPED** Items or Omens that turn.

TAKE: Take any number of unused Items and Omens from other players on the same tile (with their permission). You receive the cards used.

PICK UP: When on a tile with an Item Pile token, take as many of the Item or Omen cards under the matching numbered Item Pile token as you like. You receive them used.



ATTACK

After the haunt starts, players (and most monsters) get access to the **ATTACK** action. You cannot **ATTACK** before the haunt, even if you really, really want to. You do not need an Item or Omen to attack; bare hands and feral panic are good enough to make an unarmed attack.

To make a unarmed ATTACK: Choose a target on your tile. Roll a number of dice equal to your Might. If you are able to reroll any dice, do so now. After your roll is final, your target then rolls dice equal to their Might. Whoever's result is lower takes **physical damage** equal to the difference between the two rolls. (For example, if you roll a 6 and your opponent gets a 3, you would deal 3 physical damage.) If there's a tie, no one wins, and no one gets hurt.

The person who rolls higher is said to **succeed** in combat. If it is a tie, no one succeeded.

Monsters are not killed when you defeat them, only **stunned**, unless a haunt specifies otherwise. You can attack a stunned monster (maybe to **STEAL** an Item from it or to kill it with a special Item). Stunned monsters still roll dice to defend, but an attacking hero who loses an attack against a stunned monster takes no damage.

OTHER ATTACKS

Items and Omens marked as **Weapons** (and some haunts) give alternative **ATTACK** actions instead of making an unarmed attack.

This attack may use a trait other than Might. If so, the attacker and defender make a roll using the same trait. Might and Speed attacks deal **physical damage**. Knowledge and Sanity attacks deal **mental damage**.

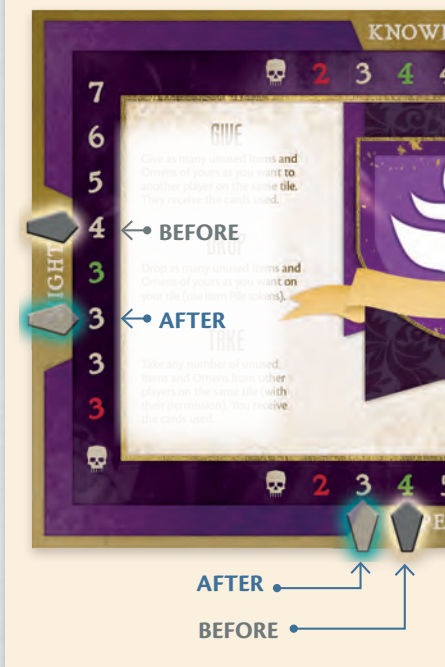
You can't use a trait to attack an opponent who doesn't have that trait. For instance, if a monster doesn't have Sanity, you can't make a Sanity attack against it. You might not know if a monster has a trait until you try to attack it. If this happens, the traitor will tell you. In this case, you still used your **ATTACK** action for the turn, just really poorly.

LINE OF SIGHT

Line of sight is a path that leads through an uninterrupted straight line of doorways in the same region. There is no line of sight between regions. Players can make line of sight attacks if an effect or Weapon says so. If your target is on a different tile than yours, you take no damage if you lose the combat.

COMBAT EXAMPLE

You have a Might of 4 and attack a Werewolf on your tile. You roll 4 dice and get a result of 5. The traitor rolls an 8 for the Werewolf. You take 3 physical damage and choose to lower your Might 2 spaces (from 4 to 3) and your Speed 1 space (from 4 to 3), sliding the clips on your Family card as shown.



STEAL

If you **ATTACK** someone **on your tile** and you would deal 2 or more damage, you may forgo dealing damage (or stunning a monster) to **STEAL** your choice of one Item, Omen, or Object from them instead. You receive it used. Stealing counts as a successful attack and still uses up your **ATTACK** action for the turn.

Some Items or Omens cannot be stolen. They will say as much on the card or in the haunt.

Monsters cannot **STEAL** or be **STOLEN** from unless the haunt says otherwise.

Some effects will allow you to **STEAL** without using an **ATTACK**.

THE HAUNT

MAKING A HAUNT ROLL

Before the haunt starts, each time you draw an Omen card, you might **trigger the haunt**.

When you discover an Omen tile and draw an Omen card, most of the time you will make a haunt roll (in campaign mode, there may be another way to trigger the haunt, explained by the Legacy deck).

To make a **haunt roll**, roll dice equal to the number of discovered Omen cards (including the one you just drew, any carried by other players, and any that have been dropped onto tiles). During the campaign, look at the PAUSE card to see what result causes the haunt to start.

The player who starts the haunt is the **haunt revealer**.

After the haunt starts, if you discover a tile with an Omen symbol, you still draw and keep an Omen card, but you don't make a haunt roll.

STARTING THE HAUNT

Haunts are usually found in two books: *Secrets of Survival* (the heroes' book) and the *Traitor's Tome* (the traitor's book). Some are found only in one book or another (and you will be told when this happens).

Most of the time a haunt has two teams: **heroes** and a **traitor**. Both sides read the same haunt number in their books to learn the rules for that haunt. If a haunt's rules and the regular rules conflict, use the rules in the haunt.

If two or more people could be the traitor, draw a random Crest token from tied families to determine the traitor.

VARIABLE PLAYER COUNT {3P/4P/5P}

Most haunts have different target numbers depending on the number of players. For example, you may need to kill more Rats in the five-player game than the three-player game. Whenever you see braces with three numbers, such as {1/5/7}, this tells you the number you need depending on how many players are in the game. In this case, 1 is for the three-player game, 5 is for the four-player game, and 7 is for the five-player game.

PUBLIC INFORMATION

At the start of each haunt (in both books) are two pieces of information that all sides should hear (the heroes and traitor should hear this starting information in the other book).

First, thematic entries tell you the story of what is happening. The last italicized paragraph starts "I/ We know this/these things to be true:" followed by one to three statements. **These are hints about what the other side is up to.** They may be vague, but they are true.

Setup: You might have to put tokens on certain tiles, or adjust traits, or find a tile that hasn't been placed yet. If there's nothing for your side to do, this part will say "None!" Players should do setup together so everyone can see what is being put into play.

SPLITTING UP

At this point, the groups usually split up. When the haunt starts, one side (heroes or traitor) should take their book and leave the room, far enough away so neither team can hear each other. The traitor usually learns their haunt alone. *It's lonely being evil. But often a good time!*

LEARNING THE HAUNT

After splitting up, each side should read how to win, then all the goals needed to win, listed (where possible) in the order you should complete them.

For example, here's how that looks in Haunt 0 in *Secrets of Survival*. This is an example haunt to show you how haunts are formatted. It contains no spoilers.

YOU WIN WHEN YOU BANISH THE BRIDE.

- ♦ You may **Find the Bride's Diary**.
- ♦ You may **Read the Diary** to improve your chances of banishing her.
- ♦ **Banish the Bride** to bring her final rest.

Next, **facts** about the haunt are listed: special rules or other important details that your side needs to **know**, rather than **do**.

Here's how that looks in Haunt 0 in *Secrets of Survival*.

FACTS

THE BRIDE'S DIARY

The Bride's Diary is an Object. It may not be STOLEN.

GOALS (MAIN AND SIDE)

There are two types of goals in the game: **main goals** (you must do these) and **side goals** (you may want to do these). Each goal has its own box.

MAIN GOAL BANISH THE BRIDE

INVOKE (*while on a Omen tile*): Make a Knowledge roll. Roll 4 additional dice if you say the name of the Bride's Soulmate. Add 4 to the result if you are carrying the Bride's Diary. Add 2 to the result if the Bride is on your tile.

- 13+** The Bride is banished and fades to her final rest. **You win!**
- 6-12** *The bride howls at your efforts.* Place the Bride token on your tile and take 1 mental damage.
- 0-5** *The bride is enraged!* Place the Bride token on your tile, and everyone outside takes 2 mental damage.

SIDE GOAL READ THE DIARY

If the traitor has not yet revealed the Bride's Soulmate, you'll have to figure it out for yourself.

STUDY (*if the identity of the Bride's Soulmate has not been revealed*): Make a Knowledge roll. Add 1 to the result for each Sacred Item you are carrying.

- 6+** Turn the Crest token on the traitor's Family card face up. This is the identity of the Bride's Soulmate. *You now know the name of her soulmate.*
- 0-5** *She seems to have been a fan of Jane Austen.*

Blue boxes contain main goals that lead to victory.

Pink boxes contain side goals that you may do if you think it will help but aren't required to win.

TRAITORS AND MONSTERS

THE TRAITOR

MAIN GOAL

DRESS THE CORPSE FOR MARRIAGE

PREPARE (while on a tile with the corpse of the Bride's Soulmate): Reveal the face-down Crest token. Place the corpse on your Family card.

MAIN GOAL

CONDUCT THE WEDDING

INVOKE (while on the Hanging Tree with the Bride and the corpse of the Bride's Soulmate): Make a Sanity roll. Add 2 to the result for each of the following Items you are carrying: Book of Scripture, Bells.

5+ She completes the ceremony. The bride and her soulmate disappear in a shower of bloody petals. **You win!**

0-4 You stumble on the words and have to start over. *She's so nervous!*

REACTION

IF YOU DIE

Heal all of your traits, then gain {1/2/3} Speed and lose 2 Might.

The bride is going to make this wedding happen. She keeps your soul in your broken body. Death won't stop the wedding.

In the *Traitor's Tome*, there is a gray box showing what goals and actions belong to the traitor. In *Haunt 0*, the traitor has two main goals and a reaction.

Green boxes contain reactions that are triggered or mandatory. For example, a reaction might read "At the End of Your Turn" or "If You are Attacked."

MONSTER: THE BRIDE

She's lovely. Even with an open ribcage.

At the start of her turn, you may place the Bride on any tile with a Runestone before moving her.

Speed 6

Sanity 5

Attack (Sanity)
Target a hero on the Bride's tile.
The Bride is stunned as normal if she loses.

There is a red box for each monster (if any). In *Haunt 0*, the monster (the Bride) has some traits and an ATTACK action.

RESUMING PLAY

When both sides are ready, all players return to the room and take their turns in the following order.

1. The hero to the left of the traitor takes the first turn.
2. Play continues to the left, with the traitor going after all heroes have gone.
3. If there is a monster in the haunt, the monster takes a turn after the traitor. (The haunt will tell you where to put the Monster card to remind everyone when the monster takes a turn.)

In haunts where there is no traitor (or the traitor starts hidden or unknown), the haunt will tell you who goes first.

Other than the time when the heroes and traitor separate to learn the haunts, everyone must converse only where everyone at the table can hear them; they can't leave and have side conversations elsewhere.

MOVING PAST OPPONENTS

After the haunt starts, **opponents** act as small obstacles. Heroes are opponents to the traitor and monsters, and vice versa.

HIDDEN INFORMATION

Other than what is read aloud at the start of the haunt, all information in the other book is private at the start of the haunt. However, if you don't understand how a goal, reaction, or power works, it is better to ask the other side before doing it so that everyone can agree on the rule. Springing surprises is fun, but it is a tiny issue to reveal information early and get agreement from all players.

Also, when you take an action in a box, the other side can ask you to read the entire text. For example, if a side goal had you make a roll to find a piece of a sacred tablet, once you made that roll, the other side could ask you to read the entire side goal box. When the monster first attacks, the other side may ask about its traits, and so on. You don't have to ask about the other side—some people like to be surprised as they play.

SO YOU'RE EVIL NOW

When you become a traitor, you get a wonderful little benefits package, which is summed up on the Traitor card. Traitors will be instructed to take this card at the start of the haunt as a reminder.

As the traitor, you gain these abilities:

- You ignore Obstacle tokens (heroes still count as obstacles).
- You don't take damage from tile effects.
- When taking an action on a tile, you may use a result of 5 instead of making a trait roll.
- When you discover an Event tile, you may choose not to draw an Event card (and continue moving if you have moves left). If you draw an Event card, you must resolve it as normal.
- You may ignore harmful effects from Ongoing Event cards. If you do so, you do not benefit from any positive effects from those cards.
- You are immune to any negative ghost effects on Event cards.

The haunt will state any additional things you can and can't do.

HIDDEN TRAITOR

Some haunts feature a hidden traitor, whose identity is secret from the other players. The haunt will tell you how the traitor is determined. Haunts with hidden traitors do not appear in the *Traitor's Tome*. Instead, the goals and abilities of the traitor are described under the haunt in *Secrets of Survival*, which everyone reads.

THE TRAITOR

Gray boxes show up in haunts with a hidden or unknown traitor. This information is public, but only relevant to the traitor.

MONSTERS

Monsters behave differently than players. They take a turn when play reaches the Monster card. Usually this is after the traitor's turn. In rare cases, the monster still takes a turn even if it's dead. The haunt will note this.

Monster Abilities:

- Monsters make a Speed roll at the start of their turn to determine their moves (minimum of 1). This applies to all monsters of the same type.
- Monsters don't take damage from tile effects.
- Monsters can't discover new tiles.
- Monsters may use special movement on cards or tiles (the traitor chooses the result if there is a die roll) unless it would allow them to discover a new tile.
- Monsters can't carry or STEAL Items, Omens, or Objects.
- Monsters don't take actions (including ATTACK) except for what the haunt says they can take.

The haunt will state any additional things monsters can and can't do.

Most monsters can't be killed. If a monster would take damage, it is **stunned** instead. Flip its token over to the stunned side. A stunned monster's entire next turn is spent getting unstunned. The only thing it does is flip its token back to the unstunned side. **Skip all text in the monster box for a stunned monster, even mandatory reaction text.** Stunned monsters aren't obstacles.

Small Monster tokens are numbered from 1 to 20. Small monsters always take their turns in number order from lowest to highest.

Each monster moves and takes all its actions before the next one goes, unless the haunt says otherwise. (Some act as a swarm, moving all at once and then attacking as a group.)

Monsters act as obstacles depending on their size. Small monsters are small obstacles (they cost 1 extra move to leave) and large monsters are large obstacles (2 extra moves to leave).

If a monster is allowed to carry Items, Omens, or Objects and is stunned, it drops anything it carried. The monster can't pick them up again until it starts a turn unstunned.

DYING

Once the haunt begins, if any of your traits moves to the skull, then you die. Tip over your figure on your tile. DROP all your Items, Omens, and Objects. You are now a **corpse**.

Even if the traitor dies, as long as the monsters can complete the haunt's goals, the monsters still get their turn (under the traitor's control) and the traitor can still win.



WINNING THE GAME

The first side to complete its goals for the haunt wins the game.

DURING THE CAMPAIGN

There are three steps you will take at the end of a game during the campaign.

1. READ CHAPTER ENDING

At the end of the game, haunts will direct you to the chapter ending in the Bleak Journal to read more of the story. Use the entry for the side that won the haunt. For example, haunt 72 might tell you to go to entry 800 if the heroes win or entry 666 if the traitor wins. Make sure you go to the correct entry in the Bleak Journal.

The chapter ending will continue the story and tell you which cards from the Purgatory deck to **add** or **intensify** (see page 11). There also may be other effects at the end of a chapter.

2. RECORD YOUR FATE

Write down the fate of your character. This has no game effect and is purely for your narrative amusement. Have fun with it.

3. RETURN CARDS

Return any cards that were put into the box back to their respective decks.

4. RECORD THE HISTORY OF THE HOUSE

The back of the *Traitor's Tome* has three pages where you may record any interesting moments from this chapter so that the history of your house is never forgotten. This has no game effect.

JOINING THE CAMPAIGN

You do not have to use the same number of families, or even the same families, for each chapter. You could have the blue, green, and red families in one chapter and then the blue, green, yellow, and purple families in another.

If a family has missed MORE than half of the played chapters, give them three random Items after step 7 of setup and have them keep one. Shuffle the other two back into the Item deck. The player may heirloom this item if it has a slot available, following usual heirloom rules, except this does NOT count toward the once-per-game limit on making heirlooms.

WHAT IF WE CAN'T FIGURE OUT A RULE?

Betrayal games mix effects on cards, haunts, rules, and tiles to create interesting combinations. We have tried to make it easy to understand how all these different effects might work together. However, the nature of the game means that you will inevitably find combinations that create uncertainty. In addition, legacy games create higher stakes since some effects are permanent. Here are a few guidelines when faced with uncertainty:

- Rules in haunts trump other rules.
- Rules on cards or tiles trump rules in the rulebook.
- If you find a single card, rule, or effect that gives you a wildly powerful moment, that probably isn't its intention.
- If you find a combination of several cards, rules, and effects that give you an advantage, that probably is the intention.
- If an effect seems wildly unfair, that is not the correct interpretation.

Although it is a game of murder, insanity, horror, and other savagery, be mindful of other players' experiences as well. Arguing about rules loopholes isn't horror, it's horrific.

SECRETS OF SURVIVAL

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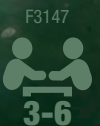


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12+



DEATH AT A WEDDING, EXPLAINED

Flavor text is read aloud before set up to all players. It sets the story of the haunt.

Most haunts have a section that starts "I/we know this/these things to be true . . ." These are clues as to what the other team is trying to do. But be careful, there may still be surprises.

The overview gives you a recipe for victory and highlights your goals. Goals that start "You May" are side goals while the others are main goals.

This goal uses a token type (in this case, Searched) to keep track of where you can do this action.

Some actions care about the types of items you are carrying. Here, Sacred items will give you a bonus to your STUDY roll.

These are the tokens you need and what they represent. They are the same in both haunt books.

DEATH AT A WEDDING

We hear a faint cry in the wind, growing louder and louder until it sets our teeth on edge. The cry becomes wailing, the sound of a soul in anguish. We know the legends of the lost bride, whose beloved died the morning of their wedding.

We know these things to be true: that the bride believes one of us is her true soulmate, having the same name as her beloved; and that the traitor will try to murder the soulmate for the wedding to start.

OVERVIEW

YOU WIN WHEN YOU BANISH THE BRIDE.

- You may **Find the Bride's Diary**.
- You may **Read the Diary** to improve your chances of banishing her.
- **Banish the Bride** to bring her final rest.

FACTS

THE BRIDE'S DIARY

SIDE GOAL

FIND THE BRIDE'S DIARY

SEARCH (while on an Omen tile without a Searched token): Make a Speed roll. Add 1 to the result for each Searched token on the board.

- 6+** Place a Rune token on your Family card. This is the **Bride's Diary**. You found where her diary was hidden.
- 0-5** Place a Searched token on this tile. Nothing here.

SIDE GOAL

READ THE DIARY

If the traitor has not yet revealed the Bride's Soulmate, you'll have to figure it out for yourself.

STUDY (if the identity of the Bride's Soulmate has not been revealed): Make a Knowledge roll. Add 1 to the result for each Sacred Item you are carrying.

- 6+** Turn the Crest token on the traitor's Family card face up. This is the identity of the Bride's Soulmate. You now know the name of her soulmate.
- 0-5** She seems to have been a fan of Jane Austen.

SETUP

1. Set aside the Searched tokens.

Setup is done with both teams in the room. After setup, one team should leave the room so both sides learn their haunts in private.

MAIN GOAL

BANISH THE BRIDE

INVOKE (while on an Omen tile): Make a Knowledge roll. Roll 4 additional dice if you say the name of the Bride's Soulmate. Add 4 to the result if you are carrying the Bride's Diary. Add 2 to the result if the Bride is on your tile.

- 13+** The Bride is banished and fades to her final rest. **You win!**
- 6-12** The bride howls at your efforts. Place the Bride token on your tile and take 1 mental damage.
- 0-5** The bride is enraged! Place the Bride token on your tile, and everyone outside takes 2 mental damage.

The Bride's Diary is an Object. It may not be STOLEN.

IF YOU WIN DURING THE CAMPAIGN

You would be directed to an entry in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The keening fades into the night. Final rest found at last.

During the campaign, you will read from the Bleak Journal if you win. After the campaign, during free play, you will read the flavor entry instead.

Small Monster: The Bride
Rune: The Bride's Diary

TOKENS NEEDED
Searched: Tiles searched for the Diary
Crest: Soulmate's identity

HAUNT

0

WITCH HUNT

We must kill the witch before the witch kills us.

We know these things to be true: that the witch is draining our sanity, and that they will hide their identity until they would die.

OVERVIEW

YOU WIN WHEN YOU KILL THE WITCH OR ARE THE LAST PLAYER ALIVE.

FACTS

HIDDEN TRAITOR

The traitor of this haunt is not known at the start. Players may ATTACK and STEAL from each other and may choose to act as small obstacles for other players. The witch has none of the associated abilities of being the traitor.

You may NOT say what's on your card unless you die or the haunt allows you. Of course you are likely lying. Especially if you are the witch.

IF YOU ARE THE WITCH

If you are the last player alive and are the witch, draw card P279 from the Purgatory deck and add your family crest to it.

SETUP

1. You should be set up! Everyone should have scratched their card so they know if they are a normal human or the witch.
2. Since there is a hidden traitor in this haunt and there aren't any monsters, you will not use the Traitor or Monster cards.
3. The player to the left of the haunt revealer will take the first turn.

REACTION

AT THE END OF YOUR TURN

If you did not attack another player, roll 1 die and lose that much Sanity (0, 1, or 2).

Your sanity is dripping away.

If you are the witch and this would kill you, reveal your card. You may skip this step and take no damage.

REACTION

WHEN YOU DIE

Reveal your card to show if you are the witch or a normal human.

If you are the first to die, immediately draw the top card of the Legacy deck (whether you are human or witch).

WHEN YOU WIN

Turn to Entry 117 in the Bleak Journal.

INFERNAL PROTECTION

For years, those in the house knew that evil was kept at bay through vigilance. Holy symbols, blessings, and prayers were essential. When we removed the crucifix, we broke that delicate balance. Something black and evil and unholy has been released, and swarms into the one most vulnerable to its influence. We see our friend's eyes fill with blood. They scream.

We know these things to be true: that the killer will come back to life a number of times after we kill them, and that their presence will rot our minds.

SETUP

None!

OVERVIEW

YOU WIN WHEN THE TRAITOR IS DEAD AND HAS NO MORE LIVES.

- You may **Steal the Killer's Power** to increase your traits.

SIDE GOAL

STEAL THE KILLER'S POWER

INVOKE (while on a land in the Otherworlds): The traitor loses 1 Might or 1 Speed (your choice). A hero of your choice gains 1 Might or 1 Speed.

REACTION

WHEN YOU KILL THE TRAITOR

If a hero is carrying the Crucifix, that hero gains 1 Might and 1 Speed.

IF YOU WIN

We wait for the eyes to spring open once more, but nothing happens . . . yet. Whatever possessed them is gone.

HAUNT

1

TOKENS NEEDED

None

TOKENS NEEDED

Blood: Traitor's extra lives

HAUNT

2

MALIGNANT

The radio clicks on. We hear each of our names in turn, and the details of a serum meant to cure radiation poisoning. The report states that we are already irradiated during our time in the house. We begin to feel sick, but whether this is in our heads or our marrow is unknown. But it gets worse: "One subject showed a disposition toward mutation, which would result in incredible strength and mindless rage when injected with the serum. The subject named . . . *static* . . . will kill anything if injected. More testing needed."

SETUP

1. Take both Crest tokens for each family playing.
2. Shuffle Number tokens labeled 1 to {3/4/5} face-down. **No one should look at the tokens.** Take one set of Crest tokens and place one, face up, on each Number token. The player whose family crest is on top of the token labeled 1 is the traitor, but they don't know that yet.
3. Shuffle the other set of Crest tokens face down and place {2/3/4} in different regions, each farthest from the Landing tile in that region, in the following order: basement, outside, upper floor, ground floor. Return the remaining token to the box without looking at it.
4. Put {3/4/5} Rune tokens in a pile to the side. These are **Syringes of Serum**.
5. The player to the left of the haunt revealer takes the first turn.

OVERVIEW

THE HEROES WIN WHEN THE TRAITOR DIES.
THE HEROES LOSE WHEN {2/2/3} HEROES ARE DEAD.

- You may **Find a Syringe of Serum**.
- You may **Examine a Blood Sample** to see if that player is the traitor.
- You may **Administer the Serum** to stop the radiation poisoning.

FACTS

UNKNOWN TRAITOR

No one will know who the traitor is at the start (not even the traitor). Players may **ATTACK** each other, **STEAL** from each other, and act as small obstacles for any player leaving their tile. After all, that player could be the enemy.

Until the traitor is revealed, they have none of the associated abilities for being the traitor. Once the traitor is revealed, they take the Traitor card. Normal traitor rules apply thereafter.

If a player dies, they reveal their Number token.

SYRINGE OF SERUM

Syringes of Serum are Objects.

SIDE GOAL

FIND A SYRINGE OF SERUM

LISTEN (while on the same tile as the Radio): Roll 2 dice.

- 4 Place a Rune token on your tile.
The serum is right behind you.
- 3 Place a Rune token on the Landing tile in your region.
You're getting warmer . . .
- 2 Place a Rune token on a Landing tile in a different region.
Hmmm . . . lukewarm.
- 1 Place a Rune token on the outside tile farthest from the Front Steps.
You're getting colder . . .
- 0 You find nothing.
You're getting colder, ice cold.

SIDE GOAL

EXAMINE A BLOOD SAMPLE

STUDY (while on a tile with a Crest token): If the token is face down, first flip it face up. Then secretly look at the Number token under that player's family crest.

SIDE GOAL

ADMINISTER THE SERUM

The radio says you have to stick a giant needle into your heart.
If you do it wrong, you'll die.

OPERATE (while carrying a Rune token): Make a Speed roll. Add 4 to the result if another player on your tile agrees to assist you.

Reveal your Number token and place it on your Family card.

If you are a hero:

- 5+ You administer the serum successfully. Return the Rune token to the pile.
- 0-4 You inject the serum into bronchial tissue and asphyxiate on your own blood. **You are dead.**

If you are the traitor:

- 5+ Set your Speed and Might to their maximum values. Return the Rune token to the pile.
- 0-4 You no longer take damage at the end of your turn but cannot administer the serum again.

IF YOU ARE THE TRAITOR

You win when {2/2/3} heroes are dead.

REACTION

AT THE END OF YOUR TURN

Unless you have taken the serum, take 1 die of mental damage.

You can feel the effects of the radiation poisoning. Maybe. You're unsure.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 100 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 198 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

Their body begins to morph and and bubble, slowly turning into a viscous blob and melting into the floor. We aren't sure what the government was going to use our former peer for, but were glad they can't anymore. Hopefully they don't have any more plans for us either.

IF THE TRAITOR WINS IN FREE PLAY

GRAHHHHH. URGH ARRRRRHHH. ROOOOOOOOOOOOAR.

HAUNT

3

TOKENS NEEDED

Number: Who is the traitor?
Crest: Blood samples
Rune: Syringe of Serum

HAUNT

3

SHOGGOTH

From the floor springs a giant mouth, whispering, gasping, muttering, sometimes crying. A pale tongue licks dry lips. Watery eyes blink from the walls, looking at us no matter how we try to avoid their gaze. Tentacles erupt from the floor, each searching for anything to feed the mouth. It is one being with a thousand tentacles, a thousand eyes. The house echoes with delirious moans. The hunger. It is a shoggoth and it is hungry.

We know these things to be true: that the tentacles want to feed the mouth, that we may use debris to choke it to death, and that if it grows too large it will eat the house and all of us.

SETUP

1. Take Number tokens labeled 1 through {3/4/5} and hand one to each player, secretly. Each player should look at their token. The player with the token labeled 1 is the traitor.

2. If the Mouth token isn't already in play, place it (representing the **Shoggoth's Mouth**) on the tile where the haunt was revealed. (It will be in play already during the campaign). The token cannot be moved or relocated by any effect.
3. Place a Small Monster token on each Landing tile and on each tile adjacent to the Shoggoth's Mouth. These are **Tentacles**.
4. Put all Small and Large Obstacle tokens not already in the house in a pile to the side. These are pieces of **Debris**.
5. Place the Blood token on 0 on the numbered track.
6. Put the Monster card on the table to the left of the haunt revealer. The monster (the Shoggoth) will take a turn after the haunt revealer. This does not change even after the hidden traitor is revealed.
7. The player to the left of the haunt revealer takes the first turn.

OVERVIEW

YOU WIN WHEN YOU GORGE THE SHOGGOTH'S MOUTH WITH DEBRIS.

- **Collect Debris** on tiles with Tentacles.
- **Gorge the Mouth** with Debris by getting the Blood token to {5/7/10} on the track.

FACTS

HIDDEN TRAITOR

The traitor of this haunt is not immediately known. Players may **ATTACK** each other, **STEAL** from each other, and choose to act as obstacles for any player leaving their tile. After all, that player could be the enemy.

If a player dies, reveal their token. If it is a 1, the traitor is **revealed**.

Until the traitor is revealed, that player has none of the associated abilities of being the traitor.

Once the traitor is revealed, they take the Traitor card. They control the monsters, and normal traitor rules apply thereafter.

DEBRIS

Debris (both Large and Small Obstacle tokens) count as Objects. If you **STEAL** Debris from another player, take all of the pieces of Debris they are carrying. You may pick up any Obstacle tokens on tiles, no matter how they were placed.

MAIN GOAL

COLLECT DEBRIS

The flailing tentacles are creating debris for you.

SEARCH (while on a tile with a Tentacle): Make a Knowledge or Might roll.

5+ Place a Large Obstacle token on your Family card. If there are none in the pile, you may place a Small Obstacle token instead.

3-4 Place a Small Obstacle token on your Family card.

0-2 Take 1 die of physical damage and 1 die of mental damage.

You cannot collect Debris if there are no tokens left in the pile.

MAIN GOAL

GORGE THE MOUTH

If you feed the mouth enough, it will choke to death.

DROP (while on the tile with the Shoggoth's Mouth): Return all Debris tokens you are carrying to the pile. Roll 1 die for each Small Obstacle you returned this way and 2 dice for each Large Obstacle you returned. Move the Blood token up the track a number of spaces equal to your result. If the Blood token reaches or exceeds {5/7/10}, you choke the Shoggoth's Mouth and **you win!**

IF YOU ARE THE TRAITOR

You may reveal yourself as the traitor at any time. When you do, place one Small Monster token on any tile without one. Return all Debris tokens you carry to the pile. Gain 1 Might for each Small Obstacle and 2 Might for each Large Obstacle you returned this way. Lose 1 Speed for each piece of Debris you returned (regardless of size), but not below critical.

Your god gives you otherworldly powers, and it makes you hungry. You unhinge your jaw and eat the debris.

Once you have revealed yourself to be the traitor, the Shoggoth does not attack you.

You win when all the heroes are dead.

MONSTER: SHOGGOTH

MOUTH AND TENTACLES

The Shoggoth's Mouth and Tentacles do not act as obstacles. Tentacles are killed, not stunned. The Shoggoth's Mouth cannot be attacked.

There can be only one Tentacle on a tile.

Might 4

ATTACK (Might): Target each player on a tile with a Tentacle or the Mouth token. Make one roll for all Tentacles and the Mouth. Players defend separately. Inhabitants are killed automatically.

Players on the tile with the Shoggoth's Mouth roll 2 fewer dice when defending against this attack.

REACTION

AT THE END OF THE MONSTER TURN

If all 20 Tentacles are on the board, skip this step.

If the traitor hasn't been revealed, each player places a Tentacle on any tile adjacent to a Tentacle.

If the traitor has been revealed, the traitor places {3/4/5} Tentacles on tiles adjacent to Tentacles, one per tile.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 168 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 127 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

The mouth lets out a hungry scream. Spittle and chunks of plaster and mortar spray out from the orifice. Then everything is silent.

IF THE TRAITOR WINS IN FREE PLAY

The last body falls into the mouth. Crunching sounds accompany smacking lips. The tentacles flail joyfully before one last meal, grabbing me and tossing me into a moist paradise.

HAUNT

4

TOKENS NEEDED

Number: Who is the traitor?
Mouth: Shoggoth's Mouth
Small Monster: Tentacles

Large and Small Obstacle: Debris
Blood: Debris consumed by the Shoggoth

HAUNT

4

BE OUR GUEST

Spirits of those who die in the house rarely find rest. The endless unlife drives some mad. Others seek to inhabit any kind of body again. In this case, they found a home in the furniture about the house. Now that they are “real” again, they want revenge on those who still walk and breathe . . . and bleed. Our only hope is to burn some of the furniture in order to cast out the spirits.

SETUP

- Place the following tokens on the indicated tiles (if they aren't in the house already).
Armoire: Upper floor tile farthest from the Landing
Chest: Basement tile farthest from the Landing
Stove (Large Monster token): Kitchen. If the Kitchen isn't in play, place the token on the ground floor tile farthest from the Entrance Hall.
{0/1/2} Candelabra (Small Monster token): Chapel. If the Chapel isn't in play, place the token(s) on the Basement Landing.

OVERVIEW

YOU WIN WHEN YOU BURN THE CHEST, STOVE, AND ARMOIRE TO DRIVE OUT THE SPIRITS.

YOU LOSE IF ALL THE HEROES ARE DEAD.

- **Drag the Furniture** to the Fire.
- **Burn the Furniture.**
- You may **Command the Spirits in the Furniture** to gain an advantage.

MAIN GOAL

DRAG THE FURNITURE

PICK UP (*while on a tile with a stunned piece of furniture*): Place that token on your Family card. While you are carrying a piece of furniture, your movement may be slowed.

- **Armoire, Stove:** Each tile costs you 1 additional move.
- **Chest, Candelabra:** No movement penalty.

REACTION

AT THE END OF YOUR TURN

Remove any pieces of furniture from your Family card and place them on your tile. (They are still stunned.)

MAIN GOAL

BURN THE FURNITURE

DROP (*while on the tile with the Fire token*): Return a piece of furniture on your Family card to the box. If the Chest, Armoire, and Stove are burned, **you win!**

- **Armoire, Stove:** Each tile costs you 1 additional move.
- **Chest, Candelabra:** No movement penalty.

SIDE GOAL

COMMAND THE SPIRITS IN THE FURNITURE

INVOKE (*while on a tile with two or more ghosts*): Make a Knowledge or Sanity roll.

- 7+** Move a piece of furniture up to 3 tiles. If it ends on the tile with the Fire, remove it as if you had **Burned the Furniture**.
- 4–6** Give any player, including yourself, a Rune token. A player may return one Rune token per ATTACK to roll 2 extra dice on that attack. Rune tokens are not Objects. *You learn the spirit's weakness.*
- 0–3** Unstun all furniture. DROP any furniture you are carrying. Move each piece of furniture 1 tile away from the Fire.

MONSTERS: FURNITURE

Instead of moving, a piece of furniture is placed on a tile with a hero who is in line of sight. If multiple heroes are in its line of sight, the haunt revealer chooses where it moves. If no heroes are in line of sight, the furniture moves up to 2 tiles toward the closest Landing tile (if the furniture is on a Landing tile, it does not move).

A piece of furniture can make a Might ATTACK after moving (the haunt revealer chooses the furniture's target if there's more than one). Furniture cannot use any ability that allows rerolling attack rolls. Furniture take their turns in the following order.

ARMOIRE

**Might 6,
large obstacle**

If the Armoire successfully ATTACKS a hero, in addition to taking damage, that hero must **bury** an Item or Omen.

CHEST

**Might 5,
small obstacle**

If the Chest successfully defends, instead of taking damage, that hero must **bury** an Item or Omen. If the hero cannot do so, they take damage as normal.

STOVE

Might 7

At the beginning of the monster turn, the Stove (even if stunned) deals 1 physical damage to every hero on its tile.

CANDELABRA

Might 3

When attacking or defending, the Candelabra deals 1 physical damage to its opponent before making its combat roll.

REACTION

AT THE END OF THE MONSTER TURN

If no furniture attacked, all heroes take 2 general damage. *The spirits howl in rage.*

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 124 in the Bleak Journal.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 129 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

A crackling fire almost drowns out the shrieks of the spirits returning to Hell. Their service failed the test.

IF YOU LOSE IN FREE PLAY

The furniture settles back into place, each piece camouflaged within the house to wait patiently for the next group to come expecting friendly songs and food.

HAUNT

5

TOKENS NEEDED

Small Monster: Candelabra
Large Monster: Stove
Fire: Fire

Rune: Learned Weakness
Armoire
Chest

HAUNT

5

MOST DANGEROUS GAME

What is happening to us? We watch as our fingers turn to claws. Our backs bend into animal shapes. We hunch and growl. Something is changing us into beasts. We begin to lose our minds, becoming feral. And we roar.

We know these things to be true: that the traitor is hunting us, and that their hunting companion will help them reach us.

OVERVIEW

YOU WIN WHEN {1/1/2} HEROES HAVE BECOME HUMAN AND ESCAPED THE GROUNDS, OR THE TRAITOR IS DEAD.

- **Remember Your Humanity** in the house.
- **Become Human Again** where the animals live.
- **Escape the Grounds!**

FACTS

DIRTY STINKING ANIMALS

You have been transformed into an animal. You still use your figure, and act like a hero, but you will use the traits on the  Inhabitant card.

While you are an animal:

- If you take any damage, you will die.
- You cannot carry any Items or Omens. If you discover a tile with an Item or Omen symbol, do not draw a card and do not lose your moves.
- You don't take damage from Events or tile effects.

MAIN GOAL

REMEMBER YOUR HUMANITY

INVOKE (while on the Chapel, Dining Room, Guest Quarters, Master Bedroom, or Nursery): Make a Sanity roll. Add 1 to the result for each of the tiles listed above that have been discovered.

- 3+** Place a Rune token on your Inhabitant card. *You remember what it is like to be human.*
- 0-2** Nothing happens. *You howl!*

SETUP

1. Shuffle the  Inhabitant cards and randomly hand one out to each hero. This is the animal you have been transformed into.
2. Set aside the Rune tokens.
3. DROP all Items and Omens you are carrying.

MAIN GOAL

BECOME HUMAN AGAIN

INVOKE (while on a tile with an  Inhabitant symbol that doesn't have a Searched token):

Roll 1 die. Add 1 to the result for each Rune token on your Inhabitant card.

- 3+** Return the  Inhabitant card you were using to the box and place a Searched token on the tile. Lose all your moves. Play the rest of the haunt as a human with your Family traits as they were when the haunt started.

- 0-2** *The huntsman is on your trail.* Tell the traitor they may move 2 tiles closer to you.

MAIN GOAL

ESCAPE THE GROUNDS

FLEE (while you are human, on an outside tile with an open doorway): You escape the grounds to safety. If {1/1/2} heroes have escaped the grounds, **you win!**

IF YOU WIN

The night air is cool. You run and run and run far from this house, not noticing your cuts, your scratches, and your fangs that will never go away.

SUFFER A WITCH TO LIVE

In the dark of night, a witch has been summoned. One of our former friends found the source of her power. She brings the power from the chasm below, and if enough leaks out into our world, then nothing can stop her.

We know these things to be true: that the witch will curse us, and that she has transformed the traitor into a shapeshifting animal.

OVERVIEW

YOU WIN WHEN YOU STEAL THE POWER OF THE RUNESTONES AND DRIVE THE WITCH AWAY.

- **Steal the Runestones' Power.**
- **Drive the Witch Away.**

FACTS

CURSES

Curses cannot be buried by ending your turn outside.

If you die with one or more Curses, return those Curses to the box.

MAIN GOAL

STEAL THE RUNESTONES' POWER

INVOKE (while on a tile with a Runestone that does not have a Rune token on it): Make a Knowledge roll.

- 3+** *You've stolen a bit of the Witch's power.* Place the matching Rune token on your tile.
- 0-2** *Magical blowback.* Take 1 physical damage.

If there are {2/3/5} Rune tokens in the house, you have stolen enough of the Witch's power. You may now attempt to drive the Witch away.

MAIN GOAL

DRIVE THE WITCH AWAY

ATTACK (Sanity) (while on the same tile as the Witch and there are {2/3/5} Rune tokens in the house): If you are successful, you drive the Witch off and **win the haunt**. You may use the Violin or Crucifix for this attack.

SETUP

1. Set aside eight different Rune tokens.

REACTION

AT THE END OF YOUR TURN

If you are carrying the Talisman, you may **bury** it to return 1 Curse placed upon you to the box.

IF YOU WIN

With force of will, we push the witch back beyond the fabric of reality, back into the ghastly Otherworlds, where she will be trapped. Now that we have her power, however, perhaps we can see what this magic thing is all about . . .

HAUNT

6

TOKENS NEEDED

Family Crest: Marked prey
Rune: Human memories

Searched: Location where someone became human again

TOKENS NEEDED

Small Monster: The Witch
: The traitor

Rune: Stolen Power
Knowledge: Empowered Witch

HAUNT

7

CLONES

The wall slides away; behind, an alcove filled with tanks. Inside the tanks are exact copies of each of us. Are those clones . . . or our original bodies? The radio clicks on: "To my clones. Your memory is damaged, so you may not remember immediately, but it is your job to infiltrate the outside world."

SETUP

- Set aside one Crest token for each player in the game.
- Take the Number tokens labeled {3-8/2-9/1-10}.

OVERVIEW

THE HEROES WIN WHEN ONE OR MORE HEROES DRIVE AWAY FROM THE HOUSE, WITHOUT ANY CLONES.

THE CLONES WIN WHEN ALL THE HEROES ARE DEAD, OR WHEN A CLONE DRIVES AWAY FROM THE HOUSE.

- Fix the Car** with Car Parts from around the house.
- Drive Away** without any Clones in the Car.
- You can **Uncover Clones** to make sure they don't drive away with you.

FACTS

UNKNOWN TRAITOR

No one will know who the traitor (or traitors!) are at the start (not even the traitor). Players may **ATTACK** each other, **STEAL** from each other, and act as small obstacles for any player leaving their tile.

After all, they're probably a clone.

When a player dies, reveal both of their Number tokens.

CAR PARTS

Car Parts are Objects.

- Shuffle the taken Number tokens face down, then place two tokens face down underneath each player's Crest token. Each player whose Number tokens add to 12+ is a Clone, but they don't know that yet. *There could be more than one clone. Perhaps there aren't any?*
- Place the Car token on the outside tile farthest from the Front Steps. If there is a tie, the haunt revealer chooses.
- Place a Rune token on the tile farthest from the Landing tile in each region except the outside region.
- The player to the left of the haunt revealer takes the first turn.

SIDE GOAL

UNCOVER CLONES

LISTEN (while on the same tile as the Radio and while there is no Number token on your Family card):

Secretly look at one of the Number tokens under your family crest, then place it face down on your Family card.

REACTION

WHEN A PLAYER TAKES DAMAGE IN COMBAT

Clones bleed green.

That player reveals a face-down Number token under their family crest. Only one token may be revealed this way for each player.

MAIN GOAL

FIX THE CAR

The engine clicks but won't start. What a time for a breakdown.

PREPARE (while on the tile with the Car): Place all the Car Parts you're carrying on the Car token. If there are three Car Parts on the Car, it is fixed.

MAIN GOAL

DRIVE AWAY

OPERATE (while on the tile with the Car, after it has been fixed): All players on the tile vote to see if they leave.

On the count of three, each player on the tile with the Car gives a thumbs up or thumbs down. If all voting players give a thumbs up, those players escape in the Car. Everyone in the Car reveals their Number tokens. If a Clone was a part of the successful vote, the Clones win. Otherwise, the heroes win.

REACTION

AT THE END OF YOUR TURN

Who are you? What are you?

Take 1 die of mental damage unless you've seen both of your Number tokens.

TRAITOR: CLONES

If the total of your Number tokens is 12+, you are a Clone.

You win when any Clone escapes in the Car.
You also win if all the heroes are dead.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 153 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 137 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

You jump into the car and put the pedal on the floor. Everyone in here is human, at least. You think . . . you hope . . .

IF THE TRAITOR WINS IN FREE PLAY

The car drives away. You dispose of any other pesky humans on the way to town. Everything you need to create a new cloning facility is in the trunk. And you will, until only people like you remain.

HAUNT

8

TOKENS NEEDED

Number and Crest: Who is a Clone?

Car: Getaway car

Rune: Car Parts

HAUNT

8

A GROWING BOY

The sound of a crying baby comes from the little porcelain doll, which runs off to find its parent. Blood drips from its mouth. It appears it is a carnivore. We noticed some old stones engraved with runes. Perhaps they hold the power to cage this demon child?

We know these things to be true: that the doll feeds off of killing; that, if gets full enough, it will burrow down where the animals in the house are found; and that, if it does, we won't be able to reach it.

OVERVIEW

YOU WIN WHEN YOU DESTROY THE DOLL.

- You may **Memorize Runes** to help you **Prepare the Crib**.
- Prepare the Crib** while on a tile that has the **SEARCH** action written on it.
- ATTACK the Doll** to force it to flee to the Crib, where you can destroy it.

SIDE GOAL

MEMORIZE RUNES

Ancient stones, etched with worn but powerful runes. If we study them, we can learn their magics.

STUDY (while on a tile with a Runestone but without a matching Rune token): Make a Sanity roll.

- 4+** Place a Rune token that matches the Runestone on that tile. Draw the top three tiles from the stack. **Bury** two of them and put the remaining tile on top of the stack. The runestone gives you insight about the house.

- 0-3** Nothing happens.

SETUP

- Set aside one set of Rune tokens.

