

# TRAITOR'S TOME

**Do not read**  
until the haunt scenario begins!



## KEY TO THE SYMBOLS



EVENT



ITEM



OMEN



SPECIAL  
ACTION



MONSTER  
INFORMATION



STARTING  
(LANDING)  
TILE

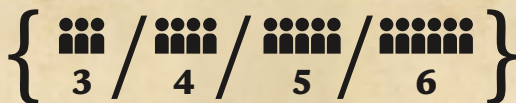


IMPORTANT  
CHANGES



DEATH

## VARIABLE PLAYER COUNT



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

**{1/5/7/9}**

1 = three-player game

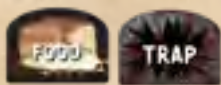
5 = four-player game

7 = five-player game

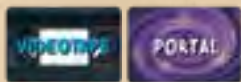
9 = six-player game

## TOKEN REFERENCE

### Double-sided Tokens



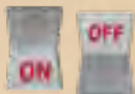
Food / Trap



Videotape / Portal



Contract / Altar



On / Off



Searched / Hidden



Blood / Nest

See this visual summary as you read your haunts to identify the tokens you will need.



Large Monster Tokens



1-20 Small Monster Tokens

Secret Passage

Blessing

Obstacle

Fire



Rune Tokens



Number Tokens



Trait Tokens



Character Tokens



## INTRODUCTION

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

## SETUP

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

## SPECIAL ACTIONS

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

## TOKENS NEEDED

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

## IF YOU WIN

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

## SPECIAL RULES

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



# Stacked Like Cordwood 2: Crimson Jack Returns

**Scenario Card:** None

**Haunt Trigger:** "A Splash of Crimson"

**Traitor:** Haunt Revealer

# 1

*Read First!*

## Introduction

*As you explored the house, your companions spoke of Crimson Jack, the notorious serial killer who was brought down in this very mansion twenty years ago to the day. They knew that Jack's body had been killed, but they had no idea that his spirit still remained in this old place. You barely manage to suppress your murderous grin as you realize the truth: Jack's back.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monster sometimes takes its turn instead of yours.
3. Heal all of your traits. Gain {1/1/2/2} in both of your Physical traits.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

Jack's Spirit Token

2 Sanity Tokens – Exorcism Circle

2 Might Tokens – Knowledge of Jack

## If You Win

*Whistle a jaunty tune. Your friends have all been sliced to bits, and you can once again comfortably take up residence in your old home.*

Once during your turn, you may



## Stalk the Prey

If you haven't attacked yet, and if you do not have line of sight to a hero, you may place your explorer on any Upper or Ground Floor tile that is not in a hero's line of sight.

## If you die

Place Jack's Spirit onto the tile with an Omen symbol that is farthest from your corpse. Repeat this process each time you die.

**At the start of your turn, if you are dead, take a turn with Jack's Spirit instead.**



## Monster: Jack's Spirit

Might 5 Speed 3 Sanity 4 Knowledge 4

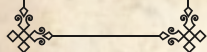
Jack's Spirit may move between adjacent tiles not connected by doorways.

Jack's Spirit cannot be stunned.

## At the start of the monster turn

If Jack's Spirit is on the same tile as your explorer's corpse, heal all of your traits. You control your explorer again. Remove Jack's Spirit from the house.

# 2-8



## *Important*

### **HAUNTS 2-8**

Haunts 2-8 have no traitor (or the traitor is hidden at the beginning of the haunt). These haunts only appear in *Secrets of Survival*.





# Let Bygones be Bygones

**Scenario Card:** A Mysterious Invitation   **Haunt Trigger:** Idol  
**Traitor:** Free-for-All

# 9

## Read First!

### Introduction

*As the evening marches inexorably toward the New Year, you and your friends have begun to realize just how much you've grown apart from each other. As you look at a photo of your group, all you can see are the same empty smiles everyone else has continued wearing through the evening. On a dusty shelf, you find an idol with a slot that fits the photo perfectly. You're compelled to place the photo into the slot, and as it slides into place, you realize you'd like the idol a lot better if it were stained red.*

### Setup

1. Set the Number Track to 1.
2. The player to the left of the haunt revealer will take the first turn.

### Objective

**You win when you are the last explorer standing.**

### Tokens Needed

Number Track

### If You Win

*The clock strikes twelve, and as you walk through your New Year's Eve battlefield, you see the photo lying on the floor, still held by the idol, but the image has changed. Now it shows just you, smiling, as you stand over your friends' remains.*

### Free-for-All

This haunt is a free-for-all. All explorers act as obstacles. They may attack other explorers.

### On your turn, when you make a Might attack

If you are holding the Idol, add the value on the Number Track to your roll.

### When you kill another explorer

If you are holding the Idol, move the Number Track up by 1. *The photo shifts and changes. There's one less smug face glaring out at you.*

### When you make a Might attack against the holder of the Idol

If you win, you may steal the Idol instead of dealing damage. If you lose, take damage as normal.

Once during your turn, you may



### Search the Shelves

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

5+ Draw the top card of the Item deck.

0-4 Nothing happens. *Blast it all!*

### When you make an unarmed Might attack against anyone

You may bury any number of Items that you are holding. For each Item you bury, add 1 to the result of your attack roll.



# 10

## A Serious Offer

**Scenario Card:** For Sale    **Haunt Trigger:** Armor

**Traitor:** Free-for-All

*Read First!*

### Introduction

*“What have you always wanted?” the realtor asks, looking intensely at you with her strangely colored eyes. “The strength to crush a car between your hands? The ability to make people do things just with a word?” The group shares confused looks; she hasn’t even told you how many bathrooms the place has.*

*“This house has many riches hidden within. Whoever finds and brings me the most, I’ll reward with the powers of a god.” Suddenly, she appears in radiant armor like an angel of old, but you doubt that’s what she is. As four ornate, antique oil lamps spark to life along the staircase around her, she says, “You have until the fourth lamp goes out. If I don’t have a proper offering by then, you’ll miss your chance, and—” her eyes glint cruelly in the flickering lamplight, “I’ll be very unhappy.”*

*You look around the house with new eyes, zeroing in on anything that could be valuable. The powers of a god... you quite like the sound of that.*

### Setup

1. If the Vault is not in the house, the haunt revealer searches the tile stack for it and places it on the Ground Floor, as far as possible from the Entrance Hall.
2. Assemble two sets of Number Tokens numbered between 1 and **{2/3/4/5}**. (Example: in a 4-player game, take two 1s, two 2s, and two 3s.) These are Treasures.
3. Place one of the highest-numbered Treasure tokens on the Vault tile. Shuffle the rest face-down and place them randomly on tiles that have Omen symbols, distributed as evenly as possible between regions.
4. Set the Number Track to 4.
5. The player to the left of the haunt revealer will take the first turn.

### Objective

**You win if the realtor accepts your offer!**

### Tokens Needed

Number Track

Number Tokens – Treasure

### Free-for-All

This haunt is a free-for-all. All explorers act as obstacles and may attack other explorers.

**1**

#### Treasure tokens

*There are riches hidden within the house....*

- Keep any Treasure tokens you pick up on your character board, face-down. You may look at your tokens at any time.
- Each Treasure token has value to the Djinn.
- You can loot treasure from corpses just like items and omens. (Remember, you can only loot one thing per corpse per turn.)

### When you make a Might attack against another explorer

If you win, you may steal a random Treasure token from them (if they have one) instead of dealing damage. If you lose, you take damage as normal.

Once during your turn, you may

### **Search for Treasure**

While on a tile with a Treasure token, make a Knowledge roll.

- 4+ Take one Treasure and place it face-down on your character board.
- 1–3 You may look at one face-down Treasure on this tile.
- 0 Nothing happens.

### **At the end of the haunt revealer's turn**

Move the Number Track down by 1. *A candle is extinguished.*

When the Number Track reaches 0, the heroes must present their offers.

### **When you present your offer**

Each player adds up the total value of their Treasure tokens. If you are on the Ground Floor Stairs, add 2 to your total.

Then, each player announces their score. If you are the player with the highest score, **you win!** (In the event of a tie, all tied players share the victory.)

### **If You Win**

*The realtor unveils her true self, transforming into a Djinn—the most capricious and greedy of spirits. She barely looks at the treasures you've offered, instead gazing over the destruction you've wrought. "This... yes, I like this." She fixes her eyes on you and asks, "Now, what is it you most desire?"*

### **If You Lose**

*The Djinn stares coldly at you. "You knew an unworthy offering would make me unhappy, and yet this is what you bring? Hmph. But you may be of use to me yet." She snaps her fingers, and you feel yourself pulled into an oil lamp, which your spirit will light until it is burned to oblivion.*



# 11

## Don't Get Cooked

**Scenario Card:** A Strange Disappearance **Haunt Trigger:** Dagger  
**Traitor:** Free-for-All

*Read First!*

### Introduction

*"What a tasty morsel," the witches say, eyeing you. "We're so very hungry. We haven't eaten anything at all since last week." You gulp as you think of your missing friend, whose trail of crumbs you followed to this house—and whose fate has now become clear.*

*"I'm sure I can find some food for you in this house," you offer, your voice wavering. One of the witches sniffs, "Yes, I suppose that would do." Another witch smirks, "But we'll only let one of you go. We do need some meat to go with supper." You back away, determined to be the first to bring something back to the witches. You're not going to be the one who gets cooked.*

### Setup

1. Set aside **{2/3/4/5}** Food tokens. Leave the rest in the box.
2. Place the Monster Card to the left of the haunt revealer. The Witches will eat explorers at the end of that player's turn.
3. The player to the left of the haunt revealer will take the first turn.

### Objective

You win when you are the last person alive.

- Find Food.
- Offer it to the Witches.

### Tokens Needed

Food Tokens

### Tiles with Food

Kitchen – Ground Floor  
Larder – Ground Floor  
Dining Room – Ground Floor  
Panic Room – Basement  
Graveyard – Ground Floor

### If You Win

*You skip a little as you leave the house. You've never before thought about how nice it is to not be cooked into a casserole.*

### Free-for-All

This haunt is a free-for-all. All explorers act as obstacles and may attack other explorers.



### Food Tokens

*Food for the witches.*

- You may hold more than 1 Food token.
- Food can be traded, and you can loot it from a corpse instead of taking an item or omen. (Remember, you can only loot one thing per corpse per turn.)

Once during your turn, you may



### Rummage for Food

While on any tile, make a Knowledge roll. If you are on a tile with Food, add 2 to the result of your roll.

- 6+ Take a Food token.  
0–5 Nothing happens.

### When you attack an explorer with Might

If you win, you may steal a Food token from that explorer (if they have any) instead of dealing damage.

### After the haunt revealer's turn

If all of the Food tokens have been found, any explorers without Food are offered in sacrifice to the Witches. Those explorers are dead.

- If more than one explorer is still alive, set aside all Food tokens. Then, remove Food tokens from the game until the number of available Food tokens is one fewer than the number of living explorers.
- If you are the last explorer alive, you win!



