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Game:	BETRAYAL AT HOUSE ON THE HILL (1st edition)	v4 Nov 2012
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For best results, print on card, laminate and trim to size.		

BETRAYAL^{AT} HOUSE^{ON} THE HILL

Setup

Choose Characters Each player chooses a figure, its matching character card, and attaches clips to the card pointing to the green starting numbers.

Place Decks Shuffle the Omen, Item and Event decks.

Place Starting Tiles Place the Basement Landing, Entrance Hall/ Foyer/Grand Staircase, and Upper Landing tiles reasonably far apart. Shuffle the remaining tiles into a facedown stack.

Place all figures in the Entrance Hall. The explorer who has the next birthday starts first, with turns proceeding clockwise.

Order of Play

On his turn, each player may make as many of the following actions as desired, in any order:

Move

Discover a new room

Attempt a die roll

Use Items or Omen cards

Attack (once per turn after the Haunt starts)

Before the Haunt starts, a player must make a **Haunt** roll at the end of his turn if he draws an Omen card.

Moving

Explorers can move a number of spaces up to their current **Speed**. Movement ends once a card is drawn.

Monsters roll a number of dice equal to their Speed to find the number of spaces they may move each turn. Roll once for a group of monsters.

You can always move at least one space.

Moving Past Opponents

After the Haunt starts, for each opponent in a room with you, a Hero, monster or Traitor must use one extra space of movement to leave that room. *Stunned* monsters don't slow an explorer's move in this way.

Discovering a New Room

When an explorer enters a doorway without a room on the other side, look at the top tile on the room stack.

If it matches the floor you are on, turn it over and connect it to the doorway and move into it.

If it doesn't match your floor, set it aside face down in a discard pile.

Doors are always open except for the front door, which is always locked.

The **Grand Staircase** always connects to the **Upper Landing**.

The **Stairs from Basement** always lead to and from the **Foyer** via a secret door which cannot be used until the Stairs from Basement room is discovered.

If a tile could only be played in such a way that a level would be sealed off with no free doorways left, discard that tile and draw new ones until you draw one that leaves a free doorway.

If the entire stack is used shuffle the discard pile; it becomes the new stack.

Special Rooms

Attic, Graveyard, Junk Room, Pentagram Chamber

If an explorer fails his roll, he may choose to stay in the room and try again on his next turn instead of taking damage.

Chapel, Gymnasium, Larder, Library

Each player can receive the benefit from each of these rooms just once per game. Monsters cannot use these rooms.

Coal Chute

Entering the Chute and moving to the Basement Landing counts as one move. You can never end your turn on the Chute tile. The Chute affects Traitors and monsters.

Collapsed Room

Explorers after the first may ignore the room ability or use it intentionally (and take the damage). Falling to the basement doesn't count as a move.

If the first to go down from the Collapsed Room is a monster, or if all basement rooms have been played, choose an explored basement room and put the Below Collapsed Room token there.

Traitors and Monsters can move through the Collapsed Room without damage.

Crypt, Furnace Room

Monsters ignore the special rules of these rooms.

Gallery

You can only choose to fall to the Ballroom if it is in play.

Mystic Elevator

You can use the Elevator only once a turn. If there isn't a connecting door on the appropriate floor, leave the Elevator where it is. If you roll the same floor, you may move it to a different door on the same floor.

All explorers in the Elevator take damage if an explorer entering it rolls 0.

Traitors and Monsters can use the Elevator without rolling, but only once per Traitor/Monster set of turns.

Underground Lake

If found on the upper floor, the Lake collapses; put it and the explorer next to any door in the Basement. The original upper floor spot is now empty.

Vault, Tower, Chasm, Catacombs

These are all **barrier** rooms. You may attempt once per turn to make the trait roll to be able to cross the room.

You cannot interact with another explorer on the other side of the tile if you cannot cross. Crossing the barrier doesn't count as moving a space.

Monsters ignore barriers.

If you are transported to a barrier room (eg by the Collapsed Room) you choose which side to land on. However you always land *outside* the Vault.

Vault

Once the Vault has been opened, put the Vault Empty token on it. The Traitor must also roll to open the Vault.