MAIN GOAL

PREPARE THE CRIB

PREPARE (if the Crib token is not already in play, while on a tile with the **SEARCH** action written on it): Make a Knowledge roll. Add 2 to the result for each placed Rune token.

- 10+** Place the Crib token on this tile. You build the crib and inscribe it with runes.

- 0-9** You need more time.

REACTION

IF YOU SUCCESSFULLY ATTACK OR DEFEND AGAINST THE DOLL

If the Crib token is not in play, the Doll is stunned.

If the Crib token is in play and on another tile, the Doll flees. Place it on the tile with the Crib, stunned.

If the Crib token is in play and the Doll is on that tile, **you win!**

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 123 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The doll gives one last cry before being silenced forevermore.

ABDUCTIONS

What was that bright light in the sky? Are the aliens here to study us? Someone was prepared for this. There's a working deflector array to drive them off, but it's too low to be effective. We need to get it up high enough to interfere with the aliens' systems.

We know these things to be true: that we can be experimented on, that we will die if we are experimented on twice, and that the meteorite might teleport us onto the alien ship.

OVERVIEW

YOU WIN WHEN YOU SCRAMBLE THE SHIP.

- Find or Fashion 10' Poles** to raise the Deflector Array.
- Raise the **Deflector Array**.
- When the Deflector Array is tall enough, **Scramble the Ship**.

FACTS

10' Poles are Objects.

MAIN GOAL

FIND OR FASHION 10' POLES

SEARCH (while on the Arborium, Armory, Dining Room, Furnace Room, Hanging Tree, Stable, Woods, or Workroom): Make a Knowledge roll.

- 3+** Place a Rune token on your Family card. Place a Searched token on the tile. This might work.

- 0-2** You hurt yourself. Take 1 physical damage.

MAIN GOAL

RAISE THE DEFLECTOR ARRAY

PREPARE (while on the tile with the **Contraption** token): Place all Rune tokens you carry under the Contraption token.

MAIN GOAL

SCRAMBLE THE SHIP

PREPARE (while on the tile with the **Contraption** token): Roll 3 dice. Add {2/1/1} to the result for each Rune token under the Contraption token.

- 7+** **You win!** You've successfully scrambled the ship!
- 0-6** The Aliens immediately abduct you. Tell the traitor to **Conduct an Experiment** on you.

SETUP

- If the Contraption token isn't in play, place it on the tile where the haunt was revealed (during the campaign, it will already be in play). This is the **Deflector Array**.
- Set aside the Rune tokens. These are **10' Poles**.

REACTION

IF YOU SUCCESSFULLY ATTACK THE ALIENS

Instead of stunning them, move the Bright Light token 1 tile for each damage you would have dealt.

REACTION

IF YOU HAVE BEEN EXPERIMENTED ON

If you have a Trait token on your Family card, you suffer the following restriction:



Probed

If you move more than 3 tiles, take 1 die of physical damage at the end of your turn.



Lobotomized

You cannot speak for the rest of the haunt.



Amputated

You can never roll more than 3 dice on a Might roll.



Tortured

If you end your turn anywhere but in the outside region, lose 1 Sanity.

Keep these tokens on your Family card, even if you die.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 83 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Lights flash as the UFO goes to lightspeed. Maybe they decided that humanity isn't worth the trouble.

HAUNT

9

TOKENS NEEDED

Might: Doll's Might
Small Monster: The Doll

Crib: Doll's Crib
Rune: Memorized runes

TOKENS NEEDED

Bright Light: The Aliens
Trait: Experiments

Contraption: Deflector Array
Rune: 10' Poles

HAUNT

10

THE BINDING

We were led into this house for a darker purpose—it was an invitation to our own slaughter. There is a cult here bent on using us as victims for its ceremony.

We know these things to be true: that the traitor has magical powers, that they can cheat death, and that they draw their powers from their own cultists.

SETUP
None!

OVERVIEW

YOU WIN WHEN YOU KILL THE CULT LEADER.

- **Search the Tiles Where the Inhabitants Appear** to determine who has the higher-valued Number tokens.

FACTS

WHO IS THE CULT LEADER?

The Cult Leader is the inhabitant with the **higher total value of Number tokens** on their card.

You cannot attack an inhabitant until the face-up Number tokens on their card total 6 or more.

REACTION

WHEN ANY INHABITANT DIES

The game ends immediately. Turn over all Number tokens on the Inhabitant cards. If the dead inhabitant was the Cult Leader, **you win!** If not, the traitor wins instead. If it is a tie, then both inhabitants were members of the cult so **you win!**

It's possible for both inhabitants to die at the same time. In this case, **the traitor wins** since you killed an innocent victim as well as the Cult Leader.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 89 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The last shreds of dark powers howl out into the night. The ritual has been disrupted, and the sacrifice was delayed. The cult will find a new master, but for now the inhabitants of the house can rest easy.

MAIN GOAL

SEARCH THE TILES WHERE THE INHABITANTS APPEAR

SEARCH (while on a tile with an Inhabitant symbol that doesn't have a Searched token): Make a Knowledge roll. Subtract 2 from the result if there are any Cultists on the tile.

- 4+** Flip a Number token on that Inhabitant card face up. Place a Searched token on that tile. *You've learned all you can here.*
- 0–3** Lose 1 Sanity. *They left a curse on their belongings.*

ROSWELL

Something alien is happening here. We've got to warn the world, even if the person in the suit insists that we do not. ESPECIALLY if the person in the suit insists that we do not.

We know these things to be true: that the traitor is the person in the suit trying to burn the evidence, that their alien partner will take evidence from us, and that attacking the alien partner will cause her to drop evidence she has.

SETUP
None!

OVERVIEW

YOU WIN WHEN YOU HIDE {3/4/5} PIECES OF EVIDENCE IN THE CAR.

- **Find the Car.**
- **Collect Evidence.**
- **Hide Evidence** in the trunk of your car.

FACTS

EVIDENCE

Evidence is an Object.

PROTECT YOURSELF FROM GOVERNMENT SIGNALS

If you are carrying the Gramophone, Head in a Jar, Meteorite, or Radio, you are protected from government signals. If you are on the Armory, Crawlspace, or Soundproofed Room, you are also protected from government signals.

MAIN GOAL

FIND THE CAR

SEARCH (while on the Carriage House, Caves, Pasture, or Stables and the Car hasn't been found): Place the Car token on the tile.

MAIN GOAL

COLLECT EVIDENCE

SEARCH (while on a tile with a Runestone and no Searched token): Place a Searched token on the tile. Place a Rune token on your Family card. This is **Evidence**.

MAIN GOAL

HIDE EVIDENCE

DROP (while on the same tile as the Car): Place all Evidence you are carrying onto the Car token to hide it. If the total Evidence on the Car is {3/4/5}, then **you win!**

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 166 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

We drive away, throwing on our tinfoil helmets. We wouldn't want them mind controlling us now that we are so close to our goal. We'll need to make copies of this information, and drop it to every newspaper within 500 miles. We will expose the truth.

HAUNT

11

TOKENS NEEDED

Number: Who Is the Cult Leader?
Searched: Tiles searched
Small Monster: Cultists

TOKENS NEEDED

Rune: Evidence
Car: The Car

Fire: Evidence disposal site
Large Monster: Alien Partner

HAUNT

12

HERE THERE BE MORE DRAGONS

We hear a tiny roar. Then several more. A flash of scales and tiny teeth. There's a pack of . . . dragons? They don't look in the mood to play.

We know these things to be true: that the dragons can incinerate us by breathing fire, and that more may come.

OVERVIEW

YOU WIN WHEN YOU KILL ALL DRAGONS.

- You may **Find Magic Items** to help you in your quest.

FACTS

MAGIC ITEMS

Magic Items are Objects.



Dragonlance

It shimmers like autumn twilight.

Add 3 to the result of your Might attacks.

(Found in the Armory, Catacombs, or Furnace Room)



A Dragon's True Name

From a forgotten realm.

When you make a Might ATTACK against a Dragon, it rolls 1 fewer die when defending.

(Found in the Crypt, Library, or Observatory)



Potion of True Shot

The bottle is the shape of a grey hawk.

Add 2 to the result of your Speed attacks.

(Found in the Crossroads, Master Bedroom, or Workroom)



Arcane Armor

Emblazoned with a dark sun.

Ignore the first 2 damage you take from any Dragon ATTACK or INCINERATE action.

(Found in the Ritual Room, Soundproofed Room, or Vault)

SETUP

1. Set aside one of each type of Trait token. These are Magic Items.

SIDE GOAL

FIND MAGIC ITEMS

SEARCH (while on a tile listed as having a Magic Item): Make the trait roll associated with that Magic Item.

- 3+** You find a Magic Item. Place the corresponding Trait token on your Family card. That Magic Item can't be found again.

- 0-2** You find a few copper pieces of no value whatsoever.

IF YOU WIN

What an experience! We brush all the dust off these new magic items we have found. Perhaps they will be worth some gold at a nearby shop.

SHORT FUSE

One of our friends picks up the radio and snickers. It turns into a full-blown laugh when digital timers light up. They are counting down. You have to stop them!

We know these things to be true: that the traitor is a mad bomber and is placing bombs in the house, and that bombs will go off automatically if we take too long disarming them.

SETUP

None!

OVERVIEW

YOU WIN WHEN YOU KILL THE TRAITOR AND THERE ARE FEWER THAN {3/4/5} BOMBS ON ANY TILES.

- **Disarm Bombs** in the house.

FACTS

TRIGGERS

The Number tokens on the traitor's Family card are **Triggers**.

When you make a trait roll, you may choose to get a 0 instead of rolling and move the Timer token down 1 space on the track. If you do, choose one Trigger on the traitor's Family card and remove it.

Otherwise, if the final result of your trait roll matches a Trigger's number, move the Timer token down 5 spaces on the track. Then the traitor removes that Trigger from their Family card.

If the Timer token is at 0, the traitor will detonate a Bomb at the start of the next turn.

MAIN GOAL

DISARM BOMBS

OPERATE (while on a tile with a Rune token): Make a Knowledge roll.

- 4+** Remove the Rune token and set it aside. *Disarmed.*
- 1-3** Move the Timer token down 1 space on the track.
- 0** Move the Timer token down 3 spaces on the track.

IF YOU WIN

We snip the last red wire, and the timer flashes "00:01." What kind of a crazy person would try to blow up a house they were still inside?

HAUNT

13

TOKENS NEEDED

Small Monster: Baby Dragons
Trait: Magic Items

TOKENS NEEDED

Rune: Bombs
Number: Triggers
Timer: Bomb Timer

HAUNT

14

WHAT YOU WISH FOR

We find a body crushed under a large sack filled with pure gold! The corpse clutches an apothecary kit. Tucked inside is a note titled "A formula for summoning a genie." We soon complete the formula and a shackled genie appears. "Complete my requirements and I will grant one of you a wish. But you will have to contend with the guardians that enslave me." Did he say . . . one of us?

SETUP

1. Shuffle all 16 Rune tokens, face down, and place {3/4/5} of them face down on the numbered track. These are the **Genie's Instructions**. Flip one of them face up. This is the Genie's Current Instruction.

OVERVIEW

YOU WIN IF YOU COMPLETE THE LAST OF THE GENIE'S INSTRUCTIONS.

Everyone loses if all players are dead.

FACTS

FREE-FOR-ALL

Players may act as obstacles to other players and may ATTACK and STEAL from each other.

GENIE'S INSTRUCTIONS

The face-up Rune token on the numbered track is the Genie's current Instruction. The Genie's Instructions do not give you actions, so you must complete them using other actions. The Genie will check to see if you completed its current Instruction at the end of your turn.

✓ Carry a Curse from the Otherworlds.	⚡ Gain 1 Sanity or have maximum Sanity.
⚰ Bury an Item.	🍷 DRINK from the Apothecary Kit.
🕒 Successfully attack a Guardian.	🗨 Be critical in any trait.
🗡 Kill an inhabitant with an ATTACK. If there are no inhabitants left alive, you automatically complete this instruction.	🗡 Kill a player with an ATTACK. If there are no other players left alive, you automatically complete this instruction.

REACTION

WHEN A PLAYER DIES

You have but one dying wish . . .

Choose any living player. Give that player any Number tokens you have. The Guardians matching those Number tokens will now move toward that player on the monster turn.

2. Take the Small Monster tokens numbered 1 to {3/4/5} as well as the Number tokens labeled 1 to {3/4/5}.
3. Shuffle the Number tokens and randomly give one to each player. Players should place these face up on their Family cards.
4. Place the Small Monster tokens on the Front Steps. These are the **Guardians**.
5. Put the Monster card on the table to the left of the haunt revealer. The monsters (Guardians) will take a turn after the haunt revealer.
6. The player to the left of the Monster card takes the first turn.
7. Nobody takes the Traitor card.

REACTION

AT THE END OF YOUR TURN

If you completed the Genie's current Instruction, the Genie grants you a boon. Choose one of the following:

- Heal all your traits.
 - Gain 2 in any two traits.
 - Draw the top two Item cards. Keep both.
- If there are no more Genie's Instructions, **you win!** Otherwise, flip another Rune token on the numbered track.

MONSTER: GUARDIANS

Each Guardian will move toward the player who has its Number token, stopping when it reaches its target. If a Guardian ends its movement on the same tile as its target, it attacks.

Speed 3

Might 5

ATTACK (Might): Target the player on the Guardian's tile whose Number token matches the Guardian's number.

IF YOU WIN

The genie's shackles fall off. "You have freed me. You may wish for whatever your heart desires." Hours later, having eaten the best hot dog I've ever had, I decided I chose wisely.

IF YOU LOSE

Be careful what you wish for.

THE DEMON OF ICE AND WINTER

Winter is always the worst time to visit, but the letter we received from the caretaker was insistent. Now we see that it was just a ruse. He lured us here for some sick sacrifice. A sacrifice to the gods of winter. The cold is the enemy now.

We know this to be true: that the longer we wait, the more the cold will hurt us.

OVERVIEW

YOU WIN WHEN YOU CLEAR THE STORM AND KILL THE DEMON.

- You may **Light Torches** to help clear the storm and keep yourself from freezing.
- **Clear the Storm** to end the Demon's reign of cold.
- Use the Spear to **Kill the Demon**.

REACTION

WHEN YOU MOVE ON YOUR TURN

The first time you move on your turn (except when using special movement), make a Speed roll.

- 3+** *Nothing happens.* Continue the rest of your moves as normal. You do not need to roll again this turn.
- 0-2** Continue moving in a straight line in the direction you wanted to move until you reach either a wall, a Landing, or an unconnected doorway. Lose all moves.

You may choose a result of 0 instead of rolling.

SIDE GOAL

LIGHT TORCHES

PREPARE (*while on any tile in a region that doesn't have a Rune token*): Make a Speed roll.

- 5+** Place a Rune token on your tile. *A torch springs to life.*
- 0-4** Lose all your moves. *The cold is biting.*

SETUP

1. Set aside the Rune tokens.

MAIN GOAL

CLEAR THE STORM

INVOKE (*while in the outside region*): Make a Sanity roll. Add {3/2/2} to the result for each Rune token in the house.

- 12+** The storm clears. The Timer token will no longer move up the track.
- 0-11** The storm intensifies. Move the Timer token up 1 space on the track.

MAIN GOAL

KILL THE DEMON

If you attack the Demon with the Spear, add 2 to the result. If you successfully attack with the Spear, the Demon is killed instead of stunned.

If you kill the Demon and you have cleared the storm, **you win!**

REACTION

AT THE END OF YOUR TURN

Make a Sanity roll unless you are carrying the Spear or are on a tile with a Rune token.

- 4+** *You steel yourself even though your teeth chatter.*
- 0-3** Take general damage equal to the number under the Timer token. *It's so cold.*

IF YOU WIN

We bury the spear in the demon's icy heart. Nothing will ever grow here again. The ground is too cold and tainted. Perhaps someday the magic blighting this place will fade. The house is without an owner, and one of us should stay to make sure the storm is kept calm and the demon cannot return. One of us must keep the torches lit.

HAUNT

15

TOKENS NEEDED

Rune: Genie's Instructions
Small Monster: Guardians
Number: Target of Guardians

TOKENS NEEDED

Rune: Torch
Large Monster: The Demon of Ice and Winter
Timer: Storm Intensity

HAUNT

16

DOUBLE BLIND

A letter addressed to me is tucked into the apothecary kit . . . how odd. I open it:

“Dearest grandchild, thank you so much in advance for your help in testing my hypotheses for my new book entitled ‘Otherworldly Poisons and Their Potential Remedies.’ This being the first test of **Campanula Lupina Interfectorum**, I don’t expect you to make it much past the door that my assistant laced with the poison, but if you do, please send me a letter so I can tell my editors to take ‘post-mortem’ out from in front of your name.

“Love, Gregory J. Dubourde”

OVERVIEW

YOU WIN WHEN YOU CREATE THE ANTIDOTE FOR THE POISON.

YOU LOSE WHEN YOU ARE ALL DEAD.

- Search for **Reagents** by discovering Curses and Items in the Otherworlds.
- **Research the Assistant’s Notes** to gather data.
- You may **Perform a Reckless Experiment** to gather data faster.
- **Create the Antidote.**

FACTS

REAGENTS

Any Items or Curses you find in the Otherworlds may be used as Reagents in your experiments.

REACTION

AT THE START OF THE MONSTER TURN

The poison is taking its toll. Each player takes {1/2/3} general damage. **You lose when all heroes are dead.**

MAIN GOAL

RESEARCH THE ASSISTANT’S NOTES

STUDY (while on a tile with the  symbol, while carrying at least one Reagent): Make a Knowledge roll.

- 4+** Flip up a face-down Rune token. **Bury** a Reagent (even if it is a Curse). *You are getting closer!*
- 0–3** You’ll need more data. *These results don’t make sense!*

SETUP

1. Shuffle all the Rune tokens face down and set them aside in a pile.
2. Put the Monster card on the table to the left of the haunt revealer. There is no monster, but heroes will feel the toll of poison on the monster turn (see below).
3. The player to the left of the haunt revealer takes the first turn.

SIDE GOAL

PERFORM A RECKLESS EXPERIMENT

If you need data fast, just study your reagents and hope for the best!

STUDY (while on any tile, if you are carrying one or more Reagents): Flip over two face-down Rune tokens and compare them to the runes on your Reagents.

If any runes on the just revealed tokens match runes on your Reagents, leave those tokens face up.

Take 1 physical damage for each Rune token that doesn’t match, flip them face down, and shuffle the face-down Rune tokens.

MAIN GOAL

CREATE THE ANTIDOTE

PREPARE: Roll a die for each face-up Rune token.

- 7+** *EUREKA! You create the antidote. You win!*
- 0–6** Take 1 mental damage. *You don’t understand why it’s not working! You need more time.*

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 122 in the Bleak Journal.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 143 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

That was a close one! Now that you know the antidote, it’s time to recreate the poison. Revenge is a dish best served immediately . . .

IF YOU LOSE IN FREE PLAY

As your vision darkens, you think back to that mocking letter and the symbol at the bottom. If only you had more time . . .

LAST GASP

The servant was one of many. She worked hard her whole life in the service of the house. One day she took ill and fell to the floor of the room she was cleaning. No one came to check on her. For long days she lay there, dying, and became filled with hatred that that she had lived her life unnoticed despite all her years of service. Her last thought as she grasped her brooch was of being noticed . . .

We know these things to be true: that the traitor can bring back other ghosts in the house, and that these unfortunate souls will protect the traitor from our attacks.

SETUP

None!

OVERVIEW

YOU WIN WHEN YOU BURY THE BROOCH.

- You may **Dispel Unfortunate Souls** to buy time.

SIDE GOAL

DISPEL UNFORTUNATE SOULS

INVOKE (while on any tile with Small Monster tokens): Roll a die. Roll an extra die if you carry a Sacred Item or Sacred Omen. Remove that many Small Monster tokens from the tile.

MAIN GOAL

BURY THE BROOCH

PREPARE (while on the Chapel, Crypt, or Graveyard while carrying the Brooch): Make a Sanity Roll.

- 5+** *Your eulogy moves the servant’s spirit. You win!*
- 0–4** *You weren’t heartfelt enough. Place two Small Monster tokens on your tile.*

IF YOU WIN DURING THE CAMPAIGN

We have laid her to her final rest. She can finally be warmed in the light of the afterlife. With no body to bury, we lay the brooch at the head of a grave marked “Unfortunate Soul.”

HAUNT

17

TOKENS NEEDED

Rune: Antidote Formula

TOKENS NEEDED

Small Monster: Unfortunate Souls
Searched: Souls raised

HAUNT

18

THE WRITHING TIDE

I'm SURE I remember the special concoction my uncle taught me. A little of this and a little of that, add a drop of my blood, and POOF, I've got insect pets to do my bidding . . . No! That wasn't supposed to happen. These insects are much, much larger than they were said to be in the notes. And much more vicious. They are clearly from another world. Perhaps if we go to their world, we can learn a weakness . . .

SETUP

1. If the Nest token is not already in play, place it on the Chasm. If the Chasm is not in play and the Nest is not in play, place the Nest token there when the tile is discovered.
2. Place a Large Monster token (representing the **Ant Queen**) with {2/3/4} Small Monster tokens (her "Antourage" of **Drones**) on top of it on the tile where the haunt was revealed.
3. Shuffle eight unique Rune tokens and set them aside in a pile face down.
4. Put the Monster card on the table to the left of the haunt revealer. The monsters will take a turn after the haunt revealer.
5. The player to the left of the haunt revealer takes the first turn.

OVERVIEW

YOU WIN WHEN YOU TRAP AND KILL THE QUEEN.

YOU LOSE IF THE QUEEN REACHES HER NEST, OR IF ALL OF THE HEROES DIE.

- **Prepare Traps** to stun her so you can attack her.

MAIN GOAL

PREPARE TRAPS

PREPARE (while on an *Otherworlds* card): Choose and flip over two random Rune tokens.

Take each flipped Rune token that matches a Rune symbol on an *Otherworlds* card discovered this turn (not on Curses or Items carried by players). Place each of those tokens on a different tile without the Queen or Drones. These are **Traps**. Once placed, Traps cannot be PICKED UP or moved by any means.

Turn any tokens that didn't match face down and shuffle the pile.

REACTION

IF THE QUEEN ENTERS A TILE WITH A TRAP

The Trap is triggered. Remove all Drones from her tile. She loses the rest of her moves.

REACTION

AT THE END OF EACH PLAYER'S TURN

The ants go marching one by one . . .

Reveal the top tile of the stack and add it to the house. Place a Small Monster token on the tile. Do not draw a card for this tile.

If there are no tiles left in the stack or no Drones left to place, skip this step.

The monsters take their turns in the order listed.

MONSTER: THE QUEEN

The Queen cannot be stunned. If the Queen takes any damage while she is on a tile with a Trap, she is killed.

The Queen will move to the following tiles in order:

- Front Steps
- Kitchen
- Entrance Hall
- Basement Landing
- Crypt
- Chasm

If the Queen reaches the Chasm, you lose.

On her turn, if there is a path to the next tile on her route, move the Queen and her Antourage toward that tile. If the Queen could take more than one path, the haunt revealer chooses one. The Queen will use tile effects and special movement to shorten her route. If the Queen reaches a tile on her route and has moves left over, she will start moving to the next tile on her route.

When the Queen reaches one of the listed tiles for the first time, place an **Egg Sac**, represented by a Small Obstacle token, on the tile. This counts as an obstacle even for the Queen.

If there is not a clear path to her next tile (for example, the Crypt hasn't been found), she stops moving.

Speed 6

Might 7

ATTACK (Might): When the Queen moves, she will ATTACK the first tile she reaches that contains a hero or inhabitant, including her starting tile. If there is more than one target, the haunt revealer chooses. When attacking, after rolling the dice, the Queen rerolls 1 blank die for each Drone on her tile, keeping the results of the reroll. She will then continue moving if she has any moves left.

MONSTER: DRONES

Drones are killed instead of stunned.

If the Queen has fewer than {2/3/4} Drones on her token, move Drones toward the Queen by the most direct path, (even past heroes if they have the moves). If they reach the Queen, they become part of her Antourage. Place them on top of the Large Monster token. If there is no path to the Queen (or the Queen already has {2/3/4} Drones), they move toward the closest hero or inhabitant and stop. Drones do not use special movement or tile effects.

Speed 4

Might 3

ATTACK (Might): After moving, each Drone makes a Might ATTACK against any hero or inhabitant on its tile. The players choose the target, with the haunt revealer getting the final decision.

Drones do not attack if they are part of the Antourage. *They are busy assisting the Queen.*

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 183 in the Bleak Journal.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 105 in the Bleak Journal

IF YOU WIN IN FREE PLAY

As we clean up the last of the chitinous mess, we wonder what could have gone wrong. Maybe next time try spiders?

IF YOU LOSE IN FREE PLAY

Masses of black and red insects stream from every doorway. Some are the size of pocket change, some are the size of small dogs. One is as large as a horse. All are hungry for our flesh.

HAUNT

19

TOKENS NEEDED

Large Monster: The Ant Queen
Small Monster: Drones
Rune: Traps

Small Obstacle: Egg Sac
Nest: The Queen's nest

HAUNT

19

SLAY BELLS RING

'Twas the Night before Christmas, when all 'round the hill, an icy wind blew with a murderous will. A grim red light shone high above in the night; the Krampus was coming to fill us with fright. He'd lure us with sleigh bells and give us a thwack, then drag us back home all tied up in a sack. Though the way wasn't easy, we knew what to do; even frightened and tired, we knew these things were true: that the Krampus is trying to kill us all and ruin Christmas. He can capture us and put us into a bag.

SETUP

1. Set aside all Rune tokens and 1 Knowledge token.

OVERVIEW

YOU WIN WHEN YOU HAVE CROSSED THE NAMES OFF THE NAUGHTY LIST.

- **Find the Astral Quill** in the Otherworlds.
- Give things to the traitor to learn **the True Meaning of Christmas**.
- **Cross off Names** from the Naughty List in the Krampus's Sleigh.

MAIN GOAL

FIND THE ASTRAL QUILL

SEARCH (while on any Otherworlds card with the ☺ or ☾ symbol): Make a Knowledge roll.

- 3+** Place the Knowledge token on your Family card. *The Astral Quill!*

- 0-2** Lose all moves. *You aimlessly walk through a winter wonderland.*

The Astral Quill is an Object, but it cannot be STOLEN.

SIDE GOAL

THE TRUE MEANING OF CHRISTMAS

GIVE (while on the same tile as the traitor): Give the traitor one Item or Omen, and place a Rune token on the traitor's Family card. You cannot do this if the traitor is dead. If you **ATTACK** the traitor, remove all Rune tokens from the traitor's Family card.

MAIN GOAL

CROSS OFF NAMES

OPERATE (while carrying the Astral Quill, on the tile with the Krampus's Sleigh): Make a Knowledge roll. Add {2/1/1} to the result for each Rune token on the traitor's Family card.

- 8+** *You cross off your names! You win!*

- 0-7** Nothing happens. *You are distracted by jingle bells.*

REACTION

IF YOU START YOUR TURN IN THE KRAMPUS'S BAG

Make a Might or Speed roll:

- 5+** Place your figure on the same tile as the Krampus. Take your turn as normal.

- 0-4** You get no moves this turn. *You are nestled all snug in your bag.*

IF YOU WIN

We fled from the house; our lives were like gifts, with nightmares of monsters and Otherworldly rifts.

The Krampus spoke loudly, to the betrayer's alarm, "With those greedy kids gone, it is you I will harm!"

ON THE DANGERS OF SUMMONING A DEMON

An unearthly chant comes from . . . everywhere. We hear demonic shrieks and the tearing of flesh. A demon has been summoned into the house. That crucifix might help! We take it from the wall . . . and hear our friend torn apart as soon as it is removed. Now the demon is loose. We must burn the bones of the person who summoned it to drive it back to Hell.

We know these things to be true: that the demon can use inhabitants to do its bidding, and that looking at the demon can drive us mad.

SETUP

Set aside {2/3/4} Arm and Leg tokens. These are the **traitor's Bones**.

OVERVIEW

YOU WIN WHEN YOU BURN THE BONES IN HOLY FIRE.

- **Find the Bones** of the traitor.
- You may **Create Chalk Circles** to bar the Demon.
- **Create a Holy Fire**.
- **Burn the Bones**.

FACTS

BONES (ARM AND LEG TOKENS)

Bones are Objects but may not be STOLEN.

MAIN GOAL

FIND THE BONES

SEARCH (while on an Otherworlds land): *You find a bone with scraps of fabric and flesh.*

Take an Arm or Leg token and place it on your Family card. Lose all remaining moves.

MAIN GOAL

CREATE A HOLY FIRE

INVOKE (while on the Dark Altar, Furnace Room, Woods, or any tile with 3+ ghosts): Make a Sanity roll.

- 3+** Place the Fire token on your tile. If it is already in play, move it to your tile.

- 0-2** Take 1 die of physical damage. *Too close!*

MAIN GOAL

BURN THE BONES

DROP (while on the tile with the Fire token): Place any Bones you are carrying onto the Fire token. If the Fire token has {2/3/4} Bones on it, you cleanse the house. **You win!**

SIDE GOAL

CREATE CHALK CIRCLES

Demons can't cross chalk circles.

INVOKE (while on a tile without a Rune token or the Demon): Make a Sanity roll. Add 1 to the result for every Sacred Item or Sacred Omen you are carrying.

- 5+** Place a Rune token on the tile.

- 0-4** *Your hand is shaking too much.*

IF YOU WIN

Acrid black smoke rises from the pure white fire, turning it green, then purple, then an unholy black. The demon screams and deforms as it is pulled into the fire. We've exorcised the house, but that doesn't mean we are going to stay here. We flee into the night.

HAUNT

20

TOKENS NEEDED

Rune: True Meaning of Christmas
Knowledge: Astral Quill

Large Monster: The Krampus
Car: Krampus's Sleigh

TOKENS NEEDED

Arm and Leg: Traitor's Bones
Large Monster: The Demon
Rune: Chalk Circles

HAUNT

22

DEVIL MONKEY

We'd heard the legends of the the devils from the pine barrens, ferocious beasts driven to consume the flesh of those who wander near their lair. There is one, more powerful than the rest, given great ferocity by an amulet it wears. We do not know how it got this amulet, but we do know this to be true: that removing the talisman will weaken the devil so greatly that it will flee.

SETUP

1. Set aside all the Rune tokens in a pile. These are **Strips of Flesh**.
2. Place one Large Monster token on the tile with the haunt revealer. This is the **Devil Monkey**.
3. Place one Small Monster token on each other hero's tile. These are the **Lesser Devils**.
4. Put the Talisman card under the Monster card. The Devil Monkey is wearing the Talisman.
5. Put the Monster card on the table to the left of the haunt revealer. The monsters will take a turn after all players have taken a turn.
6. The player to the left of the haunt revealer takes the first turn.

OVERVIEW

YOU WIN WHEN YOU STEAL THE TALISMAN FROM THE DEVIL MONKEY.

YOU LOSE IF ALL THE HEROES ARE DEAD.

- You may **Strip Your Own Flesh** or **Find Other Flesh** to lure the devils.
- You may **Poison Flesh** to weaken the Devil Monkey.
- **Steal the Talisman** from the Devil Monkey.

FACTS

STRIPS OF FLESH

Strips of Flesh (Rune tokens) are Objects.

A face-up Rune token is a normal Strip of Flesh. A face-down token is poisoned.

The Lesser Devils and the Devil Monkey are attracted only to Strips of Flesh that are on tiles, not carried by heroes.

SIDE GOAL

STRIP YOUR OWN FLESH

OPERATE: Take 1 physical damage and place two Strips of Flesh on your Family card.

SIDE GOAL

FIND OTHER FLESH

OPERATE (*while on the Crypt, Kitchen, or Graveyard without a Searched token*): Place {2/3/4} Strips of Flesh on your Family card. Place a Searched token on the tile. *Mmmm, jerky.*

SIDE GOAL

POISON FLESH

PREPARE (*while on the Blood Field, Dark Altar, or Workroom while carrying unpoisoned Strips of Flesh*): Make a Sanity roll.

- 4+** *You poison the flesh.*
Flip one of your Rune tokens face down to mark it as poisoned.
- 0-3** *You fail to poison the flesh.*
Return one Rune token to the pile.

MAIN GOAL

STEAL THE TALISMAN

If you make a successful Might ATTACK against the Devil Monkey and win by 2 or more, you steal the Talisman from the Devil Monkey and **win the haunt!**

REACTION

WHEN A HERO OR INHABITANT DIES

Remove the corpse. Place {2/3/4} Strips of Flesh on the tile where they died, in addition to any they were already carrying.

REACTION

AT THE START OF EACH MONSTER'S TURN

If there is a Strip of Flesh within 5 tiles:

- It moves towards the closest one. It does not stop or attack heroes/inhabitants along the way.
- If it doesn't have enough moves to get to the tile, it goes as far as it can toward it.
- If a monster reaches a tile with at least one Strip of Flesh, it loses all remaining moves.

If there are no Strips of Flesh within 5 tiles, the monster moves toward the closest hero or inhabitant, stopping when it reaches its first target.

These monsters cannot use special movement such as secret passages, text on tiles, and the like.

If there is a tie for how monsters would move, the haunt revealer chooses.

MONSTER: LESSER DEVILS

Each Lesser Devil takes its turn before the Devil Monkey's turn.

After moving, a Lesser Devil eats one Strip of Flesh on its tile. Return one Rune token to the pile.

If a Lesser Devil eats poisoned flesh, it dies. Return the face-down Rune token it ate to the pile.

A Lesser Devil makes its ATTACK only after moving.

Speed 4

Might 4

ATTACK (Might): If multiple heroes or inhabitants are on the tile, the Lesser Devil attacks the hero or inhabitant with the lowest Might. If there's a tie, the haunt revealer chooses.

MONSTER: DEVIL MONKEY

The Devil Monkey cannot be stunned.

After moving, the Devil Monkey eats all Strips of Flesh on its tile. Return all face-up Rune tokens to the pile. Place face-down Rune tokens on the Monster card instead.

The Devil Monkey's Might is 1 less for each Rune token on the Monster card.

The Devil Monkey makes its ATTACK only after moving.

Speed 5

Might 8*

ATTACK (Might): If multiple heroes or inhabitants are on the tile, the Devil Monkey attacks the hero or inhabitant with the lowest Might. If there's a tie, the haunt revealer chooses.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 162 in the Bleak Journal.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 191 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

We grab at the amulet that gives the beast its great strength, and strike the weakened monkey again and again until its twitching ceases. Filthy animal.

HAUNT

23

TOKENS NEEDED

Rune: Strips of Flesh
Small Monster: Lesser Devils
Large Monster: Devil Monkey

HAUNT

23

WOEFULLY OUTMATCHED

A creak. A groan. Then hundreds of them, surrounding us. Spider-like horrors, with strange appendages and dripping fangs. Where their secretions touch the earth, it begins calcifying to stone.

We know these things to be true: that the traitor let loose chittering scourge lice whose venom turns flesh to stone, and that eventually we will be alive but trapped in stone for all time.

SETUP

1. Take Number tokens labeled 1 through {3/4/5} and hand one to each player, secretly. Each player should look at their token. The player with the token labeled 1 is the traitor.
2. If the Nest token isn't in play, place it on any tile in the upper floor region (during the campaign, it will be in play).

OVERVIEW

YOU WIN WHEN YOU DESTROY THE NEST.

- Fashion a Nest Extermination Kit.

FACTS

HIDDEN TRAITOR

The traitor of this haunt is not immediately known. Players may ATTACK each other, STEAL from each other, and choose to act as obstacles for any player leaving their tile. After all, that player could be the enemy.

If a player dies, reveal their token. If it is a 1, the traitor is **revealed**.

Until the traitor is revealed, that player has none of the associated abilities of being the traitor.

Once the traitor is revealed, they take the Traitor card. They control the monsters, and normal traitor rules apply thereafter.

NEST EXTERMINATION KIT

The Fire, Contraption, Antidote, and Blood tokens are Objects.

3. The haunt revealer holds five Small Monster tokens in one hand. These are **Scourge Lice**. Hold the numbered track on its edge on the Basement landing. The haunt revealer places their wrist on top of the track, then releases the tokens from their hand. Any tokens not touching tiles are set aside. Otherwise, leave the Scourge Lice tokens on the tiles where they landed (if a token landed on more than one tile, place it on the tile closer to the Nest). Repeat this for each Landing.
4. Set aside the Antidote, Blood, Contraption, and Fire tokens. If they are already on tiles due to Ongoing Events, remove them and discard the Event cards associated with them.
5. Put the Monster card on the table to the left of the haunt revealer. The monsters (Scourge Lice) will take a turn after the haunt revealer, even after the traitor reveals their identity.
6. The player to the left of the haunt revealer takes the first turn.

MAIN GOAL

FASHION A NEST EXTERMINATION KIT

PREPARE (while on the Furnace Room): Place the Fire token on your Family card. *A heat source.*

PREPARE (while on the Workroom): Place the Contraption token on your Family card. *Something to hold the insecticide.*

PREPARE (while on the Operating Theater): Place the Antidote token on your Family card. *A patented bug-killing formula.*

PREPARE (while on the Service Tunnels): Place the Blood token on your Family card. *Bonding agent.*

MAIN GOAL

DESTROY THE NEST

ATTACK (while on the tile with the Nest token): Make a Might roll. Add {4/3/3} to the result for each of the following tokens you have on your Family card: Antidote, Blood, Contraption, Fire.

16+ You demolish the Nest and **win the haunt!**

0–15 *You only manage to rile up the creatures.* Place three Small Monster tokens from other tiles onto your tile.

REACTION

AT THE START OF THE MONSTER TURN

The haunt revealer holds all remaining Small Monster tokens that are not on tiles. They hold the numbered track on the tile with the Nest as described in **Setup**, and drop the remaining Scourge Lice into the house following those rules.

If the traitor has been revealed, instead they may drop the Scourge Lice as above, but onto any Landing tile.

IF YOU ARE THE TRAITOR

You may reveal yourself after **The Scourge Attacks**. Take no damage. Instead, heal all your traits and gain 1 Might or Speed for each 1 damage you would have taken. You can gain traits this way only once per game.

Their toxin empowers you.

You win when all the heroes are dead or have been turned into stone.

MONSTER: SCOURGE LICE

Scourge Lice do not attack and do not count as obstacles.

If a Scourge Louse takes any damage from a Might attack, kill all Scourge Lice on the tile.

If the traitor isn't revealed, the Scourge Lice move toward the nearest player. The haunt revealer chooses if there is a tie.

If the traitor has been revealed, they move the Scourge Lice on the monster turn.

The Scourge Lice do not have a Might attack.

Speed 3

Might 4

The Scourge Attacks

After the monsters move, each player rolls a die for each Small Monster token on their tile. That player loses 1 Speed for each blank rolled. If this kills a player, they turn to stone. Do **not** place a ghost on the tile. Their figure does **not** become a corpse. That player is still out of the game. If all living players are turned to stone, **the traitor wins**.

If the traitor has been revealed, they do not roll dice for these tokens on their tile.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 93 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 61 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

We squash bug after bug, making sure none escape. Their venom seeps into the nest, and we hear crunching. The walls of the nest harden, turning to stone and crushing the rest of the monsters. We don't think we'll ever sleep again.

IF THE TRAITOR WINS IN FREE PLAY

Mighty fine statues these morons make. The creatures set each of my former compatriots up on pedestals, their faces locked in terror. These curious collectors have completed their hoard, and recede back into their nest to sleep for another generation.

HAUNT

24

TOKENS NEEDED

Number: Who is the traitor?
Nest: Lice Nest

Small Monster: Scourge Lice
Antidote, Blood, Contraption, and Fire: Nest Extermination Kit

HAUNT

24

GHOST IN THE MACHINE

We find the spear, and one of our friends looks nervous. It appears we found something that didn't factor into their plans. They quickly press some buttons, and a structure begins moving. What we originally thought was abstract art has come to life! It's a giant hulking robot!

We know these things to be true: that our former friend is trying to finish programming the robot, and that only primitive weapons help hurt it.

SETUP

None!

OVERVIEW

YOU WIN WHEN YOU DESTROY THE ROBOT.

- **Find the Robot's Weakness** to let you destroy it.

FACTS

SUBROUTINES

The Robot will execute one of its Subroutines before each hero takes their turn. Each Trait token represents a different Subroutine.

LOOSE PROGRAMMING

Trait tokens are Objects until placed onto the Robot. Then they are Subroutines.

IF YOU WIN

DOES NOT COMPUTE . . . ERROR . . . ERROR. The robot whirls in circles a few times before falling into junk. Inside the debris is an organic heart.

MAIN GOAL

FIND THE ROBOT'S WEAKNESS

STUDY (*while on the Armory, Laboratory, Observatory, Service Tunnels, Soundproofed Room, or Workroom*): Make a Knowledge roll. Add 1 to the result for each of the above tiles in play.

7+ You may now damage the Robot.

0–6 *Nothing but random mathematical papers.*

MAIN GOAL

DESTROY THE ROBOT!

Add 2 to your attack rolls against the Robot if you are carrying the Harpoon, Pitchfork, Sickle, or Spear. When you attack the Robot, you deal no damage if you haven't discovered its weakness. If you deal damage, **you win!**

IT EVOLVES

A glowing rock rests at our feet. We can see . . . something . . . slither out of the meteorite and disappear. Whatever it was, it's not from Earth. We noticed it avoided the puddles in the house.

*We know these things to be true: that the **Thing** starts out small but will become large after it nests, and that it can steal what we are carrying.*

SETUP

1. Place the Timer token on {4/5/6} on the numbered track. This is the structural integrity of the nest.
2. Set aside the Rune tokens.

OVERVIEW

YOU WIN WHEN YOU FLOOD THE THING'S NEST BY HAVING THE TIMER TOKEN REACH 0.

- **Find Explosives** around the house.
- **Detonate Explosives on the Nest.**
- You may **Attack the Thing** to weaken it before it reaches its nest.

FACTS

Explosives are Objects.

MAIN GOAL

FIND EXPLOSIVES

SEARCH (*while on the Armory, Crawl Space, Kitchen, Laboratory, Service Tunnels, Stable, Vault, or Workroom*): Make a Knowledge roll. Subtract 1 from the result for each Searched token on the tile.

2+ Take a Rune token and place it on your Family card. Place a Searched token on this tile.

0–1 You find nothing.

MAIN GOAL

DETONATE EXPLOSIVES ON THE NEST

PREPARE (*while on the tile with the Nest*): Make a Speed roll.

If you roll equal to or lower than the number of Rune tokens you are carrying, take 2 physical damage for each token you are carrying, then move the Timer token down the track exactly 1 space.

If you roll higher than the number of tokens you are carrying, move the Timer token down the track by the number of tokens you are carrying.

In either case, return all Rune tokens you carry to the pile.

If the Timer token reaches 0, **you win!**

SIDE GOAL

ATTACK THE THING

You cannot **ATTACK** the *Thing* with Might while it is small, but you can use Speed attacks. When the *Thing* is large, you may use Might Attacks as normal.

ATTACK (*Speed*): The *Thing* must be on your tile. You cannot use any weapons for this attack.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 173 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

It's dead. It's really dead. Nobody will know how close this world came to annihilation.

HAUNT

25

TOKENS NEEDED

Trait: Loose Programming/Subroutines
Large Monster: Robot

TOKENS NEEDED

Rune: Explosives
Timer: Nest integrity
Nest: *Thing's* Nest

HAUNT

26

Small Monster: Small *Thing*
Large Monster: Large *Thing*

NO STRINGS ON ME

We turn, and one of our comrades is gone. Spectral strings shoot out of the walls and embed themselves in our limbs. Our arms move on their own.

We know these things to be true: that our former comrade is an evil puppetmaster trying to turn us all to puppets; that if four strings attach themselves to any of us, that person will turn into a puppet forever; and that the puppetmaster may pull our strings and make us do things.

OVERVIEW

YOU WIN WHEN YOU PUSH THE PUPPETMASTER OFF THEIR PERCH.

- **Find the Key** to the Puppetmaster's Perch in the basement.
- You may **Cut the Strings** to regain some control over your body.

FACTS

GETTING TO THE PUPPETMASTER

Heroes cannot move onto the tile with the Puppetmaster's Perch unless they have the Key. Once the hero with the Key enters the tile with the Puppetmaster's Perch, place the Knowledge token on the tile. Any hero may then enter the tile afterward.

You cannot attack the Puppetmaster unless you are on the same tile.

THE KEY

The Key is an Object.

SETUP

1. Set aside a Knowledge token and the Searched tokens.

MAIN GOAL

FIND THE KEY

SEARCH (while on any of the Burrows, Chasm, Crawl Space, Dark Altar, Hedge Maze, Service Tunnels, Wood Shed, or Workroom without a Searched token): Make a Knowledge roll. Add 1 to the result for each Searched token in the house.

8+ Take the Knowledge token and place it on your Family card. *You find the key!*

0-7 Place a Searched token on this tile. *Nothing here.*

MAIN GOAL

PUSH THE PUPPETMASTER OFF THEIR PERCH

If you succeed with a Might ATTACK against the Puppetmaster, you push them from their Perch and they die. **You win!**

SIDE GOAL

CUT THE STRINGS

You can either cut the strings . . . or tear them out.