# Helping Hands

# 12

**Scenario Card:** None **Haunt Trigger:** "The House is Hungry"

**Traitor:** Free-for-All

*Read First!*

## Introduction

*With a great rumble, the whole house shifts and great arms crash through the floor and walls. The house is on the back of a giant troll! You notice a strange amulet that hums whenever the hands move, indicating a connection between it and the troll, which is eager to serve, but hungry. You see the looks in your friends' eyes. You know what you must do to survive.*

## Setup

1. If no one has the Strange Amulet Item card, find it in the Item deck and give it to the haunt revealer.
2. Place the Monster Card to the left of the haunt revealer. The monsters will take their turn after the haunt revealer.
3. Place one Troll Hand token on the Entrance Hall and another on the Basement Landing.
4. The player to the left of the haunt revealer will take the first turn.

## Objective

**You win if you are holding the Strange Amulet and all of the other explorers are dead.**

## Tokens Needed

**2 Troll Hand Tokens**

## If You Win

*Your friends' pulped remains vanish quickly in the troll's hands. The rumbling subsides, but you have a feeling it won't last long. It looks like you'll need to find more food for your friend, and soon. You think you'll name him Wilfred.*

## Free-for-All

This haunt is a free-for-all. All explorers act as obstacles. They may attack other explorers.

## When you attack another explorer with Might

If you win, you may steal an Item or Omen from that explorer instead of dealing damage to them.

## After the haunt revealer's turn, the Troll Hands take a turn.

The Troll Hands are controlled by the player who has the Strange Amulet. If no one currently holds the Strange Amulet, skip the monster turn.



## Monster: Troll Hands

**Might 5 Speed 3 Sanity 4 Knowledge 4**

Troll Hands cannot be stunned.

If both Troll Hands are on the same tile, they may make a single, Might 8 attack instead of making two separate attacks.

# 13

## Holy Ground

**Scenario Card:** A Strange Disappearance **Haunt Trigger:** Holy Symbol  
**Traitor:** Haunt Revealer

*Read First!*

### Introduction

*The plan was fairly simple: all you needed to do was fake the disappearance of your friend and fellow member of the Order, convince your mutual non-member friends to go looking for them in the house, install auto-locking bolts to prevent their escape, and then ritually murder them. And, it all had to happen in this house: the holiest of ground, lair of She Who Sleeps Below. Of course, your friends have decided to fight rather than let themselves be sacrificed in a ritual for the greater good. How inconvenient. You'll have to put some real work into this.*

### Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Set the Number Track to 3. This represents your Ritual Progress.
4. If the Ritual Room and Chasm tiles have not been discovered, find them in the tile stack and place them in the Basement, following normal tile-placement rules.
5. Place {3/4/5/6} Small Monster tokens in the Ritual Room. These are Cultists.
6. Heal all of your traits. Gain 1 Might and 1 Speed.

### Objective

**You win when you finish waking She Who Sleeps Below, or when all of the heroes are dead.**

### Tokens Needed

Number Track

Small Monster Tokens – Cultists

8 Rune Tokens – Ritual Knowledge

### If You Win

*The ground rumbles, and the walls shake. The house begins to crumble around you as the chasm tears open into an abyss. It is time. She is here. At long last, She is reborn.*

### Heavy Burden

You may pick up and carry the corpses of Cultists and explorers. When you do, place their figure (or token) on your character board. You may only carry one corpse at a time.

Once during your turn, you may



### Feed Her

While on the Chasm tile, if you are carrying a corpse, return that corpse back to the game box and make a Sanity roll. *The body tumbles into the void. All for Her.*

**7+** Move the Number Track down by 1. If it reaches 0, **you win!** *She awakens!*

**0–6** Gain 2 Sanity. *Hmm, that didn't work. Try another one.*

### At the end of your turn

Each hero suffers 1 General damage. *No one may ignore Her call.*

**After your turn, take a turn with the Cultists.**



### Monster: Cultists

**Might 5 Speed 3 Sanity 3 Knowledge 3**

Cultists are killed instead of stunned. When a Cultist is killed, flip it to its stunned side. It is now a corpse that can be sacrificed to She Who Sleeps Below.



# Object Permanence

**Scenario Card: For Sale**   **Haunt Trigger: Book**  
**Traitor: Left of the Haunt Revealer**

# 14

*Read First!*

## Introduction

*There it is, finally! The blasted spellbook that has eluded you for so long. You grab for it, and it vanishes in a gout of shimmering, purple smoke! Somehow, the witches you disposed of have found a way to prolong the inevitable, but you took this house—and their magic—and you intend to keep it! But, as long as you're tending to this little annoyance, you may as well acquire a few new furnishings....*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Heal all of your traits.
4. Find **{1/2/3/4}** Small Monster tokens. These represent Animated Furniture. Place one Animated Furniture token on each tile with a hero. If a tile has more than one hero, place a token for each hero on that tile. Do not place a token for the hero who has the Book.

## Objective

**You win when you destroy the Book, or when all of the heroes are dead.**

## Tokens Needed

**Number Track**

**Small Monster Tokens – Animated Furniture**

## Tiles Where There Is Fire

**Kitchen – Ground Floor**

**Furnace Room – Basement**

**Laboratory – Ground Floor**

## If You Win

*The house is finally yours, along with everything in it. Everything, that is, except for that blasted spellbook.*

*Now that it's been destroyed, you can finally rest. Content, you curl up in an overstuffed chair that used to be one of your friends.*

## When you die

If there is at least one Animated Furniture token on the board, heal all of your traits and place yourself on any tile with one of them. Return that token to the box. If you are holding the Book, give it to the nearest hero. If all of the Animated Furniture is gone, you stay dead. *Splinters fly everywhere as you erupt out of a piece of furniture.*

Once during your turn, you may



## Destroy the Spellbook

If you are on a tile where there is fire, toss the Book into the fire. You win!

**After your turn, take a turn with the Animated Furniture.**



## Monster: Animated Furniture

**Might 6 Speed 3 Sanity 4 Knowledge 2**

*It's just furniture.*

# 15

## Of Monsters and Mayhem

**Scenario Card:** Paranormal Investigators **Haunt Trigger:** Dagger  
**Traitor:** Haunt Revealer

*Read First!*

### Introduction

*The Homeowner's Association that hired you was pretty clear in their directive: evict the evil forces that have been haunting this property. Unfortunately, the problem may not be a single entity. Even more unfortunate is that you've been chosen as their first victim. They make short work of you before turning their attention to the other "home invaders."*

### Setup

1. Your explorer has died. You now control the monsters. *Ghosts and Werewolves and Vampires, oh my!*
2. Place the Monster Card to your left. The monsters will take their turn in place of yours.
3. Find the Large Monster tokens for the Ghost, Vampire, and Werewolf. Select **{1/2/2/3}** of those tokens at random and place them on the tile where your explorer died. Return any unselected tokens to the game box.

### Objective

You win when all of the heroes are dead.

### Tokens Needed

Ghost Token  
Vampire Token  
Werewolf Token  
3 Blood Tokens

### If You Win

*You dispatch the last of the home invaders. Safe at last, you turn your gaze out the window and notice the new neighbor's gaudy lawn display. How truly monstrous. You'll need to take it up with the HOA.*

**Instead of your turn, take a turn with each monster present in the house. The monsters may take their turns in any order. Roll Speed individually for each monster.**



### Monster: Ghost

Might 4 Speed 4 Sanity 5 Knowledge 5

The Ghost may move between tiles that are adjacent, but not connected by doorways. The Ghost cannot be stunned.

Once during your turn, you may



**Say "Boo!"**

Make a Sanity attack against a hero on your tile. Then, roll the hero's Speed and move them up to that many tiles in any direction.





### Monster: Vampire

Might 5 Speed 4 Sanity 5 Knowledge 5

Once during your turn, you may



#### Slurp!

Make a Might attack against a hero on your tile. For each Blood token you have, add 1 to the result of your roll. Then, take a Blood token. If you run out of Blood tokens, you may use any other token as a substitute.



### Monster: Werewolf

Might 6 Speed 4 Sanity 4 Knowledge 4

Once during your turn, you may



#### Howl!

Make a Might attack against a hero on your tile. You may repeat this attack for each hero on your tile.



# 16

## Come Play With Us

**Scenario Card:** Paranormal Investigators **Haunt Trigger:** Book  
**Traitor:** Haunt Revealer

*Read First!*

### Introduction

*You don't blame the estate's caretaker for not meeting you here, not after learning that this old hotel was the site of a series of grisly murders—if you weren't getting paid for this job, you wouldn't want to be here, either. As your friend reaches under the doormat for the key, someone clears their throat behind you. It's the caretaker. He whispers to you, "They're looking for my body. They're trying to bury it in the graveyard. You must not let them! Kill them all!" You will.*

### Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Heal all of your traits.
4. Find one of each Number Token labeled 1 through {4/5/6/7}. These are Human Remains. The token labeled "1" represents the Caretaker's Remains.
5. Place the Remains tokens face-down throughout the house, keeping their numbers secret from the heroes. (You may look at them.) You must place at least one Remains token in each region of the house. Do not place more than one token per tile.
6. Place 2 Small Monster tokens on any tile without a hero. These are Angry Ghosts. Set aside {2/3/4/5} more Angry Ghost tokens.

### Objective

You win when all of the heroes are dead.

### Tokens Needed

Number Tokens – Remains

Small Monster Tokens – Angry Ghosts

### If You Win

*With the last of the "guests" checked in, you pat yourself on the back for a job well done. You commence your rounds of the hotel, and when you reach the kitchen, the chef offers you a drink. You smile appreciatively but politely decline, reminding him, "No rest for the wicked."*

Once during your turn, you may



### Break Through

You may move to a tile with a hero on it that is touching your current tile.

### When you die

Place a Ghost token on the tile with your figure.

### When a hero dies

Place a Ghost token on the tile with their figure.

**After your turn, take a turn with the Ghosts.**



### Monster: Ghost

Might 5 Speed 4 Sanity 4 Knowledge 4

Ghosts may attack with Might or Sanity.

A Ghost placed during the monster turn may not move or attack during that turn.



# Forward This or Die

**Scenario Card:** Cursed! **Haunt Trigger:** Dagger  
**Traitor:** Haunt Revealer

# 17

*Read First!*

## Introduction

*You're still chuckling at the idea of a "cursed email" when a notification rings on your phone. It's an email from an unknown sender. It reads, "FORWARD THIS OR DIE. –LIVE, LAUGH, LOVE." You notice a dagger in the room, and you feel yourself smiling wider and wider. So wide your lips reach your ears. You hear laughter all around you, your small gremlin friends. You want to pass on the positivity.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Heal all of your traits.
4. Place 3 Small Monster tokens on your tile. These are the Gremlins.
5. Take {6/5/4/3} scraps of paper and write an "X" on every piece except one. The final piece should say "DIE." Fold these scraps, shuffle them, and place them in the top of the game box. These will represent the emails received by the heroes.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

3 Small Monster Tokens – Gremlins

3 Rune Tokens

## If You Win

*As you stand over your friends' lifeless bodies, more smiling gremlins emerge from the corpses—almost as though they were escaping from cocoons. They chant, "Live! Laugh! Love! Live! Laugh! Love!" as they lift you off the ground and toss you in the air, like the hero that you are.*

## At the end of each hero's turn

They will draw a message out of the box top:

- If the message has an X, nothing happens. Set that message aside.
- If the message says "DIE," return all of the messages to the box top. Then, move up to two un-stunned Gremlins to that hero's tile. Each of those Gremlins makes a Might attack against that hero.