Event, Item and Omen Cards

The first time a room with a card symbol is *discovered*, that explorer's movement ends. Draw a card matching the symbol and read it out loud before following any instructions in the room.

Event card instructions are followed and the card discarded unless it says otherwise.

Item cards are kept face up by the explorer; he may use it once immediately and once on each subsequent turn, unless it says otherwise.

Omen cards are kept face up by the explorer and any instructions followed. At the end of that turn the player must make a **Haunt** roll.

Using Items and Omens

For each item during a turn, an explorer or monster that can carry items may only perform **one** of the following actions: use the item once, give the item to another willing explorer, drop the item, steal the item, or pick up the item.

If you drop items, put an **Item Pile** token in that room.

Some items can't be traded, but may be dropped or picked up.

Some omens are companions that follow their custodian and cannot be dropped, picked up or traded.

The **Crystal Ball** can only be used to look through undrawn Item and Event cards.

The **Toy Monkey** can only attack once per turn.

The **Dog** can't go through one-way passages, any passage like the Revolving Wall that requires a roll, or use the Mystic Elevator. His movement is not slowed by monsters.

The **Image in the Mirror** Omen card does not affect omens that are also items, such as the Book.

The **It is Meant to Be** only allows you to save a result for a die roll you make.

Monsters can use the **Secret Stairs**, **Secret Passage**, **Revolving Wall** (no need to roll) and **Mystic Slide** to move around.

Die Rolls

When making a roll based on your explorer's traits, roll as many dice as your explorer *currently* has in that trait.

You cannot try to make the same roll more than once per turn. Also, you cannot make more than one roll of a particular category specified in a scenario per turn. For example, if a haunt told you to make exorcism rolls, you could attempt to make a Knowledge roll for the room you were in, or a Sanity roll for an item you held, but not both rolls in the same turn, or rolls for two different rooms, or for two different items.

Attacks

Once the Haunt has started, *once per turn* explorers (including Traitors) and monsters may attack an opponent in the same room.

You can't use a trait to attack an opponent who doesn't also have that trait.

Physical Damage

Generally, you and your opponent roll a number of dice equal to your **Might**. The higher result **defeats** his opponent and inflicts **physical damage** equal to the difference between the two results.

Lower the defeated explorer's Might and/or Speed a total number of spaces equal to the damage.

If an attack is made with a trait other than Might, use that other trait in the same way.

If you attack someone and inflict 2 or more points of physical damage (not a distance attack), you may **steal** a tradable item instead of doing the damage.

Distance Attacks

The Revolver allows an explorer to attack an opponent in a room that is anywhere in a line of sight leading through an uninterrupted straight line of doors. Some monsters may also attack in this way. If the target defeats the attacker he takes no damage.

Mental Damage

When an attack is made with Sanity or Knowledge, it inflicts **mental damage**.

Lower the defeated explorer's Sanity and/or Knowledge a total number of spaces equal to the damage.

Death and Stuns

Before the Haunt starts, explorer traits can only go to their lowest number. Once the Haunt begins, if an explorer's trait goes down to the **Skull** symbol, the explorer dies.

If an explorer dies put an Item Token in the room along with any Companion token. Any other explorer that enters the room gains custody of the companion and may pick up the items.

Monsters are only **stunned** when you defeat them, unless a Haunt specifies otherwise. Flip the monster token over; a stunned monster can't slow an explorer's movement, but a Traitor may still move the monster. At the end of the monster's turn flip it back.

If a stunned monster is attacked and wins, it deals no damage.

The Haunt

When an Omen card is drawn, roll 6 dice. If you roll less than the total number of all Omen cards that have been drawn, the **Haunt** starts. The player who rolled is called the **Haunt Revealer**.

The Haunt Revealer looks up the Haunt chart to see which Haunt has been revealed and who is the **Haunt Traitor**. Cross index the name of the Omen card and the room the Omen card was drawn from.

The Haunt Traitor takes the **Traitor's Tome** and leaves the room to read the Haunt.

The rest of the players become **Heroes** and read the Haunt with the same number in the **Survival Guide**.