CHALLENGE (while you have a Rune token on your Family card): Remove a Rune token from your Family card. Take 1 physical damage if you don't have the Bone Saw, Crucifix, Kris, or Sickle.

IF YOU WIN

We pull the last vestiges of these silk strings from our flesh, removing some muscle and bone in the process. The puppetmaster's body lies not far away; his puppets close in and carry it off. We flee before they can repurpose the corpse for the next showing.

THE REANIMATOR

The portrait whispers. It gives a formula for a mix of chemicals intended to bring the dead to life. It now makes sense why the inhabitants of the house look so . . . different. Their eyes are milky, their skin is pale. Something is wrong with them now. The way they walk is stilted. Their speech is simple. Some dastardly experiments are happening here, and we are next. Someone is using forbidden medicine to turn normal humans into reanimated beings.

We know this to be true: that the traitor will try to kill us and then reanimate our bodies.

OVERVIEW

YOU WIN WHEN YOU KILL THE TRAITOR AND DESTROY ALL THE REANIMATED.

- **Create a Vial of the Concoction.**
- You may **Take A Tissue Sample** to help find the **Concoction Recipe** to make it easier to create.
- Use the Concoction to **Destroy the Reanimated.**

FACTS

THE CONCOCTION

Vials of the Concoction are Objects.

SIDE GOAL

TAKE A TISSUE SAMPLE

OPERATE (while on a tile with a Reanimated): Make a Knowledge roll.

4+ Move the Blood token up 1 space on the track. *You learn from the chunk of flesh.*

0-3 Gain 1 Knowledge. *No progress, but something interesting nonetheless.*

When the Blood token reaches {2/3/4} on the track, you have found the **Concoction Recipe**.

SETUP

1. Place the Blood token on 0 on the numbered track.
2. Set aside {2/3/4} Rune tokens. These are **vials of the Concoction**.

MAIN GOAL

CREATE A VIAL OF THE CONCOCTION

PREPARE (while on the Caves, Kitchen, Laboratory, Well House, or Woodshed): Make a Speed roll. Add 6 to the result if you've found the Concoction Recipe.

7+ Place a Rune token on your Family card.

0-6 Take 2 dice of physical damage. *The ingredients explode!*

MAIN GOAL

DESTROY THE REANIMATED

ATTACK (Speed) (while on a tile with a Reanimated, while carrying a vial of the Concoction): If you are successful, the Reanimated is killed and does not come back by any means.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 106 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Our friend's diary contains the recipe for the blight they released in the house. Perhaps we should burn it. Or maybe we can keep it for ourselves.

HAUNT

27

TOKENS NEEDED

Large Obstacle: Puppetmaster's Perch
Small Monster: Puppets
Rune: Strings

Searched: Key's location
Knowledge: The Key

TOKENS NEEDED

Small Monster: The Reanimated
Rune: Concoction Vial
Blood: Concoction Recipe

HAUNT

28

HELL BREAKS LOOSE

For eight generations, mysterious items have been imbued with His evil. A brooch. A doll. Even a simple veil. Each of them is connected to the others, connected to us through the Helm. Each has been tainted by the infernal being chained and buried in Hell far below the house. Each of these omens has caused madness, murder, blood, insanity.

But now, He is awakening beneath the house. He has gained enough strength to break the barrier between Hell and our world. We have one hope: His first omen, the chalice, can be a beacon to Him. His connection to the chalice is strong: it can guide us to Hell from the Otherworlds. It can lead us to Him. From there, we may be able to strike Him down while He is still chained.

We know this to be true: that the traitor wants to make us thralls to serve the evil below.

OVERVIEW

YOU WIN WHEN YOU HAVE FOUND {2/3/4} CORNERS OF HELL AND A HERO HAS THE CHALICE.

- Find the Chalice.
- You may use Omen tiles to **Search the Otherworlds**.
- You may **Use the Helm** to gain assistance.
- Use the Chalice to **Explore the Corners of Hell** to find Him.

FACTS

HIS POWER IS OVERWHELMING

You may sticker the Helm any number of times during this haunt, but only once per roll.

If you discover an Event tile, do not draw a card (and therefore do not lose moves).

Even the spirits of the house are terrified of His power.

SETUP

1. Place your figures on the Front Steps.
2. Set aside one set of Rune tokens, face down, used to consult the Helm.
3. Return the Event deck to the box.
4. Find cards P285, P286, P287, and P288 in the Purgatory deck. These are the **Corners of Hell**.
5. Take {12/8/4} cards from the Otherworlds deck and shuffle the four Corners of Hell with those selected cards.
6. Place the remaining Otherworlds cards on top of these to form the Otherworlds deck.

SIDE GOAL

SEARCH THE OTHERWORLDS

You may descend into the Otherworlds from any Omen tile that doesn't have a Searched token. When you do so, place a Searched token on that Omen tile.

His omens have punched holes in reality.

SIDE GOAL

USE THE HELM

INVOKE: Consult the Helm. If a hero is judged, that hero chooses one of the following:

- Monsters are killed this turn instead of stunned.
- Look at the top card of the Otherworlds deck. You may **bury** it or leave it on top of the deck.
- Placed the judged hero on any discovered tile.

If the traitor is judged, they may gain 1 in any trait.

MAIN GOAL

EXPLORE THE CORNERS OF HELL

When you reveal a Corner of Hell while exploring the Otherworlds, do not bury that card (after taking damage). Instead, set it aside.

When you've set aside {2/3/4} Corners of Hell and the Chalice has been found (it can be carried by anyone or on a tile), **you win!**

IF YOU WIN

Turn to Entry 177 in the Bleak Journal.

SEEING RED

Legend tells of a family of serial killers who once lived in this house. When their ghastly crimes were brought to light, a mob killed them all. We see now that the spirit of the matriarch got imbued into the brooch. Whatever rage she had in life has left her hungry for revenge.

We know these things to be true: that one of our fellow explorers has become a conduit for the Blood Rage, and that the Blood Rage is spread by attacking each other.

OVERVIEW

YOU WIN WHEN NO LIVING PLAYER HAS THE BLOOD RAGE.

- Avoid people under the influence of **Blood Rage**.
- **Learn about the Rage** to discover a cure.
- **Calm the Rage** in yourselves and the traitor.

FACTS

BLOOD RAGE

Each player can have up to four Rune tokens on their Family card, representing the progression of the Blood Rage. If a player already has four tokens, ignore any more Rune tokens they would take and instead put them back into the pile.

REACTION

AT THE BEGINNING OF YOUR TURN

If you have one or more Rune tokens on your Family card, make a Sanity roll. Subtract 1 from the result for each Rune token on your Family card.

- 1+ Discard one Rune token. If no players have Rune tokens on their Family cards, **you win!**
- 0 You have succumbed to the Blood Rage. The traitor will take your turn for you.

SETUP

1. Place the Blood token on 0 on the numbered track.

MAIN GOAL

LEARN ABOUT THE RAGE

STUDY (while on the Chapel, Organ Room, or any tile with any player who has {2/3/4} Rune tokens on their Family card): Make a Knowledge Roll. Add 2 to the result if you are carrying the Crucifix.

- 4+ Move the Blood token up 1 space on the numbered track. *You discover part of a cure.*

- 0-3 Place a Rune token on your Family card. *The Rage spreads.*

MAIN GOAL

CALM THE RAGE

CHALLENGE (while on a tile with any player who has Rune tokens on their Family card): Make a Speed roll.

- 4+ Remove a number of Rune tokens from that player's Family card equal to the number under the Blood token.

- 0-3 Same as above, but place the removed tokens on your Family card.

If no players have Rune tokens on their Family cards, you win!

IF YOU WIN

We never knew that someone could be that angry, that full of rage. We bury the brooch deeper this time, hopeful that none will ever succumb to the rage in this house again.

HAUNT

29

TOKENS NEEDED

Rune: Consult the Helm
Searched: Omen tiles explored
Crest: His Mark

TOKENS NEEDED

Rune: Blood Rage
Blood: Cure progress

HAUNT

30

HELLBOUND

The smell of brimstone, the clatter of hooves. Hell has decided that some in this house owe it hard labor. We see a night mare, a mustang from the Pit itself, circling the house. Hell wants its due.

We know these things to be true: that the night mare can breathe sulfur through open doors, that sulfur will cause the inhabitants to flee to the bright light, and that if two inhabitants enter the bright light, we will lose.

SETUP
None!

OVERVIEW

YOU WIN WHEN YOU DRIVE OFF THE NIGHT MARE.

- **Calm an Inhabitant** to keep them from going to the Bright Light.
- **Drive Off the Night Mare** by attacking it while carrying a Sacred item or Sacred Omen.

FACTS

INHABITANTS

The inhabitants are on your team, and you cannot attack them.

Heroes may choose to act as small obstacles to inhabitants.

ATTACKING THE NIGHT MARE

If you are carrying a Firearm, you may use it to ATTACK the Night Mare through any open doorway on the upper floor, ground floor, or basement regions.

We shot it through the windows.

Add 1 to the result of your attack roll for each Sacred Item or Sacred Omen on your tile.

MAIN GOAL

DRIVE OFF THE NIGHT MARE

If you successfully ATTACK the Night Mare, have one hero on your tile place one Sacred Item or sacred Omen under the Monster card.

The sacred power weakens it.

Once there are {2/3/4} cards under the Monster card, any successful attack against the Night Mare drives it off and **you win!**

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 111 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

With a flash of white light and the sound of a choir, the black mustang disappears in a cloud of brimstone. The traitor's last cries are to beg for mercy, but they go unheard as they erupt in flame. Hell needed to take someone today . . .

SIDE GOAL

CALM AN INHABITANT

TALK (while on a tile with an Inhabitant token): Make a Knowledge roll.

- 6+ That inhabitant gains 3 moves. You move the token.
- 4–5 That inhabitant gains 2 moves. You move the token.
- 2–3 They stare at you blankly.
- 0–1 That inhabitant gains 2 moves. The traitor moves the token.

If an inhabitant ends on the Bright Light, remove them from play. **If this was the second inhabitant removed, the traitor wins.**

HAUNT

31

TOKENS NEEDED

Large Monster: The Night Mare

DO NO HARM

Our legs start to feel weak. Fingertips and lips are numb. Hard to focus. Pain. Such pain. We double over, reality fading away. With that, all goes dark. We are all dead. Poisoned. Something must be done. The murderer must pay for these crimes.

We know these things to be true: that the traitor's assistants will attempt to drive our spirits back, and that the traitor is trying to dispose of our bodies to banish us permanently to the afterlife.

OVERVIEW

YOU WIN WHEN THE TRAITOR IS DEAD.

- You may **Learn from the Past** to grow your Astral Power.
- **Demand Atonement** from the traitor to kill them.

FACTS

ANGRY SPIRITS

You are still in the game, even though you are dead. Take your turn as normal with the following changes:

- At the beginning of your turn, roll 3 dice to determine your moves. You always gain at least 1 move.
- You ignore all obstacles.
- You can discover new tiles as normal. Ignore Event and Omen symbols. Do not draw a card and do not lose moves when discovering those tiles.
- If you discover an Item tile, draw an Item card as normal and DROP it on that tile.
- You can never carry anything.
- You cannot ATTACK.
- You ignore all text on tiles and Inhabitant cards.
- You may explore the Otherworlds as normal. Place your family crest in front of you, instead of exiting as normal. You cannot carry Curses or Items from the Otherworlds.

REACTION

AT THE BEGINNING OF YOUR TURN

If your Crest token is not in play, place it on any Omen tile that is not occupied by an inhabitant or the traitor. If there are no available tiles, place your Crest token on the Entrance Hall.

You return to haunt the world of the living.

REACTION

IF YOU WOULD TAKE DAMAGE

You dissipate instead. Remove your Crest token from the board and place it in front of you.

You are starting to pass on to another world.

SETUP

1. **You are dead.** DROP all your Items and Omens. **Bury** any other cards you hold. Lay your figures down on their tiles. Put your Family and Calling cards into the box.
2. Place your Crest token on the tile with your corpse. This is your **Angry Spirit**.
3. Place a Sanity token on 0 on the numbered track. This is your **Astral Power**.

REACTION

IF THE TRAITOR MOVES ONTO A TILE WITH YOUR ANGRY SPIRIT

Yell "BOO!" They take 1 mental damage. Increase your Astral Power by moving the Sanity token up 1 space on the track.

SIDE GOAL

LEARN FROM THE PAST

STUDY (while on a tile with any heirloomed Item, even if the traitor is carrying it): Increase your Astral Power by moving the Sanity token up 1 space on the track. Return the Item to the box.

MAIN GOAL

DEMAND ATONEMENT

TALK (Special): Target the traitor or an inhabitant on your tile. Roll dice equal to your Astral Power. The target defends with Sanity.

- If you roll higher against the traitor, they take mental damage equal to the difference in your rolls. **If this kills the traitor, you win!**
- If you roll higher against an inhabitant, place that inhabitant on any revealed tile with their symbol. If there are no tiles with their symbol, place their token on the Front Steps.
- If you roll lower, remove your Crest token from the tile and place it in front of you.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 133 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The police arrive when they hear about someone driven mad in the house. We watch idly as the police find each of our bodies in turn. Justice has been served.

TOKENS NEEDED

Crest: Angry Spirits
Sanity: Astral Power
Searched: Disposed bodies

HAUNT

32

CHUCKLES

A chant echoes in our minds. Dark clouds roll over the house. One of our friends chants along. When they finish, we see them run from the grounds. Where they were stands a small, creepy doll. It begins to come towards us menacingly.

We know these things to be true: that the doll will try to steal one of our souls, and that our family heirlooms are conduits to our souls.

OVERVIEW

YOU WIN WHEN YOU DESTROY THE DOLL.

- **Find Clues** to where Chuckles's Heart is.
- **Replace the Heart** in the Doll.
- **Destroy the Doll** while its Heart is in it.

FACTS

CHUCKLES'S HEART

Chuckles's Heart is an Object. Once it is on the Small Monster token, it cannot be removed.

MAIN GOAL

FIND CLUES

SEARCH (while on a tile with no Searched token): Make a Knowledge or Speed roll. Add 3 to the result if you are on the Dark Altar, Laboratory, Organ Room, Pond, or any tile with three or more ghosts.

- 6+** Move the Blood token up 1 space on the track. Place a Searched token on the tile. *A clue to the whereabouts of the heart!*

- 0-5** You find nothing.

REACTION

IF THE BLOOD TOKEN IS AT {2/3/4} ON THE TRACK

You have found the heart! Take the Blood token off the numbered track and place it on your Family card. It is now **Chuckles's Heart**.

SETUP

1. Place the Blood token on 0 on the numbered track.
2. Set aside the Searched tokens.

MAIN GOAL

REPLACE THE HEART

ATTACK (Might) (while on the same tile as the Doll and while carrying Chuckles's Heart): If you are successful, place Chuckles' Heart on top of the Small Monster token.

You shove the still-beating heart into the doll's chest.

MAIN GOAL

DESTROY THE DOLL

If you successfully attack Chuckles while the Heart is on the Small Monster token, you destroy the Doll and **win the haunt!**

IF YOU WIN

The heart beats, pushing blood that looks a little too human into porcelain veins. We smash the doll into a shower of jagged material, stuffing, and blood. The dark clouds over the house clear. Nearby lies the package that the Chuckles doll came from. "Your new best friend," the package reads. We throw it into the fire.

DAMNABLE BEHAVIOR

We suspect our "friend" is colluding with an otherworldly being and practicing the dark arts, but we must get proof. This is a place of laws, after all, and it just wouldn't be right to hang someone without first proving them guilty. We will gather evidence and then we will have justice.

We know these things to be true: that the pukwudgie will set traps for us, and that the traitor will proclaim their innocence to the end.

OVERVIEW

YOU WIN WHEN THE TRAITOR IS DEAD.

- You may **Force a Confession** from the Pukwudgie.
- **Hold a Trial**.
- **Hang the Traitor** after you find them guilty.

FACTS

LAWFUL CITIZENS

You cannot deal damage to the traitor with an ATTACK until you **Hold a Trial** and find them guilty of a crime. You may still STEAL from the Traitor using an ATTACK action.

EVIDENCE

Evidence is not an Object and cannot be DROPPED, TRADED, or STOLEN. If you die while carrying Evidence, return all your Rune tokens to the pile.

SIDE GOAL

FORCE A CONFESSION

STUDY (while on a tile with the stunned Pukwudgie): Make a Knowledge roll.

- 2+** Place any Rune token on your Family card to represent a piece of Evidence. All heroes should point their fingers at the traitor and shout "HERETIC!" at the same time. Unstun the Pukwudgie. The traitor places it on any Landing tile.
- 0-1** *You've drawn the ire of the Pukwudgie.* Place a face-down Number token on a tile with another hero. If you are the only hero, place it on yours.

SETUP

1. Set aside the Rune tokens in a pile. These are **pieces of Evidence**.

MAIN GOAL

HOLD A TRIAL

TALK (while on the tile with the traitor): Make a Knowledge roll. Add 1 to the result for each piece of Evidence carried by heroes on that tile. Add {3/2/1} to the result for each dead hero. Add 2 to the result if you are carrying the Talisman.

- 9+** *You find the traitor guilty.* You may now attempt to the **Hang the Traitor**.
- 0-8** *Hung jury.* Return one Rune token carried by a hero on this tile to the pile.

MAIN GOAL

HANG THE TRAITOR

Once you have found the traitor guilty, if you successfully ATTACK them while on their tile, you hang the traitor and **win the haunt!**

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 157 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

As the heretic's body stops twitching, the small, vile creature appears. It curses us in its own tongue, then skips off into the woods. We start to think that maybe our companion wasn't to blame after all, and we also have a feeling we'll be seeing that damned creature again . . .

HAUNT

33

TOKENS NEEDED

Small Monster: Chuckles
Blood: Clues to the Heart (while on the numbered track)
Blood: Chuckles's Heart (once found by the heroes)

TOKENS NEEDED

Rune: Evidence
Small Monster: The Pukwudgie
Searched: Pieces of a Spell

Number: Unknown traps
Antidote, Bright Light, Contraption, Crib, Eye, Fire, Mouth, Nest, Portal: Traps

HAUNT

34

FORBIDDEN KNOWLEDGE

When we pick up the hand mirror, everything becomes silent. There is no more creaking of floorboards or rustling of trees. We cannot even hear each other talk unless we focus. But we can hear the whispers: ancient spells coming from somewhere in the basement. We recognize only pieces. If we know the whole spell, we may be corrupted, but parts of the spell can be used against itself.

I know these things to be true: that the portal is growing, that there are spell fragments to close it, and that one or more of us may become tempted to keep the portal open.

OVERVIEW

YOU WIN WHEN YOU PERFORM THE RITUAL OF CLOSING.

- **Find Spell Fragments** for the ritual by searching Runestone tiles.
- **Perform the Ritual of Closing** by bringing Spell Fragments to the portal.

FACTS

SPELL FRAGMENTS

Spell Fragments are Objects. They may not be GIVEN, TAKEN, DROPPED, or STOLEN. If a hero dies, place any Spell Fragments they carry face up on the tile where they died.

SET UP

1. Shuffle all the Rune tokens. Place eight of them, face down, on the numbered track, covering spaces 1–8. Flip one of them face up.
2. Set aside the other eight Rune tokens in a pile, face down. These are **Spell Fragments**.
3. Place the Portal token on a basement Item tile. If there isn't a basement Item tile, place the token when one is discovered.
4. Place the Monster card to the left of the haunt revealer.
5. The player to the left of the haunt revealer takes the first turn.

MAIN GOAL

FIND SPELL FRAGMENTS

SEARCH (*while on any tile with a Runestone without a Searched token*): You find a Spell Fragment. Take a set-aside Rune token and place it face up on your Family card. Place a Searched token on the tile. Gain 1 in a mental trait.

REACTION

IF THE RUNE TOKEN MATCHES A FACE-UP RUNE TOKEN ON THE TRACK

You immediately become a traitor. Read the box labeled "If You Are a Traitor" (on the next page).

MAIN GOAL

PERFORM THE RITUAL OF CLOSING

PREPARE (*while on the tile with the Portal*): Choose any heroes (including yourself) on your tile. If those players carry a total of {3/4/5} or more Spell Fragments, you close the portal.
You win!

REACTION

AT THE END OF THE MONSTER TURN

The portal belches out strange magics that tear at reality . . .

Flip a face-down Rune token on the numbered track face up. If the flipped token matches a Rune token that a player is carrying, that player immediately becomes a traitor. They should read the box labeled "If You Are a Traitor" (below).

If the flipped token matches a face-up token on a tile, immediately remove the revealed token from the track and return it to the box.

If the flipped token matched a face-up token on the track, flip the next token on the track.

Then, all heroes take 1 die of mental damage.

IF YOU ARE THE TRAITOR

You are still in the game but have turned traitor. Take the Traitor card. If someone already has the Traitor card, they are still a traitor. You share the card. **You win when all heroes are dead or everyone is a traitor.**

Immediately DROP any Spell Fragments you carry, face up. Remove, from the numbered track, the token that turned you into a traitor. Return it to the box.

You cannot PICK UP Spell Fragments.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 134 in the Bleak Journal.

IF THE TRAITOR(S) WIN DURING THE CAMPAIGN

Turn to Entry 119 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

The book's instructions are detailed and right. The portal flashes unnameable and indescribable colors. These are the dark arts, we are sure of it, and we can only be glad we used them to cover the darker arts.

IF THE TRAITOR(S) WIN IN FREE PLAY

A little eye of newt. A couple inches of frog's legs. Two drops of blood. And of course, the incantation. I never knew magic was this simple!

The portal opens, and flames lick out at my feet, burning the house down around me. I stand in awe of the creatures that smell of brimstone and sulfur. I never knew ending the world could be this simple . . .

HAUNT

35

TOKENS NEEDED

Rune: Spell Fragments
Searched: Tiles searched for spells
Portal: Portal

HAUNT

35

VIKTOR'S CREATURE

A frantic man in rumpled and torn evening attire crashes into the entrance hall. "Quickly! They'll be here any minute —"

Before we can ask who he is talking about, we hear a loud bellow and the distant shouts of a crowd. Looking through the windows, we make out the flicker of torches and the sound of breaking branches as a mob approaches. It is then that the creature emerges — a massive man, with a pallid complexion and a chaotic pattern of stitches on every exposed patch of skin, a look of fear and anger on his face.

OVERVIEW

YOU WIN WHEN YOU GET THE CREATURE SAFELY INTO THE OTHERWORLDS.

YOU LOSE IF VIKTOR IS DRAGGED OUTSIDE, IF THE CREATURE'S HEALTH REACHES 0, OR IF ALL THE HEROES DIE.

- **Talk to Viktor** to get him to follow you.
- **Guide the Creature to Safety** on the Chasm.

SETUP

1. Place the **Viktor** token on the Entrance Hall.
2. Place a Large Monster token on the Front Steps. This is **the Creature**.
3. Place two Small Monster tokens on the Entrance Hall. Then place a Small Monster token on each tile in the ground floor and basement regions that has at least one unconnected doorway. These are **the Mob**.
4. Place the Blood token on {8/7/6} on the numbered track.
5. Put the Monster card on the table to the left of the haunt revealer. The monster will take a turn after all players have taken a turn.
6. The player to the left of the haunt revealer takes the first turn.

MAIN GOAL

TALK TO VIKTOR

TALK (while on the same tile as Viktor): Make a Knowledge roll.

Move Viktor up to that many tiles. Viktor cannot use secret passages but can still use tile effects for movement. Mob members count as small obstacles to Viktor.

Viktor may discover new tiles. If he does, he does not draw a card but loses all remaining moves.

MAIN GOAL

GUIDE THE CREATURE TO SAFETY

SEARCH (while on any Otherworlds land, while Viktor and the Creature are on the Chasm): Roll dice equal to the number of Otherworlds cards revealed.

4+ **You win!** You find a safe place for Viktor and the Creature, far from the normal world.

0-3 Nothing happens. Keep searching; you're almost there!

The monsters take their turns in the order listed.

MONSTER: VIKTOR

Viktor does not move on the monster turn. Viktor does not act as an obstacle.

If Viktor ends his turn on an outside tile, he is carried off and you lose the haunt.

MONSTER: THE CREATURE

The Creature moves toward Viktor by the shortest possible route and then stops.

The Creature does not act as an obstacle. Heroes and Viktor do not act as obstacles to the Creature.

After moving, if the Creature ends on a tile without Viktor, it **ATTACKS** anyone on that tile out of fear and confusion.

Speed 3

Might 7

ATTACK (Might): The Creature targets everything on its tile. The Creature rolls once, and each target rolls to defend separately.

MONSTER: THE MOB

Mob tokens on a tile defend as a group. Their Might is equal to the number of Mob tokens on the tile.

If the Mob would take any damage, remove that many Mob tokens from the tile.

Move all Mob tokens toward Viktor by the shortest possible route. They will stop if they enter the tile with the Creature but will try to move through tiles with heroes.

After moving, any Mob tokens on a tile with the Creature swarm it. Move the Blood token down 1 space on the numbered track for each Mob token. Then remove all Mob tokens from that tile.

If the Blood token reaches 0 on the track, the Creature dies and the heroes lose.

Then, if any Mob tokens are on a tile with Viktor, roll a die for each Mob token on the tile. Move Viktor and the Mob tokens on that tile that many tiles toward the Front Steps, by the shortest possible route, ignoring all obstacles and the Creature.

Speed 2

Might *

REACTION

AT THE END OF THE MONSTER TURN

Place a Small Monster token on each tile in the ground floor and basement regions that has at least one unconnected doorway.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 104 in the Bleak Journal.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 58 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The mob follows, but they all become lost in the realms below the chasm, becoming wraiths and spirits to haunt the world. We found a home for this odd couple.

IF YOU LOSE IN FREE PLAY

Viktor's screams are drowned out by the shouting of the mob. His creature flails and crushes the head of a villager before they bring it down as well. Torches and pitchforks surround us; surely we are to blame for this abomination of nature.

HAUNT

36

TOKENS NEEDED

Large Monster: The Creature
Viktor: Viktor

Small Monster: The Mob
Blood: The Creature's Health

HAUNT

36

WRATH OF THE BERSERKER

We see formerly friendly eyes filled with bloodlust, cutting skin, carving runes into flesh, building up to a fury. They have been possessed by an ancient spirit. We hope beyond hope that we can make something that will slow them down.

We know these things to be true: that the berserker cannot control their bloodlust, and that they will hurt themselves if they can't strike at us.

OVERVIEW

YOU WIN WHEN YOU KILL THE BERSERKER.

- You may **Set a Trap** to try to slow down or hurt the Berserker.
- You may **Look for a Weapon** to help you defend yourself.

FACTS

THE BERSERKER

The Berserker never lowers traits and can be damaged only by an ATTACK from a Weapon or by a Trap. If they would take lose any amount from a trait for any reason, they instead move the Blood token down 1 space on the track, no matter how much damage is dealt. **If the Blood token reaches 0, you win!**

SIDE GOAL SET A TRAP

PREPARE (while on a tile without a Crest token): Place your family's Crest token on that tile. If both of your Crest tokens are on tiles, you cannot take this action.

SIDE GOAL LOOK FOR A WEAPON

You rifle around, looking for something to defend yourself.

SEARCH (while on an Item tile without a Searched token): Make a Speed roll.

- 5+** Draw from the top of the Item deck until you draw a Weapon, then **bury** the rest and reshuffle the deck afterward. If there are no Weapons in the deck, keep nothing. If you find a Weapon, place a Searched token on the tile. *You find something of use.*
- 0-4** Nothing happens. *You gain nothing but growing panic.*

SETUP

1. Set aside two Crest tokens for each hero.

REACTION

WHEN ANYONE MOVES ONTO A TILE WITH A CREST TOKEN

If you set the Trap, nothing happens. Otherwise, return the Crest token to its family. The player who set the Trap rolls 2 dice to determine what happens to the person who triggered the trap. If that player is on or adjacent to the tile, they may choose to make a Knowledge roll instead.

- 5+** Take 1 physical damage. (The Berserker will move the Blood token down 1 space on the track instead.)
- 4** Lose 2 moves.
- 2-3** Lose 1 move.
- 0-1** Nothing happens. *The trap misfires.*

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 76 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Furious rage can do terrible things to a person. What was once a pleasing face now resembles beast more than human.

ANGELS AND DEMONS

The portrait showed us! It has shown us the illusion of this place. One of us, the strange one, the one we don't trust, has summoned demons, and these demons are trying to get us back to their lair to eat us! Even worse, this former "friend" has some serum that will sap our will to fight back! We must talk to the angels to find out what to do next.

We know these things to be true: that the traitor has summoned demons to devour our bones and our souls, and that if our sanity is all restored to "normal," we will be under their spell and lose.

OVERVIEW

YOU WIN WHEN YOU HAVE TALKED TO SIX ANGELS AND THE TRAITOR IS DEAD.

- **Talk to Angels** to help you fight the Demons.
- You may **Talk to the Portrait** to form a **Crazy Plan**.
- If you have a Crazy Plan, you will be better at attacking the traitor and the Demons.

FACTS

HARD TO FOCUS

If your Sanity is at or above its starting value, you cannot take the ATTACK action.

MAIN GOAL TALK TO ANGELS

TALK (while on an Event tile in the outside region without a Rune token): Lose 1 Sanity. Place a Rune token on the tile. *The angels bless you.*

If you ATTACK a Demon this turn, add 2 to the result. If you have spoken to six angels and the traitor is dead, **you win!**

SETUP

1. If your Sanity is at or above its starting level, lose Sanity until it is 1 below its starting level.

SIDE GOAL

TALK TO THE PORTRAIT

The Portrait can cast spells to protect you against the demons.

TALK (while carrying the Portrait): Ask it any question that is on your mind. It must be a different question than you asked on an earlier turn. You now have a **Crazy Plan** for the rest of your turn.

SIDE GOAL

CRAZY PLAN

When you ATTACK, roll an additional die. If you defeat a Demon this way, it is killed instead of stunned.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 91 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Hah! That'll show the monsters! We rave and rant as we flee down the main road. As we arrive in town, we see more monsters. Everyone! Everyone has been turned into monsters! We must cleanse this place!

HAUNT

37

TOKENS NEEDED

Blood: The Berserker's health
Crest: Traps
Searched: Tiles searched for Weapons

TOKENS NEEDED

Small Monster: Demons
Rune: Angels talked to

HAUNT

38

DON'T SCREAM

[whisper]: We're being hunted.

We know these things to be true: that the traitor gains immense power from the ghost in the wedding veil, that they are blind, and that they can discover our location using heirloomed items.

OVERVIEW

YOU WIN WHEN YOU KILL THE TRAITOR.

- You may **Perform The Weakening Ritual** to take dice away from the traitor.
- You may **Hide from the Traitor**.

FACTS

WHILE YOU ARE HIDDEN

You may not show other heroes your paper, leave the table with a hero, or physically touch anyone. *You are all alone.*

When you move, write down where you end your movement. Use your Speed trait as normal to determine how far you can move. The traitor does not act as an obstacle.

If you discover a new tile, or perform any ACTION (other than PREPARE), you become **visible**. Place your figure on the tile you occupy.

If the traitor hears you speak, you will become **visible**. Place your figure on the tile you occupy.

When you become **visible**, lose the rest of your moves.

SIDE GOAL

HIDE FROM THE TRAITOR

PREPARE (while your figure is on a tile): Make a Speed or Sanity roll.

- 5+** Remove your figure from the board. Write the tile where you were on your piece of paper.
- 0-4** Do not remove your figure from the board. *Terror grips you as you stumble around the room.*

SET UP

- Each hero takes a piece of paper and writes down the tile their figure is on.
- Take each hero's figure off their tile and place it on their Family card. They are **hidden**.
- Place the Blood token on {7/8/8} on the numbered track.

SIDE GOAL

PERFORM THE WEAKENING RITUAL

INVOKE (while on an Event tile without a Rune token): Make a Knowledge roll.

- 5+** Place a Rune token on the tile. Move the Blood token down 1 space on the track. *You speak the words of a ritual.*
- 0-4** Nothing happens. *You can't quite remember the words.*

The maximum number of dice the traitor can roll is the number under the Blood token.

IF YOU WIN

We finally breathe again, after what seems like an eternity. Don't scream. Don't talk. Just run from the house.

THE DOLL'S POPPET

We hear a chorus of singsong voices coming from somewhere around the house. We hear the pitter-patter of tiny feet. We see tiny dolls coming to kill us. They are driven by the lullaby that someone is singing. We will need the help of an animal friend to hunt them.

We know these things to be true: that the traitor cannot harm the animal helping us but may scare it off, that the dolls are more dangerous when they travel in packs, and that the traitor can sing a lullaby to summon more dolls.

OVERVIEW

YOU WIN WHEN THE ANIMAL HAS DESTROYED {6/8/10} DOLLS.

- Cast a Spell of Silence** so that Dolls are vulnerable.
- Talk to the Animal** to get it to destroy Dolls on silenced tiles.

FACTS

THE ANIMAL

It ignores all damage that would be dealt to it. If it would take damage, the traitor instead places the  token on any outside tile.

The animal is aloof.

MAIN GOAL

CAST A SPELL OF SILENCE

INVOKE: Make a Knowledge roll. Subtract 1 from the result for each Rune token in the house.

- 2+** Place a Rune token on your tile to indicate it has been silenced. You can only whisper while your figure is on silenced tiles. *You silence the sound of the lullaby in the house.*
- 0-1** Take 1 die of mental damage.

SETUP

- Place the Nest token on a tile with the  symbol. If none of these tiles are in the house, place the Nest token as soon as you discover one. This is the **Animal's Lair**.
- Set aside the Rune tokens. You will use these on tiles where you cast a spell of silence.

SIDE GOAL

FIND THE ANIMAL

TALK: Make smoochy noises. Look at the top three tiles. If any have the  symbol, place them legally. **Bury** the rest.

MAIN GOAL

TALK TO THE ANIMAL

TALK (while on the same tile as the  token): Move the  token a number of spaces up to its Speed. It can use tile effects and special movement, and ignores any negative effects of tiles or penalties for doing so. It cannot discover new tiles.

REACTION

AT THE END OF YOUR TURN

If the  token is on a tile where you can only whisper with any number of Dolls, roll 2 dice. It takes that many of them back to its lair and tears all of them to shreds. (It will always carry off at least one.) Place the  token on the tile with the Nest token and place the shredded Dolls on top of the Nest token. These Dolls are out of play.

If there are {6/8/10} Dolls on the Nest token, **you win!**

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 87 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

We've never liked dolls, and angry ones animated by the spirits of our rivals are even worse. Still, they're just dolls. They'll always just be dolls . . . right?

HAUNT

39

TOKENS NEEDED

Blood: Traitor's Power
Rune: Ritual performed

Rune: Silenced Rooms
Small Monster: Dolls

TOKENS NEEDED

Music Note: Lullaby
Nest: Animal's Lair
: Animal

HAUNT

40

BIGGER ON THE INSIDE

The wedding veil is warm to the touch; it burns like a person with a great fever. There is a pestilence inside the lace. We feel our blood begin to warm and a great thirst come upon us. We are infected and—

A doctor strides onto the patio from the blue bedroom (were they always connected like that?), frazzled but confident. “Listen!” she says in her charming accent. “There’s a way to help, but we have to work quickly!” We realize she’s not speaking to us, but to a companion she’s brought with her.

SETUP

1. Find the Blue Bedroom tile and put it to the side of the house, disconnected from all other regions. If the Blue Bedroom tile has already been discovered, remove it from the upper floor region and set it aside as above. **Bury** any tiles in the upper floor region that can no longer be reached from the Upper Landing. If any players are on tiles buried this way, place those players' figures on the Blue Bedroom.
2. Place the Blood token on 2 on the numbered track.
3. Put the Monster card on the table to the left of the haunt revealer.
4. The player to the left of the haunt revealer takes the first turn.

OVERVIEW

YOU WIN WHEN YOU HELP THE DOCTOR DISCOVER A CURE.

- You may **Treat the Disease** by searching the Blue Bedroom region.
- **Find Something Old, Something New, Something Borrowed, and Something Blue.**
- **Discover a Cure** with the doctor.

FACTS

THE BLUE BEDROOM REGION

The Blue Bedroom and all tiles connected to it are considered to be a separate region of the house.

The Blue Bedroom tile counts as a Landing tile for the rest of the haunt.

The Blue Bedroom is adjacent to all other Landing tiles.

You may discover tiles in the Blue Bedroom region just like any other region. When you discover a tile there, draw the top tile of the stack (regardless of its region marking).

If the tile requires you to draw an Item or Omen card, draw the top card of the appropriate deck, regardless of region markings. If a tile requires you to draw an Event card, draw an Item card instead.

There are a thousand histories in this place . . .

SIDE GOAL

TREAT THE DISEASE

STUDY (while on an Event tile in the Blue Bedroom region that you discovered this turn): Make a Knowledge roll.

- 4+** Move the Blood token down 1 space on the track. *A stream of incomprehensible jargon issues from the doctor. You seem to have helped?*
- 0–3** Place your figure on any Landing other than the Blue Bedroom. *Caught in the time stream.*

MAIN GOAL

FIND SOMETHING OLD, SOMETHING NEW, SOMETHING BORROWED, AND SOMETHING BLUE

Collect the following Items to help the doctor **Discover a Cure**.

Something Old: Crossbow *or* Book of Scripture

Something New: Bloodletting Fleam *or* Elephant Gun

Something Borrowed: Head in a Jar *or* Burial Mask

Something Blue: Violin *or* Harpoon
They aren't really blue but I had to finish the rhyme...

MAIN GOAL

DISCOVER A CURE

"Ah, yes! What did I ask for? Five cards of the same color? No, different time stream. Give me those. These'll do."

PREPARE (while on the Blue Bedroom, with the needed Items also on the tile):

Your contributions have helped the doctor immensely.
You win!

REACTION

ON THE MONSTER TURN

All players take general damage equal to the number under the Blood token on the track.

Then move the Blood token up 1 space on the track.

IF YOU WIN DURING THE CAMPAIGN

The day is saved! The doctor hands the vials of the antidote to the bridesmaid. There's enough to cure all the guests!

Immediately turn to Haunt 41 in the Traitor's Tome.

IF YOU LOSE DURING THE CAMPAIGN

Turn to Entry 70 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The day is saved! The doctor hands the vials of the antidote to the bridesmaid. There's enough to cure all the guests!

Immediately turn to Haunt 41 in the Traitor's Tome.

IF YOU LOSE IN FREE PLAY

"Hmmm . . . I need to investigate further in the past. There is something, or someone, rotten in the floorboards, I think." The doctor returns to the blue bedroom, which . . . disappears?

HAUNT

41

TOKENS NEEDED

Blood: Progression of the disease

HAUNT

41

THE REVENANT

From the house we hear a hideous scream. Something dead, but not dead, has arisen. A revenant. Our former friend has agreed to follow this decaying corpse; whether out of fear or malice is unclear. One thing is very clear: It is coming for us. It is coming.

We know these things to be true: that the revenant will try to rebuild itself as we rip it apart, and that its body parts are not safe to be around.

SETUP

None!

OVERVIEW

YOU WIN WHEN YOU BURY THE HEAD OF THE REVENANT.

- **Rip the Revenant Apart** to detach its Body Parts (Arms, Legs, and Head).
- **Bury the Body Parts** of the Revenant.
- You may **Fling a Body Part** to get it away from you.

FACTS

BODY PARTS

The Head, Arm, and Leg tokens are Objects.

MAIN GOAL

RIP THE REVENANT APART

CHALLENGE (*while on the same tile as the Revenant*): You and the Revenant both make Speed rolls. Add 2 to the result of your roll if the Revenant is stunned. If you roll higher, take the top Body Part token from the Revenant and place it on your Family card. If you tie or roll lower, take 2 general damage.

MAIN GOAL

BURY THE BODY PARTS

PREPARE (*while on the Creek, the Pond, or any tile with a Secret Passage*): Make a Might roll.

- 4+ Return the Body Part token to the box. **If that is the Head, you win!**
- 0-3 Take 1 physical damage.

SIDE GOAL

FLING A BODY PART

THROW: Place one of the Body Part tokens you are carrying on a tile within line of sight.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 158 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The dirt settles across the still-grinning skull as we scoop more into the makeshift grave. It would normally be against our better judgment to leave a grave unmarked, but we don't want anyone finding what we did here.

LUCID NIGHTMARES

Suddenly we are very tired. Then we are outside our bodies, astral forms floating about the house. This sleep is unnatural. We know these things to be true: that the traitor is among us, and that they will attempt to sacrifice our bodies if they wake up first.

SETUP

1. Take Number tokens labeled 1 through {3/4/5} and hand one to each player, face down. Each player should look at their token. The player with the token labeled 1 is the traitor.

OVERVIEW

YOU WIN WHEN THE TRAITOR IS DEAD.

- You may **Discover Metaphysical Evidence** to discover the traitor's identity.
- You may **Manipulate Dreams**.
- **Wake Up** to attack players' Physical Bodies.

FACTS

HIDDEN TRAITOR

The traitor of this haunt is not immediately known. Players may **ATTACK** and **STEAL** from each other, and choose to act as obstacles for any player leaving their tile.

If a player dies, reveal their Number token. If it is a 1, the traitor is **revealed and the heroes win!**

WHILE IN ASTRAL FORM

- Use Knowledge, not Speed, to determine your moves at the start of your turn.
- You are not an obstacle and may ignore all obstacles.
- Your astral form is immune to all attacks other than Sanity attacks (your body can be attacked only with Might or Speed).
- You cannot **ATTACK** sleeping players' Physical Bodies. You may still **ATTACK** Astral Forms.
- Your unarmed attack uses Sanity, not Might (and therefore deals mental damage).
- You cannot carry Items or Omens. If you discover an Item or Omen tile, do not draw a card. If you get an Omen or Item card, **DROP** it.
- If your Physical Body dies while you are still in Astral Form, your Astral Form dies as well.

IF YOU ARE THE TRAITOR

Do *not* take the Traitor card. You never gain the abilities listed on the Traitor card.

You win when you kill a hero with the Kris, or when all the heroes are dead.

IF YOU KILL A HERO WITH THE KRIS

Reveal your Number token. **You win!**

2. You are asleep. Each player **DROPS** all Items and Omens on the tile with their figure. Place that player's Crest token on the tile with their figure to mark their **Physical Body**.
3. Take the second set of figures. Each player attaches their colored base to their corresponding figure. These are their **Astral Forms**.
4. Place all Astral Forms on the basement tile farthest from the Basement Landing.

SIDE GOAL

DISCOVER METAPHYSICAL EVIDENCE

SEARCH (*while on the same tile as another player's Physical Body*): Look at that player's face-down Number token. Place that player's Crest token on your Family card.

MAIN GOAL

WAKE UP

INVOKE (*while your Astral Form and Physical Body are on the same tile*): Make a Sanity roll.

- 5+ Return your Crest token to the box and end your turn. On future turns, move your figure as normal.
- 0-4 Gain 1 Sanity.

SIDE GOAL

MANIPULATE DREAMS

INVOKE (*while on an Event tile*): Draw the top Event card. Give that card to any other player (even if they are awake), and have them resolve it as though they had drawn it.

REACTION

WHEN YOU ATTACK A PLAYER'S PHYSICAL BODY

If you are in your Physical Body and **ATTACK** a sleeping player's Physical Body, they do not roll defense and instead take physical damage equal to your roll. The target may immediately **Wake Up** as if they had rolled a 5+.

IF THE HEROES WIN

We all start awake. Finally that nightmare is over.

IF THE TRAITOR WINS

The knife plunges into the chest of a sleeping victim, and the spell is complete.

HAUNT

42

TOKENS NEEDED

Small Monster: The Revenant
Head, Arm × 2, Leg × 2: Body Parts

TOKENS NEEDED

Number: Who is the traitor?
Crest: Physical Body

HAUNT

43

GAZE AT THE ABYSS

Mists begin pouring from cracks in the ground, coalescing into a figure that we recognize, only barely. The figure has the same eyes as one of our friends. It cackles madly and begins chanting. We hear the word “revenge” as part of it. The house distorts inward, as though something in the basement is trying to swallow the structure whole. Other mists pour from the walls, and more faces start pulling apart the stones.

We know these things to be true: that the portal is sucking the house into other dimensions, and that the traitor’s ancestor will expedite the process if it gets far from the portal.

OVERVIEW

YOU WIN WHEN YOU CLOSE THE PORTAL.

- You may **Rebuke the Ancestor** to prevent them from collapsing the house.
- Collect heirloomed Items and the Hand Mirror to help you **Close the Portal**.

REACTION

IF YOU ARE INSTRUCTED TO COLLAPSE THE HOUSE

The house is collapsing in on itself as reality is shattered by the portal.

- Remove one non-Landing tile from the region that is currently collapsing. Return it to the box. You cannot collapse a tile that would cause other tiles to be unreachable from the Landing in that region through doorways.
- If a player, inhabitant, or monster is on a tile that collapses, place them on the Landing tile of that region. Heroes placed this way lose 1 Speed.
- If there are no more non-Landing tiles in that region, place the Rune token and any inhabitants, heroes, or monsters that were on the tile onto the Landing tile of the next region and return the other Landing tile to the box. Players may no longer access this region in any way.
- Regions collapse in this order: outside, upper floor, ground floor, basement.