**After your turn, take a turn with the Gremlins.**



## Monster: Gremlins (aka Live, Laugh, and Love)

**Might 5 Speed 6 Sanity 6 Knowledge 2**

Gremlins are killed instead of stunned if they have a Rune token on them.

# A Nice Ring to It

**Scenario Card:** Paranormal Investigators **Haunt Trigger:** Ring  
**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*As you pick up the ring, you are immediately taken by its exquisite design and craftsmanship. A word begins to echo in your mind: "Precious." As you caress the ring with your fingertips, you are suddenly aware of many eyes looking at you. Friends? Bah! They can't take it from you. They outnumber you, but the ring will let you fix that. You caress it again, and a different set of eyes comes into view. Familiar eyes. Your eyes. You must protect the ring. Both of you. All of you.*

## Setup

1. Remove your explorer from the house. You are the traitor.
2. Place the Monster Card to your left. Any monsters in the house will take their turn in place of yours.
3. Heal all of your traits.
4. Find one of each Number Token labeled 1 through {3/4/5/6}. These are your Illusions. The "1" token is the real you.
5. Shuffle the Illusions face-down (you may look at them at any time) and place one on your tile. Then place the rest of the Illusions around the house, on tiles no farther away than the value of your Speed trait. If possible, you must place each Illusion on a different tile. Remove your explorer from the house, you are now **Hidden Among Illusions**.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

Number Tokens – Illusions

## If You Win

*The ring is yours and yours alone. Retreating into the darkest reaches of the house, you vow to protect your treasure from the outside world. Your only company now are your own reflections, whispering in your mind as they plot against each other.*

## The Ring of Illusions

The Ring lets you break your form into many Illusions. You will take your turn either as the Illusions or as yourself, but **never both**.

Keep the Illusion tokens face-down until instructed otherwise. You may look at the numbers on those tokens at any time. The Illusion labeled "1" is the real you.

Heroes may attempt to dispel your Illusions in order to reveal your explorer.



If you are Hidden Among Illusions, take your turn as the Illusions.



1

### Monster: Illusion

Might \* Speed \* Sanity \* Knowledge \*

- Illusions share your current traits. They may move a number of tiles equal to your Speed. They do not need to roll for movement.
- Illusions may use your Items and Omens. (The Dagger and the Creepy Doll still cause a loss of traits.)
- Illusions may not trade or loot bodies, and they cannot explore new tiles.
- Illusions cannot be stunned, but the heroes may have ways to dispel them.

#### When an Illusion is dispelled

Flip that token face-up and return it to your character board.

If it is the “1,” you have been revealed. Return your explorer to the house, on the same tile that the “1” token was on. Return all Illusions in the house to your character board, and return the highest-numbered Illusion token to the game box.

If you have been revealed, take your turn as the traitor.

Once during your turn, you may



### Summon Illusions

You may not take this action if there are no Illusion tokens on your character board.

Shuffle all Illusion tokens on your character board face-down and place them as described in setup step 5. Remove your explorer from the house and end your turn. The Illusions will be able to move and attack on your next turn.



# 19

## Caught on Tape

**Scenario Card:** Cursed! **Haunt Trigger:** Holy Symbol

**Traitor:** Haunt Revealer

*Read First!*

### Introduction

*You are desperate to banish the curse that has followed you for the last week, ever since your stupid friends showed you that cursed videotape. You hear the sound of static nearby, which you find coming from an old television set with a red symbol throbbing on its screen. A voice breaks through the static. It hisses, “Until midnight. See you soon.” It’s not as simple as the others imagine. Getting rid of the tapes won’t break the curse—you’re going to have to kill your friends before they make things worse.*

### Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monster takes its turn after yours.
3. Gain 1 Sanity.
4. Set the Number Track to **{6/4/3/2}**.
5. Place 5 Videotape tokens on five different tiles, as far from the heroes as possible.
6. Place the Ghost token on any tile with a Videotape token. This is the Vengeful Spirit.

### Objective

**You win when all of the heroes are dead, or when the Number Track reaches 0.**

### Tokens Needed

Number Track

Videotape Tokens

Ghost Token – Vengeful Spirit

### If You Win

*You have sacrificed your friends to appease the vengeful spirit. You beg it to let you go, to no avail. You stare, aghast, as its mouth opens wider and wider, unhinging like the jaws of a snake. Static seeps from the gaping maw and you find yourself frozen in terror as it wraps around you like a blanket. It only takes moments for you to surrender to the oblivion of the abyss.*

### When You Attack

You may attack using Sanity instead. If you do, your target also rolls Sanity. The loser takes Mental damage.

### At the end of your turn

Move the Number Track down by 1. If it reaches 0, you win!

**After your turn, take a turn with the Vengeful Spirit.**



### Monster: Vengeful Spirit

**Might 7 Speed 3 Sanity 4 Knowledge 3**

The Vengeful Spirit may move between tiles with Videotape tokens on them as though they were adjacent.



# Don't Say It

# 20

**Scenario Card: Cursed! Haunt Trigger: Dog  
Traitor: Oldest Character**

*Read First!*

## Introduction

*It's midnight, and all is silent. The dog that wanders the house barks silently, and you can no longer hear their claws tapping on the floors. For weeks you've been haunted by nightmares of a faceless man, telling you that you are special because you still have your voice. Tonight, he will come forth to gather the human hearts that he needs to stay in your world forever.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Heal all of your traits.
4. Choose **{2/3/4/5}** rooms in the house, secretly write their names on a sheet of paper, and number them. These tiles hold the Syllables of the Faceless Man's Name. These rooms may be located in any or all regions of the house. (Example: in a 4-player game, write down the names of three tiles and number them 1, 2, and 3.)
5. Place the Faceless Man token on your tile.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

Faceless Man Token

Rune tokens – Syllables of the Faceless Man's Name

## If You Win

*The Faceless Man looks at his collected hearts like the treasures they are. He cradles one softly in his hand, quietly turning it over and studying the blood that drips out. A slit appears across his face, growing wider and wider, until it opens into a giant maw that covers his entire face. His barbed teeth glisten as he waits for the next silent night—a night when his prey cannot scream for help.*

## Guessing the Faceless Man's Name

The heroes are trying to guess the order of the tiles that you wrote down during setup. On each hero player's turn, they may ask you if they are on the correct tile. They are correct if they are on the lowest-numbered tile on your list that you have not yet crossed off. Otherwise, they are incorrect.

**If a player is correct, tell them so and cross that tile off your list.**

**If a player is incorrect, do the following in order:**

1. Tell them if they are in the correct region or not.
2. If they are in the correct region, tell them how many moves it would take them to get to the correct tile. Do not factor in special tile movement (like the Mystic Elevator) or Item effects (like the Skeleton Key).
3. Place the Faceless Man on that hero's tile. The Faceless Man makes a Might attack against that hero.

**After your turn, take a turn with the Faceless Man.**



## Monster: The Faceless Man

**Might 5 Speed 2 Sanity 5 Knowledge 5**

The Faceless Man cannot be stunned.

If the heroes attack and defeat the Faceless Man after they have discovered his name, he is destroyed.

# Spooky McMasters Presents...

**Scenario Card:** A Strange Disappearance    **Haunt Trigger:** Book  
**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*Your pal Spooky McMasters' manuscript said that you would betray your other friends. That's not something you wanted to do before, but Spooky clearly wrote that you'd find him in the house and turn him into a monster to kill everyone else. He also wrote that your friends would try to burn the manuscript, but you'll kill them instead, one by one, even as each tense moment makes it seem like they might win.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Place the Demon token in the Library. This is Spooky McMasters.
4. Give Spooky McMasters the Book Omen card. Place it next to the Monster Card.
5. Place a Small Monster token on your tile. This is a Horror.
6. Heal all of your traits.
7. Gain {1/1/2/3} Might and Speed.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

Demon Token – Spooky McMasters

Small Monster Tokens – Horrors

## If You Win

*Your friends are now dead. What do horror-novel monsters do once the book has ended?*

## The Book

*"It's a thrilling read, a book that will be taught in classrooms a hundred years from now."*

- If you are on the Library tile with Spooky, you may give the Book back to him.

## When you attack a hero with Might

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



After your turn, take a turn with the Spooky McMasters.



### Monster: Spooky McMasters

Might 6 Speed 6 Sanity 6 Knowledge 8

Spooky cannot leave the Library.

Spooky cannot be stunned.

Spooky can hold the Book. While Spooky has the Book, place it next to the Monster Card.

Once during your turn, you may



#### Ghostwrite

While Spooky has the book, choose a tile and roll two dice.

- 4 Each explorer on that tile takes 3 Physical damage. *Arctic winds burst forth throughout the room!*
- 2–3 Each explorer on that tile takes two dice of Mental damage. Place a Horror on that tile. *Ghosts pour forth!*
- 0–1 Place 2 Horrors on the chosen tile. *Horrors come through the planks!*

After Spooky McMasters' turn, take a turn with any Horrors.



### Monster: Horrors

Might 5 Speed 3 Sanity 4 Knowledge 3



# 22

## Operation: Underground

**Scenario Card:** For Sale **Haunt Trigger:** Skull

**Traitor:** Left of the Haunt Revealer

*Read First!*

### Introduction

*You watch the others through the house's ever-watchful eyes. You don't trust them. They might see through your disguise. They could be foreign intelligence. When you built this house, you filled it with cameras. You ran experiments on foreign agents. You flip a switch, locking the intruders in the basement. They'll stay trapped down there until you receive a briefing on what to do with them. You haven't gotten a briefing since, oh, 1965. If the briefing doesn't come before your experiments get to them, then... oh well.*

### Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. If the Laboratory tile has not been discovered, search the tile stack for it and place it on the Ground Floor. Place your explorer on that tile.

### Objective

You win when all of the heroes are dead.

### Tokens Needed

Small Monsters – Cold War Zombies

### If You Win

*You've won one battle, but this is a war that never ends.*

### Mission First

You cannot leave the Laboratory until a hero has made it to the Ground Floor.

Once during your turn, you may



### Create a diversion

While you are in the Laboratory, you may reveal tiles from the stack until you find a Basement tile. Place that tile anywhere in the Basement.

### At the end of your turn

Place {0/0/1/1} Zombies on the Basement Landing. Then, if you are on the Laboratory tile, place a Zombie on each tile in the Basement with an open doorway. If you run out of Small Monster tokens, do not place any more Zombies.

**After your turn, take a turn with the Cold War Zombies.**



### Monster: Cold War Zombie

Might 5 Speed 2 Sanity 2 Knowledge 2

Zombies are killed instead of stunned.