Hero and Traitor Turns

When everyone is ready, both sides do anything the Haunt told them to in the **Right Now** section. The first turn always starts with the player to the Traitor's left and goes clockwise. After the Traitor's turn, any **monsters** controlled by the Traitor get a monster turn.

All players are still explorers and have the same actions, except they no longer make Haunt rolls.

Even if the Traitor dies, as long as the monsters can complete the Traitor's goals, they still get their turn.

Traitor and Monster Powers

When you become a traitor, prior lingering bad effects from Event cards disappear.

Traitors and monsters can use any beneficial text on a room tile (such as the movement from the Collapsed Room or the Gallery) while ignoring any harmful text (any damage from these two rooms, or from the Furnace Room, the Crypt, and the Junk Room, or the turn-ending text on the Chasm and the Tower).

The Traitor can choose not to be affected by an Event card or Omens such as Bite.

Monsters, but not traitors, are able to climb up the Coal Chute, Collapsed Room, and Gallery without making a roll.

Monsters can't explore new rooms or carry items unless the Haunt says otherwise. If a monster allowed to carry items is stunned, he drops all items (put an Item Pile token in the room). It can't pick them up until it has an active turn.

If there is no possible way for a monster to reach heroes on another floor, the Traitor may on his turn go through the Room stack until he finds the Stairs from Basement tile and put it into play next to any open basement doorway.

Haunt Scenarios

If a scenario states that something must be done a number of times equal to the number of explorers, this includes those who get killed.

The heroes should not tell the Traitor what their goals are unless it is necessary. You should announce the purpose of any action you are taking to the other side but don't need to reveal what number you need to roll.

Winning the Game

The first side (Traitor or Heroes) that completes its goals for the Haunt wins the game. At least one hero must survive for the heroes to win.

When a side wins, that side reads the **If You Win** section from that side's Haunt out loud.

BETRAYAL AT HOUSE ON THE HILL

Haunt Selection Table 1: Original Haunts

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

Haunt	Traitor	Haunt	Traitor	Haunt	Traitor
1	Haunt revealer	18	Left of the haunt revealer	35	Highest Knowledge
2	Haunt revealer	19	Haunt revealer	36	Missy Dubourde (swimming) or highest Speed
3	Lowest Knowledge (except for the haunt revealer)	20	Vivian Lopez (old movies) or highest Knowledge	37	Lowest Might
4	Highest Might (except for the haunt revealer)	21	Oldest explorer (except for the haunt revealer)	38	Lowest Knowledge (ex. for the haunt revealer)
5	Haunt revealer	22	Left of the haunt revealer	39	Highest Speed (except for the haunt revealer)
6	Lowest Sanity	23	Left of the haunt revealer	40	Left of the haunt revealer
7	Father Rhinehardt (gardening expert) or highest Sanity	24	Brandon Jaspers (camping) or lowest Speed	41	Haunt revealer
8	Haunt revealer	25	Zoe Ingstrom (dolls) or highest Knowledge	42	Highest Might
9	None (at first)	26	Left of the haunt revealer	43	Haunt revealer
10	Haunt revealer	27	Highest Knowledge (ex. for the haunt revealer)	44	Youngest explorer (except for the haunt revealer)
11	Haunt revealer	28	Highest Knowledge (ex. for the haunt revealer)	45	Highest Knowledge (ex. for the haunt revealer)
12	None	29	Haunt revealer	46	Madame Zostra (cooking) or lowest Speed
13	Lowest Sanity (except for the haunt revealer)	30	Haunt revealer	47	Haunt revealer
14	Haunt revealer	31	Left of the haunt revealer	48	Left of the haunt revealer
15	Lowest Speed (except for the haunt revealer)	32	Highest Sanity	49	Heather Granville or highest Knowledge
16	Left of the haunt revealer	33	Highest Speed (except for the haunt revealer)	50	Haunt revealer
17	Peter Akimoto (bugs) or highest Knowledge	34	Professor Longfellow (drama) or highest Speed		

If two explorers tie in the same trait, and one of them is the haunt revealer, choose the haunt revealer. If neither player is the haunt revealer, choose the one who's closest to the left of the haunt revealer.