SIDE GOAL

REBUKE THE ANCESTOR

INVOKE (on the tile with the Ancestor, while carrying the Hand Mirror): Place the Ancestor on the tile with the Portal token. If the Portal has not been discovered, place the Ancestor on the Basement Landing.

SETUP

- If the Portal token isn’t in play, place it on any Item tile in the basement (your choice). If there aren’t any, place that token when the first Item tile in the basement is discovered.
- Place a Rune token on the Front Steps. This is the region that is currently collapsing.

REACTION

AT THE START OF YOUR TURN

If the Portal has been discovered, **Collapse the House**.

MAIN GOAL

CLOSE THE PORTAL

INVOKE (while on the tile with the Portal): Say your family name, then say the name of each Item you carry that has an Heirloom sticker (of any sort) on it. Place those Item cards under the Monster card. Each other player on your tile may do the same.

If you are carrying the Hand Mirror, you may break it to release its magics. To do so, place it under the Monster card.

Say: “Return to your world, O spirit!”

Make a Sanity roll. Add 1 to the result for each Item card under the Monster card. Add an additional {4/3/2} if the Hand Mirror is under the Monster card.

13+ You win. The portal is closed!

8–12 Place your figure on any Landing tile and end your turn. *The portal fluctuates maliciously.*

0–7 **Collapse the House** once for each Item underneath the Monster card.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 178 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The portal screams a shriek of agony. We are free! As we flee the grounds, we hear a wailing begin under the earth. If we listen carefully, we can hear our former friend and their vile relative join the chorus. The wails build to a deafening roar, and all the windows of the house flare momentarily with a bright red light. Then silence.

EXSANGUINATED SUSAN

We all thought the game was for children, but whatever our friend saw in the mirror made them pale. They summoned something to come after us, and it is coming.

We know this to be true: that if we say all of the ritual phrase, we will banish Susan, but if we only say part of it, she will become enraged.

SETUP

- Set aside Number tokens 1 through {3/4/5} face down and shuffle them.

OVERVIEW

YOU WIN WHEN YOU BANISH EXSANGUINATED SUSAN.

- Find All the Words** by searching tiles with reflections.
- Say the Phrase** to banish Susan.

IF YOU WIN

“Exsanguinated Susan, Exsanguinated Susan, Exsanguinated Susan!” we all chant, finally banishing the supernatural creature. We lay her to rest, then go about smashing every mirror in the house. We will have more mirrors to destroy later as well.

MAIN GOAL

FIND ALL THE WORDS

SEARCH (while on the Creek, Kitchen, Master Bedroom, Muskeg, Observatory, Operating Theatre, Pond, or Well House if it does not have a Number token): Make a Knowledge roll.

- 4+** Place one of the face-down Number tokens on the tile and turn it face up. The traitor will tell you the ritual word that matches that number token. **Don’t say it yet!** You may ask the traitor to repeat this word for the rest of the haunt, but still don’t say it until you are ready.

0–3 *You search in vain.* Lose 1 Sanity.

MAIN GOAL

SAY THE PHRASE

TALK (when you think you know all the words of the ritual phrase): Say all of the words out loud. If you are correct, Susan is banished and **you win!**

HAUNT

44

TOKENS NEEDED

Small Monster: The Ancestor
Portal: Portal
Rune: Collapsing region

TOKENS NEEDED

Number: Words of the Ritual Phase
Large Monster: Exsanguinated Susan

HAUNT

45

STRANGE SIGNALS

The radio comes to life. Ghosts pour out of the speaker and form humanoid shapes. You can feel their rage. The radio speaks. "We are legion. We will escape this house, will escape this trap that has been built around us. We will inhabit one of you. One of you is perfect. One of you is impure. One of you will gain our power and enact our revenge. We need to find our perfect vessel."

Someone has built a barrier for the ghosts, and only destroying the barrier generators will free them.

OVERVIEW

YOU WIN WHEN YOU DESTROY {4/6/8} BARRIER GENERATORS.

YOU LOSE WHEN ALL HEROES ARE DEAD.

- **Destroy the Barrier Generators** in the outside or upper floor regions of the house.
- You may **Commune with Ancestors** to learn the Purity of other players.

FACTS

UNKNOWN TRAITOR

No one will know who the traitor is at the start (not even the traitor). Players may **ATTACK** each other, **STEAL** from each other, and act as small obstacles for any player leaving their tile. After all, that player could be the enemy.

Until the traitor is revealed, they have none of the associated abilities for being the traitor. Even if they know they are the traitor, they must die to get the abilities listed in the traitor's text box as well as on the Traitor card. Normal traitor rules apply thereafter.

If a player dies, they reveal their Number token.

THE RADIO

The Radio cannot be **GIVEN**, **TAKEN**, or **DROPPED**. It can be **STOLEN**.

SETUP

1. Take one Crest token for each family playing.
2. Shuffle face-down Number tokens labeled 1 to {6/8/10}. **No one should look at the tokens.** Place each Crest token on top of a random face-down Number token. This is each player's **Purity**. The player with the lowest Purity is the traitor.
3. Place the other {3/4/5} Number tokens face down on the numbered track.
4. Set aside any {4/6/8} Rune tokens. These are the **Destroyed Barrier Generators**.
5. Put the Monster card on the table to the left of the haunt revealer. The monster will take a turn after the haunt revealer.
6. The player to the left of the Haunt Revealer takes the first turn.

REACTION

IF A PLAYER DIES

That player secretly looks at the face-down Number tokens under all crests.

- If they have the lowest Purity, they take the Traitor card, heal all their traits, then gain 1 in all traits. Return the Radio to the box. Read "The Traitor: Perfect Vessel" on the next page.
- Otherwise, they leave the Number tokens face down and say nothing.

If the player who died was carrying the Radio, they give the Radio to the next living player on their right.

MAIN GOAL

DESTROY THE BARRIER GENERATORS

A bone, a bird feather, and a vacuum tube in a bakelite box, powered by electricity. It creates a field to contain spirits.

SEARCH (while on an outside or upper floor Event tile that does not already have a Rune token on it): Make a Knowledge roll.

- 3+** Place a Rune token on this tile. Then, reveal one face-down Number token on the numbered track.
You sever the wires.
- 0-2** Take 1 die of physical damage.
Don't cross the wires!

If this was the last Barrier Generator, **the heroes win!**

SIDE GOAL

COMMUNE WITH ANCESTORS

INVOKE: Bury an heirloomed Item. Look at the Purity of all players whose family crests were on that Item.

REACTION

AT THE END OF THE MONSTER TURN

The player carrying the Radio chooses a player on their tile. That player defends against a Might 5 attack. Instead of defending, the defender may choose to die.

THE TRAITOR: PERFECT VESSEL

Now that your soul has fled, there is room for new ones.

You win when all the heroes are dead (even if you are dead).

MAIN GOAL

LEGION

ATTACK (Sanity): Target a hero in line of sight.

You may use this **ATTACK** three times each turn.

You are legion, because you are many.

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 132 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 170 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

We smash each box in turn. One by one, the ghosts fizzle into dust. Bing Crosby comes on the radio, clear as day.

IF THE TRAITOR WINS IN FREE PLAY

Inhabited by a thousand ghosts, I walk out into the night. All the voices in my head scream a single thought: Kill.

HAUNT

46

TOKENS NEEDED

Number, Crest: Purity
Rune: Destroyed Barrier Generators

HAUNT

46

STACKED LIKE CORDWOOD 4: CRIMSON JACK'S FINAL ATTACK

For centuries, a madman known as Crimson Jack has been luring unwitting explorers to this house. We had heard the stories, but this time we were prepared. When he took hold of his weapons, we produced our own and chopped him to bits. Now we are on our way to bury the body in different parts of the land, but they begin to stir in our grasp. Something else must be done.

We know these things to be true: that the body parts will attack us, and that the killer will become powerful once whole.

SETUP

1. Shuffle the Arm and Leg tokens, then randomly place one on each hero's tile. (Place more than one on each hero's tile in a three- or four-player game.)

OVERVIEW

YOU WIN WHEN YOU PERFORM THE RITUAL TO TRAP THE KILLER'S SOUL IN THE OTHERWORLDS.

- You may **Attack Body Parts** to pick them up so you can move them and keep the killer from re-forming.
- You may **Do Research** to make it easier to perform the ritual.
- **Perform the Ritual** with the Spear on any land in the Otherworlds.

ATTACK BODY PARTS

If you succeed in an attack against an Arm, Leg, or Head, place that Body Part on your Family card instead of stunning it.

DO RESEARCH

STUDY (while carrying a Body Part): Make a Knowledge roll.

- 4+** Place a Rune token on your Family card. *You've learned something.*
- 0-3** The traitor attacks you using that Body Part. *Ahhhhhhhhh!*

PERFORM THE RITUAL

INVOKE (while carrying the Spear, on any land in the Otherworlds): Make a Knowledge roll.

Add {3/2/1} to the result for each Rune token on all living players' Family cards.

- 12+** You trap the killer's soul in the Spear. **You win!**
- 0-11** Tell the traitor that they may move each Body Part up to 2 tiles.

AT THE END OF YOUR TURN

If you are carrying a Body Part, DROP it on your tile.

IF YOU WIN

We flee from the Otherworlds, safe in the knowledge that the killer is entombed beneath us. A bird caws. Lightning strikes. We think we hear something crash in the basement. But it couldn't be him . . . could it?

SPLITTING IMAGE

A strange keening builds at the edge of our hearing and we see reflections emerge through every crack in the house, slowly entering our world. We see multiple glass-like reflections of ourselves . . . but different. Each is smiling and drawn to our lights. They march forward purposefully, looking to swap places with us.

We know these things to be true: that an evil doppelganger has replaced our friend, and that if we make the slightest error against reflections, the reflections will replace us.

SETUP

None!

OVERVIEW

YOU WIN WHEN YOU CLOSE THE PORTAL.

- You may **Shine a Light** to lure Reflections.
- You may **Smash the Reflections** to return them whence they came.
- **Close the Portal.**

SHINE A LIGHT

PREPARE (while on a tile with no Reflections): Make a Knowledge roll.

- 4+** Place all Small Monster tokens within line of sight on your tile.
- 0-3** Place all Small Monster tokens within line of sight on your tile. Any that were stunned become unstunned. Then each Reflection on your tile may make a Sanity ATTACK against you. The traitor decides which ones do, if any.

SMASH THE REFLECTIONS

SMASH (while on a tile with one or more Reflections): Make a Might roll. Add 2 to the result if you **bury** an Item you carry.

- 5+** Return all Small Monster tokens on your tile to the box. *Smashed into powder.*
- 3-4** Return all Small Monster tokens to the box and take 1 general damage for each one removed this way. *They explode into shards of silvered glass.*
- 0-2** Lose 1 Sanity.

CLOSE THE PORTAL

INVOKE (while on the tile with the Mirror Portal): Make a Sanity or Knowledge roll. Subtract 1 from the result for each Reflection in play.

- 4+** **You win!** *The portal winks shut.*
- 0-3** Take 2 dice of mental damage. *The portal pulls at your essence.*

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 60 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The portal closes with a brilliant flash of white light. All remaining vestiges of the Mirror Realm shatter like cheap glass and fade away, leaving piles of sand and teeth. The ground deep beneath us begins to rumble, and we flee as quick as we can . . .

HAUNT

47

TOKENS NEEDED

Head: Traitor's severed head
Arm × 2, Leg × 2: Traitor's severed arms and legs
Rune: Researched Body Parts

TOKENS NEEDED

Portal: Mirror Portal
Small Monster: Reflections

HAUNT

48

THE ELDER THING COMES

PH'NGLUI MGLW'NAFH CTHULHU
R'LYEH WAGH'NAGL FHTAGN.

We know these things to be true: that there is a cultist hidden in our midst who wants to summon the Elder Thing, and that we must carefully complete a ritual to banish it.

SETUP

1. Take Number tokens labeled 1 through {3/4/5} and hand one to each player, secretly. Each player should look at their token. The player with the token labeled 1 is the traitor.

2. Set aside 12 Small Monster tokens in a pile. These are **Cultists**.
3. If the Portal token isn't already in play, place it on the tile where the haunt was revealed. (It will already be in play during the campaign.) Place a Small Monster token on the tile with the Portal.
4. Place the Monster card to the left of the haunt revealer. The monsters (Cultists and the Elder Thing) will take their turn after the haunt revealer's turn. This does not change even after the hidden traitor is revealed.
5. The player to the left of the haunt revealer takes the first turn.

OVERVIEW

YOU WIN WHEN YOU CLOSE THE PORTAL.

- You may **Bloody the Kris** on Omen tiles in the basement to increase your chances of closing the portal.
- **Complete the Ritual** on the tile with the Portal token to close the portal.

FACTS

HIDDEN TRAITOR

The traitor of this haunt is not immediately known. Players may **ATTACK** each other, **STEAL** from each other, and choose to act as obstacles for any player leaving their tile. After all, that player could be the enemy.

If a player dies, reveal their token. If it is a 1, the traitor is **revealed**.

Until the traitor is revealed, that player has none of the associated abilities of being the traitor.

Once the traitor is revealed, they take the Traitor card and read the text under "If You Are the Traitor" on the next page. They control the monsters, and normal traitor rules apply thereafter.

REACTION

AT THE BEGINNING OF EACH PLAYER'S TURN

If the traitor hasn't been revealed, move one Cultist 1 tile and place another Cultist on any Landing tile.

If the traitor is revealed, they do this step instead (even if they are dead).

REACTION

INTERROGATE THE CULTISTS

When you kill a Cultist on your tile, you may lose 1 Sanity to gain 1 Knowledge.

SIDE GOAL

BLOODY THE KRIS

STUDY (while carrying the Kris, on any basement Omen tile without a Rune token): Make a Sanity roll.

- 4+ Lose 1 Sanity and 1 Might. Place a Rune token on your tile.
- 0-3 Place the Kris as far from you as you can on a tile within line of sight. Gain 1 Sanity. *You come to your senses.*

MAIN GOAL

COMPLETE THE RITUAL

INVOKE (while carrying the Kris, on the tile with the Portal token): Make a Knowledge roll. Add 3 to the result for each Rune token on tiles in the basement.

- 13+ The Portal closes and the heroes win!
- 0-12 Place a Cultist on any tile that already has a Cultist.

IF YOU ARE THE TRAITOR

You win when all the heroes are dead.

- Blend in until you can **Summon the Elder Thing**.

MAIN GOAL

SUMMON THE ELDER THING

INVOKE (if you have not revealed your Number token, while on a tile with three or more Cultists): Reveal your Number token and place a Large Monster token on the tile. This is the **Elder Thing**.

This is the only way to reveal that you are the traitor (other than dying).

IF THE HEROES WIN DURING THE CAMPAIGN

Turn to Entry 151 in the Bleak Journal.

IF THE TRAITOR WINS DURING THE CAMPAIGN

Turn to Entry 110 in the Bleak Journal.

IF THE HEROES WIN IN FREE PLAY

The house settles as the portal closes, leaving only a slimy puddle to remember the horrors from the other side. The house is silent now. As we all head toward the front door, we swear we hear a whisper . . .

"FHTAGN."

IF THE TRAITOR WINS IN FREE PLAY

The unearthly light of R'LYEH washes over me as the portal opens. I breathe a sigh of relief as my god's giant tentacle reaches out and wraps around me. Then a final sigh as it crushes the life out of me. The portal will be open only for a little while, but my god will have fun while it lasts. I am honored to be the first.

MONSTER: CULTISTS

If Cultists take any damage, they are killed instead of stunned. Put them back in the pile.

If the traitor isn't revealed, the Cultists do not move or **ATTACK** on the monster turn.

Speed 2 Might 3 Sanity 1

ATTACK (Might): Target any hero on the Cultist's tile.

MONSTER: THE ELDER THING

Speed 3 Might 8 Sanity 8

ATTACK (Might): Target any hero on its tile. If the Elder Thing deals its target any damage, they lower all of their traits to the skull.

REACTION

AT THE END OF THE MONSTER TURN

All players, inhabitants, and Cultists in line of sight to the Elder Thing make a Sanity roll:

- 5+ Nothing happens. *You look away.*
- 0-4 Take 2 mental damage.

HAUNT

49

TOKENS NEEDED

Number: Who Is the traitor?
Portal: Elder Thing summoning
Rune: Ritual progress

Small Monster: Cultist
Large Monster: The Elder Thing

HAUNT

49

TRAITOR'S TOME

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12+



DEATH AT A WEDDING, EXPLAINED

The **Traitor** box contains all the extra actions you can do on your turn. It also contains any reactions that you have. Note that only the traitor gets these actions and reactions. Monsters have their own boxes with their own actions.

Some actions have conditional text that tells you only when and where you can perform the action. In this box, you can Dress the Corpse when you are on the same tile as the Corpse.

Facts are something special that you need to know for this haunt. They're in addition to the normal rules for the game. Facts can change how tokens, monsters, players, and even the the house functions. They aren't something you can do but something you should know. Both haunt books usually have the same facts.

The **Monster** box contains the traits, actions, and reactions that a monster has. Note that only the monster gets these actions. The traitor's actions are limited to the Traitor box. If there are multiple monsters of the same type, they all have access to the actions listed in the box.

DEATH AT A WEDDING

For months a specter has appeared in my dreams, demanding true love. I'd not slept in over a month. She relented only two nights ago, when I at last agreed to her demands: a wedding. I've lured my friends here, as one of them is a descendant of her beloved and has the same name. Close enough, I figure—it's time for a wedding.

I know this to be true: that the heroes are trying to prevent the ceremony and banish the bride.

SETUP

1. Place the Small Monster token on your tile. This is the **Bride**.
2. Take all the heroes' Crest tokens. Randomly select one and look at it but do not show it to the heroes. That hero is the **Bride's Soulmate**. Place the token face down on your Family card.
3. You are still in the game but have turned traitor. Take the Traitor card.
4. Put the Monster card on the table to your left. The monster (the Bride) will take a turn after you take yours.

OVERVIEW

YOU WIN WHEN YOU CONDUCT THE WEDDING OR ALL THE HEROES ARE DEAD.

- **Kill the Bride's Soulmate** (or just hope they die).
- **Dress the Corpse for Marriage** after they are dead.
- **Conduct the Wedding** at the Hanging Tree.

FACTS

THE BRIDE'S SOULMATE

When the Bride's Soulmate dies, their corpse is considered an Object. It may not be **STOLEN**.

MONSTER: THE BRIDE

She's lovely. Even with an open ribcage.

At the start of her turn, you may place the Bride on any tile with a Runestone before moving her.

Speed 6

Sanity 5

Attack (Sanity)

Target a hero on the Bride's tile. The Bride is stunned as normal if she loses.

These are **main goals**. These boxes contain actions that you must take to win the haunt.

Reactions automatically happen when the condition is met (in this case, when you die). Reactions can happen multiple times. In this case, you come back to life each time you die.

THE TRAITOR

MAIN GOAL DRESS THE CORPSE FOR MARRIAGE

PREPARE (while on a tile with the corpse of the Bride's Soulmate): Reveal the face-down Crest token. Place the corpse on your Family card.

MAIN GOAL CONDUCT THE WEDDING

INVOKE (while on the Hanging Tree with the Bride and the corpse of the Bride's Soulmate): Make a Sanity roll. Add 2 to the result for each of the following Items you are carrying: Book of Scripture, Bells.

5+ She completes the ceremony. The bride and her soulmate disappear in a shower of bloody petals. **You win!**

0-4 You stumble on the words and have to start over. *She's so nervous!*

REACTION IF YOU DIE

Heal all of your traits, then gain {1/2/3} Speed and lose 2 Might.

The bride is going to make this wedding happen. She keeps your soul in your broken body. Death won't stop the wedding.

IF YOU WIN

*I speak the final words of the ceremony to an empty room:
"I now present to you this newly married couple, a gruesome example of love eternal."*

Small Monster: The Bride
Runes: The Bride's Diary

Searched: Tiles searched for the Diary
Crest: Bride's Soulmate

TOKENS NEEDED

HAUNT

0

INFERNAL PROTECTION

What the Hell is that smoke? Why is it coming at me? What is that noise? What is that screaming? Is that me? I hate everyone. I hate their stupid faces. I hate their laughing. I know I can kill them. I can no longer die. But they can.

I know this to be true: that every time I would die, the person with the crucifix will get a bit stronger.

SETUP

1. Heal any traits of yours below their starting values.
2. Place the Blood token on the space marked {2/3/5} on the numbered track.
3. You are still in the game but have turned traitor. Take the Traitor card.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

THE TRAITOR

When making a Might ATTACK, always roll at least 6 dice (it is possible to roll more).

REACTION	WHEN YOU WOULD DIE
	Move the Blood token down 1 space on the track. If it reaches 0, you lose. Otherwise, fully heal all your traits. Do not drop Items or Omens you are carrying,
REACTION	AT THE END OF YOUR TURN
	Deal 1 die of mental damage to one hero in line of sight.

IF YOU WIN

*The final neck *SNAPS* in my hands. What a FANTASTIC noise. For the first time in my life, I am truly alive.*

MOST DANGEROUS GAME

Hunting humans is not exciting because they are slow and weak. Hunting animals is equally boring because they are stupid and foolish. Now I can have the best of both worlds. On a previous expedition to the African wilderness, I unearthed a mystic spear and hid it in the house. A spear that could turn human into animal! Now they will be my prey.

I know this to be true: that they are trying to remember their humanity and escape my hunting grounds.

SETUP

1. Heal all your traits.
2. Take a Crest token for each hero.
3. Take the 🐾 Inhabitant card currently in the house and place it on top of the Monster card. This is your **Hunting Companion**. It is represented by the 🐾 token. You are still in the game but have turned traitor. Take the Traitor card.
4. Take the Monster card and put it to your left. The monster (Hunting Companion) will take its turn after you.

OVERVIEW

YOU WIN WHEN {2/3/3} HEROES ARE DEAD.

TRAITOR: THE HUNTSMAN

You can make only Might or Speed attacks.
Attacking with the mind is a sign of weakness.

SIDE GOAL	FIND A WEAPON
	SEARCH (while on the Armory, Vault, or Workroom, without a Searched token): Draw cards from the top of the Item deck until you draw a Weapon. Bury the rest. Place a Searched token on your tile.
	MARKED PREY
SIDE GOAL	SEARCH: If a hero has been marked by your Hunting Companion, and is 3 or fewer tiles away from you, you may place your figure on that tile.

MONSTER: HUNTING COMPANION

The Hunting Companion uses the traits listed on its Inhabitant card.

The Hunting Companion does not have an attack.

MARK: Target a hero on the Hunting Companion's tile. Place their Crest token on the traitor's Family card. That hero is **marked**.

IF YOU WIN

Ah yes, such savage and beautiful creatures these are. Now that they are dead and stuffed, I can relax and begin planning my next hunting season. Perhaps I can turn them into lions this time. Or bears. Something a little more challenging.

HAUNT

2

TOKENS NEEDED

Blood: Traitor's extra lives

TOKENS NEEDED

Crest: Marked prey
Rune: Human memories
Searched

HAUNT

6

SUFFER A WITCH TO LIVE

I merely needed to speak the words I had learned from that book, and there she was in front of me. I kneel before the towering woman as she lays her hands on me. "Yes, my child, you have done well. Now help me gather my power in this place."

I know this to be true: that the heroes are trying to drive off the witch by stealing her power from the runestones.

SETUP

1. Search the Otherworlds deck; remove all Curses from the deck and set them aside. This is the **Deck of Curses**. Any heroes with Curses keep

- them. You remove any Curses you are carrying and put them in the Deck of Curses.
2. Take 1 Knowledge token and set it aside.
3. Place the Small Monster token (the **Witch**) on the tile where the haunt was revealed.
4. Choose one  Inhabitant card. This is what the Witch has transformed you into. Put the rest in a pile to the side.
5. Remove your figure from the board and replace it with the  token (even if the  inhabitant has died this game).

OVERVIEW

YOU WIN WHEN THE DECK OF CURSES IS EMPTY OR ALL HEROES ARE DEAD.

- You may **Empower the Witch** so she can cast more curses.
- The Witch will **Cast Curses** on the heroes.
- You may **Morph** to find a better shape.

MONSTER: THE WITCH

Speed 5 Might 4 Sanity 5

CAST CURSES

INVOKE: Target a hero within line of sight of the Witch. Shuffle the Deck of Curses and give one Curse to that hero. If there is a Knowledge token on the Monster card, give them a second Curse and remove the Knowledge token from the Monster card.

If the Deck of Curses has no cards in it, **you win!**

AT THE END OF THE MONSTER TURN

Each hero takes 1 general damage for each Curse they are carrying.

THE TRAITOR

FACTS

ANIMAL FORM

The Witch has transformed you into an animal. Take your turn as normal, but use the traits listed on the  Inhabitant card, ignoring its abilities. You may still carry and use Items and Omens.

MORPH

INVOKE: Search the  Inhabitant cards and choose one. Put the one you are using back into the pile, replacing it with the one you chose.

EMPOWER THE WITCH

SEARCH (*while on the Creek, Crypt, Dark Altar, Library, Muskeg, or Pond*): Make a Knowledge roll.

3+ Take the Knowledge token and place it on the Monster card.

0-2 *Nothing here.*

WHENEVER YOU TAKE DAMAGE

Return the  Inhabitant card you are using to the box. DROP all your Items and Omens. Place your  token on the tile with the Witch, then choose another  Inhabitant card.

If there are no  cards left when you take damage, you die.

IF YOU WIN

"We have done it, my pet," the witch says as she strokes my back. It is a comfortable feeling, being in this form. Her magics wrap me like a warm blanket. Perhaps I will stay in this body forever. She will need eyes and paws to help her.

A GROWING BOY

The doll is my child, and it is perfect. It runs into my arms and I embrace it. I am so proud. But it is so weak. What kind of parent would I be if I didn't do my best to help this beautiful baby grow? It needs to feed and then it needs to sleep. Newborns need their rest and their food.

I know these things to be true: that the others want to harm my child, that they will send it to its crib, and that they will then kill it.

SETUP

1. Place the Small Monster token on your tile. This is the **Doll**. Return the Porcelain Doll card to the box.
2. Give the Doll a name. Introduce it to the heroes. *Do so lovingly.*
3. Place a Might token on {3/3/4} on the numbered track.
4. You are still in the game but have turned traitor. Take the Traitor card.
5. Put the Monster card on the table to your left. The monster (the Doll) will take a turn after you take yours.

OVERVIEW

YOU WIN WHEN THE DOLL HIBERNATES OR WHEN ALL THE HEROES ARE DEAD.

- **Feed the Doll** by having it deal damage to anyone in the house or by sacrificing your own life force.
- Find an  lair for it to hibernate in.

IF THE HEROES SUCCESSFULLY ATTACK THE DOLL

If the Doll's Crib is in play, place the Doll on the tile with the Crib token, stunned.

THE TRAITOR

FEED THE DOLL

PREPARE (*while on the same tile as the Doll*): Move the Might token up 1 space on the track. If the Doll was stunned, it becomes unstunned. Then take 3 general damage (even if it kills you).

The doll greedily laps up your blood.

MONSTER: THE DOLL

The Doll's Might is equal to the number of the space on the track under the Might Token (maximum 8).

Speed 4

Might X

ATTACK (Might): Target a hero or inhabitant on the Doll's tile. If the Doll kills a hero or an inhabitant, move the Might token up 1 space on the track.

The doll grows visibly larger as it consumes blood.

AT THE END OF THE MONSTER TURN

If the Might token is at 8 on the track and the Doll is on a tile with the  symbol, **you win!**

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 164 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Now that it is content, the doll unhinges its jaw. It utters a great cry, drawing the life essence out of all the heroes in the house. I see their wailing souls go down its gullet. A fitting dessert for a good boy.

HAUNT

7

TOKENS NEEDED

Rune: Stolen power
Knowledge: Empowered Witch

Small Monster: The Witch
: The traitor

TOKENS NEEDED

Might: Doll's Might
Small Monster: The Doll

Crib: Doll's Crib
Rune: Memorized runes

HAUNT

9

ABDUCTIONS

They're here. They're finally here. I've been calling them my entire life, waiting for them to take me away. I can't understand them, but they need my help!

I know this to be true: that the heroes are trying to raise a deflector array to drive off the aliens.

SETUP

1. If the Bright Light token is not in play, place it on the outside tile farthest from the Front Steps. This is the **Aliens**.

OVERVIEW

YOU WIN WHEN YOU CONDUCT {4/6/8} EXPERIMENTS ON HEROES OR INHABITANTS, OR WHEN ALL THE HEROES ARE DEAD.

- Conduct an **Experiment** on heroes and inhabitants.

FACTS

10' Poles are Objects.

THE TRAITOR

CONDUCT AN EXPERIMENT

The meteorite holds alien teleport technology, and you can use it.

OPERATE (while on the same tile as a living hero or inhabitant and the Meteorite): Choose one living hero or inhabitant to be experimented on, as if the Aliens did it (see **EXPERIMENT** in the monster's text box).

MONSTER: THE ALIENS

The Aliens can ignore all obstacles and tile abilities, and ignore walls when moving to an adjacent tile.

The Aliens does not have an attack.

The Aliens are never stunned.

Speed 4

EXPERIMENT: Target a living hero or Inhabitant on the same tile as the Bright Light. The target makes a Speed roll.

4+ They dodge out of the way.

0-3 They are experimented on.

2. If there is an Ongoing Event card with the Bright Light, **bury** it.
3. Take all eight Trait tokens and shuffle them face down. Keep {4/6/8} of these tokens. Return the rest to the box.
4. You are still in the game but have turned traitor. Take the Traitor card.
5. Put the Monster card on the table to your left. The monster (the Aliens) will take a turn after you take yours.

REACTION

WHEN A HERO OR INHABITANT IS EXPERIMENTED ON

The experiments the aliens perform are never pretty.

Flip up one of the face-down Trait tokens and place the token on the hero's Family card or the Inhabitant card.

- If a hero is experimented on, they will be affected by the token. If this is the second token on their Family card, they die. Leave the Trait tokens on their Family card.
- If an inhabitant is experimented on, they die. Leave the Trait token on their Inhabitant card.

If {4/6/8} Trait tokens have been placed, you win!

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 101 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The lights are truly beautiful. The noises are heavenly. And the probes don't hurt . . . much.

THE BINDING

Every year, on this day, blood must be sacrificed to try to awaken the one we worship. This is why we gather here. My master has allowed me to administer this year's sacrifice, although I am but a lowly apprentice. It is my day.

I know these things to be true: that the heroes do not know who my master is, that they will search the grounds to uncover that person's identity, and that they will then try to kill them.

SETUP

1. Shuffle the Number tokens 1 through 9. Randomly place three, face down, on an Inhabitant card. Place three others, face down, on a different Inhabitant card. Return the three leftover tokens to the box, face down.

OVERVIEW

YOU WIN WHEN ALL THE UNBELIEVERS (THE HEROES) ARE DEAD.

- You may **INVOKE** one powerful incantation on each of your turns.

FACTS

WHO IS THE CULT LEADER?

The Cult Leader is the inhabitant with the higher total value of Number tokens on their card. **If there is a tie, the heroes win by killing either inhabitant.**

REACTION

IF AN INHABITANT ON YOUR TILE IS ATTACKED

You may jump in front of the target and defend against the attack yourself instead.

MONSTER: CULTISTS

Cultists are killed instead of stunned. Return killed Cultists to the box.

Speed 2

Might 2

ATTACK (Might): Target a hero on the Cultist's tile.

2. Secretly look at the face-down tokens on the Inhabitant cards. The inhabitant with the higher total is the **Cult Leader**. After looking, you may swap two tokens. **The final result should not be a tie.**
3. Place one Small Monster token on each Landing tile and on each tile with an Inhabitant symbol. These are **Cultists**.
4. Set aside the remaining Small Monster tokens.
5. You are still in the game but have turned traitor. Take the Traitor card.
6. Put the Monster card on the table to your left. The monster (the Cultists) will take a turn after you take yours.

THE TRAITOR

You cannot attack inhabitants.

REACTION

AT THE BEGINNING OF YOUR TURN

If you are dead, set all your traits to critical and stand your figure back up. You may return any number of Cultists from any tiles to the box. Heal one trait for each Cultist returned this way.

"You are still useful, apprentice."

SIDE GOAL

SUMMON CULTISTS

INVOKE: Place {2/3/4} Cultists on your tile. If there are no more Small Monster tokens left (all are returned to the box), you cannot choose this action.

SIDE GOAL

BRING DAMNATION

INVOKE: Return all Cultists on a single tile to the box. Choose a hero in line of sight to that tile and roll dice equal to the number of Cultists you returned this way. Deal that much mental damage to the chosen hero.

SIDE GOAL

DRAW POWER

INVOKE: Return any number of Cultists on your tile to the box. Gain 1 Might and lose 1 Sanity for each Cultist returned this way.

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 130 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

"Good work, young apprentice. You will go far. You will go far indeed. Now start bottling their blood."

HAUNT

10

TOKENS NEEDED

Bright Light: The Aliens
Trait: Experiments

Contraption: Deflector Array
Rune: 10' Poles

TOKENS NEEDED

Number: Who is the Cult Leader?
Searched: Tiles searched
Small Monster: Cultists

HAUNT

11

ROSWELL

The hidden earpiece I am wearing beeps. "Code Omega, imminent threat, Alphabet Soup protocol enabled. Eliminate all evidence. Lethal force authorized." The rest of my "friends" have gotten too close to the truth. It's time to stop them before they cause a panic. I set a match to the bonfire I've created, and the blaze climbs higher. It's crude, but it will incinerate the evidence around the house.

I know these things to be true: that the heroes are trying to prove the existence of aliens, and that they want to drive away with the evidence in their car.

OVERVIEW

YOU WIN WHEN YOU BURN {5/4/3} PIECES OF EVIDENCE OR ALL THE HEROES ARE DEAD.

- **Collect Evidence** by PICKING IT UP or STEALING it from the heroes.
- **Burn Evidence** in the fire.

FACTS

Evidence is an Object.

MONSTER: ALIEN PARTNER

If the heroes stun the Alien Partner, she disgorges all Evidence she has eaten and DROPS it.

The Alien Partner may carry Evidence only through the EAT action (below). She cannot carry Items or Omens.

Speed 4

Might 6

ATTACK (Might): Target a hero on the Alien Partner's tile. If successful, the Alien Partner deals no damage. Instead the target DROPS all Evidence they are carrying.

EAT (while on the same tile as dropped Evidence): Place all dropped Evidence on the tile on top of the Large Monster token to show that it is being carried.

VOMIT (while on the same tile as the Fire token): Place all pieces of Evidence carried by the Alien Partner on the Fire token to show it was burned. If the total on the Fire token is {5/4/3}, **you win!**

SETUP

1. If it isn't already in play, place the Fire token on the tile where the haunt was revealed. (It will be in play on a different tile in campaign mode).
2. Place a Large Monster token on the Front Steps. This is your **Alien Partner**.
3. You are still in the game but have turned traitor. Take the Traitor card.
4. Put the Monster card on the table to your left. The monster (your Alien Partner) will take a turn after you take yours.

THE TRAITOR

BURN EVIDENCE

DROP (while on the same tile as the Fire token): Burn the evidence.

Place all pieces of Evidence you carry on top of the Fire token to show it was burned. If the total on top of the token is {5/4/3}, **you win!**

REACTION

AT THE END OF THE MONSTER TURN

Call for government mind-control rays.

Choose {1/1/2} heroes who are not carrying the Gramophone, Head in a Jar, Meteorite, or Radio, or are not on the Armory, Crawlspace, or Soundproofed Room tiles.

Move each of those players up to 2 tiles. You may then have them make an unarmed Might ATTACK against any other hero on that tile. You cannot use any Calling's ability for this attack.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 94 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The evidence burns, and I turn my attention to the survivors. I tell them to look into the flashing light on my wristwatch as I erase their memories. They'll be confused when they wake up in the government black site, but I can't take any chances with crazies like these. I shovel them into the car as the blazing house consumes my trail.

HERE THERE BE MORE DRAGONS

I look at the portrait of a fire-breathing dragon and her babies. My friend Peter told me of a dream he once had where he summoned a giant dragon. The babies emerge from the painting, full of life and fire. They are eager to hunt.

I know these things to be true: that the heroes are trying to kill all my dragons, and that they will use magic items in their quest.

SETUP

1. Place {2/3/4} Small Monster tokens on your tile. These are **Baby Dragons**.
2. You are still in the game but have turned traitor. Take the Traitor card.
3. Put the Monster card on the table to your left. The monsters (Dragons) will take a turn after you take yours.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

THE TRAITOR

CLIMB (while on the tile with the Dragon Mother): Place your figure on top of the Large Monster token. You are riding the Dragon Mother.

While You Are Riding the Dragon Mother

- You cannot move or take any ATTACK action.
- You cannot be the target of any Might attack.
- If you take any damage from a Speed attack, remove your figure from the Large Monster token and place it on the tile with the Dragon Mother.

JUMP (while riding the Dragon Mother): Remove your figure from the Large Monster token. Place it on the tile with the Dragon Mother.

MONSTER: BABY DRAGONS

Baby Dragons are killed instead of stunned.

A Baby Dragon ignores the first 1 damage dealt to it each time it would take damage.

Speed 5

Might 3

ATTACK (Might): Target a hero or inhabitant on the Baby Dragon's tile.

INCINERATE: Target a tile adjacent to the Baby Dragon. Each player (Including the traitor) on that tile must make a Speed roll.

4+ You dodge out of the way and take no damage.

0-3 Take 1 die of physical damage.

THE FIRST TIME A BABY DRAGON IS KILLED

Place a Large Monster token on the Front Steps. This is the **Dragon Mother**.

MONSTER: DRAGON MOTHER

The Dragon Mother is killed instead of stunned.

The Dragon Mother ignores the first 3 damage dealt to her each time she would take damage.

***Add 2 to Speed and Might if the traitor is riding the Dragon Mother.**

Speed 4*

Might 6*

Sanity 5

ATTACK (Might): Target a hero on the same tile as the Dragon Mother or on a tile adjacent to her. The Dragon Mother makes an unarmed Might attack against that hero.

INCINERATE: Target a tile within 2 tiles of the Dragon Mother. Each player (Including the traitor, whether riding the Dragon Mother or not) on that tile must make a Speed roll.

5+ You dodge out of the way and take no damage.

2-4 Take 2 dice of physical damage.

0-1 Take 4 dice of physical damage.

IF YOU WIN

I did it! Total party kill! I have waited for a dream like this since I first started dreaming of dragons. Maybe soon I'll have an awesome dream about dungeons.

HAUNT

12

TOKENS NEEDED

Rune: Evidence
Car: The Car
Fire: Evidence disposal site

Large Monster: Alien Partner

TOKENS NEEDED

Large Monster: Dragon Mother
(the heroes don't know mom shows up)
Small Monster: Baby Dragons
Trait: Magic Items

HAUNT

13

SHORT FUSE

Yes! I found the last part! The radio can activate my new toys! I've armed some bombs around the house, but more need to be placed if I'm going to bring this house down.

I know this to be true: that the heroes are trying to disarm my bombs and make the house safer for themselves.

SETUP

1. Place {6/8/10} Rune tokens on Event tiles, one per tile. If there are not enough Event tiles, place the rest on any tiles that don't have players on them. You cannot place tokens on the four starting tiles (Ground Floor Staircase, Hallway, or the Landing tiles). These are your **Bombs**.

OVERVIEW

YOU WIN WHEN YOU DESTROY {3/4/5} TILES WITH BOMBS OR ALL THE HEROES ARE DEAD.

- You may **Set Triggers**.
- You may **Place More Bombs** in the house.

FACTS

TRIGGERS

If any hero makes a trait roll and the final result matches a Trigger's number, they will move the Timer token down 5 spaces on the track and remove that Trigger. (The heroes may instead choose a result of 0 and move the Timer token down 1 space).

THE TRAITOR

SET TRIGGERS

STUDY: Take the {1/2/3} highest Number tokens that aren't face up on your Family card and place them face up on your Family card. If you are carrying the Radio, you may choose the Number tokens instead.

PLACE MORE BOMBS

OPERATE (while on any tile without a Bomb): Place a Rune token on the tile. You cannot place Bombs on the four starting tiles (Ground Floor Staircase, Hallway, or the Landing tiles).

2. Take the Number tokens 1 through 10 and set them aside. These are **Triggers**.
3. Roll 5 dice. Take the Number token matching the result and place it face up on your Family card. Repeat this until you have three Number tokens face up on your Family card.
4. Place the Timer token on the 10 space of the numbered track.
5. You are still in the game but have turned traitor. Take the Traitor card.

REACTION

AT THE START OF EACH PLAYER'S TURN

Move the Timer token down 1 space on the track. Then, if the Timer token is at 0, **Detonate!** a bomb as described below. Then set the Timer token to 10.

REACTION

DETONATE!

If the Timer token is at 0 at the beginning of any player's turn, detonate any Bomb.

Remove the Rune token from a tile, flip the tile it is on face down, and place a Small Obstacle token on it. **Bury** any dropped Items and Omens on the tile. It loses any tile effects and is considered to have doorways on all four sides. If anyone is on the tile, they must make a Speed roll:

- 5+ You dodge out of the way and take no damage.
- 2-4 Take 2 dice of physical damage.
- 0-1 Take 4 dice of physical damage.

If {3/4/5} tiles are face down, **you win!**

IF YOU WIN

KABOOM!!!

THE DEMON OF ICE AND WINTER

On threat of a cold and wintry death, the demon who owns this place told me to bring him more flesh, more souls to be devoured. Now that I have found the Flaming Spear, I am protected from the cold, and the storm can begin. I summon him from his mortal form. He tears away the flesh of the old man he was pretending to be, revealing a frozen demon. The storm has begun.

I know these things to be true: that the heroes may light torches to try to clear the storm, and that they want to kill the demon with the Spear.

SETUP

1. Place the Timer token on 0 on the numbered track. This is the **Storm's Intensity**.
2. Place a Large Monster token on the tile with the Inhabitant token. If the Inhabitant hasn't been found, place the Large Monster token on the Entrance Hall.
3. Return the Inhabitant card and Inhabitant token to the box.
4. You are still in the game but have turned traitor. Take the Traitor card.
5. Put the Monster card on the table to your left. The monster (the Demon) will take a turn after you take yours.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

MONSTER: DEMON OF ICE & WINTER

The Demon cannot be stunned by an attack.

If the heroes successfully **ATTACK** or defend against the Demon with the Spear, it dies.

Speed 3

Might 5

ATTACK (Might): Target a hero on the Demon's tile. After the attack, you may move all heroes in the outside region 1 tile (ignoring obstacles). Then all players in the upper floor region take 1 die of mental damage.

A storm is brewing.

INVOKE: All heroes on the Demon's tile **DROP** an Item or Omen of their choice. If the traitor is on the tile, they may **PICK UP** all Items and Omens on the tile.

Numbing frost.

INVOKE: Stun the Demon. Move the Timer token up 1 space on the track.

The Demon freezes to the bone.

REACTION

AT THE END OF THE MONSTER TURN, IF THE HEROES HAVE NOT YET CLEARED THE STORM

- Move the Timer token up 1 space on the track. *The storm is getting stronger.*
- If the Demon is dead, place the Large Monster token on the Entrance Hall.

THE TRAITOR

The Spear cannot damage you for any reason. *The demon has given you powers.*

REACTION

AT THE END OF YOUR TURN

Make a Sanity roll unless you are holding the Spear, or are on a tile with a lit torch (Rune token).

5+ *You steel yourself even though your teeth chatter.*

0-4 Take general damage equal to the number under the Timer token. *It's so cold.*

IF YOU WIN

The last body is frozen solid. The demon places its hands on my former friend, drawing out the last of their life energy before shattering them to pieces. The storm rages. All is winter now.

HAUNT

14

TOKENS NEEDED

Rune: Bombs
Number: Triggers
Timer: Bomb Timer

TOKENS NEEDED

Rune: Torch
Timer: Storm Intensity

Large Monster: The Demon of Ice and Winter

HAUNT

16

LAST GASP

I grab the brooch and feel . . . lonely, a biting loneliness that even death cannot abate. How could they not notice me dying on the floor? After all my years of service to this house, how come NO ONE is looking for me?

I know this to be true: that if I die alone here, I will find a way to return AND THEN THEY WILL NOTICE ME!

SETUP

1. Place {2/3/4} Small Monster tokens on your tile. These are **Unfortunate Souls**.
2. You are still in the game but have turned traitor. Take the Traitor card.
3. Put the Monster card on the table to your left. The monsters (Unfortunate Souls) will take a turn after you take yours.

MONSTER: UNFORTUNATE SOULS

Unfortunate Souls **ATTACK** with Sanity and can be attacked only with Sanity.

Unfortunate Souls do not act as obstacles.

Speed 3

Sanity 4

ATTACK (Sanity): Target a hero on your tile. If you are successful, deal mental damage.