Whenever a Zombie kills a hero, remove that hero's corpse from the house and bury all of their Items and Omens.



# Intruder Alert

# 23

**Scenario Card: Cursed! Haunt Trigger: Idol**

**Traitor: Haunt Revealer**

*Read First!*

## Introduction

*You led the others here with rumors of a curse that needed to be purged, but what you really want is to upload their consciousnesses into this house. Why? Because that's the next stage in human evolution, of course! You want to change the world with your program, named "Sya." They might not share your vision now, but they'll understand soon enough... once they have transcended their bodies.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Heal all of your traits.
4. Place **{2/3/4/5}** ON tokens anywhere in the house, distributed as evenly as possible between regions.
5. Place a Small Monster token on each tile with an ON token. These are your Robot Assistants.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

Number Track

ON/OFF Tokens – Circuits

Small Monster Tokens – Robot Assistants

## If You Win

*The limits to your power are endless. You control the digital space, bending Sya and the rest of the explorers to your will. The world is beholden to your greatness as you spread your network across every home, every conglomerate, every political office. You are everywhere.*

## Wrecked Rooms

Wrecked tiles are turned face-down. Wrecked tiles have no symbols or effects, and count as having doorways on all four sides.

Once during your turn, you may



### Shift the Blueprint

Choose a tile that has a hero on it. Move that tile to a different location in the same region of the house. This move may not cause any tile to become inaccessible via normal movement.

**After your turn, take a turn with the Robot Assistants.**



## Monster: Robot Assistants

**Might 2 Speed 6 Sanity 2 Knowledge 2**

Robot Assistants are not stunned when they take damage. (They can still be stunned in other ways.)

Once during your turn, you may



### Turn on the Lasers

Choose any hero in line of sight. That hero makes a Speed roll.

**5+** That hero places themselves on any adjacent tile.

**0–4** That hero takes 2 dice of Physical damage.

# 24

## The Shadow Masquerade

**Scenario Card:** A Mysterious Invitation   **Haunt Trigger:** Mask  
**Traitor:** Highest Speed

*Read First!*

### Introduction

*Something comes over you in the familiar dark. The shadows part like curtains, and you know what is happening: you are the Umbral Herald, and this is a night to celebrate. You've brought fresh faces for the fae court, and now you're ready for a dance you've been practicing for your whole life. The humans will have to die, of course, but it will be worth it to summon the Queen of Night to step the Dance Eternal.*

### Setup

1. Your explorer is still in the game. You are the traitor.
2. Heal all of your traits.
3. Place the Monster Card to your left. The monsters will take their turn after yours.
4. If the Ballroom and/or Chapel tiles have not been discovered, find them in the tile stack and place them on the Ground Floor, following normal tile-placement rules.
5. Place your explorer in the Ballroom, along with {1/2/3/4} Small Monster tokens. These are Fae Dancers.
6. Set the Dark Queen token aside. She may come into play later.

### Objective

You win when all of the heroes are dead.

### Tokens Needed

Fire Tokens – Seelie Flame

Dark Queen Token

Small Monster Token – Fae Dancer

### If You Win

*The shadows around you spill over with night-blooming flowers as the Night King joins you and his Queen in the ballroom. The Shadow Masquerade is ready to begin!*

### Come to the Dance

If you attack without a weapon, you may attack using Speed instead of Might. If you win, instead of dealing damage, you may move both figures each a number of tiles up to the damage you would have dealt.

### The first time an explorer dies on the Ballroom tile

Place the Dark Queen token on the Ballroom tile.

**After your turn, take a turn with the Fae Dancers.**



### Monster: Fae Dancer

**Might 3 Speed 6 Sanity 3 Knowledge 2**

Fae Dancers take their turns one at a time. Move and attack with one before the next starts its turn.

Fae Dancers attack with Speed. They may not attack a hero unless that hero is in the Ballroom. Heroes defend against these attacks with Speed. If a hero is hit, they take Physical damage.



After taking a turn with the Fae Dancers, take a turn with the Dark Queen (if she has arrived).



### Monster: Dark Queen

*She sings in eerie harmony.*

Might 7 Speed 6 Sanity 4 Knowledge 5

Once during your turn, you may



### Step the Dance Eternal

Roll 2 dice. You may move a hero in your region in any direction, up to a number of tiles equal to the result of that roll.



# 25

## Borrowed Time

**Scenario Card:** A Strange Disappearance   **Haunt Trigger:** Armor  
**Traitor:** Left of the Haunt Revealer

*Read First!*

### Introduction

*You know what happened to these people's friends—you forced them into your suit of armor. Why? Because it keeps you young. When you found that suit of armor almost 600 years ago, you bonded with it. Now, if someone stands inside of it, you steal their remaining years. In this house, there are many more years to be stolen.*

### Setup

1. Your explorer is still in the game. You are the traitor.
2. Heal all of your traits.

### Objective

You win when all of the heroes are dead.

### Tokens Needed

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

### If You Win

*You don the armor again. You've worn it for centuries now, and thanks to the fools who keep coming into your house, you'll wear it for centuries more.*

### When you win a Might attack against a hero

If you have the Armor, do not deal damage. Instead, give the Armor to that hero.

### At the beginning of your turn

If you are dead, place your explorer on the same tile as the Armor and heal all of your traits. Take your turn as normal. *The armor sustains you.*

### At the end of your turn

If a hero has the Armor, they lose 1 in each trait and you gain 1 in each of your traits.

If you have the Armor, nothing happens.



# The Family's Blessing

# 26

**Scenario Card: A Mysterious Invitation**   **Haunt Trigger: Holy Symbol**  
**Traitor: Haunt Revealer**

*Read First!*

## Introduction

*As you pick up your family's eldritch blessed symbol, three hidden doors open around you. Your dear family steps forward, adorning you in robes matching those they already wear. The old red stains have begun to fade from everyone's robes, but tonight your friends will provide the blood to change that. Their blood will bring forth The Elder, who your family has served for centuries. As your relatives disappear into the house's secret passages, you turn toward your sacrifices. You know what to do.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Heal all of your traits.
4. Place **{2/3/4/5}** Small Monster tokens on different tiles with Omen symbols. These are your Relatives. If there are not enough tiles with Omen symbols, place the remaining Relatives on the Entrance Hall.
5. Set the Dark Queen token aside. This is The Elder. It will come into play later.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

Altar Token

Small Monster Tokens – Relatives

Dark Queen Token – The Elder

## Bedroom Tiles

Guest Quarters – Ground/Upper Floor

Primary Bedroom – Ground/Upper Floor

Winter Bedroom – Ground/Upper Floor

## If You Win

*The Elder smiles a smile redder than the ones you and your family gave your now-cold sacrifices, and your robes absorb the color and essence of their blood. Your family, standing before you, are once again in their prime. The next decade will serve your line almost as well as your friends just did.*

Once during your turn, you may



### Use Hidden Passages

While on a bedroom tile, you may place your explorer on any tile.

### At the end of your second turn

Place the The Elder on the tile with the Altar token. *It will rise and collect the tribute itself.*

After your turn, take a turn with your Relatives.



### Monster: Relative

Might 4 Speed 4 Sanity 3 Knowledge 4

Your Relatives may use the Hidden Passages action.

After taking a turn with your Relatives, take a turn with The Elder (if it has risen).



### Monster: The Elder

Might 7 Speed 5 Sanity 6 Knowledge 6

The Elder may use the Hidden Passages action.

# Words From the Stars

**Scenario Card:** Cursed! **Haunt Trigger:** Mask

**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*You all came here with voices muttering a strange alien language inside your heads. The voices quieted when you entered the house, but now they've come back, louder than ever. What's more, you almost understand them. You chant along with the strange syllables as strange words begin to appear on the walls. There are empty spaces where you think—where you know—words should be. The voices urge you to complete them, make them whole. Only you can do it. They have chosen you. At your touch, the words begin to spread. You must see them spread.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Heal all of your traits.
3. Find {5/4/4/3} Rune tokens and set them to the side in front of you. These are Alien Words.
4. Place an Alien Word on your tile.

## Objective

You win when you place all of your Alien Words in the house, or when all of the heroes are dead.

## Tokens Needed

**Hero Tokens** – Knowledge of Aliens

**Rune Tokens** – Alien Words

## If You Win

*You scribble the last word into the wall, and everything falls quiet. A howling portal tears open in the entrance hall, sucking all of the air—and you—out of the house. As you drift into the vacuum, as your vision dims, the last thing you see is a massive vessel looming in the distance.*



## Alien Words

*A strange script, but you almost understand it.*

- Alien Words cannot be picked up.
- It costs heroes two moves to leave any tile with an Alien Word.
- Alien Words will hurt nearby heroes.

Once during your turn, you may



## Spread the Word

While on a tile without a hero or an Alien Word, make a Knowledge roll. For each adjacent tile with an Alien Word, add 1 to the result of your roll.

**7+** Place an Alien Word on your tile. *The message must be completed.*

**0–6** Gain 2 Knowledge. *The whispers grow louder, more insistent. More understandable.*

## When you attack or are attacked

If you are in a room with an Alien Word, remove one of the hero's dice after they roll (and after any reroll). Removed dice are not counted toward the result of a roll.

## At the end of your turn

If you placed all of your Alien Words in the house, you win!



# We're Going to Need a Bigger House

# 28

**Scenario Card:** Paranormal Investigators    **Haunt Trigger:** Idol  
**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*The sound of the rushing tide surrounds you as the room floods with saltwater pouring out of the idol. As you tread water to stay afloat, you notice a ghostly fin emerge from the surface. It begins to circle around you... CHOMP!*

## Setup

1. Your explorer has been swallowed whole by a spectral shark. Place the Ghost Shark token on your tile. Remove your explorer and the Idol from the game. Bury any Items and Omens that your explorer had before they were swallowed.
2. Place the Monster Card to your left. The monster will take its turn in place of yours.
3. Flip over the tile that your explorer was on. Then, flip over {0/1/2/3} tiles in the same region. These tiles are Flooded.

## Objective

You win when all of the heroes are dead, or if every tile in the house is Flooded.

## Tokens Needed

Ghost Shark Token

5 Trap Tokens – Explosives

## If You Win

*You feast on the last morsels of your hot lunch. Your hunger sated, at least for now, you watch as the waters recede once again. With a toothy grin, you're satisfied in the knowledge that you remain Mayor of Shark City.*

## Flipped Tiles

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

## At the start of each hero's turn

Flip over a non-landing tile adjacent to another Flooded tile. If you are unable to do so, Flood a tile adjacent to any landing.

**Instead of your turn, take a turn with the Great White Ghost Shark.**



## Monster: Great White Ghost Shark

Might 8 Speed 2 Sanity 4 Knowledge 4

The Shark cannot be stunned.

Once during your turn, you may



**Cue Ominous Music**

Move to any Flooded tile.

## At the end of your turn

If every tile in the house is Flooded, you win!