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How to Use the Additional Haunts

The original Haunts are numbered from 1 to 50; the new Haunts begin at 51.

Haunts 51-70 tend to be somewhat more complicated than the standard Haunts, and have not all been thoroughly tested.

Haunt Selection Options

Option #1: Use Combined Set of Haunts

Play as normal, except that when determining the Haunt, use **Haunt Selection Table #2** instead of the standard table. This will give you a chance of playing any of the 50 original Haunts or any of the 20 new ones, and requires no additional rules. Each of the 70 Haunts appears 2 or 3 times.

Option #2: Custom Haunts Only

When determining the Haunt, consult **Haunt Selection Table #3** instead of the standard table. This includes only the 20 new Haunts. Normally, use the first number listed in the appropriate space to select your Haunt; however, if you've played that Haunt already (or find it objectionable for some other reason), you can use the second number listed.

This table has all 20 Haunts represented as evenly as possible, but some Haunts have more strict requirements for their starting conditions than others, and so you will find that some custom Haunts appear much more frequently in this table than others.

Option #3: Select a Specific Haunt in Advance

You can choose a specific Haunt you'd like to play before you start your game; consult the Custom Haunt Minimum Requirements table to find what omen(s) or room(s) are appropriate for your chosen Haunt (a blank requirement means any omen/room is acceptable). If your selected Haunt has no requirements, simply play as usual, but disregard normal tables when the Haunt begins and play your selected Haunt. If the Haunt you selected does require a particular omen or room, use whichever of the following rules applies:

Haunt requiring a specific omen

Before the game begins, look through the omen stack and find the required Omen. Set this card aside and shuffle the remaining omens.

As you play, when you discover a room containing an omen, make a Haunt roll before drawing an omen card (but count the card you're about to draw as being "discovered" for purposes of calculating the number you need to roll). If the Haunt begins, draw the omen you set aside at the start of the game, apply its effects as if you drew it just before the Haunt began, and then start your selected Haunt. If the Haunt does not begin, draw from the omen stack and continue with the game.

Haunt requiring any one of a specific set of omens

Before the game begins, find all the omens which are appropriate for starting the selected Haunt. Shuffle them and choose one at random; set it aside, face down. Shuffle the rest of the omens back into the main stack (without looking at them) and proceed as described above.

Haunt requiring a specific room

Do not make any Haunt rolls as you play; instead, assume that the Haunt begins whenever the required room is discovered (immediately after the omen is drawn). Note that this rule is much more likely to result in a very early or very late Haunt than the normal rules for starting the Haunt, particularly when the room appears only on one floor, so use this rule with caution.

Haunt requiring any one of a specific set of rooms

Do not make any Haunt rolls in rooms other than the ones appropriate for starting the Haunt.

The Haunt can start on one of the first three omens you find only if it is the last room appropriate for starting the Haunt.

The Haunt begins on the fourth, fifth, or sixth omen if you discover at least half of the rooms suitable for starting the Haunt. Example: if the Haunt requires room A, B, or C, if one of those three rooms is already in play, and you discover another of them as omen number 4, 5, or 6, that second room starts the Haunt.

After you have discovered 6 omens, and the Haunt has not begun, start the Haunt in the next appropriate room you find.

Haunt permitting any room except a small

Play as normal, except do not make Haunt rolls in unsuitable rooms, and if the Haunt has not started by the time the last suitable room is discovered, it starts there.

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Haunt Selection Table 2: All Haunts