IF YOU WIN

I will not be forgotten. We will not be forgotten. Those who enter our house will do well to respect all of us. But first we must clean up this mess, because we are also dutiful.

SLAY BELLS RING

This house ruins a lot of things, but I didn't think it could ruin Christmas. Unfortunately, I was wrong. What I thought was a meteor thudded in through the window, revealing itself to be a sleigh; but instead of a jolly red and white, this sledge is black as coal. Out steps a horned figure who points in my direction. "You have been the naughtiest of them all, my child. Now you will help me punish the rest of them."

I know these things to be true: that the heroes are trying to cross their names off the Naughty List in the Krampus's sleigh, and that it will be easier if they give me gifts.

SETUP

1. Place a Large Monster token on the tile where the haunt was revealed. This is the **Krampus**.
2. Place the Car token on the tile where the haunt was revealed. This is the **Krampus's Sleigh**.
3. Return the Meteorite to the box.
4. You are still in the game but have turned traitor. Take the Traitor card.
5. Put the Monster card on the table to your left. The monster (the Krampus) will take a turn after you take yours.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

- You may **Drive the Sleigh** to help the Krampus track down the naughty heroes.
- You may **Ring the Slay Bells** to confound the heroes.

THE TRAITOR

DRIVE THE SLEIGH

OPERATE (while on the same tile as the Krampus's Sleigh): Place your figure and the Krampus's Sleigh up to 3 tiles away. If the Krampus was on the tile with the Sleigh, you may place it with the Sleigh.

RING THE SLAY BELLS

INVOKE (while on the same tile as the Krampus's Sleigh): Roll your Sanity. Each hero within 3 tiles of the Sleigh also rolls Sanity. Each hero who rolls lower than you moves 2 tiles closer to the Krampus's Sleigh, ignoring obstacles.

MONSTER: THE KRAMPUS

The Krampus is immune to Speed attacks.

Speed 3

Might 6

Sanity 6

ATTACK (Might): Target a hero on the same tile as the Krampus. If the Krampus is successful, instead of dealing damage, it puts the hero into its bag. Place the hero's figure on the Monster card.

If the Krampus rolls lower, it is stunned as normal.

PUNISH BAD CHILDREN

PUNISH (while on the Arborium, Basement Landing, Hanging Tree, Woods, or Woodshed): Roll 3 dice. Deal that much physical damage to each hero on the Monster card, then place their figure on the tile with the Krampus, alive or dead.

The Krampus beats the sack against a wood block.

IF YOU WIN

I watch as each of my former friends is stuffed neatly into a box, wrapped, and left next to the fireplace. The Krampus gestures to its sleigh and I jump in. There are more naughty kids to punish. Bah Humbug.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

THE TRAITOR

FACTS

SPECTRAL PROTECTION

Any time you would take damage, you take 1 less damage for each Small Monster token on your tile.

RAISE UNFORTUNATE SOULS

INVOKE (while on any tile without a Searched token): Place a number of Small Monster tokens on your tile equal to the number of ghosts on the tile. Place a Searched token on the tile.

HOWLING SPIRITS

INVOKE (while on a tile with 4+ Unfortunate Souls): Remove all Small Monster tokens from this tile. All heroes in this region take 5 general damage.

HAUNT

18

TOKENS NEEDED

Small Monster: Unfortunate Souls
Searched: Souls raised

TOKENS NEEDED

Rune: True Meaning of Christmas
Knowledge: Astral Quill

Large Monster: The Krampus
Car: Krampus's Sleigh

HAUNT

20

HER BEATING HEART

There entered many men, who introduced themselves as officers of the police. A shriek had been heard during the night; suspicion of foul play had been aroused; information had been lodged at the police office; and they (the officers) had been deputed to search the premises. We were all in love with a woman who lived in this house. But she loved none of us back. We are all guilty of her death in our own way and we know it. The others' sins are greater . . . surely I can send them to jail instead of me. I smile—for what have I to fear?

SETUP

1. Place the **Inspector** token on the Entrance Hall.
2. Place a Small Monster token on each tile with a player. These are **Constables**.
3. Place the Number token labeled 10 on the tile where the haunt was revealed.

OVERVIEW

YOU WIN WHEN YOU ARE THE LAST PLAYER ALIVE AND UNARRESTED.

- You may **Fabricate Evidence** to get others arrested.
- You may **Destroy Evidence** to divert attention from you.

FACTS

FREE-FOR-ALL

Players may act as obstacles to other players and may ATTACK and STEAL from each other.

UNDER SCRUTINY

While in line of sight of the Inspector or a Constable, you cannot use the ATTACK action and you cannot **Fabricate Evidence**.

4. Shuffle the Crest tokens for each player in the game and place them, face down, in a stack on the tile with the 10 token. These are **Evidence**.
5. Shuffle the Number tokens labeled 1 through 9, face down. Place one, without looking, on each of these tiles, provided they are in play: Upper Landing, Blood Field, Master Bedroom, Graveyard, Caves, Blue Bedroom, Front Steps, Common Room, and Ballroom. **If any of these tiles are in the basement, do not place a Number token on them.**
6. Turn the placed Number tokens face up. Return any unused ones to the box.
7. Put the Monster card on the table to the left of the haunt revealer. The monsters will take their turn after the haunt revealer.
8. The player to the left of the haunt revealer takes the first turn.

SIDE GOAL

FABRICATE EVIDENCE

OPERATE (*while on a tile that meets all the following criteria*):

- Is not in line of sight of the Inspector or a Constable
- Does not already have an Evidence token on it
- Has any face-up Number token between 1 and 9 on it

Make a Knowledge roll:

- 4+** Draw the top piece of Evidence from the stack and place it **face up** on your tile. If it matches your family crest, instead put it on the bottom of the stack and draw again. *That should fool the police.*
- 0–3** Place a Small Monster token on this tile.

SIDE GOAL

DESTROY EVIDENCE

SMASH (*while on a tile with Evidence*): Make a Knowledge roll. Subtract 2 from the result if you are in line of sight of the Inspector.

- 3+** Take the Evidence token from your tile and put it on the bottom of the stack of Evidence.
- 0–2** Move any Constable not currently in your line of sight up to 2 tiles.

MONSTER: THE INSPECTOR

The Inspector cannot be attacked and never takes damage.

The Inspector moves toward the lowest Number token. He will **not** use tile effects or special movement to shorten his route.

The Inspector does not act as an obstacle and ignores all text on tiles.

Players may choose to act as obstacles to the Inspector.

Speed 5

REACTION

WHEN THE INSPECTOR MOVES ONTO THE TILE WITH THE LOWEST NUMBER TOKEN

Return the Number token to the box.

If there is a Crest token on that tile, remove that token. That player has been **arrested** and is out of the game. **Bury** all Items and Omens they are carrying. Remove their figure from the board. They do **not** leave a ghost. The Inspector loses all remaining moves.

If the Inspector does not arrest anyone, he keeps moving with any remaining moves toward the next lowest Number token.

REACTION

WHEN THE INSPECTOR REACHES THE NUMBER TOKEN LABELED 10

Place all living heroes on that tile. Reveal the token on top of the stack of face-down Crest tokens. **Arrest** that player, following the rules above. Repeat this until there is one player left. **That player wins!**

MONSTER: CONSTABLES

A constable may be attacked only if the Inspector and no other constables are in line of sight to the attacker.

Constables do not ATTACK but will defend.

Constables do not act as obstacles.

Constables are killed instead of stunned.

If a Constable successfully defends against an attack, the attacking player is **arrested** and out of the game. **Bury** all Items and Omens they are carrying. Remove their figure from the board. They do **not** leave a ghost.

Might 5

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 90 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The officers were satisfied. My manner had convinced them. I was singularly at ease. They sat, and while I answered cheerily, they chatted of familiar things. But, ere long, I felt myself getting pale and wished them gone. My head ached, and I fancied a ringing in my ears: but still they sat and still chatted. The ringing became more distinct . . .

HAUNT

21

TOKENS NEEDED

Number: Inspector's route
Crest: Evidence

Inspector: The Inspector
Small Monster: Constables

HAUNT

21

ON THE DANGERS OF SUMMONING A DEMON

I read the books for months, practiced the incantations, brought all the materials. I start the ritual. Soon I see it, a majestic demon to do my bidding. Wait! How is it breaking the chalk circle I drew? How is it coming at me? One of those idiots with me must have moved the crucifix I placed as part of the ritual. I am torn apart in an instant, my bones scattered through the portal, my soul now part of the demon.

I know this to be true: that the heroes are trying to exorcise me by burning the bones of my human remains.

SETUP

You are dead. You will play the part of the demon, who just ate your soul.

1. Take the Monster card. Place a Large Monster token on the tile with your corpse. This is the **Demon**.
2. Return your corpse to the box. *Your bones have been cast into the Otherworlds.*

REACTION

AT THE END OF YOUR TURN

Any hero within line of sight of the Demon makes a Sanity roll:

- 4+** *You stop yourself from screaming.*
- 0-3** Take 2 mental damage.

IF YOU WIN

They are so delicious when they scream. Foolish mortals. They never learn. This house will do well as my new abode. I shall summon more of my brethren, and then will see what new flesh awaits outside.

GHOST IN THE MACHINE

For years, I looked for the proper power source for my greatest creation: the Robot Man. Now I've found it. Science can't explain why these ghosts are drawn to my machine, but here they are. I need to finish my machine before the others can disable it.

I know this to be true: that I didn't think to defend my machine against primitive technology; the heroes will use it to destroy my creation.

SETUP

1. Place a Large Monster token on your tile. This is the **Robot**.

OVERVIEW

YOU WIN WHEN YOU FINISH PROGRAMMING THE ROBOT OR WHEN ALL HEROES ARE DEAD.

- Take **Loose Programming** when the Robot finds it.
- **Program the Robot** by placing Trait tokens on it.
- You may **Influence Subroutines** by changing their composition.

FACTS

LOOSE PROGRAMMING

Trait tokens are Objects until placed onto the Robot. Then they are Subroutines.

REACTION

AT THE BEGINNING OF EACH HERO'S TURN

Flip the top Trait token on the Robot and execute that Subroutine before the hero starts their turn. Afterward, place that Trait token on the bottom of the stack face down. The hero then starts their turn.

SUBROUTINES

The Robot will execute a Subroutine at the beginning of each hero's turn, using the Trait tokens (see below). Heroes get to learn about a Subroutine's effect only after that Subroutine activates. Do not share other Subroutine effects until they activate.

Might: Flamethrowers!

The Robot gains 2 moves. After moving, it may target a tile in the same region and make an ATTACK against everyone on that tile. Roll 8 dice, and subtract 1 from the result for each tile away the target is from the robot. Heroes on the target tile roll Speed for defense.

Speed: Ramming Speed!

The Robot gains 6 moves. If it enters a tile with a hero, each hero on that tile takes 1 physical damage.

Knowledge: Find Loose Programming

Take a Trait token on the Monster card and place it in the Robot's region, face down, on the tile farthest from the Robot. If there are no Trait tokens

2. Take all eight Trait tokens, shuffle them, and set them aside face down. These are the **Robot's Subroutines**.
3. Place **{3/4/5}** Trait tokens on top of the Large Monster token in a stack, face down. Place the other **{5/4/3}** Trait tokens face down on the Monster card. Do not look at them.
4. You are still in the game but have turned traitor. Take the Traitor card.

on the Monster card, each player carrying Loose Programming takes 1 mental damage.

Sanity: Empathy for Master

The Robot gains 4 moves and may heal all your traits (even if you are dead).

THE TRAITOR

PROGRAM THE ROBOT

PREPARE (*while on the tile with the Robot and carrying at least one Trait token*): Place all Trait tokens you carry on the bottom of the stack, face down. If there are eight Trait tokens in the stack, the Robot is complete and **you win!**

INFLUENCE SUBROUTINES

PREPARE (*while on the tile with the Robot*): Take the top Subroutine from the Robot's stack and one random Trait token from the Monster card. Look at both. Place one on top of the Robot's stack and one on the Monster card, face down.

MONSTER: THE ROBOT

The Robot:

- cannot be stunned.
- deals no damage when defending.
- does not have a standard attack. It can damage heroes only with Subroutines.

The Robot does not have a monster turn.

Might 6

IF YOU WIN

My machine is finished, the flamethrowers, the tank treads. It is beautiful. Now we will ride into town, and all those idiots who said my robot was "impractical" will burn.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

MONSTER: THE DEMON

The Demon can never enter a tile with a Chalk Circle (Rune token).

The Demon may treat the Coal Chute and the Basement Landing as adjacent, and does not automatically fall down the Coal Chute.

The Demon may use 4 moves to teleport from its tile to any tile with an open doorway (and no Rune token).

Speed 4 **Might 7** **Sanity 5**

ATTACK (Might): Target a hero on the same tile.

SIDE GOAL

INVOKE (*while on the same tile as an inhabitant*): Move that inhabitant a number of tiles up to their Speed, using special tile movement abilities automatically. If they end their move on the same tile as a Rune token, remove that Rune token. If the inhabitant ends their move on the same tile as a hero, they make a Might ATTACK against that hero.

HAUNT

22

TOKENS NEEDED

Arm and Leg: Traitor's Bones
Large Monster: The Demon
Rune: Chalk Circles

TOKENS NEEDED

Trait: Subroutines
Large Monster: Robot

HAUNT

25

IT EVOLVES

A glowing rock rests at my feet. I saw . . . something . . . scamper away and disappear. Whatever it was, it was beautiful. My life snaps into focus. These people, these "friends" I've always hated, they're going to try to stop this beautiful Thing from becoming what it is supposed to be. I'm going to save it. This world doesn't deserve to survive anyway.

I know this to be true: that they are using explosives to flood its beautiful nest.

SETUP

1. Place a Small Monster token on any tile in the upper floor region, where you think it will be safe. This is the **Thing**.
2. If the Nest token isn't already in play, place it in the basement as far away from the Basement Landing as possible. If there is a tie, you choose. (It will already be in play in the campaign.)
3. You are still in the game but have turned traitor. Take the Traitor card.
4. Put the Monster card on the table to your left. The monster (the **Thing**) will take its turn after you take yours.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

- You may get the Meteorite and the **Thing** onto the tile with the Nest token to evolve the **Thing**.

FACTS

Explosives are Objects.

MONSTER: THE SMALL THING

The Small **Thing** can be attacked only with a Speed attack.

The Small **Thing** may carry Items, Omens, and Objects but cannot use them and gains no bonuses from them.

If the Small **Thing** is stunned, it drops all Items, Omens, and Objects it is carrying.

Speed 5

ATTACK (Speed): Target a hero on the **Thing's** tile. If successful, instead of dealing damage, STEAL one Item, Omen, or Object from the defending Hero.

PICK UP: The Small **Thing** may PICK UP Items, Omens, and Objects that are on a tile with an Item Pile token (like a player).

AT THE END OF THE MONSTER TURN

If the Small **Thing** and the Meteorite are both on the tile with the Nest token, the Small **Thing** evolves into its large form. Replace the Small Monster token with a Large Monster token. Use the box for the Large **Thing**.

MONSTER: THE LARGE THING

The Large **Thing** may carry Items, Omens, and Objects but cannot use them and gains no bonuses from them.

If the Large **Thing** is stunned, it drops all Items, Omens, and Objects it is carrying.

Speed 7

Might 7

ATTACK (Might): Target a hero on the **Thing's** tile.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 75 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

What can only be described as a loving gaze fills its eyes as its maw envelops my face. I did a good job today.

NO STRINGS ON ME

I perch myself high up in the room, and the doll and I cast our strings out to thrust themselves into the flesh of my friends. I will put on the greatest show!

I know these things to be true: that the heroes will try to break in and push me from my perch, and that they may pull my strings out of their flesh.

SETUP

1. Place a Large Obstacle token on your tile, then place your figure on top of it. This is your **Puppetmaster's Perch**.
2. Place a Rune token on each hero's Family card. These are **Strings** you've attached to the heroes.
3. Place {1/2/2} Small Monster tokens on the Entrance Hall. These are your **Puppets**.
4. You are still in the game but have turned traitor. Take the Traitor card.
5. Put the Monster card on the table to your left. The monsters (Puppets) will take their turn after you take yours.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD OR TURNED INTO PUPPETS.

- You may **Attach a String** to a hero to help turn them into a Puppet.

THE TRAITOR

Your figure cannot move or be moved for the rest of the game. Instead, you command Puppets throughout the house.

CONTROL HEROES

INVOKE: Choose a hero who has at least one Rune token on their Family card. Move that hero a number of tiles up to the number of Rune tokens on their card. They ignore obstacles, cannot use special tile actions, and cannot discover new tiles or explore the Otherworlds. They are still affected by effects on tiles and Ongoing Events.

CONTROL HEROES

OPERATE: Choose a hero who has at least one Rune token on their Family card. Have that hero make an unarmed Might ATTACK against another hero on their tile. Add 1 to the result for each Rune token on the attacking hero's Family card.

AT THE END OF YOUR TURN: ATTACH A STRING

Place a Rune token on one hero's Family card. Then, if they have four Rune tokens on their card, remove their figure from the tile and replace it with a Small Monster token. They are permanently a Puppet and out of the game.

MONSTER: PUPPETS

Speed 3

Might 5

Sanity 5

ATTACK (Might or Sanity): Target a hero on The Puppet's tile. If you succeed, place a Rune token on the defender's Family card instead of dealing damage. Then, if they have four Rune tokens on their card, remove their figure from the tile and replace it with a Small Monster token. It cannot move or attack this turn. They are permanently a Puppet and out of the game.

IF YOU WIN

The show was a wild success. Drama! Tragedy! Bloodshed! Everything a good tale needs. Now to gather my puppets in the attic, and gather an audience for the next show.

HAUNT

26

TOKENS NEEDED

Small Monster: Small **Thing**
Large Monster: Large **Thing**
Rune: Explosives

Timer: Nest integrity
Nest: *Thing's* Nest

TOKENS NEEDED

Rune: Strings
Searched: Key's location
Knowledge: The Key

HAUNT

27

Large Obstacle: Puppetmaster's Perch
Small Monster: Puppets

THE REANIMATOR

The portrait told me the formula: a mixture of sodium sulfide and dextroamphetamines injected into the veins of a dead or near-dead subject would bring them back to life to do my bidding. Delightful! My experiments were successful, but I needed more specimens. Let's make more.

I know this to be true: that the heroes are searching for a concoction to destroy my creations.

SETUP

1. Choose {1/2/3} inhabitants, starting with ones that have been discovered. If you need to choose undiscovered inhabitants, place their tokens on the Entrance Hall. Place Small Monster tokens on these Inhabitant tokens. These are your **Reanimated**.
2. You are still in the game but have turned traitor. Take the Traitor card.
3. Put the Monster card on the table to your left. The monsters (Reanimated) will take their turn after you take yours. Place the Inhabitant cards near the Monster card.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD OR REANIMATED.

- You may **Reanimate Dead Bodies** to help you.

MONSTER: THE REANIMATED

Reanimated players and inhabitants are monsters and have all abilities listed on the Monster card.

Reanimated (including reanimated heroes) keep the physical traits listed on their cards. They do not have mental traits.

Reanimated are killed instead of stunned.

Reanimated inhabitants take their turns during the monster turn. They lose their abilities and do not appear when tiles with their symbol are discovered.

Reanimated players take their turns during their normal turns.

Reanimated players cannot carry Items, Omens, or Objects and can make only the following attack:

ATTACK (Might): Target a hero on the attacker's tile.

IF YOU ARE TURNED INTO A REANIMATED

Heal your physical traits. You are now on the traitor's team. **You win when all the heroes are dead or reanimated.**

At the start of your turn, you may say exactly one word. You may not speak at any other time.

THE TRAITOR

REANIMATE DEAD BODIES

OPERATE (while on the same tile as a dead hero): Tell them to read the box titled "If You are Turned into a Reanimated."

IF YOU ARE DEAD AT THE START OF YOUR TURN

Stand your figure up. Heal all your traits. You are a **Reanimated**. You may still use the **Reanimate Dead Bodies** action on your turn. You do not reanimate if you are killed by a hero carrying a vial of the Concoction.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 81 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

A fireplace. A nice book. A bottle of port. I command my mindless servants to bring all these things. One of my creations brings me a white wine. Perhaps for the next batch, I'll allow them to keep a little more of their minds. Next time.

HELL BREAKS LOOSE

He is ready to awaken, and He found me worthy to be His emissary. I am but the first of many. My master has uses for these weaklings. Both locks are broken. It is time. I will bring Him the gift He has been asking for.

I know these things to be true: that they are looking to find Hell in the Otherworlds, and that once there they may find a way to hurt Him using the chalice.

SETUP

1. Place your figure on the Basement Landing.
2. Put the Chambermaid, Groundskeeper, and Black Hound into the Tomb. *You killed any that weren't dead.*
3. You are still in the game but have turned traitor. Take the Traitor card.
4. Put the Monster card on the table to your left. The monsters (Inhabitant Thralls) will take their turn after you take yours.

OVERVIEW

YOU WIN WHEN YOU MARK ALL HEROES.

- Wear down the heroes with attacks to **Mark** them.
- You may **Use the Helm** to improve your chances.
- You may **Raise Undead** to create new Inhabitant Thralls.

FACTS

HIS POWER IS OVERWHELMING.

You may sticker the Helm any number of times during this haunt to gain a reroll, but only once per roll.

If you discover an Event tile, do not draw a card (and therefore do not lose moves).

MONSTER: INHABITANT THRALLS

Inhabitant Thralls use the traits on their Inhabitant cards, but have none of their abilities or actions.

Inhabitant Thralls are stunned as normal (turn them over to their "dead side"), but the heroes may find a way to kill them.

If an Inhabitant Thrall is killed, put their card back into the Tomb. Remove the token from the board. They do **not** leave a ghost.

ATTACK (Special): Target a hero on your tile. You may use any trait. The hero defends with the same trait.

WHEN A HERO WOULD DIE

They do not die. Do **not** place a ghost.

Set all their traits to critical, then adjust for any Items or Omens they are carrying.

If their family crest is not on your Family card, place one on your Family card. That hero is **Marked**.

If you have all the heroes' family crests on your card, you win!

THE TRAITOR

YOU ARE THE FIRST THRALL OF THE WOLF

Your traits can never go below critical for any reason.

Heroes can damage you only with a Weapon heirloomed to their family. If they attack you with anything else, do not roll for defense. Instead, say "You are lacking the strength of your ancestors!" Take no damage.

You cannot use Weapons to **ATTACK**, but may still make unarmed attacks.

You do not have to explain any of this box to the heroes.

RAISE UNDEAD

INVOKE (while on a tile with an Inhabitant symbol): Take both Inhabitant cards with that symbol from the Tomb. Randomly select one and return the other to the Tomb. Place the chosen card near the Monster card, and place that Inhabitant token on your tile. The inhabitant is now a monster (Inhabitant Thrall). You cannot have more than one of each inhabitant type in the house at a time.

USE THE HELM

INVOKE: Consult the Helm. If you are judged, choose one of the following.

- **Raise Undead** as though you were on a tile with an Inhabitant symbol.
- Gain 1 in two different traits.
- Place all Inhabitant Thralls on one discovered tile.

If a hero is judged, that hero takes 2 general damage.

IF YOU WIN

Turn to Entry 140 in the Bleak Journal.

HAUNT

28

TOKENS NEEDED

Small Monster: The Reanimated
Rune: Concoction Vial
Blood: Concoction Recipe

TOKENS NEEDED

Rune: Consult the Helm
Searched: Omen Tiles explored
Crest: His Mark

HAUNT

29

SEEING RED

I put on this brooch and am instantly possessed of a rage—a knowing, focused rage. The spirit in the brooch was murdered by some lawmen intent on “justice.” I will be the vessel she uses to get revenge. But killing these fools won’t do. I must spread my hatred.

I know this to be true: that they are trying to cure the rage in me.

OVERVIEW

YOU WIN WHEN THERE ARE FOUR RUNE TOKENS ON EACH HERO’S FAMILY CARD OR ALL HEROES ARE DEAD.

- Attack heroes to **Spread The Rage**.
- You may **Poison the Waters** to infect heroes with the Blood Rage.
- You may **Force Them to Hold the Brooch** to intensify the Blood Rage.

FACTS

BLOOD RAGE

Each player can have up to four Rune tokens on their Family card, representing the progression of the Blood Rage. If a player already has four tokens, ignore any more Rune tokens they should take and instead put them back into the pile.

You add 1 to the result of any Might roll you make for each Rune token on your Family card.

Heroes may succumb to the Rage at the beginning of their turn. If they do, read the box below.

REACTION

WHEN A HERO SUCCUMBS TO THE BLOOD RAGE

You take their turn for them. While you are taking their turn, you may only have them move and ATTACK. At the end of that player’s turn, remove a Rune token from their Family card unless that player made a successful attack against another player during the turn.

SETUP

1. Place one Rune token on each hero’s Family card.
2. Place {2/3/4} Rune tokens on your Family card.
3. You are still in the game but have turned traitor. Take the Traitor card.

THE TRAITOR

SIDE GOAL	SPREAD THE RAGE
	ATTACK (Might): Target a hero on the same tile. If you are successful, instead of dealing damage, place Rune tokens equal to the damage you would have dealt on their Family card.
	POISON THE WATERS
SIDE GOAL	PREPARE (<i>while on the Caves, Creek, Pond, or Well House without a Searched token</i>): Place a Rune token on a hero’s Family card. Place a Searched token on the tile.
	FORCE THEM TO HOLD THE BROOCH
SIDE GOAL	ATTACK (Speed): Target a hero on the same tile. If you are successful, instead of dealing damage, GIVE that hero the Brooch and place three Rune tokens on their Family card. <i>They will see red.</i>

IF YOU WIN

Blood drips out my nose and mouth. I’ve spread the gospel of blood to all here, and soon, I will spread it to the nearby town. All will see red. All will see blood. They will pay for killing me and my family.

HELLBOUND

I chant the incantation I spent months memorizing. After a moment I hear Hellish hoofbeats. A fiery mustang arrives. The inhabitants of the house made a deal, and the debt has come due. It’s time to get to work.

I know these things to be true: that the heroes will use sacred items to weaken and eventually drive off the night mare, and that they can attack it through open doorways in the house.

SETUP

1. Place a Large Monster token on the Front Steps. This is the **Night Mare**.

OVERVIEW

YOU WIN WHEN YOU DRIVE TWO INHABITANTS TO THE BRIGHT LIGHT OR ALL THE HEROES ARE DEAD.

- **Charm an Inhabitant** to lure them toward the Bright Light.
- Have the Night Mare **Breathe Sulfur** to make them flee toward the Bright Light.

THE TRAITOR

You cannot carry anything that is Sacred. If you find a Sacred Item or Sacred Omen, you must DROP it.

You may choose to act as a small obstacle to inhabitants.

You cannot attack Inhabitants. *There are bigger plans for them.*

CHARM AN INHABITANT

TALK (*while on a tile with an Inhabitant token*): Make a Knowledge Roll.

- 6+** That inhabitant gains 3 moves. You move the token.
- 4–5** That inhabitant gains 2 moves. You move the token.
- 2–3** They stare at you blankly.
- 0–1** That inhabitant gains 2 moves. The heroes move the token.

If an inhabitant ends on the Bright Light, remove them from play. **If this was the second inhabitant removed, you win!**

REACTION

AT THE END OF THE MONSTER TURN

Each hero who is outside takes 1 die of mental damage.

2. **DROP** all Items and Omens you are carrying that are Sacred.
3. Place all Inhabitant tokens (whether the inhabitant has been discovered or not) on the Upper Landing.
4. If the Bright Light token isn’t in play, place it on the outside tile farthest from the Front Steps.
5. You are still in the game but have turned traitor. Take the Traitor card.
6. Put the Monster card on the table to your left. The monster (the Night Mare) will take a turn after you take yours.

MONSTER: THE NIGHT MARE

The Night Mare cannot leave the Front Steps or be stunned.

If the Night Mare successfully defends against an attack, the attacker takes **mental** damage equal to the difference between the rolls. This is true even for Firearm or mental attacks made at a distance.

The Night Mare does not have an attack.

Speed 6 Might 6 Sanity 6

BREATHE SULFUR

ATTACK: Stack 5 dice either on the Night Mare OR near the edge of an open doorway on a tile in the upper floor, ground floor, or basement regions. You may also stack them just outside the front doors of the Entrance Hall.

Tip the dice stack over with one finger. Remove any dice that landed on a tile in a different region than the one you stacked them in. Remove any still on the Night Mare (if stacked there). Replace any figures or tokens that were moved by the dice.

Each player (including the traitor) takes 1 physical damage for each die on their tile, regardless of what is rolled on the dice.

Move each Inhabitant 1 tile for each die on their tile, regardless of what is rolled on the dice, ignoring all obstacles. If an inhabitant ends on the Bright Light, remove them from play. **If this was the second inhabitant removed, you win!**

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 125 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

No mortal escapes their debt to Hell. Who knows what contract was signed, but surely a Hellish profit was earned.

HAUNT

30

TOKENS NEEDED

Rune: Blood Rage
Blood: Cure progress

TOKENS NEEDED

Large Monster: The Night Mare

HAUNT

31

DO NO HARM

Oh God, oh God, oh God, what have I done? The experiment was supposed to help them, not kill them! I'm a murderer! I have to hide their bodies. I can't go to jail; my work is too important! I will use my assistants to help me. Yes, yes, they will protect me. They can calm the angry spirits while I do my work. I can fix this.

I know these things to be true: that the heroes are angry spirits, that they get stronger if I stumble across them, and that they will try to drive me mad.

OVERVIEW

YOU WIN WHEN YOU DISPOSE OF ALL THE BODIES.

- **Dispose of Bodies** around the house.
- You may **Order Inhabitants Around** to dispel Angry Spirits.

FACTS

ANGRY SPIRITS

The heroes are Angry Spirits. They cannot be killed, but they may be dissipated by inhabitants. This will temporarily remove them from the house. Angry Spirits must re-materialize on Omen tiles, but cannot do so if the tile is occupied by an inhabitant or by you.

Angry Spirits do not act as obstacles.

CORPSES

The heroes' corpses are Objects. When you PICK UP a corpse, place it on your Family card to show that you are carrying it. You may carry only one corpse at a time.

SETUP

1. You are still in the game but have turned traitor. Take the Traitor card.
2. If any inhabitants are not already in play, place their tokens on the Entrance Hall.

THE TRAITOR

MAIN GOAL

DISPOSE OF A BODY

PREPARE (while carrying a corpse on the Furnace Room, Pond, Vault, Well House, or any tile where you can explore the Otherworlds; the tile cannot have a Searched token): Return the corpse and corresponding Crest token to the box and say a short eulogy. Their spirit is sent into the afterlife and they are out of the game. Place a Searched token on that tile.

SIDE GOAL

ORDER INHABITANTS AROUND

TALK: Choose {1/2/3} inhabitants. Move them up to their Speed. They may discover new tiles but do not draw any cards if they do.

If an inhabitant ends their move on a tile with an Angry Spirit, that Angry Spirit is removed from the board until the beginning of that player's next turn.

I chose assistants who knew both science and the occult.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 189 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Now that all the ghosts are laid to rest, it's time to look over my notes again. Soon I'll arrange for another group to visit this historical mansion. This time I'll be more careful.

CHUCKLES

As I pick up the doll, a chant echoes into my mind, unknowable. I close my eyes and get lost in it. Everything goes dark. When I wake up again, I am short and my hands are made of porcelain, and my real body is gone. The spirit in the doll has stolen my body and run off. This sucks. But there are some other perfectly good bodies I can inhabit, if I'm quick about it.

I know this to be true: that the heroes will try to put a heart into my doll body so they can destroy me.

SETUP

1. Your body dies and your spirit is sucked into the doll. **You are dead.** Choose one of your Items or Omens and DROP all other Items and Omens you are carrying. Replace your figure with a Small Monster token.
2. Return the Porcelain Doll to the box.
3. Put the Monster card in front of you. You take your turn on the monster turn.

OVERVIEW

YOU WIN WHEN YOU KILL A HERO AND DRAIN THEIR MIND.

- Find an Item heirloomed by a player and **Drain Their Mind**.

FACTS

CHUCKLES'S HEART

Chuckles's Heart is an Object. Once it is on the Small Monster token, it cannot be removed.

MONSTER: CHUCKLES THE DOLL (YOU)

You can PICK UP, DROP, and STEAL Items and Omens. You may use the actions on Items and Omens, but do not gain in or lose from traits.

You can carry only one Item or Omen. If you are ever carrying more than one, you must immediately DROP all but one. *Such tiny hands.*

You can discover new tiles. If you do so, ignore any Event or Omen symbols (do not draw a card; do not lose moves). You still draw from the Item deck as normal.

You can never be stunned.

You do not act as an obstacle to the heroes. The heroes do not act as obstacles to you.

You do not have a Might attack unless you are carrying a Weapon.

MONSTER: CHUCKLES THE DOLL (YOU)

Speed 6

Might 4

Sanity 6

ATTACK (Speed): Target a hero on your tile. If you are successful, your target must DROP an Item or Omen of your choosing instead of taking damage.

DRAIN THEIR MIND

INVOKE (while on the same tile as a hero whose Heirloom sticker is on an Item you are carrying): You and the hero both make Sanity rolls. If you roll higher, the hero takes mental damage equal to the difference.

If this kills a hero, you inhabit their body. **You win!**

IF THE LAST HERO DIES

If they died from any effect other than **Drain Their Mind**, you lose.

Oh great, now you're a doll forever.

IF YOU WIN

"What a fresh new body," I say in a voice that sounds like my friend's. I take the doll and toss it into an old chest, locking it with a padlock. I wouldn't want what happened to them hitting me again.

HAUNT

32

TOKENS NEEDED

Crest: Angry Spirits
Sanity: Astral Power
Searched: Disposed bodies

TOKENS NEEDED

Small Monster: Chuckles
Blood: Clues to the Heart
(while on the numbered track)

HAUNT

33

Blood: Chuckles's Heart
(once found by the heroes)

DAMNABLE BEHAVIOR

Sometimes you take a gamble. It called itself a pukwudgie and was very helpful. It would do chores, find lost items, and make me delicious bowls of soup. I knew there'd be a price. Gradually, it started making demands of its own, and now I must be rid of it.

I know these things to be true: that the pukwudgie can be threatened into admitting I work with it, that killing someone will be used as evidence of my guilt, and that I am not as guilty as I look. I just had a run of bad luck.

SETUP

1. Place a Small Monster token on your tile. This is the **Pukwudgie**.

2. Take the Number tokens 1 through 9 and shuffle them face down. Set them aside for now.
3. Place the Antidote, Bright Light, Contraption, Crib, Eye, Fire, Mouth, Nest, and Portal tokens next to your Family card. These are **Traps** laid by the Pukwudgie. If any of those tokens are already in the house, remove them and discard any Ongoing Events that list them.
4. Place a random Number token, face down, on each Landing tile not in the region the Pukwudgie is in.
5. You are still in the game but have turned traitor. Take the Traitor card.
6. Put the Monster card on the table to your left. The monster (the Pukwudgie) will take a turn after you take yours.

OVERVIEW

YOU WIN WHEN YOU IMPRISON THE PUKWUDGIE IN THE TALISMAN OR ALL THE HEROES ARE DEAD.

- You may **Find Pieces of the Imprisonment Spell** so you can imprison the Pukwudgie.
- **Imprison the Pukwudgie in the Talisman** by casting the spell.
- You may **Plead Your Innocence** to force heroes to discard evidence against you.

THE TRAITOR

Damage from the Pukwudgie or its Traps cannot reduce any of your traits below critical.

Although the pukwudgie doesn't like you, it still has a use for you.

SIDE GOAL FIND PIECES OF THE IMPRISONMENT SPELL

INVOKE (*while on the Blood Field, Crypt, Dark Altar, Woodshed, or Workroom, without a Searched token*): Place a Searched token on the tile to represent a piece of the spell.

MAIN GOAL IMPRISON THE PUKWUDGIE IN THE TALISMAN

INVOKE (*while on the same tile as the Pukwudgie*): Make a Knowledge roll. Add 2 to your roll for each piece of the imprisonment spell you've found. Add 3 to the result if you are carrying the Talisman.

11+ You imprison the Pukwudgie. **You win!**

0-10 Remove a Trap token from any tile.

SIDE GOAL PLEAD YOUR INNOCENCE

TALK (*while on the same tile with a hero who is carrying Evidence*): Both of you make a Knowledge roll. If you roll higher, that hero returns one piece of Evidence they are carrying to the pile.

MONSTER: THE PUKWUDGIE

If the Pukwudgie starts on the same tile as you, you heal one physical trait. Place the Pukwudgie on any Landing tile. It does not move this turn.

Otherwise the Pukwudgie moves toward you. If it reaches your tile, it ends its turn.

The Pukwudgie does not have an attack.

Speed 4

Might 3

REACTION AT THE BEGINNING OF THE MONSTER TURN

Place a random Number token face down on the tile the Pukwudgie is on.

If there are no more Number tokens, whoever is carrying the Talisman takes 1 general damage.

REACTION

WHEN A PLAYER ENTERS OR BEGINS THEIR TURN ON A TILE WITH A NUMBER TOKEN

Turn the token face up and replace it with the Trap token matching its number shown below. Return the Number token to the box.

Each Trap has a different effect when a player (including you) enters or begins their turn on the tile (including the turn when the Trap is first placed). If multiple Traps are on the same tile, resolve each of them in numerical order.

You are not required to tell the heroes what a specific Trap does until it is activated.

1 Crib The Crib makes a Sanity ATTACK against you. It rolls 4 dice.

2 Nest The Nest makes a Might ATTACK against you. It rolls 4 dice.

3 Bright Light Take 1 mental damage for each piece of Evidence you are carrying.

4 Antidote Heal one physical trait. Then take 2 mental damage.

5 Contraption Draw and resolve the top Event card. You do not lose moves for doing so.

6 Fire Take 1 physical damage.

7 Eye Take 1 mental damage.

8 Mouth Take 1 die of physical damage. Then place your figure on any outside or basement tile without a Trap. If there are none, place a new outside tile and place your figure there.

9 Portal Take 1 die of mental damage and place yourself on any other tile in your region, or any Landing tile in a different region.

IF YOU WIN DURING THE CAMPAIGN

If you imprison the Pukwudgie, turn to entry 193 in the Bleak Journal.

If all the heroes died before you imprison the Pukwudgie, turn to entry 144 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The pukwudgie chuckles with glee as I hand over my creation. It waves the talisman about, speaking its arcane tongue. Strange smoke billows out of the talisman and engulfs the creature. Its laughter turns to pitiful screams as it turns to smoke itself and is sucked into the talisman. It is unfortunate that such a simple ritual had to be so violent.

HAUNT

34

TOKENS NEEDED

Rune: Evidence
Small Monster: The Pukwudgie
Searched: Pieces of a spell

Number: Unknown traps
Antidote, Bright Light, Contraption, Crib, Eye, Fire, Mouth, Nest, Portal: Traps

HAUNT

34

WRATH OF THE BERSERKER

Upon closer inspection, I realize the serpent on this brooch has the head of a wolf. I look into its eyes. The spirit of a long-dead Viking held in the brooch melds with my body. We are two souls bound together. We are filled with a rage I've never felt before. (I'm still in here.) I am angry. Furious. Berserk. I am filled with unending rage and supernatural might. It is time to kill. (I agree.)

I know this to be true: that my prey will place traps to slow me down or hurt me.

SETUP

1. DROP all Items and Omens you're carrying, except for the Brooch.
2. Return your Calling card to the box. *You are too furious.*
3. Heal all your traits.
4. Gain 3 Might.
5. Place the Blood token on {3/5/7} on the numbered track. This represents your health.
6. You are still in the game but have turned traitor. Take the Traitor card.

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 197 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Their bodies lie torn and broken at my feet. My anger is satisfied. For now. With the easy prey conquered, I march off in search of new blood.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

THE TRAITOR

- You may not STEAL or PICK UP any Items. You still draw Item cards for discovering Item tiles.
- Each turn, if you let out a great roar, you may ATTACK a second time.
- You take damage only from a Trap or from an attack with a Weapon.
- You don't lower traits for any reason. If you would take damage, instead move the Blood Token down 1 space on the track. **If the Blood token reaches 0, you lose.**

AT THE END OF YOUR TURN

There must be blood. You don't care whose.

If you didn't damage a hero during your turn, you rage against yourself. Make a Might roll. If the result is less than your Might, move the Blood Token down 1 space on the track. **If the Blood token reaches 0, you lose.**

ANGELS AND DEMONS

Do not read this box to the heroes. They have a very different perception of reality. Comfort them when you can.

This has gone on long enough. The patients have been ranting about the "house" on the "hill" being "haunted" and someone "betraying" them for some time. They keep collecting junk, calling them omens and items. Not unusual, but it has been intensifying lately. Something in the portrait has triggered them, and they look violently upon me. I must get them to their rooms for their own safety.

I know these things to be true: that they need medicating, and that the attendants can guide them to their rooms.

SETUP

Do not explain what the Small Monster tokens are. The heroes are in a fragile state of mind.

1. Place {2/3/4} Small Monster tokens on the Entrance Hall. These are your **Attendants**.
2. You are still in the game but have turned traitor. Take the Traitor card.
3. Put the Monster card on the table to your left. The monsters (your Attendants) will take a turn after you take yours.

OVERVIEW

YOU WIN WHEN YOU GET ALL PATIENTS (HEROES) TO THEIR STARTING SANITY OR HIGHER.

- You may **Confiscate Contraband** for their own safety.
- You may **Carry Them to Safety** to get them away from areas that drain their Sanity.
- Have your Attendants assist you by **Medicating Patients**.

THE "TRAITOR"

IF YOU WOULD REDUCE A HERO'S TRAIT BELOW CRITICAL

Set that trait at critical instead.

CONFISCATE CONTRABAND

CHALLENGE (while on a tile with a hero): You both make Might rolls. If you roll higher, return an Item that player is carrying to the box. If you tie or roll lower, nothing happens.

CARRY THEM TO SAFETY

CHALLENGE (while on a tile with a hero): Make a Might roll. Move yourself and that hero up to as many tiles as your result.

MONSTER: YOUR ATTENDANTS

The Attendants never ATTACK and deal no damage while defending.

They are here to help.

Speed 4

Might 5

MEDICATE PATIENTS

CHALLENGE (while on a tile with a hero): The Attendant and hero both make Might rolls. If you roll higher, increase the Sanity of that hero by 1. Otherwise, nothing happens.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 174 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

"Everything will be fine. There are no demons here," I whisper in the ear of the last of my patients, tucking them into bed. They look so serene now that they have calmed down. I can't imagine what traumas they have seen.

HAUNT

37

TOKENS NEEDED

Blood: The Berserker's health
Crest: Traps laid by heroes
Searched: Tiles searched for Weapons

TOKENS NEEDED

Small Monster: Attendants
Rune: Psychotic Breaks

HAUNT

38

DON'T SCREAM

As I don the veil, all goes dark. The ghost within it tells me a story: She was to be wed to a unsavory man, but on the night of the wedding, she fled and hid in a steamer trunk, where no one could hear her. It locked atop her. She stayed there for days, screaming in futility until she finally died. All was dark and all was quiet. The ghost intends to keep it that way. She removes my sight and instills me with great power.

I know these things to be true: that the heroes are performing a rite to take away my power, and that they hope to move in secret.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

- You may make a **Blind Attack** when they are hiding.
- You may discard heirloomed Items to **Find Them**.

FACTS

Hero figures will be off the board when they are **hiding**.

THE TRAITOR

Whenever you make any trait roll, use dice equal to the number under the Blood token (instead of your trait). If the result of this roll is lower than the number the Blood token is on, use the number where the token is as the result instead. For example, if the Blood token is on 6, and the result of the roll is 4, use 6 as the result instead.

At the start of your turn, roll dice equal to the number where the Blood token is to determine your moves.

You still raise and lower your traits as normal to track when you die.

You can't target heroes you can't see other than when you make a **Blind Attack**.

SETUP

1. You are still in the game but have turned traitor. Take the Traitor card.

THE TRAITOR

REACTION

OVERHEARING THE HEROES

If you hear a hero who is hiding speak, say "I hear you . . .," say their name, and tell them to place their figure on the tile they currently occupy. This does not apply to asking rules questions, reading Secrets of Survival text boxes, or anything in the real world, such as ordering a pizza or noting that the cat is on the table. Again.

Whenever a hero discovers a new tile or performs any ACTION (besides PREPARE), they must place their figure on that tile.

SIDE GOAL

BLIND ATTACK

ATTACK (Might): (while on a tile with no visible heroes): All heroes on the tile you are on must place their figures on the tile and defend against the attack. You roll only once for the attack, but they defend separately. This still counts as your ATTACK action, even if there are no heroes on the tile.

SIDE GOAL

FIND THEM . . .

INVOKE: Bury an heirloomed Item that you are carrying. Tell the hero(es) whose heirloom you buried to place their figure on the tile they occupy.

IF YOU WIN

Even blind I am stronger than them. The ghost continues talking to me. She is no longer alone. I crawl into the trunk and lock it behind myself. Glorious silence.