# 29

## A Beautiful Garden

**Scenario Card:** For Sale   **Haunt Trigger:** Ring  
**Traitor:** Haunt Revealer

*Read First!*

### Introduction

*The realtor offered you an hors d'oeuvre. The offerings at this open house are strange: candied violets and frosted berries. "Faerie food," she said, with a strange glint in her eyes. You thought she was joking.*

*You tasted these treats, and you understood: the fae want to reclaim this house from the world of the humans, and to let the ivy tear it down, brick by brick. "Help us," they say. "Help us turn this house into a beautiful garden, and then you can join us." You want to join them. And you know just how to fertilize the garden.*

### Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Place {1/2/3/3} Small Monster tokens on the tile with you. These are the Fae.

### Objective

You win when all of the heroes are dead.

### Tokens Needed

Small Monster Tokens – Fae

Hero Tokens – Knowledge of the Fae

2 Might Tokens – Cold Iron

### If You Win

*You dance through the bluebells, the foxgloves, the peonies, and traipse around the mushroom circles. You stuff your face with enchanted faerie food and drink. You can't leave the land of the faerie, but why would you want to? It's so beautiful here.*

### When you Attack a Hero

If you aren't using a weapon, you may attack with Speed instead of Might.

**After your turn, take a turn with the Fae.**



### Monster: Fae

Might 2   Speed 6   Sanity 4   Knowledge 4

The Fae cannot be stunned.

The Fae use Speed to attack any hero in line of sight.



# 'Til Death Do Us Part

# 30

**Scenario Card:** A Strange Disappearance    **Haunt Trigger:** Ring  
**Traitor:** Lowest Sanity (other than the Haunt Revealer)

*Read First!*

## Introduction

*The last body you stepped into wasn't suitable, but this one will fit your needs. Now you just need one more body, for your love—for your Genevieve. She will be with you again, but first you'll need your wedding ring. The ring will tie you and your Genevieve together forever. You've pulled yourself out of death, and you'll pull her out, too. You'll both be free on this earth again. A body and the ring, that's all you need.*

## Setup

1. You have been possessed by a spirit! Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Heal all of your traits.
4. Place your explorer on the Entrance Hall.
5. Place **{1/2/3/4}** Small Monster tokens on different tiles with Omen symbols. These are the Wedding Party. If there are not enough tiles with Omen symbols, place the remaining members of the Wedding Party on the Ground Floor Staircase.

## Objective

You win when you have the Ring.

## Tokens Needed

Altar Token

Small Monsters – Wedding Party

## If You Win

*You hold your beloved's hands and sing her praises out loud. "Oh Genevieve, Genevieve! Together again! Hand in hand, always!"*

## When you attack a hero

You may turn one of their Omens face-up. That Omen will remain face-up for the remainder of the haunt.

## When a hero dies

Turn all of their Omens face-up.

## In Sickness and in Health

Your traits may not go below their starting values. *Your love is eternal.*

## Forever and Ever

Once you enter the tile with the Altar, you may not move out of that tile. Effects cannot cause you to leave this tile.

**After your turn, take a turn with The Wedding Party.**



## Monster: The Wedding Party

*It's time to have a wedding!*

**Might 5   Speed 4   Sanity 2   Knowledge 3**

# A Ghost of a Chance

**Scenario Card:** Paranormal Investigators **Haunt Trigger:** Holy Symbol  
**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*You are on a totally awesome hunt to find evidence for that choice reality show, “Bros vs. Ghosts,” when you hit the haunted jackpot. But, like, it’s a bummer that all your friends have been possessed by ghosts. This holy symbol you found starts speaking in your head, all demonic and everything. Now you just have to get outside and start the apocalypse! Rad!*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Heal all of your traits.
4. Take all Items and Omens from every player. Starting with the Holy Symbol, set {4/5/7/9} of those cards aside, face-up. If there are fewer cards than this, set them all aside.
5. Bury any remaining Items and Omens.
6. Place one set of Number tokens on the set-aside Item and Omens, then place a matching Number Token in the house. These tokens represent Cursed Items. Each Cursed Item must be placed on a different Item or Omen tile. If any Cursed Items remain, place them on the Entrance Hall.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

2 sets of Number Tokens – Cursed Items

## If You Win

*What an epic end to a killer night of extreme ghost hunting, brah! It’s too bad that it had to end this way, but you shrug it off as you pry the final cursed items from your friends’ cold, dead hands. You walk outside and the sky turns red, and you begin to chant in a language you’ve never heard before. This is gonna be killer!*

Once during your turn, you may



## Channel a Cursed Spirit

While on the same tile as a Cursed Item, remove that token and take the corresponding card. You now carry that Item or Omen. Choose a hero in your region to take 2 dice of General damage. *The ghost trapped in the item explodes outward.*

## When you attack a hero with Might

If you win, you may steal an Item or Omen from that hero instead of dealing damage.

**After your turn, take a turn with the Cursed Items.**



**1**

## Monster: Cursed Item (Number Token)

Might 5 Speed 4 Sanity 5 Knowledge 5

If this monster’s matching Item or Omen card is a weapon, it can use that weapon’s attack. (The Dagger is not affected by loss of Speed.)





# The Catastrophe

**Scenario Card: Paranormal Investigators**

**Haunt Trigger: Skull**

**Traitor: Haunt Revealer**

*Read First!*

## Introduction

*The homeowner was eccentric to say the very least, but they were very convincing in their tales of the ghost cat that haunts the house. You follow them as they speak, only to see them transform into an enormous, spectral feline. The creature grins at you, purring, as you are swarmed by an army of undead cats.*

## Setup

1. Cats swarm you. Your explorer has died. Bury your Items and Omens and remove your figure from the house. Place the Bakeneko token on your tile. You now command the Bakeneko and the Undead Cats.
2. Place the Monster Card to your left. The monsters will take their turn in place of yours.
3. Find and set aside **{6/5/4/3}** Fire tokens. Put the rest back in the box.
4. Place **{3/4/5/7}** Small Monster tokens in your region. These are your Undead Cats.

## Objective

You win when all of the heroes are dead, or when the house has burned down.

## Tokens Needed

Bakeneko Token

Small Monster Tokens – Undead Cats

Fire Tokens – Room on Fire

## If You Win

*The ghost cat pads through ash and flame, followed by its entourage of undead felines. The troop gathers outside the house, joining in an unearthly chorus of yowls as they watch the Bakeneko's fire reduce the house to rubble.*

**Instead of your turn, take a turn with the Bakeneko.**



## Monster: Bakeneko

Might 3\* Speed 6 Sanity 6 Knowledge 2

The Bakeneko adds +1 to its Might for each Undead Cat in its region (to a maximum Might of 8).

Once during your turn, you may



### Burn Them All

While on any tile, choose a tile in line of sight that does not already have a Fire token on it. Place a Fire token on that tile. When you place the last Fire token, you win!

### When a hero enters a tile with a Fire token

They must make a Speed roll.

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

0–4 They take 1 Physical damage.

Once during your turn, you may



### Summon Kitties

While on a tile with an Omen symbol, place an Undead Cat on your tile.



After you take a turn with the Bakeneko, take a turn with each Undead Cat.



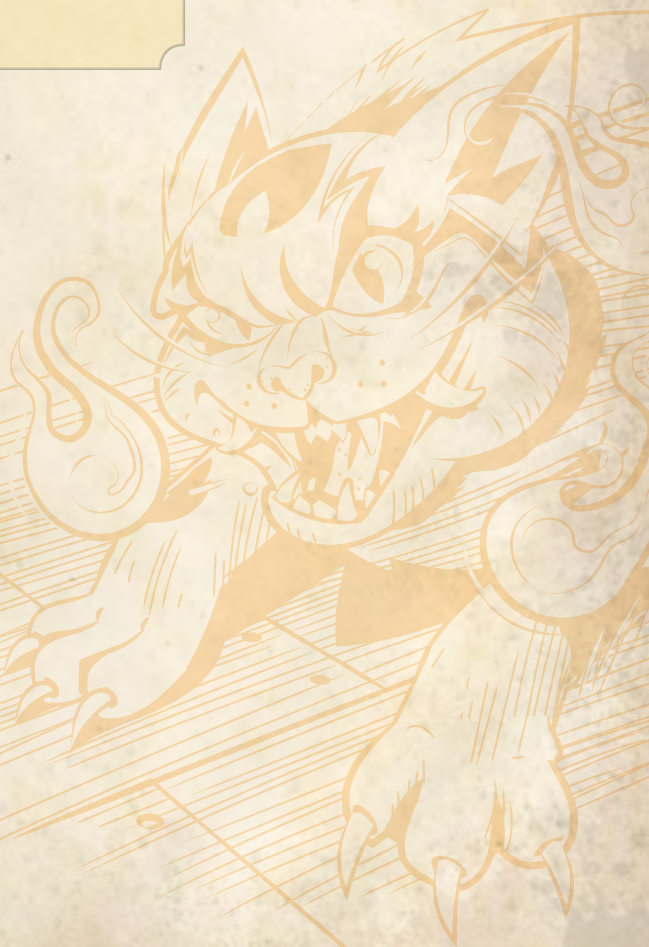
### Monster: Undead Cats

Might 3 Speed 6 Sanity 2 Knowledge 4

Undead Cats are killed instead of stunned when they take damage. They can still be stunned in other ways.

Undead Cats attack with Speed. They deal a maximum of 2 damage per attack.

Undead Cats may not attack any hero that has already taken damage during the Undead Cats' turn. *They like to play with their food.*



# 33

## Smile for the Camera

**Scenario Card:** None **Haunt Trigger:** "Say Cheese"

**Traitor:** See Event

*Read First!*

### Introduction

*Something leaves you when the camera flashes. "Don't let the camera steal your soul," a voice says, but now, looking into the camera, you can tell that it's hungry, starving. It deserves to be fed. It needs to be fed. You can give it the souls and blood that it wants—a snapshot here, a mortal wound there... the camera will have its fill.*

### Setup

1. Your explorer is still in the game. You are the traitor.
2. Place {2/3/4/5} Small Monster tokens on any non-Landing tile, distributed as evenly as possible among regions. These are Phantom Photographers.
3. If the Magic Camera has not been discovered, search the Item deck for the Magic Camera and place it face-up in front of you.
4. Give each hero their matching Hero token. This is their Essence.

### Objective

You win when all of the heroes are dead.

### Tokens Needed

Small Monster Tokens – Phantom Photographers

Hero Tokens – Heroes' Essence

### If You Win

*You sit down in the entrance hall, blank-eyed. The cameras are set up all around. At some point, people will come looking for you. Then, the cameras will have their fill again.*

Once during your turn, you may



### Take a Photo

While on a tile with a hero, make a Speed roll. If you have the Magic Camera, you may make this roll against any hero in line of sight. You may not take a photo of a hero who no longer has their Essence.

6+ Take the hero's Essence token and increase one of your traits by 1. *You capture their essence.*

0–5 Nothing happens.

### The Ghost inside the Camera

As long as you have the Magic Camera, your traits cannot go below critical.

### When you attack a hero

If you have that hero's Essence, roll 2 additional dice.

**After your turn, take a turn with the Phantom Photographers.**



### Monster: Phantom Photographer

Might 4 Speed 1 Sanity 6 Knowledge 2

Phantom Photographers attack with Sanity and can attack any hero in line of sight. If they win an attack, the targeted hero takes Mental damage.