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

Haunt	Traitor	Haunt	Traitor	Haunt	Traitor
1	Haunt revealer	18	Left of the haunt revealer	35	Highest Knowledge
2	Haunt revealer	19	Haunt revealer	36	Missy Dubourde (swimming) or highest Speed
3	Lowest Knowledge (except for the haunt revealer)	20	Vivian Lopez (old movies) or highest Knowledge	37	Lowest Might
4	Highest Might (except for the haunt revealer)	21	Oldest explorer (except for the haunt revealer)	38	Lowest Knowledge (ex. for the haunt revealer)
5	Haunt revealer	22	Left of the haunt revealer	39	Highest Speed (except for the haunt revealer)
6	Lowest Sanity	23	Left of the haunt revealer	40	Left of the haunt revealer
7	Father Rhinehardt (gardening expert) or highest Sanity	24	Brandon Jaspers (camping) or lowest Speed	41	Haunt revealer
8	Haunt revealer	25	Zoe Ingstrom (dolls) or highest Knowledge	42	Highest Might
9	None (at first)	26	Left of the haunt revealer	43	Haunt revealer
10	Haunt revealer	27	Highest Knowledge (ex. for the haunt revealer)	44	Youngest explorer (except for the haunt revealer)
11	Haunt revealer	28	Highest Knowledge (ex. for the haunt revealer)	45	Highest Knowledge (ex. for the haunt revealer)
12	None	29	Haunt revealer	46	Madame Zostra (cooking) or lowest Speed
13	Lowest Sanity (except for the haunt revealer)	30	Haunt revealer	47	Haunt revealer
14	Haunt revealer	31	Left of the haunt revealer	48	Left of the haunt revealer
15	Lowest Speed (except for the haunt revealer)	32	Highest Sanity	49	Heather Granville or highest Knowledge
16	Left of the haunt revealer	33	Highest Speed (except for the haunt revealer)	50	Haunt revealer
17	Peter Akimoto (bugs) or highest Knowledge	34	Professor Longfellow (drama) or highest Speed	51+	See next page

If two explorers tie in the same trait, and one of them is the haunt revealer, choose the haunt revealer. If neither player is the haunt revealer, choose the one who's closest to the left of the haunt revealer.

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

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

Haunt Selection Table 3: Custom Haunts Only

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

Haunt Traitor

51	Haunt revealer
52	Haunt revealer
53	Haunt revealer
54	Lowest Sanity (except for the haunt revealer)
55	None (at first)
56	Haunt revealer
57	Left of the Haunt revealer
58	Lowest Might

Haunt Traitor

59	Lowest Knowledge (except for the haunt revealer)
60	Highest Knowledge (except for the haunt revealer)
61	Highest Sanity (except for the haunt revealer)
62	Haunt revealer
63	Left of the haunt revealer
64	Highest Might (except for the haunt revealer)

Haunt Traitor

65	Left of the haunt revealer
66	Left of the haunt revealer
67	Jenny LeClerc (reading) or highest Knowledge
68	Haunt revealer
69	Lowest Speed
70	Haunt revealer

Custom Haunts Minimum Requirements

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

Heather Granville



Age: 18
Height: 5'2"
Weight: 120 lbs.
Hobbies: Television,
Shopping
Birthday: August 2nd

Heather has always been perfect—perfectly petite, perfectly blonde, perfectly polite. Perfect, perfect, perfect. If even the teeniest, tiniest thing in her life isn't perfect, it gives Heather a headache. Sometimes her headaches get so bad it feels like something is trying to dig its way out of her skull. But even that doesn't wipe the perfect smile off her face.

Heather's eldest sister is friends with Jenny—why, Heather doesn't really know. After all, Jenny's certainly NOT perfect. Heather knows Flash and Professor Longfellow from school. Vivian is a friend of her mother's, has been for years.

Heather's greatest fear is that she isn't actually perfect after all.

Jenny LeClerc



Age: 21
Height: 5'7"
Weight: 142 lbs.
Hobbies: Reading, Soccer
Birthday: March 4th

Jenny is a quiet girl. She loves soccer, but sometimes she's too shy to cooperate with her teammates the way she should. Jenny's greatest pleasure is curling up alone in a tiny place reading a gigantic book—the older the book, the better. The books keep her from dwelling on her mother's disappearance, that day fourteen years ago when Mom went to the store and never came back, leaving Jenny alone. Alone forever.

Jenny's only real friend is Caitlyn, Heather's older sister. Jenny also knows Ox, since she grew up only a few doors away from him on Mulberry Lane. And Jenny knows Madame Zostra from the library, a place they both adore.

Jenny's greatest fear is being trapped in a crowd or lost out in the open.

Ox Bellows



Age: 23
Height: 6'4"
Weight: 288 lbs.
Hobbies: Football, Shiny
Objects
Birthday: October 18th

Ox Bellows was always a big kid. Never got beaten up. Always did the beating up ... but only when he had to do it. (Well, except for that one time.) Ox doesn't like to think about that, but the blood and screams creep into his dreams on cold, lonely nights.