THE DOLL'S PUPPET

The lullaby never left my head, even after all these years. I know it can summon dolls from . . . somewhere else. I don't care where. I just want them here, playing with me. Real people are so complicated—I WANT THEM GONE. I understand dolls. They are my real friends.

I know these things to be true: that the heroes will attempt to make my dollies vulnerable by silencing some rooms, and that the wretched animal will rip my doll friends to shreds!

SETUP

1. Place 10 Small Monster tokens on tiles with Runestones, spread as evenly as possible. These are the **Dolls**. If there are no tiles with Runestones, spread the tokens evenly among

the Landing tiles. Set aside the other 10 Small Monster tokens.

2. If the Music Note token isn't already in play, place it on any tile that has a SEARCH action. If there isn't such a tile in the house, place the Music Note token on the first one you discover. This is the **Lullaby**. (If the Music Note token would be removed from a tile, instead place it on any tile that has a SEARCH action.)
3. You are still in the game but have turned traitor. Take the Traitor card.
4. Put the Monster card on the table to your left. The monsters (the Dolls) will take a turn after you take yours.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

- You may **Sing the Doll Lullaby** to summon more Dolls.
- You and the Dolls may shoo the animal by attacking it.

FACTS

The  ignores all damage that would be dealt to it. Instead, you place it on any outside tile.

The animal is shooed away.

THE TRAITOR

SIDE GOAL

SING THE DOLL LULLABY

SING (while on the tile with the Music Note token): Place a Small Monster token on each tile with a Runestone. Sing this song to them. Introduce the Dolls by their names to the heroes.

lit - tile doll come play with me

MONSTER: DOLLS

Dolls always attack and defend as a group. Their Might is equal to the number of unstunned Dolls on the tile.

If a group of Dolls would take damage, stun one Doll on that tile for each 1 damage they would take.

Dolls:

- are immune to Speed attacks.
- do not act as obstacles to heroes. The heroes still act as obstacles to Dolls.
- can discover new tiles. When they do, they stop moving but do not draw cards.

Speed 3

Might X

ATTACK (Might): Target a hero on a tile with at least one Doll. Dolls on the same tile attack as a group. Only make this ATTACK once per monster turn (on a tile of your choice). After attacking, all Dolls lose any remaining moves for that turn.

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 107 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

I'll never be squeezed again. Never tossed, never yanked, never thrown into a corner to be forgotten. The house is empty, a perfect place for me and my own dolls. What's a doll to do with its own dollhouse, anyway?

HAUNT

39

TOKENS NEEDED

Blood: Traitor's power
Rune: Ritual performed

TOKENS NEEDED

Music Note: Lullaby
Nest: Animal's Lair
: Animal

HAUNT

40

Rune: Silenced rooms
Small Monster: Doll

A POX ON THEE

DO NOT READ UNLESS INSTRUCTED TO DO SO BY THE SECRETS OF SURVIVAL BOOK

The doctor makes her goodbyes and disappears into the blue bedroom, setting the antidote on the bannister. As the door shuts, we hear a terrifying roar. One of us jumps back in a fright, knocking the vials down to the ground below. Hopelessness sets in as the shattering of the glass dooms our lives. Wait! Miraculously, one unbroken vial rolls down the front steps. One chance to live . . . I hope I was the only one to see it.

SETUP

1. Heal all players' traits (even if they are dead).
Time somehow went backwards.

OVERVIEW

YOU WIN WHEN YOU ARE THE LAST PLAYER ALIVE.

- Carry the **Antidote** to cure yourself of the disease.
- If someone has already taken the Antidote, **Drink the Blood of the Corpse** to get the Antidote.

FACTS

THE ANTIDOTE

The Antidote is an Object. It may only be **PICKED UP**. Immediately when you pick it up, heal all your traits. Place the Antidote token under your figure. It now moves with you and cannot be **STOLEN** or otherwise lost. If you are killed, leave the Antidote token under your corpse.

MAIN GOAL

DRINK THE BLOOD OF THE CORPSE

If the Antidote token is under a player's corpse, you may **PICK UP** that token. Follow the same instructions as if you drank the Antidote (see the box above).

2. Set the Blood token to 2 on the numbered track.
3. Any players in the Blue Bedroom region place their figures on any tile on the upper floor, starting with the player to the left of the Monster card.
4. Place the Antidote token on the Front Steps.
5. Return the Blue Bedroom tile to the box. Any tiles in its region are shuffled back into the stack. Any tokens (including inhabitants) on those tiles are removed to be discovered again. Any Items or Omens on those tiles are **buried**.
6. The player to the left of the Monster card takes the first turn.

REACTION

AT THE END OF YOUR TURN

Unless you have the Antidote token under your figure, take general damage equal to the number of the space where the Blood token is on the track.

REACTION

ON THE MONSTER TURN

Move the Blood token up 1 space on the track.

WHEN YOU WIN DURING THE CAMPAIGN

Turn to Entry 103 in the Bleak Journal.

WHEN YOU WIN IN FREE PLAY

I'm alive! I survived! This wasn't that hard; a little bit of murder can solve any problem. I heard the doctor say something about "No need for violence" before she left. Pah! What does that damnable doctor know anyway?

THE REVENANT

The marvelous piece of jewelry has some gruesome attachments: a desiccated neck and head . . . and body. The corpse stirs and growls, arising. Its arm, held to its body by rotting tendons and putrid meat, points in the direction of the others. Its eyes are filled with hate.

Is this revenant bent on revenge? Perhaps justice? It gestures for me to follow. It appears to consider me its ally, and I am too afraid to tell it otherwise.

I know these things to be true: that the heroes will rip the revenant to pieces, and that they want to sever its head and bury it.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

- You may sacrifice heirloomed Items for **Controlling Magics** to power the Revenant.

FACTS

BODY PARTS

The Head, Arm, and Leg tokens are all Objects.

THE TRAITOR

CONTROLLING MAGICS

DROP: Put an Item heirloomed to your family under the Monster card.

You are bonding with it, using your family's heirlooms to power it.

SETUP

1. Place the Head token on your tile, face up.
2. Place your choice of {2/3/4} Arm and Leg tokens, face up, on top of the Head token. These Body Part tokens are considered to be **attached**.
3. Place a Small Monster token on top of the stack of tokens. This stack is the **Revenant**.
4. You are still in the game but have turned traitor. Take the Traitor card.
5. Put the Monster card on the table to your left. The monster (the Revenant) will take a turn after you take yours.

MONSTER: THE REVENANT

Add 1 to the Revenant's Speed for every Item card under the Monster card.

The Revenant cannot be stunned with Firearms (other attacks stun it as normal).

Speed 3*

Might 6

ATTACK (Might): Target a hero on the Revenant's tile.

SIDE GOAL

INVOKE: Choose an unattached Body Part token that isn't carried by a hero. Move that token up to 2 tiles, ignoring obstacles.

REACTION

AT THE END OF THE MONSTER TURN

Each Body Part token carried by a hero deals {1/2/2} physical damage to that hero.

Place one unattached Body Part token on the same tile as the Revenant, but not carried by a hero, under the small Monster token.

It is rebuilding itself!

IF YOU WIN DURING THE CAMPAIGN

Turn to entry 186 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The revenant slowly, methodically, severs its victims' arms. Then their legs. Then finally, their heads. Its work is done for now. But I can bring my friend back if I ever need it.

HAUNT

41

TOKENS NEEDED

Antidote: The Antidote
Blood: Progression of the disease

TOKENS NEEDED

Small Monster: The Revenant
Head, Arm × 2, Leg × 2: Body Parts

HAUNT

42

GAZE AT THE ABYSS

Mists roll through the grounds. The veil between living and dead has been weakened. A spirit materializes in front of me. It's one of my ancestors. I have heard the stories. They died far too early, and it is time to show the others what it is like to be cast into Hell, even if they must take the whole house with them. I am ready to help a loved one. Somewhere in the basement, a portal to other worlds opens in the floor.

I know this to be true: that the heroes are trying to use family heirlooms to help close the portal.

OVERVIEW

YOU WIN WHEN THE TILE WITH THE PORTAL COLLAPSES, OR WHEN ALL THE HEROES ARE DEAD.

- Your Ancestor helps you by **Furthering the Collapse**.

FACTS

The house is collapsing in on itself as reality is shattered by the portal.

The collapse will begin as soon as the Portal token is in the house.

After the Portal has been discovered, the heroes will collapse a tile in the house at the beginning of each of their turns, using the following rules:

- Remove one non-Landing tile from the region that is currently collapsing. Return it to the box. You cannot collapse a tile that would cause other tiles in this region to be unreachable from the Landing in this region through doorways.
- If a player, inhabitant, or monster is on a tile that collapses, place them on the Landing tile of that region. If it was a hero, they lose 1 Speed.
- If there are no non-Landing tiles in the region with the Rune token, place the Rune token and any inhabitants, heroes, or monsters that were on the tile onto the Landing tile of the next region and return the other Landing tile to the box. Players may no longer access this region in any way.
- Regions collapse in this order: outside, upper floor, ground floor, basement.

SETUP

1. Choose an ancestor from your Family card. Place a Small Monster token on your tile. This is **Your Ancestor**.
2. You are still in the game but have turned traitor. Take the Traitor card.
3. Put the Monster card on the table to your left. The monster (Your Ancestor) will take a turn after you take yours.

MONSTER: YOUR ANCESTOR

They look just like you; it's uncanny . . .

Your Ancestor:

- can be attacked (and stunned) only with a Sanity ATTACK.
- can move through walls to adjacent tiles even if they are not connected by a doorway.
- does not act as an obstacle.

Speed 4

Sanity 6

SIDE GOAL

FURTHER THE COLLAPSE

INVOKE (*while on a tile that could be collapsed, following the rules*): Collapse the tile Your Ancestor is on. Place Your Ancestor on the tile with the Rune token.

Your Ancestor may INVOKE any number of times per turn.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 63 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

The last soul plummets into the unseen depths below. The feeling of exultation is short-lived, as the ground beneath me explodes with spectral power.

EXSANGUINATED SUSAN

I thought it was a game. I did the ritual. Said her name three times. Spun around in a circle. I didn't expect her to appear, but I guess in this place she can. I offered her my friends instead of me. She liked the words.

I know this to be true: that the heroes are trying to destroy Susan.

SETUP

1. Place a Large Monster token on the tile where the haunt was revealed. This is **Exsanguinated Susan**.
2. Write {3/4/5} words down on a piece of paper. Each word must be at least five letters long. Label these words 1 to {3/4/5}. These form the **Ritual Phrase**. If a player says the phrase with

the TALK action, they win the haunt, but if they say only some of them, they will be penalized. (Strategically, if you pick words such as "token" and "outside," the heroes are more likely to accidentally say the words and trigger Susan's attack, but they will be more likely to guess them as a result. On the other hand, words like "calumny" or "excoriate" are unlikely to be said in passing, so players won't piece them together, but Susan won't get as many free attacks. Choose carefully!)

3. You are still in the game but have turned traitor. Take the Traitor card.
4. Put the Monster card on the table to your left. The monster (Exsanguinated Susan) will take a turn after you take yours.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

REACTION

AT THE END OF EACH HERO'S TURN

If any hero said any of the words in the ritual phrase, place Susan on the tile of the hero whose turn just ended. Susan attacks a hero on that tile.

MONSTER: EXSANGUINATED SUSAN

Exsanguinated Susan cannot be stunned.

Speed 5

Might 5

Sanity 5

ATTACK (Might or Sanity): Target a hero on Susan's tile.

REACTION

IF THE HEROES FLIP OVER A NUMBER TOKEN

Say the word that is labeled with that number. The heroes may ask you at any time to repeat any words that correspond to face-up Number tokens.

IF YOU WIN

Susan cackles and turns to me. "Thank you for summoning me, young one. This is almost enough blood to sustain me. Almost." There is a twinkle in her eye as she plunges her razor-sharp fingers into my chest. She showers in my blood as my heart beats a few more times and is still . . .

HAUNT

44

TOKENS NEEDED

Small Monster: Your Ancestor
Portal: Portal
Rune: Collapsing Region

TOKENS NEEDED

Number: Words of the Ritual Phase
Large Monster: Exsanguinated Susan

HAUNT

45

STACKED LIKE CORDWOOD 4: CRIMSON JACK'S FINAL ATTACK

A distant relative of mine used to lure my victims to this house. Now I've become powerful enough to do it myself. But this time things didn't go as planned. When I sprung my trap, they were ready with knives and implements of destruction. I was cut to pieces. But they don't know how stubborn I am. My body will re-form, and I will kill them all. People have been chopping me up for hundreds of years and I always find a way to return. Always.

I know this to be true: that the heroes are trying to perform a ritual to kill me once and for all.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE DEAD.

THE TRAITOR

WHEN YOU ARE WHOLE

Your traits cannot decrease by any means.

Before moving each turn, you may place your figure on any tile that isn't in line of sight to a hero.

ATTACK (Might): Target all heroes on the tile. Make a single roll. They each defend individually.

SETUP

1. **You are dead.** Drop all Items and Omens. Remove your figure from the game.
2. Place the Head token on the tile where your figure was (the heroes will place the rest of your Body Parts).
3. Take the Monster card. Body Parts act as monsters until you are **whole** (you will skip the traitor turn until then).

MONSTER: SEVERED BODY PARTS

Body Parts can attack only with the traits listed.

ARMS

Speed 2

Might 4

ATTACK (Might): Target a hero on the same tile.

LEGS

Speed 5

Might 4

ATTACK (Speed): Target a hero on the same tile.

HEAD

Speed 1

Might 1

Sanity 5

ATTACK (Sanity): Target a hero on the same tile.

REACTION

IF ALL BODY PARTS ARE ON THE SAME TILE

If none of the Body Parts are carried by a hero, you re-form your body. Remove all the Body Part tokens from the tile and replace them with your character's figure. Raise all your traits to the highest value. You are now **whole**. Put the Monster card back into the box and take the Traitor card.

IF YOU WIN

The last bit of gory splatter is thrown, and I smile. They almost had me this time. It was almost a challenge. Time to clean up for the next group who want a bit of a thrill.

SPLITTING IMAGE

I gaze into the mirror. My reflection blinks, then smiles and reaches THROUGH the glass. It touches me, and there is a brilliant flash of light—I am free! A portal is summoned so my realm may bring forth more of our world. From the portal they arrive, little reflections made of glass. Each contains a being from my realm looking for a new host.

I know these things to be true: that the heroes are trying to close the portal, that it will be harder to do so the more reflections I summon, and that they can smash many of my reflections at once by throwing items at them.

SETUP

1. Heal your traits, then gain 1 in each trait you healed.

OVERVIEW

YOU WIN WHEN ALL THE HEROES ARE ASSIMILATED OR DEAD.

- You may **Summon Reflections** to assimilate the heroes.

MONSTER: REFLECTIONS

Reflections do not act as obstacles to heroes. Heroes still act as obstacles to Reflections.

AT THE START OF THE MONSTER TURN

Place a Small Monster token on the tile with the Mirror Portal. Then place a Small Monster token on tile(s) adjacent to the Mirror Portal equal to the number of living heroes.

Speed 2

Sanity 2

ATTACK (Sanity): Target a hero on the Reflection's tile. If the Reflection would deal any damage, ignore the damage. The hero is assimilated instead. They are now a traitor. Have them read the box labeled "**When a Hero is Turned into a Traitor during the Haunt.**" Remove the Reflection from the board.

2. Place the Portal token on a basement Item tile. This is the **Mirror Portal**. If there isn't a basement Item tile in play, place the token when one is discovered.
3. Put the 20 Small Monster tokens near your Family card. Place one of them on your tile and on each adjacent tile. Then place a Small Monster token on {2/3/4} Landing tiles. Finally, place a Small Monster token on the Mirror Portal. These tokens are **Reflections**.
4. You are still in the game but have turned traitor. Take the Traitor card.
5. Put the Monster card on the table to your left. The monsters (Reflections) will take a turn after you take yours.

THE TRAITOR

SUMMON REFLECTIONS

INVOKE (while on a tile without a Small Monster token on it): Make a Sanity roll. Add 3 to the result if you are carrying the Hand Mirror.

5+ Place a Small Monster token on your tile. Then place {0/1/2} Small Monster tokens on each adjacent tile that doesn't already contain one.

0-4 Place a Small Monster token on your tile.

WHEN A HERO IS TURNED INTO A TRAITOR DURING THE HAUNT

You never realized how pleasant another reality could be . . .

You are still in the game but have turned traitor. You now share the Traitor card and all its abilities.

You take your turn in normal turn order.

You cannot **Summon Reflections** during your turn.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 55 in the Bleak Journal.

IF YOU WIN IN FREE PLAY

Now that I've all settled in nicely, the rest of the world is sure to follow. I will be stronger here. Smarter. Faster. Soon all of this world will bow to my will.

HAUNT

47

TOKENS NEEDED

Arm x 2, Leg x 2:
Your severed arms and legs

Head: Your severed head
Rune: Researched Body Parts

TOKENS NEEDED

Portal: Mirror Portal
Small Monster: Reflections

HAUNT

48

HIS NAME IS JINAH

We find a little boy sitting on the ground, crying. We don't know where he came from. He gives you a wedding veil. "I miss her and now she's gone," the little boy cries. "I want to play to make ME. FEEL. BETTER!" His sobbing becomes increasingly loud and he levitates in front of you. We have to do something to cheer this little boy up. He doesn't like it when it's not his turn to play.

OVERVIEW

**YOU WIN WHEN YOU ARE THE LAST
PLAYER ALIVE.**

- You may **Play a Game** with Jonah on your turn.
The important thing is that you entertain Jonah.

FACTS

FREE-FOR-ALL

Players may act as obstacles to other players and may ATTACK and STEAL from each other.

JONAH

Jonah is not represented with a token. He is always on the tile with the player whose turn it is.

I want you to play with me!

AT THE START OF YOUR TURN

REAC Take 2 general damage.

GOAL PLAY A GAME

SIDE Pick one of the following three games to entertain Jonah. Jonah gets bored easily, so you can't play the game that was played the previous turn.

SHOW AND TELL

Return one of your Items or Omens to the box.
The player on your left takes the next turn.

If you returned an Item with your family crest on it, you may choose who takes the next turn instead.

HIDE AND SEEK

Move so that you discover the top tile of the stack. (If you discover a tile other than the top one, it doesn't count.)

After you draw any cards for that tile, you choose who takes the next turn.

STORY TIME

Discover at least four cards in the Otherworlds deck.

Heal your Knowledge or Sanity. Choose a player to take the next turn.

SETUP

1. Every player puts a finger on their nose. The last player to do so takes the first turn.

AT THE END OF YOUR TURN

REACH If you didn't play any games, Jonah gets bored. Take a die and throw it in the air. Attempt to catch it on the **back** of the hand/fingers you threw it with.

If you catch the die, take 1 general damage. If you didn't catch it, take 3 general damage.

(If you have a physical limitation and can't do this, roll a die. On a 2, take the result for catching it. On a 0-1, take the result for not catching it.)

Either way, the player on your right takes the next turn.

IF YOU DIE ON YOUR TURN

REACT The person who took the turn before you heals one trait, then chooses who takes the next turn.

IF YOU WIN DURING THE CAMPAIGN

Turn to Entry 64 in the Bleak Journal.

AT THE END OF THE GAME IN FREE PLAY

Children are exhausting! Fortunately all this excitement has made Jonah sleepy. I tuck him in, then run from the house as fast as I can in case he has nightmares.

HAUNT	TOKENS NEEDED
-------	---------------

50

TOKENS NEEDED

None

HISTORY OF THE HOUSE

[illegible]

[illegible]

This image shows a blank sheet of lined paper, likely from a notebook or a form. At the top, there is a dark blue header area. Within this header, the words "HISTORY OF THE HOUSE" are printed in a white, bold, sans-serif font, all in uppercase. Below the header, the rest of the page is covered by horizontal ruling lines. These lines are light blue and evenly spaced. There are approximately 28 such lines visible on the page. The paper itself has a slightly textured appearance, and the overall color scheme is dominated by the white of the paper, the dark blue of the header, and the light blue of the lines.

BLEAK JOURNAL

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12+



F3147

STOP!

DO NOT READ ENTRIES IN
NUMERICAL ORDER

52 *Dilapidated though it was, the inn was perfect. Its boarded-off basement gave the innkeeper a secret place to conduct her research away from prying eyes. But one who is trapped in the house saw these horrifying experiments and knew it was the Wolf who caused this madness. More words fade into focus on the backs of the photographs: "You must promise to stay strong. Please promise to stop Him."*

Find Swear an Oath to End Him (P257). This contains a side goal and reaction for this game (no matter which haunt you play).

Depending on the tile the haunt revealer is on, turn to the matching entry in the Bleak Journal.

65 **CRYPT, RITUAL ROOM, SOUNDPROOFED ROOM**

114 **KITCHEN, MASTER BEDROOM, NURSERY, SERVANTS' QUARTERS**

148 **ARBORIUM, HANGING TREE, LIBRARY, MUSKEG**

53 *I will await the blood that will regrow My strength. It will drip down through the earth, through the different worlds, and refresh Me. I will awaken. I can sense when humans walk above Me. I can cloud their minds, incite them to violence, to kill. I am patient. I shall await until I am strong enough to escape Hell.*

Gain 4 Knowledge. Other players may read this entry again at any time but do not gain the trait bonus.

54 The haunt has begun, and Sarah was instructed to **consult the Helm** by the introductory text. She draws a random Rune token, revealing a ✕. There is no family crest on that branch, so she draws another, revealing a V. There are two family crests on that branch, one on the inner ring and one on the outer ring. She rolls a die and gets a 2. There is no crest there, so she rolls again and gets a 2.

The crest on that space belongs to Sam, who will reap the effect of the Helm as instructed by the introductory text.

55 *Your world has written itself nicely onto this world. That's enough. You concentrate and close the portal . . . or try to. Some force is willing it to stay open, and whatever this force is, it is more powerful than you. The portal shudders violently, then grows, stretches, ripping the seam between worlds. When your vision clears, you see a great chasm in the floor, with no bottom in sight. From below emerge music, light, mist . . . and screams. The first lock is broken. He is almost awake.*

Open Door 4 in the *Folium Infernum*. Place the sticker you find there on the tile that had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions. *(continued . . .)*

The traitor places their family crest on the Deed to the House.

The two worlds are joined. Some days, you can see the other through a mirror or silvered glass.

Add Image in the Mirror (P270) and מוֹרֵמֶן הַבַּיִת (P246) to the Event deck.

The chasm formed a link between the worlds. Reality is now more an opinion rather than a fact.

Add Reality is Broken (P213) to the Event deck.

This is not a house for certainty. It never was, and it is even less so now.

Add What the . . . ? (P235) to the Event deck.

Several family members were lost that day. If the future could be known, surely these tragedies could be avoided. Or so some believed.

Add Seer (P209) to the available Calling cards.

If cards P221 or P224 are still in the Purgatory deck, **destroy** them. They are not part of your story.

56 *The stones have been laid above the world tree. The godar marked them with runes, warning all to leave them be, lest He awaken. A few of us still believe in Him. My wife and I bled into a chalice, then she drank from it, and then we buried it. This offering should keep Him alive while He is chained and serve as a key between our world to His. My wife will start a sacred order to find a way to bring Him back. The blood of our ritual will give her powers. I will likely hang for my crimes. If it saves Him, our sacrifice will be worth it.*

Gain 4 Sanity. Other players may read this entry again at any time but do not gain the trait bonus.

57 *"We can use His omens to create our own way to Hell. The elevator can be enchanted to explore the Otherworlds, to find an entrance to the land your ancestors locked shut."*

Find Enchant the Elevator (P293) in the Purgatory deck and put it on the table. It is a two-sided card. Turn the side that reads "Enchant the Elevator" face up. It is a new main goal for this haunt.

58 Viktor's screams are drowned out by the shouting of the mob. His creature flails and crushes the head of a villager before it, too, is brought down. Torches and pitchforks surround you, voices blame you for this abomination. You are dragged toward the chasm. As you fall, in your last living moments, you feel Him watching. You can see Him there, smiling with sharpened teeth. Your agony will sate His hunger. He is almost strong enough to act.

The last hero to take a turn places their family crest on the Deed to the House.

Photographs of the group were found scattered around the house.

Put all family photographs into the Tomb.

This creature is slain but Viktor had other creations, other creations that may come looking for him.

Add or intensify Misshapen Figure (P233).

Viktor looked at you plaintively as his life left him, almost as if it was your fault.

Intensify Blood (S3).

The measured ways of science very nearly proved useful. Perhaps, with further investigation, they may yet do so.

Add Experimentist (P271) to the available Calling cards.

If any of cards P236, P250, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

59 He drinks greedily from the chalice, and before your eyes, strength returns to His limbs. He flexes against the chains. "Did you think that I would not be nourished by Mine own cup?" The first link breaks, iron crashing to the bleak ground. "It is as I have always said: nothing of any known world can harm Me. My strength has returned."

Add Moment of Weakness (P264) to the Event deck.

You all back away from Him. Toward the light. Toward the sun. Your plan to strike Him down was foolish. Instead you have set Him free. The youngest among you realizes the truth. If the chalice is the entry to Hell, destroying it will close the portal, like breaking a key off in a lock. He will be trapped here in Hell. He will not infect the world.

Add or intensify Moment of Hope (P226).

With a silent nod from the others, you put the chalice underfoot and crush it. The entrance to Hell closes. The realm is sealed off from the Otherworlds. No way in. No way out. He is trapped. And you with Him.

On the back of the rulebook, check the box on the clock near the 8.

Turn to Entry 120.

60 Shattered pieces of the reflections are pulled into the portal. We see strange inverted versions of ourselves, backwards and wrong. The sharp edges of two realities grate, scraping against each other. From below, a low rumble starts, growing louder and louder, until the portal shatters. When the world settles, a great chasm in the floor leads down as far as the eye can see. From it emerge music, light, mist . . . and screams. The first lock is broken. He is almost awake.

Open Door 4 in the *Folium Infernum*. Place the sticker you find there on the tile that had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions.

On the back of the rulebook, check the box on the clock near the 5.

The last hero to take a turn places their family crest on the Deed to the House.

The two worlds are joined. Some days, you can see the other through a mirror or silvered glass.

Add Image in the Mirror (P270) and ʎɹɹɹɹɹ ɹɹɹ ɹɹ ɹɹɹɹɹɹ (P246) to the Event deck.

The house has always seemed to rearrange itself every time one entered it. But now it would reconfigure itself below your very feet.

Add Reality is Broken (P213) to the Event deck.

This is not a house for certainty. It never was, and it is even less so now.

Add What the . . . ? (P235) to the Event deck.

We should have seen this coming. Should have known. If the future is known, it will be less terrifying. Or so some believe.

Add Seer (P209) to the available Calling cards.

If cards P221 or P224 are still in the Purgatory deck, **destroy** them. They are not part of your story.

61 The insects continued their work, turning living flesh into stone. Inside their bodies, the minds of the victims still whirled frantically. Unable to hear or see or move, they were held alive by some ghastly poison until such time as the insects could harvest them. Long decades of silent screaming drove each mind mad inside their stone prison. Their panic fed Him, acted as a lure, a beacon to keep His focus on the house.

Destroy the Specimen Room tile. Draw tile plank 19. Add the Statuary Corridor tile to the stack and **destroy** the other two tiles on the plank (Pentagram Chamber, Junk Room).

Destroy Study the Runestones (P249).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

All that remained were some small grubs, eager to make a nest to start again. They will be of no matter.

Add or intensify Larval Sac (P240).

The insects in the area drew close to the house, awakened by the call of these alien kin.

Add or intensify Creepy Crawlies (P219).

The asylum is in shambles. The building lies abandoned through a financial crash, a depression, and the second Great War.

Upon returning from the war, a couple purchases the dilapidated structure with the hopes of opening an inn . . .

If any of cards P208, P234, P237, and P256 are still in the Purgatory deck, **destroy** them. They are not part of your story.

62 Broken and limp, the rat is quite dead. You hear a shrill chittering echo through the walls: subjects mourning their king. In the corners of the room, you can see tiny eyes staring at you, oddly intelligent and full of malice.

If the Rat was killed by a player, find the Vermin card (L40) in the Event deck, place the family crest of the Rat's killer on the card, and shuffle it back into the Event deck.

63 The final collapse of the house leaves a ragged skeleton of a structure . . . and this: a hole in the foundation of the house, in the foundation of certainty. The house can be rebuilt, but this chasm is a wound torn in the flesh of reality. It will never heal. From somewhere you hear the frantic whispers of the groundskeeper. "The first lock is open. He is almost awake."

Open Door 4 in the *Folium Infernum*. Place the sticker you find there on the tile that had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions. (continued . . .)

The traitor puts their family crest on the Deed to the House.

The spirits summoned took residence in the cracks in the basement, occasionally pouring out in fits of madness.

Add Mist from the Walls (P239) to the Event deck.

The ancestor, so bent on revenge, will find a way back to this world.

Add Revenge from Below (P248) to the Event deck.

From time to time, the veil of death descends upon the house and all within are shrouded in the quiet of the grave.

Add Silence (P256) to the Event deck.

If a hero broke the Hand Mirror, **destroy** that card. Add the Shattered Hand Mirror (P260) to the Omen deck.

Talking to your ancestor revealed secrets from the Abyss. You can make good use of this newfound skill.

Add Seer (P209) to the available Calling cards.

If any of cards P221, P224, and P246 are still in the Purgatory deck, **destroy** them. They are not part of your story.

64 "I will go now. I'll come back to play again. Maybe soon!" Jonah smiles and fades from view. Sometimes there are no winners, only those who lose last. His presence is everywhere now, a great darkness on the house, driving all who set foot inside mad. The second lock is about to break. None can resist His call. None can escape His corruption.

The winner places their family crest on the Deed to the House.

From that day, toys in the house were said to move about without anyone touching them. Some sleeping guests awoke to find black button eyes staring into their own.

Add or intensify Creepy Puppet (P243).

"I'll be back to play. It'll be my turn."

Add Jonah's Turn (P265) to the Event deck.

"Whenever you're bored, I'll come play with you. Don't be bored."

Add Jonah's Game (P272) to the Event deck.

The carnage in the house caused some to study the ways of police work and investigation.

Add Investigator (P230) to the available Calling cards.

If cards P206 or P241 are still in the Purgatory deck, **destroy** them. They are not part of your story.

65 *Some experiments are ahead of their time. The innkeeper's job as a medical aide during the war had convinced her that life was both cheap and precious. If a perfect army could be grown, cloned from normal humans . . . that, she reasoned, would solve a lot of problems. All she needed was a remote location and an influx of fresh bodies . . .*

Have the haunt revealer draw the next card from the Legacy deck, The Radio, and give it its true name: "The Radio of Twinning." They are now carrying it.

Consult the Helm. Whoever is judged loses 2 Sanity. Each other player on the same branch loses 1 Sanity.

The traitor in this haunt is unknown to anyone, even the traitor. All players should turn to Haunt 8: Clones in the Secrets of Survival book.

66 *Years ago, the bride had had an affair of the heart. Who was her lover? A stranger . . . and likely not of this world. The secret child of that union was kept hidden away until current events summoned him to this house. We've all been driven mad by the being underneath the ground. None of us can resist His call. It is not a matter of who is still good, but merely of who can escape alive.*

The haunt revealer should draw the next card in the Legacy deck, the Wedding Veil, and give it its true name: "The Wedding Veil of Demons." They are now carrying it.

Place the Blue Bedroom tile on the bottom of the stack.

Consult the Helm. Whoever is judged gains 1 Might and loses 1 Sanity. Each other player on the same branch loses 1 Sanity.

All players are traitors in this haunt. All players should turn to Haunt 50: His Name is Jonah in the Traitor's Tome.

67 *The Helm of Awe is not the source of power, but it does protect Me. The runes were etched into My skin by My own hand. The godar do not know how to thwart its powers so they cut it off Me. But it is still part of Me. Those who touch it bind themselves to Me. I can control them and bend them to My will.*

Gain 4 Might. Other players may read this entry again at any time but do not gain the trait bonus.

68 *We find the groundskeeper wandering, carrying the hand mirror and greatly agitated. "The stones have been moved! He will escape!" He shoves a large runestone. "No. That's not right either! He must not escape!" In his panic, he fails to see the hairline fracture form on the mirror, slicing like a razor across his right palm, nor the bloody hand prints he leaves upon the stones.*

Consult the Helm. Whoever is judged gains 1 in each trait. Each other player on the same branch gains 1 in a trait of their choice. *(continued . . .)*

The haunt revealer should draw the next card in the Legacy deck, the Hand Mirror, and give it its true name: "The Hand Mirror of Dimensions." They are now carrying it.

The player who just drew the Hand Mirror is the traitor. The heroes and traitor should turn to Haunt 48: Splitting Image in their respective books.

69 *How do the innkeepers not notice this thing? It's the size of a mastiff. The rat is best not named.*

70 *His presence is everywhere now, a great darkness on the house, driving all who set foot inside mad. Even when we band together, we cannot focus on the task at hand. The second lock is about to break. None can resist His call. None will escape His corruption.*

The last hero to take a turn places their family crest on the Deed to the House.

I suppose I might leave a little something in this time stream to help them . . .

Add or intensify For Your Health (P211).

Maybe stop by from time to time to give advice . . .

Add or intensify Unseen Helper (P203).

Even try to fix things up when I can . . .

Add Doctor's Visit (P254) to the Event deck.

The presence of that mysterious helper inspired some to study the ways of investigation.

Add Investigator (P230) to the available Calling cards.

If any of cards P206, P241, and P243 are still in the Purgatory deck, **destroy** them. They are not part of your story.

71 *"Thank you for your help. I'm sorry I bothered you. You have the eyes of my beloved, you know. Perhaps I will be reunited with him some day . . ."*

Destroy the Bride Event card. Find The Lost Bride (P210) and put it into the Tomb.

72 *Who's a good boy? You are! Oh yes you are!*
Give the Dog a name. Write it on its card.

73 *"I am so glad I get to leave this place every night. Too bad you can't. I look forward to my nice steak dinner tonight while you eat mystery meat."*

Give the Nurse a name. Write it on her card.

74 *A brooch glistens among the tree's roots. As you reach for it, a ghostly hand pushes through the soil and clamps tight around your wrist. A specter arises from the earth. A Viking warrior. Here? A voice speaks in your mind. "It is time for revenge at last. It was my choice to bleed into the chalice, but they killed me for it, and now I will have vengeance. I still serve Him." Just before the ghost dissipates, he presses the brooch into your palm. "Look to this for answers."*

The haunt revealer should draw the next card in the Legacy deck, the Brooch, and give it its true name: "The Brooch of Rage." They are now carrying it.

The haunt revealer is the traitor. The heroes and traitor should turn to Haunt 37: Wrath of the Berserker in their respective books.

Remember, after you take an action or use an ability inside a box in your haunt book, the other side may ask you to read what is in that box.

75 *Weeks later, the thing is fully awake, fully adapted to our world. Cunning. Alert. It understands what they were trying to do. It needs to destroy the evidence. It lights a fuse. Waters rush in, burying its nest below the dark waters. From behind, it hears the voice of a young human. "I don't need to hide anymore. I need to find my way home." It turns to strike but there is no one there.*

Destroy the Underground Cavern tile. Draw tile plank 20. Add the Underground Lake tile to the stack and **destroy** the other two tiles on the plank (Tower, Charred Room).

Destroy Learn More about the Meteorite (P231).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Before leaving the area, the creature spawned a series of hatchlings.

Add or intensify Larval Sac (P240)

The insects around the house grew larger after the arrival of the being.

Add or intensify Creepy Crawlies (P219).

Every year, the creature returns to its nesting place to hunt again. Whether this is ritual or necessity is unknown.

Add or intensify Beast Hunted (P212)

After the events of the night, the inn was abandoned. No one claimed ownership and it fell into disrepair. For over 40 years it lay dark and then, one day, a girl emerged from the shadows to blink in the light for the first time in a long while. "I need to find my father," she said.

If any of cards P204, P223, P227, P242, P247, P253, P258, and P273 are still in the Purgatory deck, **destroy** them. They are not part of your story.

76 *"I never abandoned you! I come now to join you in Hell!" The berserker's final cries echo into the night.*

What madness is this? What would a Viking be doing here, and why? This homestead offers so many questions and so few answers. I should get a priest to put crucifixes up around the house. Merely as a precaution, of course.

On the back of the rulebook, check the box on the clock near the 1.

The last hero to take a turn places their family crest on the Deed to the House.

His ghost haunted the house forever after, acting out the final moments of his death.

Add Bloody Corpse (P275) to the Event deck.

The blood spilled here has collected in pools. The earth itself rejects it.

Add Puddle of Blood (P241) to the Event deck.

In a dusty corner of the house, we found a book. Inside the front cover is a list of names: ours. Was all of this planned?

If the traitor killed at least one hero, add Book of Flesh (P221) to the Event deck.

The veneer of civilization on some families was thin, needing only the berserker's savage example to scrape it away entirely.

Add Savage (P218) to the available Calling cards.

77 *"You show great courage. Interesting. You would deny me Mine own cup? Do you think I would have lured you here if I could not simply take that which is Mine?" His limbs flex against the chains.*

Add Courage (P216) to the Event deck.

The first link breaks, iron crashing to the bleak ground. "It is as I have always said: nothing of any known world can harm Me. My strength has returned." You all back up, away from Him. Toward the light. Toward the sun. Your plan to come here was foolish. You have set Him free.

The youngest among you realizes the truth. If the chalice is the entry to this world, destroying it will close the way in and out of Hell, like breaking a key off in a lock. He will be trapped here in Hell. He will not infect the world.

Add or intensify Moment of Hope (P226).

With a silent nod, you put the chalice underfoot and crush it. The entrance to Hell closes; the realm is sealed off from the Otherworlds. No way in. No way out. He is trapped. And you with Him.

On the back of the rulebook, check the box on the clock near the 8. Turn to Entry 120.

78 *Now that the world below has opened, we know there are forces at work here more powerful than we. Whatever—or whoever—is trapped down there is bigger than our squabbles. And yet, even as we vow to resist His lure of insanity, so too are we are plagued by mundane afflictions. One among us is feverish, coughing up bile and blood. Are we to band together against an unearthly horror only to be laid low by this earthly malady?*

The haunt revealer should draw the next card in the Legacy deck, the Apothecary Kit, and give it its true name: “The Apothecary Kit of Healing.” They are now carrying it.

Consult the Helm. Whoever is judged draws and keeps the next Item card. Each other player on the same branch must choose and bury an Item if they are carrying one, unless doing so would reduce a trait below critical.

There is no traitor in this haunt. All players should turn to Haunt 17: Double Blind in the Secrets of Survival book.

79 *The girl in the painting blinks, seeming to awaken. She looks around confusedly, then smiles. The painting fades away.*

On the back of the rulebook, check the box on the clock near the 13, then **destroy** the Unfinished Painting card.

80 *The cat has no interest in you. Your attempts to befriend it demean you both.*

You can give the Cat a name but it won't answer to it. Write it on its card.

81 *You inject the formula into your former friends' veins, then send them down to delve into the Otherworlds. Perhaps they will find a way into Hell. If nothing else, they can survive those worlds better than you. When you find your Master—and you will, if you possibly can—He will be pleased that you were the one to release Him. You hope.*

You found a second portrait, depicting a smug and cunning face. It delighted in whispering to passersby.

Add Cunning Portrait (P262) to the Event deck.

Visitors to the asylum occasionally experience blackouts, awakening with mad stories of being drugged by a shadowy figure with a needle.

Add or intensify What the . . . ? (P235).

Choose one crest other than yours on the Helm. Blacken it completely.

Destroy Map the Otherworlds (P274). The moment has passed.

Players should return their family photographs to the Tomb (if they didn't during play).

If any of cards P211, P213, P255, P263, and P276 are still in the Purgatory deck, **destroy** them. They are not part of your story.

*The devil man is a liar.
STOP LISTENING TO HIM!*

82 *A note upon the table: "It is time, my servant. Remove the unbelievers so we may start the process of awakening Him. We have waited centuries for the sign that He is still alive, and finally, we have it. After their slaughter, I shall show you the power of the item I carry."*

Have the haunt revealer draw the next card in the Legacy deck, the Crucifix, and give it its true name: “The Crucifix of Rituals.” They are now carrying it.

The player with the lowest Sanity is the traitor. The heroes and traitor should turn to Haunt 11: The Binding in their respective books.

83 *Lights flash as the UFO disappears into the sky. Maybe they decided that humanity isn't worth the trouble. The deflector array is functional, but exposed. It needs to be hidden. One of you has enough money to hire some contractors to cover it. The inn is abandoned, so no one notices. Within a few months, the array is hidden but still working as designed.*

Destroy the Unfinished Room tile. Draw tile plank 20. Add the Tower tile to the stack and **destroy** the other two tiles on the plank (Underground Lake, Charred Room).

On the last day of construction, one worker hears a voice behind him: the voice of a child, a young girl. "I don't need to hide anymore. I need to find my way home." He turns but there is no one there.

On the back of the rulebook, check the box on the clock near the 12.

Destroy Learn More about the Meteorite (P231).

Players should return their family photographs to the Tomb (if they didn't during play).

A little transmitter, left behind to monitor for any future trouble.

Add or intensify Rusted Transmitter (P247)

The spaceship is gone, but radios in the house still occasionally broadcast signals from far, far away.

Add or intensify Static Voices (P273)

The alien experiments left long-lasting effects: depression, paranoia, hallucinations. Not all the heroes returned to society.

Add or intensify They're Coming for Us (P223).

After the events of the night, the inn was abandoned. No one claimed ownership and it fell into disrepair. For over 40 years it lay dark and then, one day, a girl emerged from the shadows to blink in the light for the first time in a long while. "I need to find my father," she said.

If any of cards P204, P212, P219, P227, P240, P242, P253, and P258 are still in the Purgatory deck, **destroy** them. They are not part of your story.

84 *How, then, am I mad? Hearken! and observe how healthily —how calmly I can tell you the whole story. The being below the earth was nearly awake. He had driven all the others quite mad but I, and I alone, could keep calm in this moment. His corruption had sharpened my senses —not destroyed —not dulled them.*

The haunt revealer should draw the next card in the Legacy deck, the Wedding Veil, and give it its true name: “The Wedding Veil of Murder.” They are now carrying it.

Connect the set-aside Blue Bedroom tile to any open doorway in the upper floor region.

Consult the Helm. Whoever is judged gains 1 Might and loses 1 Sanity. Each other player on the same branch loses 1 Sanity.

All players are traitors in this haunt. All players should turn to Haunt 21: Her Beating Heart in the Traitor's Tome.

85 *There is something milky smooth in the bucket water. You reach in . . .*

Find Plucked Eyeball (P283). Place your Crest (not Heirloom) sticker on the card and take it. You are now carrying it.

86 *The cook and the farmhand thought they could hide here. Foolish. No matter who you are, no matter your intentions, when you make a deal with Hell, Hell always comes for you. One of you is part of an order that has been working with the forces of Hell for generations. They've come to collect Hell's debts . . . and also to make a delivery of their own.*

Have the haunt revealer draw the next card in the Legacy deck, the Crucifix, and give it its true name: “The Crucifix of Banishing.” They are now carrying it.

The player with the highest Speed (but not the haunt revealer) is the traitor. The heroes and traitor should turn to Haunt 31: Hellbound in their respective books.

*The devil man is a liar.
STOP LISTENING TO HIM!*

87 *We fled the grounds. More dolls kept appearing, giggling, bent on revenge against the cat. We heard the floor of the salon buckling under the weight of thousands of dolls. The cat had only just darted out of the house when a horrible creaking filled the air along with the sounds of tiny voices wailing, crying, screaming . . .*

Destroy the Salon tile. Draw tile plank 7. Add the Collapsed Room tile to the stack and put the Bloody Room tile into the Tomb.

On the back of the rulebook, check the box on the clock near the 3.

The last hero to take a turn places their family crest on the Deed to the House.

The structure of the house must've been weakened by the constant renovations, and in parts, compromised beyond repair.

Intensify Crumbling Ceiling (L18). Remember that "intensify" means to find the card in the Event deck and check a box on it.

One doll, a puppet, survived the collapse. It was badly mutilated and spent its days gaining revenge on any it encountered.

Add Creepy Puppet (P243) to the Event deck.

Late at night, more dolls slipped through a crack into our world. They were hideously misshapen, melted as if in a terrible fire.

Add Faceless Humanoids (P217) to the Event deck.

One survivor of the horror never slept again but instead studied all the occult tomes available.

Add Occultist (P261) to the available Calling cards.

If card P244 is still in the Purgatory deck, **destroy** it. It is not part of your story.

88 *Now that the world below has opened, we know there are forces at work here more powerful than we. Whatever—whoever—is trapped down there is bigger than our squabbles. Let us vow to use reason and logic to combat His madness, at least for one day. We shall work together, like a colony of ants. Actually . . . that gives one of us an idea. Is it possible that insects could help us in some way?*

Have the haunt revealer draw the next card in the Legacy deck, the Apothecary Kit, and give it its true name: “The Apothecary Kit of Infestation.” They are now carrying it.

Consult the Helm. Whoever is judged draws and keeps the next Item card. Each other player on the same branch must choose and bury an Item if they are carrying one, unless doing so would reduce a trait below critical.