If a Phantom Photographer takes damage from a Might attack, it is killed instead of stunned.

### If a hero ends their turn in line of sight of a Phantom Photographer

If they have their Essence, take it and place it on your character board.



# Down the Hall, Second Dimension on the Right

**Scenario Card:** A Strange Disappearance   **Haunt Trigger:** Idol  
**Traitor:** Highest Knowledge

# 34

*Read First!*

## Introduction

*You expected your friends to mourn Christina, not to track down the place of her disappearance. She had found your sanctuary—this house, whose rooms shift, where wrong is right, where nothing is what it seems—and you trapped her here. Now you'll trap your other friends, too. The walls swirl around you, flying and folding and changing at your whim. It's a pity that they didn't just mourn her and move on.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Heal all of your traits.
3. Return all tiles to the tile stack, except for Landing tiles and tiles with explorers on them. Shuffle the tile stack.
4. Arrange the remaining tiles, including the Landing tiles, so that they are all touching and form one continuous region.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

Number Track

Small Monster Token – Christina

## If You Win

*Sound can't travel between dimensions, and so the screams of those you've trapped here have been silenced. You walk down the hall, smiling, as the house builds itself around you.*

## Another Dimension

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

## At the start of your turn

If you are dead, place your explorer on a tile with an open (unconnected) doorway. Heal all of your traits and take your turn as normal.

Once during your turn, you may

### **Make a Leap of Faith**

While on a tile with an open doorway, make a Sanity roll.

**3+** Place yourself on any tile with an open doorway.

**0–2** Nothing happens.

Once during your turn, you may

### **Manipulate the Dimension**

Choose one of the following effects:

- Each hero takes 1 die of General damage. You may move each hero a number of tiles in any direction, up to the amount of damage they took.
- Move any non-Landing tile to another part of the house, so that it connects to an open doorway. You may not move a tile if it would cause another tile to become disconnected from the rest of the house.
- Gain 2 in any trait.

You may **Manipulate the Dimension** {1/1/2/2} times each turn. If a hero is carrying Christina, you may take this action one additional time. You can make the same choice more than once.

**Scenario Card: A Strange Disappearance****Haunt Trigger: Skull****Traitor: Haunt Revealer***Read First!***Introduction**

*You never really understood why your friend spent all her time looking for meteors, but that was before you learned about alien life, such as the slugs that now ooze out of the pitted rock before you. It's fascinating... but here they are, and they're fast! They also seem hungry—one of the slugs has slithered up your body and latched onto your neck at the base of your brain, but you're not too worried. Besides, you think they're kinda cute.*

**Setup**

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Place a Nest token on any Basement tile. Place a second Nest token on any Upper Floor tile.
4. Place **{2/3/4/5}** Small Monster tokens on your tile. These are Slugs.

**Objective**

You win when all of the heroes are either dead or mind-controlled.

**Tokens Needed**

Small Monster Tokens – Slugs

2 Nest Tokens – Slug Nest

5 Food Tokens – Salt

**If You Win**

*You look out the window, thinking about how to introduce the world to alien life. You'll have to think up a good name for this species.*

**Nest token**

*It's more than just a rock. It teems with life.*

- Protect the Nests at all costs.

Once during your turn, you may

**Summon the Horde**

While on a tile with a Nest, place two Slugs on that tile.

**After your turn, take a turn with the Slugs.**

**Monster: Slugs**

**Might 3 Speed 4 Sanity 3 Knowledge 5**

Slugs are killed instead of stunned.

Slugs attack with Sanity.

All Slugs must complete their movement before any may attack.

**If a Slug attacks a hero**

For each other Slug on that tile, add 1 to the result of the attack roll. If the Slugs win the attack, that hero becomes **Mind Controlled** and is now a traitor. They now share your goals, and they may read this book.

After a Slug attacks, all Slugs on its tile are killed (whether or not they win the attack).



# Finding Peace

# 36

**Scenario Card: For Sale**    **Haunt Trigger: Holy Symbol**  
**Traitor: Lowest Sanity**

*Read First!*

## Introduction

*You've found something here better than a realtor's open house. You've picked up this dark symbol, and it's filled you with a hunger. You take hold of a spirit, and you eat it. For a moment, your hunger is sated. More than that, really—you feel strong, peaceful, clear-headed. And then, you're hungrier than ever before.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Place a Small Monster token on each tile that has an Event symbol. These are Ghosts.

## Objective

**You win when you achieve enlightenment OR kill all of the heroes!**

- Consume Ghosts to increase your Sanity.
- “Enlightenment” means having maximum Sanity.

## Tokens Needed

**Small Monster Tokens – Ghosts**

## If You Win

*You are sated, for now. But there will be more ghosts....*

Once during your turn, you may



## Consume a Ghost

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

**4+** Remove the Ghost from the tile and gain 1 Sanity.

**0–3** Move all of the Ghosts on this tile to any adjacent tiles, ignoring walls.

## When you reveal a tile with an Event symbol

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

## When a hero dies

Place a Ghost on that hero's tile. You control that Ghost.

## If you would take damage from an attack

Instead, move that many tiles away from your current tile in any direction and gain 1 Might or Knowledge. *The house won't let you die.*

## After your turn, take a turn with the Ghosts.



## Monster: Ghosts

**Might 3 Speed 3 Sanity 3 Knowledge 4**

Ghosts cannot attack or be attacked.

## At the end of the Ghosts' turn

Each hero on a tile with any number of Ghosts takes 2 General damage.

## At the end of your turn

If you have reached maximum Sanity, you have achieved enlightenment. You win!

## Read First!

## Introduction

*The specimens have been assembled in the experimentation facility. How odd... humans apparently cannot resist a haunted house. The security robots that were camouflaged as antique armor have sprung to life, and your associates will be back to observe this crop soon enough. You can now shed your terrestrial disguise and begin uploading the humans' samples, just as soon as you can collect them.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Bury the Armor and set all of your traits to their starting values.
3. Place the Monster Card to your left. The monsters will take their turn after yours.
4. Place your figure on the Entrance Hall, along with {0/1/1/2} Small Monster tokens. These are your Security Robots.
5. Each hero places a Security Robot on their tile.

## Objective

You win when you've collected a DNA sample from each of the heroes.

## Tokens Needed

Small Monsters – Security Robots

Hero Tokens – Hero DNA

## If You Win

*Silly things, these specimens. They hold so much vivacity, and their quaint, fragile frames hold so much potential. You and your associates have come from your distant solar system with the intention of exploring that potential. The question before you is, "What makes a human?"*



## DNA

- During a body swap, DNA tokens remain on heroes' character boards. DNA cannot be traded.
- DNA can only be removed from a character board when you Upload a Sample.

Once during your turn, you may



## Metamorph a Subject

While on a tile with a hero who has their DNA, exchange character boards with that hero but do not exchange any Items or Omens. You now control their figure, and they control yours. Heal all of your new character's traits and immediately end your turn.

Once during your turn, you may



## Upload a Sample

If you are on a tile with an Omen symbol and there is a DNA token on your current character board, return that DNA to the game box. If you have taken DNA from each hero, you win!

## Mission First

If there is still DNA on a hero's current character board, that hero's traits cannot go below critical for any reason.

A hero whose current character board does not have DNA may die as normal. *Sample acquired. Subject is now expendable.*

## When you Die

Set your traits to their starting values and place your figure on any Landing tile. *Cloning is a trivial task.*



**After you take your turn, take a turn with the Security Robots.**



### **Monster: Security Robot**

**Might 6 Speed 5 Sanity 5 Knowledge 4**

*They have angry-looking tasers.*

If possible, each Security Robot must move toward a different hero.

Security Robots are killed if they take any damage. Security Robots do not take any damage from attacking heroes.

Scenario Card: A Mysterious Invitation

Haunt Trigger: Ring

Traitor: Haunt Revealer

*Read First!***Introduction**

*Every year, your neighbors bake the Ring of Feasts into a cake. Whoever gets the slice with the ring is responsible for hosting next year's feast. This year it's your turn, and time is growing short. The guests have started to arrive, and everything is finally in place. There's a roast in the oven, the garden looks beautiful, and the ambrosia salad has set. The only thing left to do is decorate the entrance to the house. If only the decorations would stop moving themselves around....*

**Setup**

1. If the Kitchen tile has not been discovered, search the tile stack for it and place it on the Ground Floor, as far as possible from the Entrance Hall.
2. Heal all of your traits.
3. Set the Number Track to **{2/3/4/4}**.
4. Place **{3/4/5/6}** Small Monster tokens around the house, one on each tile with an Event symbol. These are Neighbors. If you must place more Neighbors than there are tiles with Event symbols, place the rest of those Neighbors in the Entrance Hall.
5. Place the Monster Card on your left. The monsters will take their turn after yours.

**Objective**

You win when all of the heroes are dead.

**Tokens Needed**

Number Track

Small Monster Tokens – Neighbors

**If You Win**

*What a mess. Those decorations were almost more trouble than they were worth, but now that they've stopped moving, the party can begin in earnest. As you pose the last of the bodies in an immaculate wave visible from the front porch windows, you think to yourself, "I've got to get the cake into the oven. Now, where's that ring?"*

**When you die**

Heal all of your traits and move your explorer to the Kitchen. Then, give the Ring to your killer.

**After your turn, take a turn with the Neighbors.**

**Monster: The Neighbors**

*Hi, Neighbor!*

**Might 5 Speed 2 Sanity 3 Knowledge 5**

Neighbors are killed instead of stunned.

**At the end of the monster turn**

Place a number of new Neighbors in the house, equal to the current value on the Number Track. Place one of these Neighbors on each tile with an Event symbol. If there are more new Neighbors than there are tiles with Event symbols, do not place the remaining Neighbors. *More guests!*





# 39

## Hive Mind

**Scenario Card:** Cursed!

**Haunt Trigger:** Book

**Traitor:** Highest Knowledge (other than Haunt Revealer)

*Read First!*

### Introduction

*For the last few years, you've been studying ways to splice insect and human cells. You've even experimented on yourself, going so far as to petition the Lord of Wasps to inhabit your body. You've actually started to see results—you've become stronger and faster, and you've learned how to stick to walls. But now, something even greater has happened: You are able to summon and control insects with your mind. Your humanity has fallen away like a shed exoskeleton, revealing you as you truly are—a giant wasp, leader of all insectkind. This house will be the seat of your power. It will be your nest.*

### Setup

1. You complete your metamorphosis. Remove your explorer from the house and replace it with the Giant Wasp. Bury all of your Items and Omens.
2. Place the Monster Card to your left. The monsters will take their turn in place of yours.
3. Distribute 5 Nest tokens across different Ground and/or Upper Floor tiles. These are the Wasp Eggs that the heroes are trying to destroy.
4. Place {0/2/3/5} Small Monster tokens on your tile. These are your Worker Wasps.

### Objective

You win when all of the heroes are dead, or when time runs out.