Ox has known Jenny since they were kids growing up on Mulberry Lane. He met Professor Longfellow at Greenwich University. Ox has known Father Rhinehardt all his life. He's been confessing his sins to the priest since he was small (except for that one sin he doesn't like to talk about).

His greatest fear is of the dark.

Darrin 'Flash' Williams



Age: 20
Height: 5'11"
Weight: 188 lbs.
Hobbies: Track, Music,
Shakespearean Literature
Birthday: June 6th

Flash isn't the most original name ever for someone as fast as Darrin. But he likes it. It's comfortable and it fits him, just like his favourite pair of track shoes. Darrin lives to run, and runs to live. When he's not running, Darrin feels like there's something coming for him ... something Not Good. Even when he runs, the wind sometimes whispers in his ears, and he swears he can hear the Not Good Thing coming up behind him—fast. No wonder he's the star of the track team.

Flash knows Jenny from the neighbourhood. She's okay, but she's real quiet. He's known Madame Zostra for his entire life. After all, he's her nephew. Zoe's his little cousin, but he's only met her a couple of times.

Darrin's greatest fear is that he's going to be caught by the Not Good Thing (whatever it is).

Vivian Lopez



Age: 42
Height: 5'5"
Weight: 142 lbs.
Hobbies: Old Movies,
Horses
Birthday: January 11th

Vivian's perfect day is to get up late, have coffee and doughnuts, and then ride one of her horses all day. Unfortunately, she doesn't get to spend too many days like that, since she's so busy trying to keep her little used book store from going under. Some days she gets so frustrated she just feels like burning the place down, or maybe just burning the little shed out back ... or the school. But she'd never do anything like that. Still, sometimes she has nightmares about striking the match ...

Vivian is a friend of Heather's mother, Sarah. She also knows Madame Zostra and Father Rhinehardt as customers at her little book store, Something Written. For extra money, Vivian has been babysitting Missy Dubourde at least once a month for the past few years.

Vivian's greatest fear is of fire ... and her fascination with it.

Madame Zostra



Age: 37
Height: 5'0"
Weight: 150 lbs.
Hobbies: Astrology,
Cooking, Baseball
Birthday: December 10th

Madame Zostra, or 'Belladina' (as her mother name her), has been a tarot and tea leaf reader since college. She started out working part-time sitting in the window of an occult bookstore, but now she has her own home astrology business. Although Madame Zostra reads cards for a living, she won't ever read her own cards. She is terrified that she'll see her own death in the cards, something she can't bear to think about.

Madame Zostra is familiar with Vivian and Father Rhinehardt from seeing them at Vivian's bookstore. Flash is her nephew, and she never fails to buy him birthday and Christmas gifts. She sees Jenny regularly at the library. Zoe's mother comes to Madame Zostra for tarot readings.

Madame Zostra is terrified of death ... particularly her own.

Missy Dubourde



Age: 9
Height: 4'2"
Weight: 62 lbs.
Hobbies: Swimming,
Medicine
Birthday: February 14th

Missy can't remember wanting to be anything except for a doctor. Her favourite gift ever in the whole wide world was her first doctor's kit. She practices 'medicine' on anyone who will let her. She even cuts up dead frogs and stuff she finds in her yard. But sometimes that gets bad, and she dreams of dead frogs hip-hopping into her bed at night and smothering her. Then she screams.

Missy knows Peter (and his gross bug collection) from school. She knows Father Rhinehardt from Sunday school (he talks funny and smells like chocolate). Missy lives in the same neighbourhood as Brandon. He delivers her family's paper, but she doesn't really know him. (She thinks he's cute, though.)

Missy's greatest fear is of dead things coming back to life and hunting her.

Zoe Ingstrom



Age: 8
Height: 3'9"
Weight: 49 lbs.
Hobbies: Dolls, Music
Birthday: November 5th

Zoe likes to play in her room with her dolls. Each doll has its own name, family, history, pets, and everything else a doll needs to be happy. Zoe helps her dolls play out little dramas, mostly happy ones, but sometimes the dolls get mad at each other and hit. Not that Daddies would ever hit Mommies. That doesn't happen. Leastways, you're not supposed to talk about it. So, Zoe plays with her dolls.