There is no traitor in this haunt. All players should turn to Haunt 19: The Writhing Tide in the Secrets of Survival book.

89 *The master smiles as death approaches. "You are too late. It has already started. He is awakening. We have waited for centuries, since the first blood was spilled into the chalice."*

On the back of the rulebook, check the box on the clock near the 2.

The last hero to take a turn places their family crest on the Deed to the House.

From the trees, a robed figure witnesses all. The Order will not let this go unpunished.

Add Shadowy Figure (P236) to the Event deck.

Many of the cultists' bodies had strange writings on them. The ink disappeared but often reappears on papers about the house.

Add The Writings of Cultists (P237) to the Event deck.

A small familiar darts from the shadows and takes up residence in the eaves of the house.

It will seek revenge for its fallen master.

Add Foul Imp (P258) to the Event deck.

A sacred order to combat a foul one. Through their struggles to vanquish this dark cult, some found a higher calling.

Add Clergy (P220) to the available Calling cards.

If card P207 is still in the Purgatory deck, **destroy** it. It is not part of your story.

A packet is found on the master's body, wrapped in oilcloth. Was it meant to be found or to be hidden?

Open the envelope below the tray, the one marked with the symbol below, and read what is inside.



90 *And still the men chatted pleasantly, and smiled. Was it possible they heard not that sound of a heart beating?*

They heard! — they suspected! — they knew! — they were making a mockery of my horror!

But anything was better than this agony!

I could bear those hypocritical smiles no longer! I felt that I must scream or die! and now — again! — hark! louder! louder! louder! louder!

I ran off into the night. The second lock is about to break. None can resist His call. None will escape.

The player who was not arrested (or the last left alive) places their family crest on the Deed to the House.

A fellow suitor left a note. How awfully careless, I'm sure they wouldn't want anyone to find it.

Add or intensify Blackmail (P263). *(continued . . .)*

But what of the bride, dear reader, what of the bride? Her body lies still and cold, but her spirit walks e'er restless.

Add or intensify The Voice (P206).

From that day, the constabulary kept watch on the house, angry tho' it made them to come anywhere near it.

Add Move Along (P276) to the Event deck.

One inspector in particular grew cool and cunning from his time in the house.

Add Confiscation (P227) to the Event deck.

The crime was never solved, and that drove some to study the ways of investigation.

Add Investigator (P230) to the available Calling cards.

If cards P241 or P243 are still in the Purgatory deck, **destroy** them. They are not part of your story.

91 *You run from the asylum, from the madness and evil that has existed in it. The night air wakens you, and around the next bend: freedom. But your footsteps slow. Evil will return, of that you are certain. You are one of the few who know what's coming. You turn, walk back through the door of the sanitarium, and climb into your bed.*

If you cannot escape, then you must prepare.

On the back of the rulebook, check the box on the clock near the 9.

Reality is hard and cold and smells bad.

My mind place is happy. I'll go there instead.

Add or intensify Reality Is Broken (P213).

At night I dream of my own funeral.

Why does it seem less like a dream and more like a memory?

Add or intensify Funeral (P255).

It doesn't matter. He'll find a way out.

He's almost here. There's nowhere to hide . . .

Add or intensify They're Coming for Us (P223).

Players should return their family photographs to the Tomb (if they didn't during play).

Destroy Map the Otherworlds (P274).

The moment has passed.

If any of cards P211, P235, P262, P263, and P276 are still in the Purgatory deck, **destroy** them. They are not part of your story.

92 *His beefy left hand flexes menacingly. "Stay where you're told. Do as you're told. This isn't my home, but I treat it that way."*

Give the Orderly a name. Write it on his card.

93 *The nest was destroyed and we fled panicked into the night, ranting and raving like the damned. Had we done enough? He will escape and we must be ready. If not us, then our children or cousins, or perhaps our children's children. We are all bound and committed now, even those who continually fall prey to His lure to do evil.*

On the back of the rulebook, check the box on the clock near the 10.

Destroy Study the Runestones (P249).

Players should return their family photographs to the Tomb (if they didn't during play).

The few remaining insectoids found other patients and staff to poison for their collection. Although the damage was less than it could've been, there remains a ghastly horror of the work done that night. The insects had arranged their collection near the nest for reasons never determined.

Destroy the Specimen Room tile. Draw tile plank 19. Add the Statuary Corridor tile to the stack and **destroy** the other two tiles on the plank (Pentagram Chamber, Junk Room).

All that remained were some small grubs, eager to make a nest to start again. They are of no matter.

Add or intensify Larval Sac (P240).

The insects in the area drew close to the house, awakened by the call of these alien kin.

Add or intensify Creepy Crawlies (P219).

The molted husk of an insect did not decay but remained alive in some alien form. It mewed pitifully and skittered off into the darkness.

Add or intensify Molted (P204).

The asylum is in shambles. When local authorities arrive at dawn, arrests are made. The building lies abandoned through a financial crash, a depression, and the second Great War. Upon returning from the war, a couple purchases the dilapidated structure with the hopes of opening an inn . . .

If any of cards P208, P234, P237, and P256 are still in the Purgatory deck, **destroy** them. They are not part of your story.

94 *The last of the evidence goes on the fire. The alien watches the flames grow. Part of her wishes it would burn the house down. Mostly she knows that wouldn't change anything. Still, the flames are beautiful, and they grow larger and larger . . .*

Destroy the Unfinished Room tile. Draw tile plank 20. Add the Charred Room tile to the stack and **destroy** the other two tiles on the plank (Underground Lake, Tower). *(continued . . .)*

As the alien walks away from the house, she hears a voice behind her: the voice of a young girl. "I don't need to hide anymore. I need to find my way home." The alien turns but there is no one there.

Destroy Learn More about the Meteorite (P231).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photograph to the tomb (if they didn't during play).

From the corner, a small creature watches the flames. The government isn't particular about who or what it uses as a spy . . .

Add or intensify Foul Imp (P258); it may have been removed in an earlier game.

New orders: Put families under surveillance. Monitor descendants for further anomalies.

Add or intensify Under The Skin (P242).

The government watched the abandoned inn, interfering with anyone foolish enough to trespass.

Add or Intensify Confiscation (P227).

After the events of the night, the inn was abandoned. No one claimed ownership and it fell into disrepair. For over 40 years it lay dark and then, one day, a girl emerged from the shadows to blink in the light for the first time in a long while. "I need to find my father," she said.

If any of cards P204, P212, P219, P223, P240, P247, P253, and P273 are still in the Purgatory deck, **destroy** them. They are not part of your story.

95 *His limbs flex against the chains, straining, straining . . . and then the chains break, iron crashing to the bleak ground. Even you back up, away from Him. Toward the light, the sun, anywhere. Just away. What have you done?*

"I am free." He slowly arises. "These thralls will serve Me well." He smiles at those you have brought Him; it is a chilling sight. "It is as I have always said: nothing of any known world can harm Me. My strength has returned. We will leave and return to My world."

The youngest hero — the most innocent, the hardest to corrupt — regains a moment of clarity. If the chalice is the entry to Hell, destroying it will close the portal, like breaking a key off in a lock. Their young hands reach out and grab the chalice. He may be unbound, but He can be trapped in this world if the door is shut. With a sudden strength, their young foot crushes the chalice, closing the door to Hell.

Your Master is angry, so angry. He is trapped here. And you with Him.

Add or intensify Revenge from Below (P248)

Turn to Entry 120.

96 *"I knew I'd need explosives! Oh man, this is going to be far out! I think I saw a little alien! Maybe we can flood its nest before it adapts to our world! That should kill it, right? Pretty sure we have to divert the waters from the pond into the cavern . . . or . . . something."*

Have the haunt revealer draw the next card from the Legacy deck, the Meteorite, and give it its true name: "The Nesting Meteorite". They are carrying it.

Consult the Helm. Whoever is judged loses 1 from each trait. Each other player on the same branch loses 1 Sanity and 1 Knowledge.

Place the Nest token on the Underground Cavern. If the Underground Cavern isn't in play, search the stack for it and place it in the basement, then place the Nest token on it. Shuffle the tile stack.

The player with the highest Knowledge is the traitor. Players should turn to Haunt 26: It Evolves in their respective books.

97 *"I am not a monkey. I am a chimpanzee Common mistake."*
Whatever this is, give it a name. Write it on its card.

98 *A girl. Her face is young but her eyes are haunted. She keeps her distance from you. "I know how to stop Him. I was too scared, too lost, to find my way out. My head hurts so much . . . because your families, they couldn't . . ." She stares off helplessly for a moment before finding her resolve. "The stars have fallen and it is time to act. You must find the madman—my father. He will tell you how to end this. His mind has some clarity tonight." She backs away from you, then races off into the darkened house.*

Find the Girl (P278) Inhabitant card and put it face down near the other Inhabitants. The family who has been the traitor the most times takes the first turn.

99 *"If you can find Him, you can kill Him this time. That rock from space, the one that caused all the bright lights in the sky 40 years ago? That rock will hurt Him when nothing else will. I'll help you find it."*

Draw the top Omen card (you are now carrying it). Place the ♡ token on any discovered tile in the basement.

100 *The traitor drops dead. Yet another generation of madness. You must find a way to stop this, to stop Him. The radio turns on of its own accord. Again, the girl's voice: "Nothing in this world can harm him. In 22 years, the stars will fall from the sky. Help me." You listen as it loops her words over and over, then walk out into the night.*

On the back of the rulebook, check the box on the clock near the 11. *(continued . . .)*

Destroy Swear an Oath to End Him (P257).

Players should return their family photographs to the Tomb (if they didn't during play).

We shall leave this behind, in case this experiment is performed again.

Add or intensify Test Kit (P268).

Experiment complete. Initiate new experiment. Will need some new subjects.

Add or intensify Poisoned! (P229).

We documented our predicament. At least future visitors will have some warning.

Add Slideshow (P253) to the Event deck.

If any of cards P203, P217, P239, P245, and P259 are still in the Purgatory deck, **destroy** them. They are not part of your story.

101 *The alien ship hovers over the house. A beam comes down and disables the deflector array. The parts float in the air and reassemble themselves into a beacon. Stones and wood float up, covering the beacon, shielding it from sight. Within minutes, the beacon is hidden but still working perfectly.*

Destroy the Unfinished Room tile. Draw tile plank 20. Add the Tower tile to the stack and **destroy** the other two tiles on the plank (Underground Lake, Charred Room).

Destroy Learn More about the Meteorite (P231).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

A little transmitter, left behind to monitor for any future interference with this device.

Add or intensify Rusted Transmitter (P247).

The ship leaves but often sends signals to the radios in the house.

Add or intensify Static Voices (P273).

The alien visit left long-lasting effects: depression, paranoia, and hallucinations in those who visited later.

Add or intensify They're Coming for Us (P223).

After the events of the night, the inn was abandoned. No one claimed ownership and it fell into disrepair. For over 40 years it lay dark and then, one day, a girl emerged from the shadows to blink in the light for the first time in a long while. "I need to find my father," she said.

If any of cards P204, P212, P219, P227, P240, P242, P253, and P258 are still in the Purgatory deck, **destroy** them. They are not part of your story.

102 *Nothing in this house seems right. What would the chalice be doing here by the tree? As for that family, how is it they died of the pox when no one else even took sick? None of it makes sense . . . unless someone here is consorting with dark powers. That's it, isn't it? One of us killed the family and lured the rest of us here! One of us is a witch! Already you can feel a foul spell at work, draining your sanity away . . .*

The player who found the Hanging Tree draws the top card of the Legacy deck, the Chalice, and gives it its true name: "The Chalice of Insanity." They are now carrying it.

Then draw the next card from the Legacy deck and read what it says on the other side in order to set up the haunt.

103 *His presence is everywhere now, a great darkness on the house, driving all who set foot inside mad. Even when we band together, we cannot focus on the task at hand. The second lock is about to break. None can resist His call. None will escape without His corruption infesting them. We are doomed.*

The winner places their family crest on the Deed to the House.

"That got a bit gruesome, didn't it? Perhaps I should keep an eye on this time stream?"

Add or intensify For Your Health (P211).

Years later, when the last survivor of the Wedding Plague died, their blood seeped into the ground and could not be removed.

Add or intensify Puddle of Blood (P241).

"They murdered each other! I will have to adjust a few things in this time stream. Yes. Yes, seems right."

Add Doctor's Visit (P254) to the Event deck.

The presence of that mysterious helper inspired some to study the ways of investigation.

Add Investigator (P230) to the available Calling cards.

If card P206 or P243 is still in the Purgatory deck, **destroy** them. They are not part of your story.

104 *The mob follows but over time becomes lost, eventually transforming into wraiths to haunt these other worlds.*

As for you, you have found a home for this odd couple. And yet . . . this path between worlds shouldn't be open. You felt watched, and not just by the usual horrors of these subterranean worlds. He was there, just out of sight, in a land you can't reach. His hunger has almost been sated. He is almost strong enough to act. His hate is everywhere.

On the back of the rulebook, check the box on the clock near the 6.

The last hero to take a turn places their family crest on the Deed to the House. *(continued . . .)*

Our group's story is done.

All players should put their family photographs into the Tomb.

As he walks away, Viktor turns back to thank you. "If ever I can repay you, I shall. Time moves strangely here. My help may come at unexpected moments."

Add Unseen Helper (P203) to the Event deck.

Viktor continues. "I had made others, earlier attempts. One may try to find me around the house. It is a . . . savage thing. Uncontrollable."

Add or intensify Misshapen Figure (P233).

The measured ways of science have proven useful and are worthy of further investigation.

Add Experimentist (P271) to the available Calling cards.

If any of cards P236, P250, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

105 *The ant queen descends into the chasm, dragging a body behind her. Perhaps it is to feed her young, but it is likely for something far worse. Something beneath the chasm is feeding on pain, on agony, on fear. His hunger has almost been sated. He is almost strong enough to act.*

The last hero to take a turn places their family crest on the Deed to the House.

Photographs of the group were found scattered around the house.

Put all family photographs into the Tomb.

The giant insects excited the regular ants that live on the grounds. They were drawn to the queen and are unlikely to leave.

Add Creepy Crawlies (P219) to the Event deck.

The egg sacs left behind eventually hatched.

Add Larval Sac (P240) to the Event deck.

Living together and dying together. Not ideal, but there was a sense of peace in resisting His call.

Add or intensify Bound Together (P250).

The measured ways of science very nearly proved useful. Perhaps, with further investigation, they may yet do so.

Add Experimentist (P271) to the available Calling cards.

If any of cards P233, P236, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

106 *You inject the concoction into the last body. They are catatonic but alive. Though each will recover, none will ever be the same. The stories you were told as a child are true. There is an evil force below the house. It wasn't all in your head. He is escaping. He is coming. It is up to you to prepare.*

On the back of the rulebook, check the box on the clock near the 9.

You found a second portrait, depicting a smug and cunning face. It delights in exploiting the weaknesses of passersby.

Add Cunning Portrait (P262) to the Event deck.

The reanimated, although cured, lost large portions of their memory. Those who visited the building later were also prone to sudden blackouts, awakening in unexpected locations.

Add or intensify What the . . . ? (P235).

Players should return their family photographs to the Tomb (if they didn't during play).

Destroy Map the Otherworlds (P274). The moment has passed.

If any of cards P211, P213, P255, P263, and P276 are still in the Purgatory deck, **destroy** them. They are not part of your story.

107 *The dolls spent the rest of the day in wild celebration, racing through the house, dragging the dead heroes behind like discarded toys. They worked the corpses like marionettes, moving the mouths, laughing at how foolish they looked. Finally, all the bodies were brought to the guest quarters, where a puppet ceremoniously cut them open in a great ritual. Blood poured out, blood that would never wash off, leaving crimson stains forever.*

Destroy the Guest Quarters tile. Draw tile plank 7. Add the Bloody Room tile to the stack. Put the Collapsed Room tile in the Tomb.

The traitor places their family crest on the Deed to the House.

Every year on the anniversary of the slaughter, a pool of blood wells up in the house.

Add or Intensify Puddle of Blood (P241). Remember that "intensify" means to find the card in the Event deck and check a box on it. If the card is still in the Purgatory deck, instead add it to the Event deck.

Most of the dolls returned whence they came, but the puppet visited from time to time.

Add Creepy Puppet (P243) to the Event deck.

They come from a world not too far from our own. More will arrive, each more hideously misshapen than the last.

Add Faceless Humanoids (P217) to the Event deck.

(continued . . .)

When evidence of the horrible mutilation was found, some people were driven mad and others driven to study those dark works so that it could not happen again.

Add Occultist (P261) to the available Calling cards.

If card P244 is still in the Purgatory deck, **destroy** it. It is not part of your story.

108 *As a small child, one of you spent a summer in the guest quarters, passing many happy hours in your crib, playing with your doll, calling it your sweet baby. How delighted you were when it called you its parent! When you left, the farmhand forced you to leave your doll in the crib, claiming that the doll was possessed. He inscribed runes on the crib to contain it. Now you've returned to the house and found your lost child. It is hungry and weak, but everything will be all right. You will take good care of it.*

Have the haunt revealer draw the next card in the Legacy deck, the Doll, and give it its true name: "The Hungry Porcelain Doll." They are now carrying it.

The player with the oldest character who is not the holder of the deed is the traitor. The heroes and traitor should turn to Haunt 9: A Growing Boy in their respective books.

109 *"Is it you that keeps leaving salted meat in the cellar? What animal is that from? Gave me an idea for a painting I'm working on. I call it 'Girl at Feast.' Well, I don't remember painting the girl, just the food. Like she just showed up on my painting! Oh, look at me prattling on! Let me know if you need me to show you around."*

Give the Cook a name. Write it on her card.

110 *"PH'NGLUI MGLW'NAFH CTHULHU R'LYEH WAGH'NAGL FHTAGN!" Green light and terrible sounds build and deepen as the portal opens. Something vile enters our world, inscribes a symbol on the floor, then closes the portal to prevent others of its kind from following. Its essence, the stench of madness and terror itself, wafts from the room into the shadows. It alights onto the winds, drifting this way and that, finding purchase in Europe, where it worms its foul hatred into many hearts.*

Destroy the Study tile. Draw tile plank 19. Add the Pentagram Chamber tile to the stack and **destroy** the other two tiles on the plank (Junk Room, Statuary Corridor).

Destroy Study the Runestones (P249).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

After the portal was closed, there was silence so absolute that it swallowed one's sanity whole.

Add or intensify Silence (P256).

The portal eventually closed, but not before restless spirits passed through.

Add or intensify Mist from the Walls (P239).

The forbidden words reverberated through the building, echoing, demanding attention, infesting the minds of those who visited.

Add Unspeakable (P234) to the Event deck.

The asylum is in shambles. Local authorities arrive but there are no survivors, no bodies to be found. The building lies abandoned through a financial crash, a depression, and the second Great War. Upon returning from the war, a couple purchases the dilapidated structure with the hopes of opening an inn . . .

If cards P208 or P237 are still in the Purgatory deck, **destroy** them. They are not part of your story.

111 *The traitor left stacks of mad scribbles, written in a rust-colored ink. There's an incantation to "summon the Night Mare," as well as something about a Sacred Order and a "great awakening." They are the rantings of a mind rotted by evil. We know not why someone would consort with Hell. This house corrupts even the most devout of souls.*

On the back of the rulebook, check the box on the clock near the 2.

The last hero to take a turn places their family crest on the Deed to the House.

If any inhabitants were taken to Hell, put their cards into the Tomb.

If you used a Weapon to drive off the Night Mare, write the word "Sacred" on its card. It is forever a Sacred Weapon. *(continued . . .)*

To witness the triumph of the divine over evil, even if only for a moment, fills us with hope. This hope will linger.

Add Moment of Hope (P226) to the Event deck.

Hell remembers those who cross its path.

From this day forth, our families are marked.

Add Beast Hunted (P212) to the Event deck.

Hell does not take defeat lightly. The mustang will return.

Add Coachman (P207) to the Event deck.

The sight of Hell on earth tests the heartiest of souls.

Finding faith is not an uncommon reaction.

Add Clergy (P220) to the available Calling cards.

With the infernal beast driven off, the bright light fades from view. Where it was lies a package, wrapped in oilcloth. Did it come from the light, or was it placed there earlier?

We know not what it could mean.

Open the envelope below the tray, the one marked with the symbol below, and read what is inside.



112 *You have not slept much of late. The portrait's words run through your mind. Could it be that easy? Might it be possible to create a concoction that would allow safe travel to the Otherworlds? Can you really prepare against His return? It is too risky to try it on yourself. The orderly and nurse agreed to help administer your potion to the other patients. You will soon see the results. Hopefully you didn't make an error in transcribing the portrait's instructions.*

The haunt revealer should draw the next card in the Legacy deck, the Portrait, and give it its true name: "The Poisoning Portrait." They are now carrying it.

Consult the Helm. Whoever is judged takes 1 general damage. Each other player on the same branch takes 1 physical damage.

The player left of the haunt revealer is the traitor. The heroes and traitor should turn to Haunt 32: Do No Harm in their respective books.

113 *"The meteorite that fell, it's not of any known worlds. We can make a new spearhead for my spear—one that can kill Him. You'll have to forge it."*

Find Forge the Spearhead (P291) and put it on the table. It is a new main goal for this haunt.

114 *The second Great War showed the dangers of splitting an atom. A brilliant woman, consumed by the idea of a serum to cure radiation poisoning, bought an inn, where she could perform unorthodox experiments in the basement. She tested her serum on guests and has made great progress. But all progress comes with side effects.*

The haunt revealer should draw the next card in the Legacy deck, the Radio, and give it its true name: “The Radio of Mutation.” They are now carrying it.

Consult the Helm. Whoever is judged loses 2 Sanity. Each other player on the same branch loses 1 Sanity.

The traitor in this haunt is unknown to anyone, even the traitor. All players should turn to Haunt 3: Malignant in the Secrets of Survival book.

115 *. . . protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming. A way has been opened close to where He lies. Perhaps this will show an exit for Him to escape. One of us hid amongst the group of inmates to keep them docile while we summoned the Shoggoth. It has now arrived and we shall take our leave to let the beast feed on the helpless . . .*

The haunt revealer should draw the next card in the Legacy deck, the Kris, and give it its true name: “The Kris of Gorging.” They are now carrying it.

Consult the Helm. Whoever is judged loses 1 Sanity and 1 Might. Each other player on the same branch loses 1 Sanity.

Remove the Small Obstacle token from the Parlor. Place the Mouth token on the Parlor.

The traitor in this haunt is hidden among you. The player to the left of the haunt revealer takes the first turn. All players should turn to Haunt 4: Shoggoth in the Secrets of Survival book.

116 *Tyr's breathing grows ragged. His eyes dart around, wide and fearful. "I prayed I'd never be back here." He draws in a shaky breath. "We must use my reforged spear to strike Fenrir down. He may already have sensed us coming. We should wait for the right moment, study His weaknesses. We'll only have the one chance. If we fail, if we die, He'll escape." He pats a pocket, remembering something. "Oh, yes. The girl—my daughter—she told me these might help." He presses some old photographs into your hands.*

Give each hero the photograph from the Tomb with their family crest on it.

Find Discover the Wolf's Weakness (P294) and Confront the Wolf (P295). Put them face up on the table. These are new goals for the haunt. Their actions are available immediately.

117 *This place is mine now, it seems. So there was no witch after all. Strange how we all believed there was. Ah, well; no matter. The fields have been fertilized. I have disposed of the bodies. Home is where the hearts are. Let us hope the dead stay buried.*

Players should now give their family a last name, writing it on the ribbon on the front of their Family cards.

Each player should record their character's fate on the back of their Family card. Remember this is for flavor only. Have fun with it.

I was not accustomed to so much digging and grew weary near the end. I hope the bodies are buried deep enough.

Add Shallow Graves (P201) to the Event deck for future games. (Adding or intensifying Event cards happens at the end of each game.)

Finally, find The Deed to the House (P202) and place the winner's Crest sticker on the front of it in the Prologue space. Each game's winner will claim the deed going forward. For the moment, it is yours.

I am hiding.

118 *Those who lost their lives digging the crypt had not yet made the journey to the next world. The talisman acts as a focus, luring them back. There are gates between our world and the other worlds that lie so close to it. The ensuing chaos can break the minds of the sanest people.*

Open Door C in the *Folium Infernum* and place the rule sticker on space C in the rulebook.

Consult the Helm. Whoever is judged may heal all their traits. Each other player on the same branch may heal one trait.

The haunt revealer should draw the next card in the Legacy deck, the Talisman, and give it its true name: “The Talisman of Poltergeists.” They are now carrying it.

There is no traitor in this haunt. All players should turn to Haunt 5: Be Our Guest in the Secrets of Survival book.

Pa said the devil man couldn't be killed by anything on earth.

119 *Somehow, the groundskeeper knew the secrets of this house . . . interesting. When the portal whispered snippets of those secrets to you, the others tried to dissuade you from finding out more. Ha! You showed them. The portal widens, ripping a jagged hole into the earth, stone and dust tumbling endlessly down into the darkness. The path to power lies through this crack in reality. The first lock is open. He is almost awake.*

Open Door 4 in the *Folium Infernum*. Place the sticker you find there on the tile that had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions.

The last traitor to take a turn (or hero if there were no traitors) places their family crest on the Deed to the House.

The book is reassembled. A diary of sorts, passed down through generations and bulging at the seams with secrets.

Add or intensify Book of Flesh (P221).

The last page of the spell book had been ripped out. Its knowledge might prove helpful if it could be found.

Add or intensify The Writings of Cultists (P237).

Such powerful magics. It would be a waste not to take a little for myself. Perhaps this vellum will come in handy.

Add or intensify Symbol of Power (P224).

Several family members were lost that day. If the future could be known, surely these tragedies could be avoided. Or so some believed.

Add Seer (P209) to the available Calling cards.

120 *The house shudders, and portions of it collapse in on itself. Screams can be heard within. None of those who had entered were ever found, though no one wished to search terribly thoroughly. The house was abandoned. People who passed by made the sign to ward away evil. Years passed. The house fell into disrepair until the state decided to use the vacant property as a hospital for those with . . . illnesses of the mind.*

Destroy the Deed to the House. No one owns the house any more. **Destroy** the Chalice Omen card. It is lost. **Destroy** the Wolf Event card (L16).

He is awake.

If any of cards P254, P265, and P272 are still in the Purgatory deck, **destroy** them. They are not part of your story.

Record the fate of all characters in this chapter as “lost.” Remove the colored bases from the plastic figures, then put all five figures into the Tomb.

They are lost.

I'm sorry I didn't help. I was too scared.

Return all four Corners of Hell to the Otherworlds deck.

Hell is shut.

121 *All your lives, you've heard whispered stories and dreamt dark dreams of your ancestors, trapped in Hell. You prayed they were only rumors, only nightmares, but no. On this day, the portrait that hangs on the wall calls each of you by name and speaks to you, confirming that the stories are true. It is time to take charge. It is time to act.*

The haunt revealer should draw the next card in the Legacy deck, the Portrait, and give it its true name: “The Deranged Portrait.” They are now carrying it.

Consult the Helm. Whoever is judged takes 1 general damage. Each other player on the same branch takes 1 physical damage.

The player with the Medical Practitioner calling is the traitor. If Medical Practitioner is not in play, the traitor is the player with the highest Sanity. The heroes and traitor should turn to Haunt 38: Angels and Demons in their respective books.

122 *This rift between the worlds ought not be open. While down there in search of a cure, we felt watched, always watched. Something was there, feeding on our panic. He was just out of sight, but His hate was everywhere. His hunger is almost sated. He is almost strong enough to act.*

On the back of the rulebook, check the box on the clock near the 6.

The last hero to take a turn places their family crest on the Deed to the House.

Our group's story is done.

All players should put their family photographs into the Tomb.

We have left a kit to help against future poisonings . . . if used promptly and properly.

Add Test Kit (P268) to the Event deck.

"My next experiment will involve poison gas. Curious to see how people react to choking." —M. Dubourde

Add Poisoned! (P229) to the Event deck.

"Maybe leave some pills around for my next subjects? Yes, yes. That makes sense. Give them some hope." —The Assistant

Add For Your Health (P211) to the Event deck.

The measured ways of science have proven useful and are worthy of further investigation.

Add Experimentist (P271) to the available Calling cards.

If any of cards P233, P236, P250, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

123 *The bloated doll cries pitifully in its crib, blood trickling from swollen lips, from cracks in the porcelain. With a great cry, you attack it one last time. You can feel the pressure of the blood inside it. As the last blow falls, the doll explodes.*

Destroy the Guest Quarters tile. Draw tile plank 7. Add the Bloody Room tile to the stack. Put the Collapsed Room tile in the Tomb.

On the back of the rulebook, check the box on the clock near the 3.

The last hero to take a turn places their family crest on the Deed to the House.

Even a creature as vile as this could feel pain. Some nights, its cries are still heard echoing through the house.

Add Baby's Cry (P244) to the Event deck.

Some days, otherwise calm, a pool of blood forms about the house, as if something had bled profusely. Some hear a lullaby nearby. Others don't stay long enough to listen.

Add or Intensify Puddle of Blood (P241). Remember that "intensify" means to find the card in the Event deck and check a box on it. If the card is still in the Purgatory deck, instead add it to the Event deck.

The hollow remains of the porcelain doll formed a husk of sorts, like an insect that molted its skin. Travelers to the house sometimes see it moving on its own, crying in a lost voice.

Add Molted (P204) to the Event deck.

Some were driven mad by the killing of the doll, while others were driven to study those dark deeds so that it could not happen again.

Add Occultist (P261) to the available Calling cards.

124 *The spirits have fled back to their own worlds, leaving behind shattered furniture and a lifelong fear of chairs. But what will come next? Reality is weakening. One can almost see into other worlds, as if through a looking glass. A looking glass ready to shatter.*

On the back of the rulebook, check the box on the clock near the 4.

The hero who took the last turn places their family crest on the Deed to the House.

Some days, the furniture moves on its own to form strange and unsettling piles, waiting to topple upon the unwary.

Intensify Stacked Furniture (S8).

The armoire promises marvelous adventures, claiming to be a portal to wondrous lands. Many have reached inside never to emerge.

Intensify Curio Cabinet (L19). *(continued . . .)*

Some families came to realize that the only way to defeat the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

125 *The deed was done as instructed. Those who owed a debt paid it. I have left the package where it may be found, as per the tenets of our Order. The time of awakening has begun at last.*

The traitor places their family crest on the Deed to the House.

Put the Cook and the Groundskeeper cards into the Tomb.

The sacred nature of some items drove back evil, but it wasn't enough. Still, some of that hope lingers.

Add Moment of Hope (P226) to the Event deck.

The darkness in the house gathers. Infernal corruption leaves a lasting impression.

Add Funeral (P255) to the Event deck.

The Devil is never satisfied. The mustang will return.

Add Coachman (P207) to the Event deck.

Seeing Hell on earth can test the heartiest of souls. It is not surprising that some found faith after witnessing such events.

Add Clergy (P220) to the available Calling cards.

Finally, a package is found on the ground where the traitor placed it. Open the envelope below the tray, the one marked with the symbol below, and read what is inside.



126 *The creature goes cold and stiff surprisingly quickly. It appears to be clutching something, but when you pry its hand open you find it empty — except for the tattoos. Inky runes cover the animal's palm. You cannot read them, but they are mesmerizing.*

Find Monkey's Paw (P279). If the Monkey was killed by a player, place the killer's family Crest (not Heirloom) sticker on the card. Then **bury** the Monkey's Paw card.

127 *The mouth slobbered and searched, finding bits of masonry to gorge its hunger. All at once a fleeting spasm of energy seemed to pass through the frame of the beast — the limbs contracted, great muscles constricting. With a shudder, the litter and debris put into it was evicted and strewn about the room. Satisfied, the beast passed back into its world. Perhaps that was enough? Perhaps He can use this tiny nick in reality to find purchase to escape. I am pleased I could help.*

Destroy the Parlor tile. Draw tile plank 19. Add the Junk Room tile to the stack and **destroy** the other two tiles on the plank (Pentagram Chamber, Statuary Corridor).

Destroy Study the Runestones (P249).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Those who summoned this monstrosity left notes of their ritual.

Add or intensify The Writings of Cultists (P237).

After the event, a moist mouth would appear about the grounds, growing from the earth, on a tree, wherever it could gain purchase. Its tongue would probe, looking to feed.

Intensify Whispers (S9).

All that was left of the creature was a single tentacle, possessed of its own mind, that proved difficult to find, let alone kill.

Add Tentacle (P208) to the Event deck.

The asylum is in shambles. There were no survivors of the event. The building lies abandoned through a financial crash, a depression, and the second Great War. Upon returning from the war, a couple purchases the dilapidated structure with the hopes of opening an inn . . .

If cards P234 or P256 are still in the Purgatory deck, **destroy** them. They are not part of your story.

128 *An old portrait, haphazardly discarded. Its eyes have been slashed out. You take a startled step back when the portrait's mouth begins moving. Is it screaming at what it saw done? No. It is giving instructions. And it expects to be obeyed.*

The haunt revealer should draw the next card in the Legacy deck, the Portrait, and give it its true name: "The Mutilated Portrait." They are now carrying it.

Consult the Helm. Whoever is judged takes 1 general damage. Each other player on the same branch takes 1 physical damage.

The player with the Experimentist calling is the traitor. If Experimentist is not in play, the traitor is the player with the highest Knowledge. The heroes and traitor should turn to Haunt 28: The Reanimator in their respective books.

129 *The spirits have fled back to their own worlds. Whatever anger filled them was quenched with blood. But what will come next? Reality is weakening. One can almost see into other worlds, as if through a looking glass. A looking glass ready to shatter.*

The last player to take a turn places their family crest on the Deed to the House.

Some days, the furniture moves on its own to form strange and unsettling piles, waiting to topple upon the unwary.

Intensify Stacked Furniture (S8).

The armoire promises marvelous adventures, claiming to be a portal to wondrous lands. Many have reached inside never to emerge.

Intensify Curio Cabinet (L19).

Some families came to realize that the only way to defeat the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

130 *The master smiles. "It has started. He is awakening. We have waited for centuries, since the first blood was spilled into the chalice."*

The traitor places their crest on the Deed to the House.

"Stay, my familiar, and watch this house." A small creature leaves to hide in the eaves of the house. And wait.

Add Foul Imp (P258) to the Event deck.

Some incantations were left behind, becoming part of the house.

Add The Writings of Cultists (P237) to the Event deck.

From the trees, a robed figure witnesses all. The Order will continue to guard this site.

Add Shadowy Figure (P236) to the Event deck.

A sacred order to combat a foul one. Through their struggles to vanquish this dark cult, some found a higher calling.

Add Clergy (P220) to the available Calling cards.

If card P207 is still in the Purgatory deck, **destroy** it. It is not part of your story.

The master places the package on the table for someone to find.

A gift, a curse, or a blessing?

Open the envelope below the tray, the one marked with the symbol below, and read what is inside.



131 *For many years Fenrir did rule wisely as jarl. A fierce warrior, he was called the Wolf by many. But his days on the earth were not enough, and he worked with dark runes to live beyond his years. He became a draugr and death was his enemy.*

Gain 4 Might. Other players may read this entry again at any time but do not gain the trait bonus.

132 *You destroy the last generator and sit down, exhausted and drained. The spirits stream out of the radio, out over the grounds, and disappear back into the house. They're released from the radio . . . but of course, not truly free. There has to be an end to this cycle of corruption. Everything is silent until the radio clicks on. Again, the girl's voice: "Nothing in this world will kill him. In 22 years, the stars will fall from the sky." You sit and listen to it loop her words, over and over again . . .*

On the back of the rulebook, check the box on the clock near the 11.

Destroy Swear an Oath to End Him (P257).

Players should return their family photographs to the Tomb (if they didn't during play).

Behind the wall, a transmitter continues to beep. It is calling something. Something far away.

Add Rusted Transmitter (P247) to the Event deck.

The one voice in the radio that haunts you, even today, is your grandmother's, her sanity frayed by her entrapment.

Add Phone Call (P245) to the Event deck.

The spirits are freed but still roam the basement as a billowing mist of shrieking souls.

Add or intensify Mist from the Walls (P239).

If any of cards P203, P217, P229, P259, and P268 are still in the Purgatory deck, **destroy** them. They are not part of your story.

133 *Justice is served. Time for eternal rest. Except that you feel yourself being pulled down, deep through the chasm, to someplace that is sealed. He is calling you. And, have mercy, you are answering. You are bound to Him. Every generation. He will be free soon. You won't be.*

On the back of the rulebook, check the box on the clock near the 9.

The doctor's journal was found by a corrupt policeman who tore out pages to use as blackmail.

Add or intensify Blackmail (P263). *(continued . . .)*

The funeral for the victims was perfunctory. As inmates, they had no close family. Their ghosts wailed at this indignity and vowed to have a proper funeral someday.

Add or intensify Funeral (P255).

Police investigated as a matter of course. One officer had been in love with one of the victims. He visited often thereafter and was not kind to those he found there.

Add or intensify Move Along (P276).

Players should return their family photographs to the Tomb (if they didn't during play).

Destroy Map the Otherworlds (P274). The moment has passed.

If any of cards P211, P213, P235, P262, and P263 are still in the Purgatory deck, **destroy** them. They are not part of your story.

134 *The magics take hold, and the portal shudders and constricts in on itself. Something on the other side howls as it closes. The ground heaves and buckles. With a clap like thunder, the earth rips asunder, creating a great chasm that leads down as far as the eye can see. From below emerge music, light, mist . . . and screams. The first lock is broken. He is almost awake.*

Open Door 4 in the *Folium Infernum*. Place the sticker you find there on the tile that had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions.

On the back of the rulebook, check the box on the clock near the 5.

The last hero to take a turn places their family crest on the Deed to the House.

The book is reassembled. A diary of sorts, passed down through generations and bulging at the seams with secrets.

Add or intensify Book of Flesh (P221).

The last page of the spell book had been ripped out. Its knowledge might prove helpful if it could be found.

Add or intensify The Writings of Cultists (P237).

Word reaches the Order that the ritual was thwarted. The results, a hole in the world, are certainly good enough. Still, the cult will have revenge on those who crossed them.

Add or intensify Shadowy Figure (P236).

Corruption comes in many forms. Desire for arcane knowledge is one of them.

Add Seer (P209) to the available Calling cards.

If cards P224 or P246 are still in the Purgatory deck, **destroy** them. They are not part of your story.

135 *"There's a crack in the world, and this house is built on it. There are other worlds nearby. They make real the things you're afraid of. Some of those things sneak through."*

Place the ♠ token on any Bedroom tile, if any have been discovered.

136 *We crossed the endless ocean, seeking a location where the Tree of Life touched our world. We searched Snæland, Grænland, Markland, until, at last we found a place where a root of Yggdrasil touched Midgard. From here we could get to any of the realms. From here, we could get to Hell.*

Gain 4 Sanity. Other players may read this entry again at any time but do not gain the trait bonus.

137 *You whistle as you go about your work, slicing skin off the body that looks just like you. Drawing blood, and cracking bones to get to the marrow, you think to yourself: you'll need more clones. As you start the incubation tanks, the radio turns on of its own accord. The girl's voice. "Nothing in this world will kill him. In 22 years, the stars will fall from the sky." It loops her words over and over, forming an odd lullaby as you climb into a pod and go to sleep.*

Destroy Swear an Oath to End Him (P257).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Cloned specimens appeared to take no notice of implanted tracking devices.

Add Under The Skin (P242) to the Event deck.

Early clone experiments went undiscovered. They escaped, unintelligent but with a beastlike cunning, and survived much as animals do.

Add or intensify Faceless Humanoids (P217).

"Say, Mother, wouldn't it be nice to have some help about the house, with the ironing or washing up? You bet it would! A clone is just the thing, and the guests will be none the wiser!"

Add or intensify Unseen Helper (P203).

If any of cards P229, P239, P245, P259, and P268 are still in the Purgatory deck, **destroy** them. They are not part of your story.

138 *Tyr volunteered to be the one to chain him. Fenrir fought, knowing that his end was upon him. The Wolf lashed out and Tyr lost his axe hand to the fury. Fenrir cursed Tyr, saying that Tyr would not die until Fenrir himself would die. Tyr laughed and said he'd be waiting if the Wolf ever got free. We placed Tyr's axe hand in a sacred coffer to honor his sacrifice.*

Gain 4 Speed. Other players may read this entry again at any time but do not gain the trait bonus.

139 *The collapse in the crypt was no accident. Some sort of imp lives hidden in the eaves. This is bad enough, but worse, one of you is in league with it.*

Open Door C in the *Folium Infernum* and place the rule sticker on space C in the rulebook.

Consult the Helm. Whoever is judged may heal all their traits. Each player on the same branch may heal one trait.

The haunt revealer should draw the next card in the Legacy deck, the Talisman, and give it its true name: "The Talisman of Chaos." They are now carrying it.

The player with the Gambler calling is the traitor. If that calling is not in play, the traitor is the player with the highest Knowledge. The heroes and traitor should turn to Haunt 34: Damnable Behavior in their respective books.

140 *It is done. Perfect vessels for your Master. You glide through the worlds, leading the heroes and inhabitants of the house behind you, down toward Hell, where He lies, chained with iron upon a cold stone altar. He is beyond death, an infernal being kept alive by means unknown. The skin has been cut from his chest, leaving a ragged hole. You approach with caution, only to see the eyes awaken and a smile run across His sharpened teeth. "You have brought Me a gift. This pleases Me. You will do well."*

Add Servants to Him (P252) to the Event deck.

Turn to Entry 95.

141 *"The tinfoil hats, they do nothing! The government is in my brain! They want to cover all this up. They're gonna destroy the evidence. We have to find proof that it's all real. We have to do something!"*

The haunt revealer should draw the top card of the Legacy deck, the Meteorite, and give it its true name: "The Incriminating Meteorite". They are now carrying it.

Consult the Helm. Whoever is judged loses 1 from each trait. Each other player on the same branch loses 1 Sanity and 1 Knowledge.

Place the Fire token on the Unfinished Room. If the Unfinished Room isn't in play, search the stack for it, place it with the Fire token on it, then shuffle the tile stack.

The player with the highest Sanity is the traitor. The heroes and traitor should turn to Haunt 12: Roswell in their respective books.

Pa said his devil man couldn't be killed by anything on earth.

142 *The black hound is terrifying. It will not allow you to name it. Best to just let it be.*

143 *The last one to die teeters on the edge of the chasm in a feverish delirium. When the body falls, He is there, watching. The body plummets through worlds of fire and ash, mist and caves, feasting and revelry. All the while, He watches. The corpse lands just outside the land where He is bound. The panic of the dying feeds Him. His hunger is almost sated. He is almost strong enough to act.*

The last hero to take a turn places their family crest on the Deed to the House.

Photographs of the group were found scattered around the house.

Put all family photographs into the Tomb.

Ah, my grandchild, oblivious to the end. For my next experiment, I'll leave an antidote.

Add Test Kit (P268) to the Event deck.

My next experiment will involve poison gas. Curious to see how people react to choking.

Add Poisoned! (P229) to the Event deck.

Maybe leave some pills around for my next subjects to find. Yes, yes. That makes sense. Give them some hope.

Add For Your Health (P211) to the Event deck.

The measured ways of science very nearly proved useful. Perhaps, with further investigation, they may yet do so.

Add Experimentist (P271) to the available Calling cards.

If any of cards P233, P236, P250, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

144 *The pukwudgie looks at you, its lip curling with contempt. "They are all dead. Maybe you're next."*

Roll to **Imprison the Pukwudgie in the Talisman** now, using the rules in the Traitor's Tome.

11+ Turn to entry 193.

0–10 Continue reading below.

The pukwudgie chuckles with glee as you fumble the spell. It waves the talisman over its head. Strange smoke billows out of it. You feel your soul being ripped from your body and into the talisman. Reality is weakening. One can almost see into other worlds, as if through a looking glass. A looking glass ready to shatter. You die.

The traitor places their family crest on the Deed to the House. Their heir takes over ownership. *(continued . . .)*

The traitor had signed a contract with the pukwudgie. In their haste they left a bit of evidence behind.

Add Blackmail (P263) to the Event deck.

The small creature runs off to continue its malevolence in the house. It is likely to return.

Add or intensify Foul Imp (P258).

Some families came to realize that the only way to defeat the beasts of the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

145 *From outside, we hear the groundskeeper ranting. He says something about "keeping the lock in place," then shoves a runestone. It teeters, crushing his hand between it and the nearest stone, then crashes to the ground. The earth begins to shake. "No!" he shouts. "That's not right! He must not escape!" He tries to lift the stone, but his mangled hand is useless. "No! Not again!" Then we can't hear him, even though his mouth is still moving . . .*

Consult the Helm. Whoever is judged gains 1 in each trait. Each player on the same branch gains 1 in the trait of their choice.

The haunt revealer should draw the next card in the Legacy deck, the Hand Mirror, and give it its true name: "The Hand Mirror of Corruption." They are now carrying it.

There is no traitor at the beginning of this haunt. All players should turn to Haunt 35: Forbidden Knowledge in the Secrets of Survival book.

146 *"The missus is a good woman. A bit cross at times, but she runs the place really well. Though we don't get many return guests. Last couple left without even checking out."*

Give the Innkeeper's Husband a name. Write it on his card.