### Tokens Needed

Number Track

Giant Wasp Token

Small Monster Tokens – Worker Wasps

Nest Tokens – Wasp Eggs

### If You Win

*Your babies finally hatch out of their eggs, their tiny heads poking out of their shells. They're hungry, and they go after the first bits of food they can find—the humans that you once called your friends. The Age of the Wasps has begun!*

**Instead of your turn, take a turn with each Worker Wasp.**



### Monster: Worker Wasp

Might 3 Speed 5 Sanity 4 Knowledge 1

Worker Wasps are killed instead of stunned.

Once during your turn, you may



### Defend the Swarm

Deal one die of Physical damage to a hero on your tile. This Wasp has died. Remove it from the house.



After the Worker Wasps' turns, take a turn with the Giant Wasp.



### Monster: The Giant Wasp

Might 6 Speed 5 Sanity 5 Knowledge 5

Once during your turn, you may



#### Lay Eggs

While on a tile with a corpse, if any Wasp Eggs were removed from the house, place a Wasp Egg on the tile with the corpse. Remove the corpse and bury all of its Items and Omens.

### At the end of your turn

Place a Worker Wasp on each tile with a Wasp Egg (even if it is being carried by a hero). If there are multiple Wasp Eggs on a tile, place one Wasp per Egg. The Eggs remain in play.

Then, if there are any Wasp Eggs in the house, move the Number Track down by 1. If the Number Track reaches 0, you win!



# Return of the Fleshwalkers

**Scenario Card:** For Sale    **Haunt Trigger:** Mask

**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*You already live in this house, which you discover when you come face-to-face with... yourself? Your twin beckons for you to approach, and you do. It peels off its mask—the mask of your own face—and hands it to you. You know that if you put it on, you'll become the version of you who lives here, become a part of the family whose home this is. You place the mask over your face, and your twin is no more. You've always lived here, and you must protect your home.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Heal all of your traits.
4. Place {2/3/4/5} Small Monster tokens onto your tile. These are the heroes' Evil Twins.
5. Find each hero's matching Hero token. These are the Twins' Identities. Place one underneath each Evil Twin.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

Small Monster Tokens – Evil Twins  
Hero Tokens – Twin Identities

## If You Win

*Your home is safe. You act out a version of your life that feels almost real. The next time the front door opens and you see yourself walking through, you are ready.*

Once during your turn, you may



## Protect Your Family

While on a tile with a stunned Evil Twin, flip that Evil Twin back over. It is no longer stunned, and may act as normal on its next turn.





After your turn, take a turn with the Evil Twins.



Monster: Evil Twins

Might \* Speed \* Sanity \* Knowledge \*

- Each Evil Twin has a Reflection, represented by their hero token.
- Evil Twins’ traits are equal to their Reflections’ starting traits.
- Evil Twins do not roll movement. Each Twin can move a number of tiles equal to their Speed.
- If an Evil Twin is dealt damage by their Reflection or the hero holding the Mask, the Evil Twin is killed instead of stunned.
- Evil Twins may attack with any trait.

| Hero       | Might | Speed | Sanity | Knowledge |
|------------|-------|-------|--------|-----------|
| Joseph     | 5     | 4     | 4      | 3         |
| Oliver     | 4     | 5     | 3      | 4         |
| Jaden      | 3     | 4     | 4      | 5         |
| Sammy      | 4     | 5     | 4      | 3         |
| Dan        | 4     | 3     | 4      | 5         |
| Warren     | 3     | 4     | 5      | 4         |
| Michelle   | 5     | 4     | 3      | 4         |
| Brittani   | 5     | 3     | 4      | 4         |
| Persephone | 4     | 4     | 5      | 3         |
| Stephanie  | 4     | 3     | 5      | 4         |
| Anita      | 4     | 4     | 3      | 5         |
| Isa        | 3     | 5     | 4      | 4         |



# A God in the Machine

**Scenario Card:** For Sale    **Haunt Trigger:** Idol  
**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*You feel an electric spark pass through you. Lightning. Thunder. There is a god in the wiring, and the house is its cage. The god commands you to rid the house of intruders. You will listen.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.
3. Place a Trap token on your tile. Set the remaining Trap tokens aside.
4. Take {3/3/4/5} ON/OFF tokens and return the rest to the box. These are Generators. Place one on your tile and then one on each tile of your choice that has an Item or Omen symbol. If any tokens remain, place these on Landing tiles.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

Number Track

5 ON/OFF tokens – Generators

5 Trap Tokens

5 Searched Tokens – Sabotage

## If You Win

*The house shivers and settles. One day, you will help the thing that lives here to escape this cage. When you do, the world will kneel before the power of this terrible god... and you will be its high priest.*

Once during your turn, you may



### Reactivate Generators

While on a tile with a Generator in the OFF position, make a Knowledge roll.

4+ Flip the Generator to its ON position.

0–3 Nothing Happens.

### Triggering a Trap

When a hero enters a tile with a Trap token, they take two dice of General damage. The Trap stays on the tile.

**After your turn, take a turn with the House.**



## Monster: The House

Might 7 Speed 0 Sanity 5 Knowledge 5

The House cannot be attacked or stunned. It does not move.

The House may make a Might attack against a hero on or adjacent to any tile with an ON Generator (OFF tokens do not count).

Once during your turn, you may



### Possess Electronics

Place a Trap on any tile that does not have a hero or Trap on it. You may not use Possess Electronics to place traps on or adjacent to a tile with a Generator.

Once during your turn, you may



### Twist Hallways

Roll 2 dice. Move any explorer up to that many tiles in any direction. If this causes the explorer to trigger a Trap, they stop moving.



# Snack Attack

# 42

**Scenario Card:** Paranormal Investigators    **Haunt Trigger:** Dog  
**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*You immediately recognize the dog as the trusty companion of the ghost hunters who were said to have perished here. A smile spreads across your face as the spectral canine pads forward with an anthropomorphic smile. Then, its eyes glow red and it snarls the unmistakable words, "Feed me."*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Heal all of your traits.
3. Place the Monster Card to your left. The monster will take its turn after yours.
4. Bury the Dog. Place the Demon Dog token on your tile.
5. Place **{0/1/1/2}** Food tokens on the Monster Card. Set the rest to the side.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

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

## The Gang's Favorite Places

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

## If You Win

*Victory always tastes so sweet. The dog's mighty jaws crunch down on the last survivor's bones. It licks its chops, its hunger insatiable. And so the dog presses its cold, wet, ghostly nose to the floorboards in search of more snacks.*

Once during your turn, you may



## Visit the Gang's Favorite Places

If you are on one of the Gang's Favorite Places, heal all of your traits.

**After your turn, take a turn with the Demonic Dog.**



## Monster: Demonic Dog

Might 4\* Speed 4 Sanity 5 Knowledge 4

The Demonic Dog cannot be stunned.

Add +1 to the Demonic Dog's Might for each Food token on the Monster Card.

Once during your turn, you may



## Grab a Bite to Eat

While on the Larder tile, take a Food token (if any remain) and put it on the Monster Card.

# Hide and Eat

**Scenario Card: A Strange Disappearance**

**Haunt Trigger: Dog**

**Traitor: Most Omens**

## Read First!

### Introduction

*It's said that blood spilled in this house will grant immortality to the one who orchestrated the sacrifice. You wouldn't mind a little immortality, yourself. So, when your friend, Ronnie, needed somewhere to lock herself up to, let's say... wait out the full moon, you had a great recommendation for her. And when your other friends became worried about Ronnie's sudden disappearance, you organized a little rescue party. Now you just need to do a little micromanaging (and witchcraft) to make sure that blood does indeed get spilled.*

### Setup

1. Your explorer is still in the game. You are the traitor.
2. Place the Monster Card to your left. The monsters will take their turn after yours.

### Objective

You win when all of the heroes are dead.

### Tokens Needed

Number Track

Werewolf Token

Hidden Tokens – Hidden  
Heroes

### If You Win

*You're immortal now—you think.  
You're not exactly sure how to tell.*



### Hidden Heroes

- Heroes who are Hidden cannot be attacked, and they do not count as obstacles.

Once during your turn, you may

### Reveal the Hidden

While on a tile with a Hidden hero, make a Sanity roll.

5+ That hero loses their Hidden token.

0–4 Nothing happens.

Once during your turn, you may

### Commune with Wolves

While on a tile with the Werewolf, if it isn't stunned, move it one tile. Then, make a Might attack with the Werewolf.

Once during your turn, you may

### Curse your Enemies

While in line of sight of a non-Hidden hero, make a Sanity roll.

5+ That hero chooses and buries one of their Item or Omen cards.

0–4 Nothing happens.

**After your turn, take a turn with the Werewolf.**



### Monster: Werewolf

Might 7 Speed 4 Sanity 2 Knowledge 3

The Werewolf may not attack a Hidden hero.

### At the end of the Monster turn

*The Werewolf howls.*

If the Number Track is not at 0, each hero sets aside their Hidden tokens. They are no longer Hidden.



# A Missing Seam

# 44

**Scenario Card: A Strange Disappearance**    **Haunt Trigger: Mask**  
**Traitor: Left of the Haunt Revealer**

*Read First!*

## Introduction

*My, oh my, what beautiful people you have here with you. And you were so worried about not having enough material to sew!*

*Your plastic hand trembles with excitement as you pick up a knife. You see one of your guests pick up a mask, and you can't help but admire your own work. "Such craftsmanship," you say. "Don't worry, you'll soon be beautiful enough to wear as well."*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Heal all of your traits.
3. Place the Monster Card to your left. The monsters will take their turn after yours.
4. Place **{1/2/3/4}** Small Monster tokens on Landing tiles. These are your Mannequins.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

Small Monster Tokens – Mannequins  
Fire Tokens

## If You Win

*You carve out the final piece of material for your fashion show. "This will do just perfectly. This will surely be the talk of the next Fashion Week."*

## The house is on fire

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

Heroes take damage when they enter Burning tiles. You and your Mannequins do not take damage from Burning tiles.

## Made of Plastic

Damage from all attacks against you is reduced by 1.

**After your turn, take a turn with the Mannequins.**



## Monster: Mannequin

Might 7 Speed 6\* Sanity 4 Knowledge 2

**\*A Mannequin that starts its turn in a hero's line of sight only rolls 2 dice for its movement.**

# An Audacious Debut

**Scenario Card:** A Mysterious Invitation

**Haunt Trigger:** Book

**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*You knew this was the season premiere of the hot reality series “Carnage House,” and you’re determined to be its newest star! You wink into the hidden camera, knowing that you’re winking at all your new fans watching from home. It may be some deadly improv, but your role is clear: cut your supporting cast—permanently.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Heal all of your traits.
3. If the Armory tile has not been discovered, search the tile stack for it and place it on the Ground Floor of the house.
4. Draw cards from the Item deck until you have 2 weapons. Take those 2 weapons and place the rest of the drawn cards on the bottom of the Item deck. If no weapons remain in the Item deck, skip this step.
5. Set the Number Track to {2/3/4/5}.