Flash is Zoe's cousin, but she doesn't know him real well. Zoe's mom goes to Madame Zostra for tarot card readings. Zoe likes playing with her dolls under the table there. Zoe's family sometimes goes camping with Brandon's family. But Zoe doesn't like it, so she mostly stays in the tent and plays with her dolls.

Zoe's greatest fear is the boogeyman ... whoever he is.

Peter Akimoto



Age: 13
Height: 4'11"
Weight: 98 lbs.
Hobbies: Bugs, Basketball
Birthday: September 3rd

Peter's two favorite places in the world are the basketball court and under his house. He likes the basketball court because that's where he can play his favorite game. He likes being under the house because it's a great place to hunt for bugs, plus it's a good place to avoid his five older brothers. Sure, all older brothers pick on their younger siblings, but Peter's brothers really pick on him. But what's a few broken bones among family? Peter loves bugs and wants to be an entomologist when he grows up—an entomologist who never has to speak to his brothers.

Peter earns extra money taking care of Professor Longfellow's yard (and finding cool bugs—bonus!). He knows Missy from school. She likes to do pretend medical exams on him and check out his real broken bones, but she doesn't like it when he shows her his bug collection.

Peter's greatest fear is that he'll get trapped somewhere and never be able to escape.

Brandon Jaspers



Age: 12
Height: 5'1"
Weight: 109 lbs.
Hobbies: Computers, campin, Hockey
Birthday: May 21st

Brandon loves computers and camping. He takes his new laptop with him wherever he goes. That way he can program AND camp at the same time. Cool. Brandon's never liked playing with regular toys, action figures, or that kind of thing. In fact, he hates puppets. He had a clown puppet when he was little, and some mornings when he woke up, he'd find it had moved closer to him. Brandon's pretty sure his big brother, Chris, was messing with him. But he still hates puppets.

Brandon sometimes sees Zoe's family when they go camping. Zoe usually hides in the tent with her dolls, though. Yuck. Brandon delivers the newspaper to Professor Longfellow (in his big old freaky house) and to Missy's family.

Brandon's greatest fear is of puppets, particularly clown puppets.

Professor Longfellow



Age: 57
Height: 5'11"
Weight: 153 lbs.
Hobbies: Gaelic Music, Drama, Fine Wines
Birthday: July 27th

Professor Josiah Longfellow is very proud of his aristocratic roots. His family used to have money ... at least until his father lost it all on gambling and alcohol. The Professor still lives with his aging mother in the rundown Victorian that used to be the finest house in town. His father disappeared one day. Ran out. His mother has a rather large life insurance policy, but of course, he doesn't want to collect on it any time soon, no matter how nice the money would be.

Professor Longfellow knows Ox, Flash, and Heather from the university. Brandon is his paperboy. Peter mows the yard and takes care of other petty chores around the house.

The Professor's greatest fear is that he will lose everything he has, proving to everyone that he's no better than his deadbeat father.

Father Rhinehardt



Age: 62
Height: 5'9"
Weight: 185 lbs.
Hobbies: Fencing, Gardening
Birthday: April 29th

Father Rhinehardt was born in Munchen, Germany (or Munich, as Americans call it). He moved with his family to America when he was 15 ... and then got beaten up for the next three years. Father Rhinehardt turned to religion for the reasons why people treated him so badly. Eventually, he entered Seminary and became a priest. Since that day, long ago, many people have confessed their sins to him. But there is one man who haunts him, every few years, a stranger who sits in the confessional and whispers of murder and madness. In recent years, Father Rhinehardt has found he's starting to agree with the madman's arguments. Blood, pain, death—they are all a part of life, of God's plan, are they not?

Father Rhinehardt is familiar with Vivian and Madame Zostra from seeing them at the Something Written bookstore. He knows Ox from hearing him confess his petty sins. He also knows Missy from her appearances at Sunday school.

More than anything, Father Rhinehardt fears going mad.