147 *The madman stands before you, his eyes clear and focused.*

"I have always lived here. It was I who bound Him, all those lifetimes ago. When I die, I come back. I've been a farmhand and a groundskeeper. I think I ran an inn. Sometimes I did good things, sometimes terrible things. I am cursed: I will be reborn, again and again, until He's destroyed.

"I am Tyr. All those years ago, I swore an oath: not to rest until the annihilation of Fenrir, our jarl who cheated death. I bound Him in Hell. I lost a hand to Him. I drove my spear into Him, cutting the Helm from His body, but still He was not destroyed, and so my work is not done."

He looks at you, judging your worth. "Your ancestors, willingly or not, bound your families to His cause, by worshiping his Helm in order to gain power. But they were weak, while you are strong."

The night is cold. Tyr raises his voice. "Our task is twofold. First we must create a weapon not of this world. Only with that can we kill Him. And then we must find our own way to Hell to surprise Him. Know this: one of you will likely betray us. But, if we hurry, we may finish our tasks before His corruption takes one of you. We must . . . the Otherworlds . . . find the elevator . . . I can't . . . Where am I?"

His eyes grow hazy.

Place the  token on the Entrance Hall.

148 *You don't buy a haunted house without knowing what you're getting into, but it's nothing some elbow grease and know-how can't fix. The innkeeper, an engineer during the war, found a way to contain ghosts inside a radio—but only temporarily. Needing a place to confine the ghosts permanently, she's tried using the inn's guests as potential vessels. Unfortunately, most bodies can't tolerate hosting a hundred souls. Early test subjects were added to the growing number of spirits imprisoned in the radio.*

The haunt revealer should draw the next card in the Legacy deck, the Radio, and give it its true name: "The Radio of Lost Souls." They are now carrying it.

Consult the Helm. Whoever is judged loses 2 Sanity. Each other player on the same branch loses 1 Sanity.

The traitor in this haunt is unknown to anyone, even the traitor. All players should turn to Haunt 46: Strange Signals in the Secrets of Survival book.

149 *You stare at the wolf as it speaks. "I am almost free. I have regained much of my strength." The wolf stands up on its back legs. It smiles? The skin on your chest bubbles and peels away, revealing your breastbone. "How do you like it?"*

Set your Might to critical. **Bury** all Sacred Items you carry. **Destroy** the Wolf Event card.

150 *"He feeds off of the deaths in this house! He's getting stronger! He made people think there was a witch so's they'd kill each other! That was his first trick! The thralls are coming. Here, this'll help."*

He shoves something small into your hands. It's a dead mouse with a bite taken out of it.

Place the  token on the outside tile farthest from the Front Steps.

151 *"PH'NGLUI MGLW'NAFH CTHULHU R'LYEH WAGH'NAGL FHTAGN!" Green light and terrible sounds dwindle until the portal closes. This room is forever changed, and for the rest of your lives, impossible things skirt the edges of your vision. You held off His return for now. It is something, but not enough. You must do more. Without a plan, you will allow Him to escape. And then He will devour the world.*

On the back of the rulebook, check the box on the clock near the 10.

Destroy the Study tile. Draw tile plank 19. Add the Pentagram Chamber tile to the stack and **destroy** the other two tiles on the plank (Junk Room, Statuary Corridor).

Destroy Study the Runestones (P249).

Players should return their family photographs to the Tomb (if they didn't during play).

After the portal was closed, there was silence so grim and absolute that it swallowed one's sanity whole.

Add or intensify Silence (P256).

The portal was closed, but not before restless spirits seeped through.

Add or intensify Mist from the Walls (P239).

The forbidden words closed the portal, but their harsh sounds reverberated through the building, echoing, demanding attention.

Add Unspeakable (P234) to the Event deck.

The asylum is in shambles. When authorities arrive, arrests are made and patients are relocated. The building lies abandoned through a financial crash, a depression, and the second Great War. Upon returning from the war, a couple purchases the dilapidated structure with the hopes of opening an inn . . .

If cards P208 or P237 are still in the Purgatory deck, **destroy** them. They are not part of your story.

152 *The last thrall escapes the Otherworlds and enters ours. Whatever magic He used to escape from Hell has consumed His energy. The Helm curls and shrivels, giving off a fetid smoke. A keening sound echoes across the lands.*

Destroy Blackening the Helm (L153).

You who bound yourself most tightly to the Helm, the one who reads these words now, begin to laugh. His presence fills your mind. Part of you wants to resist, but it is such a warm welcome. How can you resist the one you love?

You are still in the game but have turned traitor. Take the Traitor card. If you are dead, return to life and set all your traits to critical. Continue turn order as normal.

Find You Are The Traitor (P296) in the Purgatory deck. It is for you. Take the Thralls card (P297) and put it in front of you.

153 *You drive, glancing at the old radio, hoping it won't click on to activate a clone in your car. Your heart sinks as a buzzing static begins to come from it, but none of your friends look affected. Instead, you hear the girl's voice: "Nothing in this world will kill him. In 22 years, the stars will fall from the sky. Nothing in this world will kill him. In 22 years, the stars will fall from the sky. Nothing in this world will kill him. In 22 years, the stars will fall from the sky."*

On the back of the rulebook, check the box on the clock near the 11.

Destroy Swear an Oath to End Him (P257).

All players should return their family photograph to the Tomb (if they didn't during play).

Suspects believe themselves to have "escaped." Tracking devices were unnoticed.

Add Under The Skin (P242) to the Event deck.

Early clone experiments went undiscovered. They escaped, unintelligent but with a beastlike cunning, and survived much as animals do.

Add or intensify Faceless Humanoids (P217).

"Say, Mother, wouldn't it be nice to have some help about the house, with the ironing or washing up? You bet it would! A clone is just the thing, and the guests will be none the wiser!"

Add or intensify Unseen Helper (P203).

If any of cards P229, P239, P245, P259, and P268 are still in the Purgatory deck, **destroy** them. They are not part of your story.

154 *"Been in the country but a few months now. Came here straightaway. It's good, honest work that always leaves me hungry at the end of the day."*

Give the Chambermaid a name. Write it on her card.

I don't remember what it feels like to not be hiding. I get headaches when I see all the people die.

155 *The Wolf keeps arising. The godar cannot kill him for he has already eluded death. His Helm keeps him alive. The normal methods to kill his kind do not work. Nothing of our world can kill Him. Hell will not take him from our world so we must find a way to take him to Hell. We are preparing our ships to cross the great sea to find a branch of Yggdrasil.*

Gain 4 Knowledge. Other players may read this entry again at any time but do not gain the trait bonus.

156 *The crossbow has a taste for blood. It wants more.*

Destroy the Crossbow card. Find Infernal Crossbow (P281). If the Crossbow was heirloomed before, place a Crest sticker (not an Heirloom sticker) of the same family on the new card. The player who was carrying the Crossbow is now carrying the Infernal Crossbow.

157 *The traitor's twitching finally stops. An imp appears and laughs at its former companion. Perhaps the traitor was innocent after all? No matter. Better to hang one innocent person than to let evil continue to spread. Besides, one who traffics with imps is hardly innocent. Magic is growing stronger. Reality is thinning. Who knows what world will seep into this one next? The virtuous cannot be too careful.*

On the back of the rulebook, check the box on the clock near the 4.

The last hero to take a turn places their family crest on the Deed to the House.

Why anyone would record their misdeeds is a mystery. But it is a folly of a wicked mind.

Add Blackmail (P263) to the Event deck.

The small creature runs off to continue its malevolence in the house. It is likely to return.

Add or intensify Foul Imp (P258).

We removed the head from the traitor and buried it. Their evil shall not continue beyond the grave.

Add or intensify Buried Head (P222).

Some families came to believe that the only way to defeat the beasts of the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

158 *Even as the last shovelfuls of earth cover the head, its jaws continue to work, as if desperate to tell us something. What revenge did this warrior seek? Who buried him? Was he here before the house was built? Perhaps it is time to call upon the local priest. Some holy water and a crucifix will protect this house from whatever evil lies beneath . . . perhaps several crucifixes.*

On the back of the rulebook, check the box on the clock near the 1.

The last hero to take a turn places their family crest on the Deed to the House.

That unholy thing is dead now. But it was dead before. It will return to terrorize again.

Add Bloody Corpse (P275) to the Event deck.

Under the dirt, we can hear the head talking. Especially at midnight.

Add Buried Head (P222) to the Event deck.

What other bodies lie beneath the floor? Who else has been buried here?

Add The Voice (P206) to the Event deck.

The revenant killed with its bare hands. Some families found that . . . intriguing.

Add Savage (P218) to the available Calling cards.

159 *An infernal presence has been summoned into the pitchfork.*

Destroy the Pitchfork card. Find Devil's Pitchfork (P280). If the Pitchfork was heirloomed before, place a Crest sticker (not an Heirloom sticker) of the same family on the new card. The player who just killed with the Pitchfork is carrying the Devil's Pitchfork.

160 *Betrayal. I am chained and tired. I am in Hell. I burn. I burn from the chains. I burn from hatred. My own clan has betrayed their rightful jarl. But I will not go into the darkness. There is nothing of this world that can hurt Me now. I will rise again. For now, I wait.*

Gain 4 Speed. Other players may read this entry again at any time but do not gain the trait bonus.

161 *We steel ourselves to face this dark brotherhood, but we are compelled to pull the photographs from our pockets. On one, more words shimmer into focus:*

"The magic stones have powers."

Find Study the Runestones (P249). This contains a side goal and reaction for this game (no matter which haunt you play).

Depending on the tile the haunt revealer is on, turn to the matching entry in the Bleak Journal.

115 **KITCHEN, LIBRARY, NURSERY, SERVANTS' QUARTERS**

165 **ARBORIUM, HANGING TREE, MUSKEG, STABLE**

199 **CRYPT, MASTER BEDROOM, RITUAL ROOM, SOUNDPROOFED ROOM**

162 *You rip the talisman from the beast and it turns to smoke, nothing more than a dream made real. The talisman dims; whatever fears it held are gone. But the veil between our world and the surrounding ones is weakening. One can almost see into these realms, as if through a looking glass. A looking glass nearly ready to shatter.*

On the back of the rulebook, check the box on the clock near the 4.

The last hero to take a turn places their family crest on the Deed to the House.

Now that it has gained form once, the beast will seek out whoever fears it most.

Add Misshapen Figure (P233) to the Event deck.

Working together is unusual in this house. Perhaps it has merit, though?

Add Bound Together (P250) to the Event deck.

Some families came to realize that the only way to defeat the beasts of the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

163 *A girl. Her face is young but her eyes have a knowing look, and you sense she is wise beyond her appearance. She smiles warmly. "I know how to stop Him. I was too afraid to find my way out. But your families were so brave. You gave me strength . . ." She pauses a moment before continuing. "The stars have fallen and it is time to act. Come, we must find the madman—my father. He will tell you how to end this. We are lucky. His mind is clearer than usual tonight." She dashes off into the house.*

Find the Girl (P277) Inhabitant card and put it face down near the other Inhabitants. The family who has been the traitor the fewest times takes the first turn.

164 *The bloated doll, large as a bear, enters the salon. It needs to sleep, to digest. It rips up floorboards, making a place to hide and rest. The joists creak ominously and the floor itself buckles . . .*

Destroy the Salon tile. Draw tile plank 7. Add the Collapsed Room tile to the stack. Put the Bloody Room tile in the Tomb.

The traitor places their family crest on the Deed to the House.

Even a creature this vile could feel pain, could cry out. Some nights, its cries are still heard.

Add Baby's Cry (P244) to the Event deck.

The structure of the house must have been weakened by the constant renovations, and in parts, compromised beyond repair.

Intensify Crumbling Ceiling (L18). Remember that "intensify" means to find the card in the Event deck and check a box on it.

Certain families tried to follow in the footsteps of whoever constructed the crib, using forbidden magics to keep the evil of the house at bay.

Add Occultist (P261) to the available Calling cards.

165 *A cry echoes through the house: "You and I have dwelt in the bodies of the insect-philosophers that crawl proudly over the fourth moon of Jupiter. You find me mad for saying that? Just await, they are here! We shall free Him soon and He will return home!" If that wasn't strange enough, bugs start emerging from rips in . . . the air? An inmate, Reuben Goldberg, pulls you aside. "I have been preparing for this. Here are plans for a Nest Extermination Kit. Unorthodox, but should do the trick." He holds a drawing of a complicated contraption. Looks legit.*

The haunt revealer should draw the next card in the Legacy deck, the Kris, and give it its true name: "The Kris of Paralysis." They are now carrying it.

Consult the Helm. Whoever is judged loses 1 Sanity and 1 Might. Each other player on the same branch loses 1 Sanity.

Remove the Small Obstacle tokens from the Parlor, Study, and Specimen Room. Place the Nest token on the Specimen Room.

The traitor in this haunt is hidden among you. The player to the left of the haunt revealer takes the first turn. All players should turn to Haunt 24: Woefully Outmatched in the Secrets of Survival Book.

166 *You drive away into the night, with enough evidence to . . . what? Prove the house is cursed? That you're all part of a chain of misfortune going back centuries? It's all true, but no one will believe you. You turn the car around. The agents are gone, no doubt searching for you. The grounds are oddly calm for once. You take out the evidence, throw it on the fire. Only your families can end this. You're the ones tied to it. You will find a way to kill Him. The fire grows larger and larger. The warmth feels good.*

Destroy the Unfinished Room tile. Draw tile plank 20. Add the Charred Room tile to the stack and destroy the other two tiles on the plank (Underground Lake, Tower).

As the flames grow larger, you hear a voice behind you: the voice of a child, a young girl. "I don't need to hide anymore. I need to find my way home." You turn but no one is there.

On the back of the rulebook, check the box on the clock near the 12.

Destroy Learn More about the Meteorite (P231).

Players should return their family photographs to the Tomb (if they didn't during play).

From the corner, a small creature watches the flames. The government isn't particular about who or what it uses as a spy . . .

Add or intensify Foul Imp (P258); it may have been removed in an earlier game.

Before you leave, you set up a slideshow, issuing a warning to others who visit. You know it's futile but you do it anyway.

Add or intensify Slideshow (P253).

The government watched the abandoned inn, interfering with anyone who trespassed.

Add or Intensify Confiscation (P227).

After the events of the night, the inn was abandoned. No one claimed ownership and it fell into disrepair. For over 40 years it lay dark and then, one day, a girl emerged from the shadows to blink in the light for the first time in a long while. "I need to find my father," she said.

If any of cards P204, P212, P219, P223, P240, P242, P247, and P273 are still in the Purgatory deck, **destroy** them. They are not part of your story.

167 *"I can't hide anymore. He's too powerful, and He'd find me anyway. We have to find Him first. I know the secrets of the house . . ."*

Choose one:

If the Mundane Elevator is not in play, search the tile stack for it and place it in the house. Place the ♣ token on it. Shuffle the tile stack.

If the Meteorite hasn't been found, search the Omen deck for it, take it, and shuffle the Omen deck. You are now carrying the Meteorite.

168 *The respiration had now grown very feeble, when a sudden sound emitted by the mouth froze us all. The tentacles went through a convulsive motion, and the limbs contracted, great muscles clenching in death. With a shudder, the debris we had put into it was evicted and strewn about our room. Was it enough? Did we hold off His return for yet a while? We must prepare for the day when He finds a way out of His prison.*

On the back of the rulebook, check the box on the clock near the 10.

Destroy the Parlor tile. Draw tile plank 19. Add the Junk Room tile to the stack and **destroy** the other two tiles on the plank (Pentagram Chamber, Statuary Corridor).

Destroy Study the Runestones (P249).

Players should return their family photographs to the Tomb (if they didn't during play).

Those who summoned this monstrosity left notes of their ritual.

Add or intensify The Writings of Cultists (P237).

After the event, a moist mouth would appear about the grounds, growing from the earth, on a tree, wherever it could gain purchase. Its tongue would probe and look for something to feed it.

Intensify Whispers (S9).

All that was left of the creature was a single tentacle, possessed of its own mind, that proved difficult to find, let alone kill.

Add Tentacle (P208) to the Event deck.

The asylum is in shambles. Local authorities arrive at dawn to relocate the patients. The building lies abandoned through a financial crash, a depression, and the second Great War. Upon returning from the war, a couple purchases the dilapidated structure with the hopes of opening an inn . . .

If cards P234 or P256 are still in the Purgatory deck, **destroy** them. They are not part of your story.

169 *Services have been rendered. The bill has come due.*

Find The Contract (P215). For each family with a Crest sticker on The Document, put a matching one on The Contract. Then **bury** The Contract and **destroy** The Document.

170 *Hundreds of spirits inside of you, each issuing a singular, ravaging purpose: kill. You walk out the front door, the voices a cacaphony in your head, but one, clearer than the rest, makes herself heard. "Nothing in this world will kill him. In 22 years, the stars will fall from the sky." You laugh a thousand different laughs at once, and walk into the night.*

Destroy Swear an Oath to End Him (P257).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Sometimes, crackling voices can be heard around the house. "Something not of this world."

Add Static Voices (P273) to the Event deck.

The one voice in the radio that haunts you, even after this is over, is your grandmother's, her sanity frayed by her entrapment.

Add Phone Call (P245) to the Event deck.

Not all the spirits in the radio found a new host. Some still roam the basement as a billowing mist of shrieking souls.

Add or intensify Mist from the Walls (P239).

If any of cards P203, P217, P229, P259, and P268 are still in the Purgatory deck, **destroy** them. They are not part of your story.

171 *"A malignum! That's what this place is! A wound in the world! Built over a malignum, no wonder everything leaks through this house! EVERYTHING! TAKE THIS!" He runs off.*

Draw the top Omen card. You are now carrying it. Place the ♣ token on an upper floor tile.

172 *The old man glares at you as his breath leaves him for the last time. He grins cruelly. You have the chilling suspicion that you will see his face again.*

Find the Groundskeeper card (P267) in the Purgatory deck. If he was killed by a player, place the killer's family crest on the card. Then **bury** the card.

173 *The waters flood in, filling the cavern, rushing over the nest. The creature was still drawing nourishment from its cocoon and thrashed piteously. You throw its carcass into the dark waters of the flooded cavern. From just behind you, you hear the voice of a child, a little girl: "I don't need to hide anymore. I need to find my way home." You turn but there is no one there.*

On the back of the rulebook, check the box on the clock near the 12.

Destroy the Underground Cavern tile. Draw tile plank 20. Add the Underground Lake tile to the stack and destroy the other two tiles on the plank (Tower, Charred Room).

Destroy Learn More about the Meteorite (P231).

Players should return their family photographs to the Tomb (if they didn't during play).

The insects around the house grew ever larger after the arrival of the alien. Did it nourish them? Or inspire them?

Add or intensify Creepy Crawlies (P219).

A dry husk floated to the surface of the newly-formed lake, and then scuttled off as if possessed by a mind of its own.

Add or intensify Molted (P204).

After the events of the night, the inn was abandoned. No one claimed ownership and it fell into disrepair. For over 40 years it lay dark and then, one day, a girl emerged from the shadows to blink in the light for the first time in a long while . . . "I need to find my father," she said.

If any of cards P212, P223, P227, P240, P242, P247, P253, P258, and P273 are still in the Purgatory deck, **destroy** them. They are not part of your story.

174 *They're back in their cells, but you won't be able to hold them much longer. They aren't crazy; they just know something the world doesn't want to know. Soon you'll have to free them. But even when you do, they'll be back. Either them or their children or their cousins. The house calls to these families. They're bound to Him. They'd be better off crazy. Because no matter how they prepare, they won't be able to stop Him.*

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Destroy Map the Otherworlds (P274). The moment has passed. *(continued . . .)*

Reality is hard and cold and smells bad. My mind place is happy. I'll go there instead.

Add or intensify Reality Is Broken (P213).

I've written a prescription that should help maintain a grip on reality. "First, do no harm" . . . ? Well, I honestly can't say for sure.

Add or intensify For Your Health (P211).

It doesn't matter. He'll find a way out.

He's almost here. There's nowhere to hide . . .

Add or intensify They're Coming for Us (P223).

If any of cards P235, P255, P262, P263, and P276 are still in the Purgatory deck, **destroy** them. They are not part of your story.

175 *You open the coffer and find a mummified hand. It begs to be a part of you.*

Find Severed Hand (P284). Place your Crest sticker (not Heirloom sticker) on the card and take it. You are now carrying it.

176 *The girl presses her hands against her ears, her face pained. "Thank you for . . . coming here. To . . . to help, at least to try. I'm not afraid any more, but . . . it's hard. I'll try to help you, I will. I'll . . . I'll try . . ."*

Her face constricts and she lets out an unearthly scream, a scream that echoes across generations. Then she falls unconscious.

If any Thralls are in play, you may stun them (even though they are not normally stunned). Remove the ♣ token from the house. The Girl will not reappear in this haunt.

177 *You descend for what feels like hours, but could be days or even months. The chalice draws you forward, returning to its Master. Along the way, you formulate a plan, praying He is still weak enough to strike down with mortal weapons. The chalice leads you to a barrier hidden in one of the corners of Hell. The barrier dissolves when you pour liquid from the chalice onto it. There He lies, chained with iron upon a cold stone altar. He is beyond death, an infernal being kept alive by means unknown. His skin has been cut from his chest, leaving a ragged hole. You approach with caution, only to see the eyes open and a smile run across His sharpened teeth.*

"So thirsty. Perhaps you could give Me a drink from that chalice?"

If you wish to give Him a drink, turn to Entry 59.

If you deny Him, turn to Entry 77.

178 *With a keening cry, the portal snaps shut. The power of our ancestors has stopped the house from collapsing completely, but where the portal was is just . . . gone. We stare down into a great chasm—a fracture in reality itself. From below emerges music, light, mist . . . and screams.*

A door between realms has been opened.

The first lock is broken. He is almost awake.

Open Door 4 in the *Folium Infernum*. Place the sticker you find there on the Cellars or the Cistern, whichever tile had the Portal token.

Turn over the next card in the Legacy deck and follow its instructions.

On the back of the rulebook, check the box on the clock near the 5.

The last hero to take a turn places their family crest on the Deed to the House.

The spirits summoned took residence in the cracks in the basement, occasionally pouring out in fits of madness.

Add Mist from the Walls (P239) to the Event deck.

The ancestor, so bent on revenge, will find a way back to this world.

Add Revenge from Below (P248) to the Event deck.

From time to time, the veil of death descends upon the house and all within are shrouded in the quiet of the grave.

Add Silence (P256) to the Event deck.

If a hero broke the Hand Mirror, **destroy** that card. Add the Shattered Hand Mirror (P260) to the Omen deck.

We should have seen this coming. Should have known. If the future is known, it will be less terrifying. Or so some believe.

Add Seer (P209) to the available Calling cards.

If any of cards P221, P224, and P246 are still in the Purgatory deck, **destroy** them. They are not part of your story.

179 *This house is where beliefs are born, where dreams—or nightmares—are fed. You've had a nightmare since childhood, when you were told of man-beasts who live in the woods. You've always feared them.*

You clutch your neck for the talisman, to calm yourself, but it's gone. It now rests around the neck of your greatest childhood nightmare, which stands in front of you.

Open Door C in the *Folium Infernum* and place the rule sticker on space C in the rulebook.

Consult the Helm. Whoever is judged may heal all their traits. Each player on the same branch may heal one trait.

The haunt revealer should draw the next card in the Legacy deck, the Talisman, and give it its true name: "The Talisman of Beasts."

There is no traitor in this haunt. All players should turn to Haunt 23: Devil Monkey in the Secrets of Survival book.

180 *The girl looks at you, her eyes full of regret. "I tried to tell your families not to worship the Helm. The more they did, the tighter they bound themselves to Him. Your ancestors understand now, though, and they want to help you stop Him." She squeezes your hand and runs off.*

Find Ghosts of your Ancestors (P298) in the Purgatory deck and put it on the table. It is a new reaction for this haunt. Place the ♣ token on any outside tile.

181 *The traitor was hanged, his body buried near the tree. The men placed cold iron near it, lest he rise again as a berserk spirit or revenant. Hopefully it will be enough.*

His wife escaped, taking with her the flayed skin of the Wolf, the Helm, a great source of His power. This is greatly troubling. We had hoped to find a way to destroy the Helm, but it was not to be. Would that we had hanged her too, that foul witch-woman. She drank human blood from the chalice, which is dark magic indeed. I fear this place will draw those who hunger for human flesh.

At dawn, we will set out on the long voyage home. The men are uneasy, wondering if any more of us are still dedicated to Him. There is much else to fear: the chalice has been defiled, so there is still a connection between our world and Him. Mostly, we worry what will become of the Helm. If it is given to the weak of spirit, those willing to trade honor for gain, and if they are called to worship it . . . every prayer made to the Helm is a call to Him and will create pathways for His return.

I will likely be dead when that happens.

That alone gives me comfort.

Choose four tiles with a Runestone on them (Common Room, Woods, Blood Field, Blue Bedroom, Winter Bedroom, Graveyard, Laboratory, Furnace Room). If there aren't four in play, draw tiles until you find a total of four, place them in the house, then shuffle the stack..

Open Door 3 in the *Folium Infernum* and place the stickers you find there on the four chosen tiles. Find Infernal Gate (P289) and Abyssal Gate (P290) in the Purgatory deck. Shuffle them into the Event deck without looking at them.

182 *"Somethin' 'bout this house just kinda spoke to me, like I been here before. Do all I can 'round the place. My right hand's always been a bit off, but I get by okay."*

Give the Farmhand a name. Write it on his card.

Pa said the devil man couldn't be killed by anything on earth.

183 *This portal between the worlds ought not be open. While down there, we felt watched, always watched. Who is it that can so see us, manipulate us to do evil? We are all but insects against His rage. His hunger has almost been sated. He is nearly strong enough to act.*

On the back of the rulebook, check the box on the clock near the 6.

The last hero to take a turn places their family crest on the Deed to the House.

Our group's story is done.

All players put their family photographs into the Tomb.

The giant ants excited the regular ants that live on the grounds. They were drawn to the queen and are unlikely to leave.

Add Creepy Crawlies (P219) to the Event deck.

Working together proved useful.

Add or intensify Bound Together (P250).

The measured ways of science have proven useful and are worthy of further investigation.

Add Experimentist (P271) to the available Calling cards.

If any of cards P233, P236, and P270 are still in the Purgatory deck, **destroy** them. If the Bloody Room and/or the Collapsed Room tiles are in the Tomb, **destroy** them. They are not part of your story.

184 *He shakes your hand with an oddly weak grip. "Not really a man of words. Just like the earth. I know this house has its quirks, but it feels like home in a way. Do ya care to pray a moment?"*

Give the Groundskeeper a name. Write it on his card.

185 *Now that the world below has opened, we know there are forces at work here more powerful than we. Whatever is trapped down there is bigger than our families and our squabbles. Reason must keep us from giving in to His corruption. Let us put aside past differences and lend*

a hand, both to each other and to those who are drawn to this forsaken place.

The haunt revealer should draw the next card in the Legacy deck, the Apothecary Kit, and give it its true name: "The Apothecary Kit of Mercy." They are now carrying it.

Consult the Helm. Whoever is judged draws and keeps the next Item card. Each other player on the same branch must choose and bury an Item if they are carrying one, unless doing so would reduce a trait below critical.

There is no traitor in this haunt. All players should turn to Haunt 36: Viktor's Creature in the Secrets of Survival book.

186 *Corpses lie everywhere. Blood pools on the ground. The revenant appears satisfied. Whatever it wanted has been achieved. it utters strange words in an ancient tongue, then claws its own throat, ripping it open. Blood hits the ground, hisses, turns to smoke. The air reeks of brimstone. Hell has been alerted that there is business here to be done.*

The traitor places their family crest on the Deed to the House.

The unholy thing is dead now. But it was dead before. It will return to terrorize again.

Add Bloody Corpse (P275) to the Event deck.

I have buried the revenant's body parts in the corners of the estate. On nights without a moon, I still hear the head shrieking.

Add Buried Head (P222) to the Event deck.

What other bodies lie beneath the floor? Who else has been buried here?

Add The Voice (P206) to the Event deck.

The revenant killed with its bare hands. Some families found that . . . intriguing.

Add Savage (P218) to the available Calling cards.

187 *"I knew the aliens were gonna come! Man, that ship hovering over the inn . . . that's far out! I knew we'd need a deflector array! We gotta*

get to it.

I built it all secret-like in a room nobody ever visits."

The haunt revealer should draw the next card from the Legacy deck, the Meteorite, and give it its true name: "The Signaling Meteorite." They are now carrying it.

Consult the Helm. Whoever is judged loses 1 from each trait. Each other player on the same branch loses 1 Sanity and 1 Knowledge.

Place the Contraption token on the Unfinished Room (if the token is already in the house, move it to the Unfinished Room and discard any Ongoing Event associated with it). If the Unfinished Room isn't in play, search the tile stack for it and place it in the house, place the Contraption token on it, then shuffle the stack.

The player with the Scholar calling is the traitor. If that calling is not in play, it is the player with the highest Knowledge. The heroes and traitor should turn to Haunt 10: Abductions in their respective books.

188 *"Oh man. Oh man oh man oh MAN! This is far out. I knew it! We have to check out this meteorite! The girl in my dreams, she says she knows what it's like to be dead, and she keeps saying . . . whoa! WHOA! Look at this old-timey picture! Am I tripping out or is that writing just, like, coming outta nowhere?" The photographs are faded and creased. There's writing on the back, squiggling into view. "The stars fell. Learn how to use it."*

Find Learn More about the Meteorite (P231).

This contains a side goal and reaction for this game (no matter which haunt you play).

If Unfinished Painting (L31) is still in the Event deck, destroy it. Your opportunity to help is over.

Depending on the tile the haunt revealer is on, turn to the matching entry in the Bleak Journal.

96 CRYPT, LIBRARY, RITUAL ROOM, SOUNDPROOFED ROOM

141 ARBORIUM, HANGING TREE, KITCHEN, STABLE

187 MASTER BEDROOM, MUSKEG, NURSERY, SERVANTS' QUARTERS

189 *Crisis averted. You bury the last of the bodies, according to the instructions. You know now whose voice was coming from the portrait. In a way, you always knew. As long as you continue to obey His commands, you hope that He will consume you last.*

Framed pictures of the victims were placed around the house. Some mornings, they were found subtly moved, or with tears dripping down beneath the glass.

Add or intensify Mementos (P259).

The funeral for the victims was perfunctory. As inmates, they had no close family. Their ghosts wailed at this indignity and vowed to have a proper funeral someday.

Add or intensify Funeral (P255).

Police investigated as a matter of course. One officer had been in love with one of the victims. He visited often thereafter and was not kind to those he found there.

Add or intensify Move Along (P276).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

Destroy Map the Otherworlds (P274). The moment has passed.

If any of cards P211, P213, P235, P262, and P263 are still in the Purgatory deck, **destroy** them. They are not part of your story.

190 *Beneath the kitchen sits a root cellar, long unused. Something shiny glistens in the dirt. You dig for a moment, unearthing a brooch . . . and a shriveled corpse, shallowly buried. It wears the remains of Old World armor, stained dark with blood. You see a tattoo of a wolf's head on its desiccated chest. How old is this corpse? And is it . . . moving?*

The haunt revealer should draw the next card in the Legacy Deck, the Brooch, and give it its true name: "The Brooch of the Undead." They are now carrying it.

The haunt revealer is the traitor. The heroes and traitor should turn to Haunt 42: The Revenant in their respective books.

Remember, after you take an action or use an ability inside a box in your haunt book, the other side may ask you to read what is in that box.

191 *The talisman dims. Whatever fears it held are gone. The beast fades into darkness. Has it ceased to exist or merely slunk off into the night? Your last living thoughts focus on just how thin the veil is between our world and the ones near us.*

One can almost see into those realms, as if through a looking glass. A looking glass fractured, and nearly ready to shatter.

The last hero to take a turn places their family crest on the Deed to the House.

Now that it has formed in this world once, the beast will return whenever someone fears it most.

Add Misshapen Figure (P233) to the Event deck.

Although you all failed, there was an odd sense of camaraderie that this house usually doesn't provide.

Add Bound Together (P250) to the Event deck.

Some families came to realize that the only way to defeat the beasts of the wild was to become wild oneself.

Add Hunter (P232) to the available Calling cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

192 Tonight we gather on the mansion's lawn to watch the meteor shower under the full moon. An auspicious night that happens only once every few generations. As the streaks began passing overhead, church bells peal, loud and otherworldly.

Upon the 13th peal, fire shoots up from the earth, engulfing the mansion's owner. But death will not take anyone today. The traitor runs inside, a charred husk aglow with an infernal light, their screams turning to horrible giggles. The evil below has finally awakened. The second lock is broken. There are now doors to Hell. Soon He will break His chains. We are all that stand between Him and His return to the world.

The holder of the deed is the traitor.

The heroes and traitor should turn to Haunt 29: Hell Breaks Loose in their respective books.

193 Strange smoke billows out of the talisman and engulfs the pukwudgie. Its incessant laughter turns to pitiful screams as it transmutes to smoke itself and is then sucked into the talisman. It is gone now. But what will come next? Reality is weakening. One can almost into see other worlds, as if through a looking glass. A looking glass fractured, and nearly ready to shatter.

The traitor places their family crest on the Deed to the House.

Find Foul Imp (P258) in the Event or Purgatory deck and **destroy** that card.

The traitor had signed a contract with the pukwudgie. Perhaps this can be used against their family in the future?

Add Blackmail (P263) to the Event deck.

The incantation that ended the pukwudgie might be useful. I shall keep a scrap of it.

Add Symbol of Power (P224) to the Event deck.

Destroy the Talisman Omen card. Add Corrupted Talisman (P251) to the Omen deck.

Some families came to realize that the only way to defeat the beasts of the wild was to become wild oneself.

Add Hunter (P232) to the available Calling Cards.

If card P222 is still in the Purgatory deck, **destroy** it. It is not part of your story.

194 The sickle has taken a liking to murder. Even when unheld, it quivers, waiting to take another life.

Destroy the Sickle card. Find Death's Sickle (P282). If the Sickle was heirloomed before, place a Crest sticker (not an Heirloom sticker) of the same family on the new card. The player who just killed with the Sickle is now carrying Death's Sickle.

195 The presence below the house has fed and fed, and yet somehow only grows more angry. His presence is everywhere, driving all mad. None can resist His call now. All of us have hatred in our hearts. Some can sense this and arrive to help. But can one person turn back the tide of evil? And what will happen when this force for good leaves?

The haunt revealer should draw the next card in the Legacy deck, the Wedding Veil, and give it its true name: "The Wedding Veil of Disease." They are now carrying it.

Consult the Helm. Whoever is judged gains 1 Might and loses 1 Sanity. Each other player on the same branch loses 1 Sanity.

There is no traitor in this haunt. All players should turn to Haunt 41: Bigger on the Inside in the Secrets of Survival book.

196 The groundskeeper roams distractedly, clutching a jagged shard of glass. He has been agitated of late, telling tales of the house from years before he arrived. His gaze falls upon the runestones. "No! These have been moved! He will escape!" He shoves a large stone. "No, not right either!" In his terror, he fails to notice the glass biting deep into his right palm. Mists that look almost human pour from the ground. From the basement you hear a loud crack and ghostly wails. Those dead here may not be so dead after all.

Consult the Helm. Whoever is judged gains 1 in each trait. Each player on the same branch gains 1 in the trait of their choice.

The haunt revealer should draw the next card in the Legacy deck, the Hand Mirror, and give it its true name: "The Hand Mirror of Vengeance." They are now carrying it.

The player with the most ancestors who have died is the traitor. All players should turn to Haunt 44: Gaze at the Abyss in their respective books.

197 I am myself again now but cannot forget the words the berserker spoke: "I stayed true to my Jarl and I died for it, but now I had my vengeance and shall join Him in Hell!" What does it mean? I don't wish to know. I am tired and have bodies to dispose of. If Hell has been alerted, I hope it doesn't take interest in my homestead. Perhaps a crucifix will hold the darkness at bay . . .

The traitor places their family crest on the Deed to the House.

The berserker's bloody spirit was tied to this place, and his ghost haunted the house evermore.

Add Bloody Corpse (P275) to the Event deck.

The blood spilled here has collected in pools. The earth itself rejects it.

Add Puddle of Blood (P241) to the Event deck.

I shall start a record of my deeds here: a list of those who have wronged me.

Add Book of Flesh (P221) to the Event deck.

The veneer of civilization on some families was thin, needing only the berserker's savage example to scrape it away entirely.

Add Savage (P218) to the available Calling cards.

198 The radio turns on of its own accord. The girl's voice again. "Nothing in this world will kill him. In 22 years, the stars will fall from the sky." You listen to it loop her words a few times. Then you run out of the house looking to beat someone to death.

Destroy Swear an Oath to End Him (P257).

Choose one crest other than yours on the Helm. Blacken it completely.

Players should return their family photographs to the Tomb (if they didn't during play).

In the haste to leave the house, the traitor missed cleaning up all the evidence.

Add or intensify Test Kit (P268).

Experiment complete. Initiate new experiment. Will need some new subjects.

Add or intensify Poisoned! (P229).

It is odd that the traitor took time to leave images of those who died. One last hint of humanity inside the monstrous form?

Add or intensify Mementos (P259)

If any of cards P217, P239, and P245 are still in the Purgatory deck, **destroy** them. They are not part of your story.

199 The piecing together of dissociated knowledge will open up such terrifying vistas that we shall go mad from the revelation! If we can open a dimension near Hell, perhaps He can escape His prison. One of us is hidden among the victims to keep the ritual from being interrupted. Let us begin.

The haunt revealer should draw the next card in the Legacy deck, the Kris, and give it its true name: "The Kris of Summoning." They are now carrying it.

Consult the Helm. Whoever is judged loses 1 Sanity and 1 Might. Each other player on the same branch loses 1 Sanity.

Remove the Small Obstacle tokens from the Study, Parlor, and Specimen Room tiles. Place the Portal token on the Study.

The traitor in this haunt is hidden among you. The heroes and traitor should turn to Haunt 49: The Elder Thing Comes in the Secrets of Survival book.

200 As a child, you once stayed in the guest quarters. At night, a doll crept from under the bed and taught you a special little song to bring other dollies out to play. You haven't been back to the house until today. Now you'll find those guest quarters and sing your lullaby and play with your friends again! But you will avoid the salon, for that is where the cat lives and the cat is AWFUL and it HATES YOUR FRIENDS! It may be hard, because the salon and the guest quarters are both upstairs . . . or both on the ground floor? You aren't sure. You start singing your lullaby. Time to play!

Have the haunt revealer draw the next card in the Legacy deck, the Doll, and give it its true name: "The Playful Porcelain Doll." They are now carrying it.

The player with the youngest character who isn't the holder of the deed is the traitor. All players should turn to Haunt 40: The Doll's Poppet in their respective books.

201 On the back of every photograph, childlike writing swims into focus before our eyes: "Someday, you will have to go back to where the devil man lives."

Find Map the Otherworlds (P274). This contains a side goal and reaction for this haunt (no matter which haunt you play).

Depending on the tile the haunt revealer is on, turn to the matching entry in the Bleak Journal.

112 MASTER BEDROOM, NURSERY, SOUNDPROOFED ROOM

121 ARBORIUM, HANGING TREE, KITCHEN, LIBRARY

128 CRYPT, MUSKEG, SERVANTS' QUARTERS, STABLE

202 *"Welcome to our humble inn. Still have a lot of work to do, but we're happy to have guests! Make yourself at home but please don't go into the basement. It's . . . not safe. Now, if there's nothing else you need, I need to get back to my pie."*

Give the Innkeeper a name. Write it on her card.

203 *You come upon Him unawares, Fenrir the Wolf. The last look in His eyes is one of horror, of knowing the end, finally, has come. The spear finds purchase, piercing through the naked breastbone where the Helm once was. Blackness flows from the wound like blood and screaming rends the air. Smoke rises acrid off His body, filling your lungs.*

You find yourself back in the house. Foul smoke wafts up between ancient floorboards. You know your life is measured in minutes. You are not strong enough to resist the blackness. Thoughts grow hazy, sliding into obscurity. You stumble toward the entrance, to find one last clean breath, to say goodbye to the mortal world. Your limbs turn to ash and footless stumps drag you forward. One more moment of humanity . . . just one more chance to look upon another human face. Somewhere outside, you hear it: a car pulling up, stopping. Car doors slamming, voices. People approaching the house.

The house. You have killed Him, but the house is forever rotten. You are crumbling away to nothingness, skin and hair and bones turning to ash. There are not many thoughts left. Your eyes speak of what your mouthless face no longer can: love, hope, an ending at long last. You have triumphed. The voices outside grow louder. They are on the front steps.

"Professor, I told you we shoulda checked that engine."

All is growing dark. Your limbs dissolve into smoke.

"Quiet, Ox. No way to know the engine would smoke like that. There may be help inside."

You are a ghost now, joining all the others in the house.

"Madame Zostra, get Brandon. Join us inside."

Nothing but skulls and skin, fading away to soot in the entrance hall.

The front door opens and a group steps inside.

All is light.

204 *They are dead. Now nothing stands in the way of His triumphant return to our world, Fenrir the mighty Wolf. In a moment, He is there, in the entrance hall, oozing a black smoke that fills the house, seeping into the corpses, alive and dead, raising you all up, bringing you back from the dead. You gasp as the smoke fills your lungs.*

"Don't panic. I am merely giving you another form. You will be my thralls some day. But, for now, haunt this house." He leaves without a word, ready to rejoin the world. Your thoughts grow hazy, sliding into obscurity. Your limbs turn to ash as lipless mouths gasp at the black air. Somewhere outside, you hear it: a car pulling up, stopping. Car doors slamming, voices. People approaching the house.

The house, your house, is forever rotten. You are crumbling away to nothingness, skin and hair and bones turning to ash. There are not many thoughts left. Your eyes speak of what your mouthless face no longer can: This is how it ends. The voices outside grow louder. They are on the front steps.

"Professor, I told you we shoulda checked that engine."

All is growing dark. Your limbs dissolve into smoke.

"Quiet, Ox. No way to know the engine would smoke like that. There may be help inside."

You are a ghost now, joining all the other ghosts of the house.

"Madame Zostra, get Brandon. Join us inside."

Nothing but skull and skin, fading away to soot in the entrance hall.

The front door opens. A group steps inside.

All is darkness.

205 *You come upon Him, Fenrir the Wolf, but it was a trap. The last look in His eyes is one of triumph, of knowing escape, finally, has come. He twists the spear from your hands and snaps it. He gestures.*

Destroy the Reforged Spear.

You find yourselves back in the house. He is there, smoke billowing from His form, filling the house, filling your lungs. You are not strong enough to host this blackness. It is consuming you. He casts one last victorious look as your bodies begin to crumble, then leaves without a word to rejoin the world.

You know your life is measured in minutes. Thoughts grow hazy, sliding into obscurity. You stumble toward the entrance, to find one last clean breath, to say goodbye to the mortal world. Your limbs turn to ash and footless stumps drag you forward. One more moment of humanity . . . just one more chance to

look upon another human face. Somewhere outside, you hear it: a car pulling up, stopping. Car doors slamming, voices. People approaching the house.

The house is forever rotten. You are monstrous now, skin and hair and bones turning to ash. There are not many thoughts left.

The voices outside grow louder. They are on the front steps.

"Professor, I told you we shoulda checked that engine."

All is growing dark. Your limbs dissolve into smoke.

"Quiet, Ox. No way to know the engine would smoke like that. There may be help inside."

You are a ghost now, joining all the others in the house.

"Madame Zostra, get Brandon and join us inside."

Nothing but skulls and skin, fading away to soot in the entrance hall.

The front door opens. A group steps inside.

All is darkness.

206 *Your story is complete. Fenrir's story is complete. This house is yours, with its own history, ghosts, and stories.*

You now have a game you can play again and again. Here are the final steps to lock in your version of *Betrayal Legacy*.

If The Lost Bride Event card is in the Tomb, add it to the Event deck.

Open the flap at the back of the rulebook. This will show you new rules for free play as well as a chart that shows you how haunts are triggered.

Hang on to the Heirloom stickers and the old Inhabitant cards; they may be used during free play.

Some components are not part of your history; they are the roads not taken and must be discarded. Yes, this is difficult, but these components will disrupt game play.

Destroy the following cards in the Event deck (some of them may have been removed during the campaign): A Note (S1), Darkness (S5), Secret Passage (S6), Fog (S10), Embers (L15), Wolf (L16), Tick Tock (L17), Abandoned Well (L40), The Document (L48), Antique Coffin (L55), Shifting Room (L56), Shallow Graves (P201), Infernal Gate (P289), Abyssal Gate (P290).

These cards are not part of your story . . .

Destroy what is left of the Purgatory deck without looking at the cards.

Some things are better left unseen . . .

Destroy what is left of the *Folium Infernum*.

This house has seen enough death . . .

Destroy what is left of the Ghost sticker sheet.

The Wolf is gone . . .

Destroy what is left of the Helm.

This story has reached its end.

Destroy this Bleak Journal.

Thank you for playing. —The *Betrayal Legacy* team