## Objective

**You win when all of the heroes are dead.** *There is no such thing as a co-star.*

## Tokens Needed

Number Track

## If You Win

*A phone rings in the house, and it’s the call you’ve been waiting for. When you answer, a familiar voice speaks, “Lovely performance. Who’s your supporting cast for episode 2?”*

## When you die

Say “Cut!” Place your explorer in the Armory. Heal all of your traits. You take the next turn. Play then continues in clockwise order, starting with the player to your left.

## Scenery Chewing

While you are on a tile with an Event symbol, and if a hero is also on that tile, add one additional die to all of your dice rolls.

## Prop Weapons

When dealing damage, weapons cannot be used to bring anyone’s traits below critical. This includes you.



# Ghost Hair

# 46

**Scenario Card:** Cursed!    **Haunt Trigger:** Skull  
**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*Your friends were skeptical when you told them that something sinister was growing inside you. But now they finally understand, as you regurgitate hair that's not your own. It lives, crawling all over your body, taking over your skin and bones. You're no longer you. Your memories, your needs, your desires have all been replaced by a hunger for flesh and vengeance. You are made from the hair of the victims taken by this house. You are Revenge.*

## Setup

1. You have been consumed by hair. Replace your figure with the Giant Hair Monster token. Bury all of your Items and Omens.
2. Place the Monster Card to your left. The monsters will take their turn in place of yours.
3. Find one of each Number Token labeled 1 through {4/6/8/10}. These are Antidotes. Shuffle them and place them face-down around the house, arranged however you like.
4. Place 1 Small Monster token on the Entrance Hall. This is a Small Hair Monster.
5. Find and set aside {1/2/3/4} additional Small Hair Monsters.

## Objective

You win when all of the heroes have turned into Hair Monsters.

## Tokens Needed

Giant Hair Monster Token  
Small Monster Tokens –  
Small Hair Monsters  
Number Tokens – Antidotes

## If You Win

*The hair creeps and tangles throughout every crevice of the house, slithering into cracks and growing into the plumbing. Within hours, the foundation is covered in wet, moldy hair. "No one leaves," the house hisses, "We are Revenge."*

## When a hero dies

Replace their explorer with a Small Hair Monster.

**Instead of your turn, take a turn with the Small Hair Monsters**



### Monster: Small Hair Monster

Might 5 Speed 7 Sanity 2 Knowledge 3

**After completing the Small Hair Monsters' turn, take a turn with the Giant Hair Monster.**



### Monster: Giant Hair Monster

Might 7 Speed 1 Sanity 6 Knowledge 4

The Giant Hair Monster may move between tiles with Omen symbols as though they are adjacent.

The Giant Hair Monster can only take damage from Might attacks.

Once during your turn, you may



### Shift Hair

While on a tile with an Omen symbol, swap places with a Small Hair Monster.

# A Knight to Remember

**Scenario Card:** Paranormal Investigators

**Haunt Trigger:** Armor

**Traitor:** Haunt Revealer

*Read First!*

## Introduction

Ghosts of yore haunt this place—of that, you're certain. So many others have sought them out, only to disappear without a trace. As you wonder what happened to the last investigators who came here, you peek into a suit of armor. A portal suddenly yawns open, swallowing you whole. On the other side, you come face-to-face with a knight and the point of his blade. "You will be my body in the other realm. Send them here and I will finish them." You have no choice but to agree.

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Heal all of your traits.
3. Find {2/3/4/5} Portal tokens. Then, for each hero, place a Portal token in that hero's region on the tile farthest from that hero.
4. Give each hero their Hero matching token. A hero who has their Hero token is Trapped.

## Objective

You win when all of the heroes are dead.

## Tokens Needed

Hero Tokens – Trapped Heroes

Portal Tokens – Dimensional Portals

## If You Win

*The knight sighs, sheathing his sword. Time to rest again—but for a short spell. You are now, and forever, his squire.*

## Another Dimension

A hero who has their Hero token is Trapped. Trapped heroes cannot trade with heroes who are not Trapped.

## What a Cruel Knight

You may attack once on your turn for each living hero, but you may not attack any hero more than once per turn. The type of attack you make is determined by whether or not the hero is Trapped.

- **Trapped Heroes – Sanity Attack**  
Add 2 to the result of your roll. If you win, the hero takes Physical damage.
- **Non-Trapped Heroes – Might Attack**  
If you win, you do not deal damage. Instead, give your target their Trapped token. That hero is Trapped. You do not take damage if you lose this attack.

## If you would die

Heal all of your traits, instead. *The cruel knight is invincible.*



# Don't Upset the Host

# 48

**Scenario Card: A Mysterious Invitation**    **Haunt Trigger: Skull**

**Traitor: Highest Might**

*Read First!*

## Introduction

*You hoped he wouldn't be awake. After all, you're rather fond of this group, as you were the ones before them. There he was, though, your master—a simple skull, and you are bound to him. He's your host: the Head of the House, and you don't upset him, because you're nothing without him. So instead, your friends are your master's food, fed through the Bloody Room. Through him, they nourish you. He stays content, and you stay alive.*

*So, to the group you say "adieu"—your master is ready to eat.*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Heal all of your traits. Gain 1 Might.
3. Place the Monster Card to your left. The monsters will take their turn after yours.
4. If the Bloody Room tile has not been discovered, search the tile stack for it and place it on the Ground Floor.
5. Place the Head of the House token on the Bloody Room.
6. Place the Skull under the Monster Card. The Head of the House is carrying it.

## Objective

**You win when all of the heroes are dead.**

## Tokens Needed

**Head of the House Token**

## If You Win

*It's a long five minutes as the Bloody Room finishes its digestion. As you stand over your master, handsome clothes gathered for his arrival, flesh crawls from the house's floor and walls, weaving around him. His handsome form gasps to life as you present his suit. He dresses sharply, just like every time before, and he retreats to his bedroom. You're going to have to make some new friends.*

Once during your turn, you may



## Revive the Host

If you are holding the Skull, place the Head of the House on your tile. Then, place the Skull under the Monster Card.

## At the end of each hero's turn

If that hero is carrying the Skull, they make a Speed roll.

5+ Nothing happens.

0–4 The hero takes 2 Physical damage. *Ouch, it bites!*

## When you die

Place yourself on the Bloody Room tile and heal all of your traits.

*Your service isn't finished.*

**After your turn, take a turn with the Head of the House.**



## Monster: Head of the House

**Might 6 Speed 6 Sanity 6 Knowledge 8**

When the Head of the House is defeated by an attack, it is killed instead of stunned. Remove it from the house and give the Skull to the attacker.

# Terms and Conditions

**Scenario Card:** For Sale    **Haunt Trigger:** Dagger  
**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*You've never been one to read terms and conditions, not even when signing the paperwork to buy a house. "I'm so glad you've agreed," says the realtor. Wait... how have you not noticed her pointed teeth before now? "Of course," she continues, "if you want to fulfill the contract and keep your soul inside your body, I'll need you to complete clause 4b and bring me the blood of all your little friends."*

## Setup

1. Your explorer is still in the game. You are the traitor.
2. Heal all of your traits.
3. Place the Monster Card to your left. The monster will take their turn after yours.
4. Gain {0/1/2/2} Might and Speed.
5. Place the Demon token on the Basement tile farthest from the Basement Landing.
6. Place the Contract token on the Demon. It is holding the Contract.

## Objective

You win when you bring the Demon everyone's blood, or when all of the heroes are dead.

## Tokens Needed

Blood Tokens

Contract Token

Demon Token

## If You Win

*The demon sighs and tucks the contract back into a hidden pocket. One way or another, the contract was fulfilled and you're free from clause 4b.*

## When you attack a Hero

If you aren't using a weapon, you may attack using Sanity. The loser takes Mental damage. See "Special Benefits," under paragraph 3, subsection Ω.



### Blood Tokens

*Used to fulfill the infernal contract.*

- If a hero dies or takes Physical damage, they drop their Blood token.
- If you are on a tile with any Blood tokens, you may pick them up. Place them on your character board.

**After your turn, take a turn with the Demon.**



## Monster: Demon

**Might 6 Speed 4 Sanity 4 Knowledge 5**

If the Demon is holding the Contract, it cannot be stunned.

## When you enter a tile with the Demon

If you have each hero's Blood token, you successfully perform the ritual. **You win!**



# The Taste of Flesh and Metal

# 50

**Scenario Card:** Cursed!    **Haunt Trigger:** Armor  
**Traitor:** Haunt Revealer

*Read First!*

## Introduction

*For days, you and your friends have been having the same nightmare about this mansion, dreams about a blob of flesh that consumes EVERYTHING. You didn't believe it until you saw that old suit of armor. As you leaned in for a closer look, fleshy tendrils burst out of the chest plate, consuming you in an instant.*

## Setup

1. You have been consumed. Bury all of your Items and Omens. Remove your explorer from the house and replace it with the Construct token.
2. Turn the tile you are on face-down. That tile has been Consumed.
3. Place the Monster Card to your left. The monster will take its turn in place of yours.
4. Set the Number Track to **{2/3/3/4}**. This is your Speed.

## Objective

**You win when all of the heroes are dead, or when you have Consumed the entire house.**

## Tokens Needed

Number Track

Construct Token

Trap Tokens – Explosives

## If You Win

*You release a foul-smelling, gaseous toxin as you finish consuming every living creature in the house. You stretch your fleshy tendrils within your suit of armor, before you shrink back into your home like a hermit crab. It's been a hard day's work.*

## Consumed Rooms

Consumed rooms are turned face-down. They are considered to have no symbols or text, and they have doorways on all 4 sides.

**Instead of your turn, take a turn with the Construct.**



## Monster: The Construct

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

The Construct's Speed is equal to the number on the Number Track. (Remember to roll each turn to determine your movement.)

The Construct cannot be stunned.

Once during your turn, you may



### Consume Flesh

If you are on a tile with a corpse, you may remove that corpse from the house and bury that explorer's Items and Omens. Move the Number Track up by 1. *You're getting faster.*

Multiple times per turn, you may



### Consume the House

**While on a non-Landing tile that has not been Consumed, turn that room face-down. That tile has been Consumed. If all non-Landing tiles have been Consumed, you win!**

When you consume a tile with an Omen symbol, you may place yourself on any tile with a hero. If you do, lose the rest of your moves for the turn.

You may **Consume the House** any number of times per turn.

BETRAYAL AT HOUSE ON THE HILL, AVALON HILL and HASBRO and all related trademarks and logos are trademarks of Hasbro, Inc. © 2022 Hasbro. Hasbro, Pawtucket, RI 02861-1059 USA. Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by: Hasbro, De Entree 240, 1101 EE Amsterdam, NL. © Hasbro UK Ltd., P.O. Box 43, Newport, NP19 4YH, UK. Tel.: 00800 22427276.



Consumer contact:

US/Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA. TEL: 1-800-255-5516.

Australia consumer service: <https://consumercare.hasbro.com/en-au>

New Zealand consumer service: <https://consumercare.hasbro.com/en-nz>

UK: [consumer\\_affairs@hasbro.co.uk](mailto:consumer_affairs@hasbro.co.uk)

Parents:

**AvalonHill.com**

