DIRECTOR'S CUT

BY MIKE SELINKER

"Cut!" the crazy director bellows. "Cut! Cut! Cut! For Kubrick's sake, you people are the WORST actors! I don't know how you got your SAG cards, but you are all one botched line away from hitting the unemployment line! At most one of you will be working on this movie come morning! And I don't care who!"

Getting fired from this schlockfest would normally be a blessing, but your agent says you need the credit for your IMDb page. So if only one actor gets to star in this steaming pile of celluloid, it's gonna be you.

RIGHT NOW

- Your explorers are still in the game but have turned traitor.
- Each explorer discards all weapon item cards and weapon omen cards, and draws an equal number of non-weapon item cards.

WHAT YOU KNOW ABOUT THE HERO

The hero is the Director of the film *The Haunting of Hell Hotel*. This film is terrible, but the Director thinks it's *The Cabin in the Woods*. You are struggling actors on the film set, and based on the Director's outburst, each of you must kill all the other actors.

However, all the weapons you've collected so far are useless gimmicks from the props department.

The Director has an omen card which conceals the Vision for the film. If you can get that face-down event card, you might be able to impress the Director and keep your job.

The Director has some Production Assistants which are also your opponents; if you decide to attack the Director, a Production Assistant will interpose, using Knowledge to defend against you.

YOU WIN WHEN . . .

. . . one of you holds the Director's Vision in the Theater with no other actors present, after which the Director will give some instructions which may allow you to win. All the rest of you will lose.

If you kill the director, you lose, and the Director wins a posthumous Academy Award.

SPECIAL ITEM AND OMEN RULES

If you draw a weapon from the item or omen stack, discard it and draw another card from the same stack.

HOW THE ITEM TOKENS WORK

The props department has left Props (pentagonal item tokens) in some rooms. When you enter a room with an item token, look at its number, and put it number side-down in front of you. You may only have one at a time, so if you take a second one, look at both, take one, and leave the other number side-down in the room.

The number of the item tells you what you found. Reveal the item's number to the other explorers when you use it.

TOKEN	ITEM
1	**Powerless Chainsaw**: Deal 2 dice of physical damage to another explorer and 1 die of physical damage to yourself, then end your turn.
2	**Sawed-Off Shotgun**: It's not loaded, but you can trip people with it. Make a Speed attack. Whoever wins takes physical damage equal to the difference.
3	**Flash Powder**: Make a Knowledge attack. This attack deals no damage. If you win, the other explorer drops all item tokens and item cards. You may examine them and pick one up.
4	**Fog Machine**: Make a Knowledge attack. This attack deals no damage. If you win, move to an adjacent room and put the Smoke token in the room. Leaving that room now requires succeeding at a Sanity roll of 5+.
5	**Hook for a Hand**: Make a Might attack. Add 1 die to this roll, and drop one item card, item token, or omen card.
6	**Plastic Skeleton**: Make a Might attack against an explorer in an adjacent room. On that explorer's next turn, the explorer must succeed at a Speed roll of 5+ to exit the room.
7	**Screechy Violin**: Deal 2 dice of Sanity damage to another explorer and 1 die of Sanity damage to yourself.
8	**Clapperboard**: Draw an event card, then either keep it or give it to another explorer. You may do this once during your turn.
9	**Dove-Summoning Capguns**: They're not loaded. Make a Speed attack. This attack deals no damage. If you win, move the explorer you attacked to a discovered room up to three rooms away.
10	**The Plan**: If you are in the room with the Director, take the omen card that started the haunt and the face-down card under it, without looking at it.

SPECIAL ATTACK RULES

- The Director's entourage contains several Production Assistants. You may make a Knowledge attack against a Production Assistant when in the same room. You cannot attack the Director when there is a Production Assistant in your room. If you stun a Production Assistant, you may send the Assistant to any room on your floor that does not contain an explorer. If you lose, the Director may move your figure in the same manner.
- If an attack deals at least 2 damage to an actor or the director who has an item token or the omen with the face-down card, you may take it instead, dropping any item token you have. Do not look at the event card.

IF YOU WIN . . .

You convinced this lunatic that you were the maestro's long-awaited muse. Perhaps you can parlay this into that hand soap commercial you've always wanted to star in.

Hey, it's a paycheck.

PRISM

BY LIZ SPAIN

The trap door snaps shut above you. You're greeted by the soft electric light of the control room's monitors. The paperwork for Group 22B is waiting on the desk. You have a really good feeling about this group. You settle into your favorite swivel chair and click "Begin Experiment."

RIGHT NOW

- Your explorer is still in the game but has turned traitor and is no longer in the house. Remove your figure from the house and discard your cards. You are now the master of the prism, controlling its complex system of Traps.
- Roll 2 dice to get a sequence from the Mathematical Sequences table. Do not reveal your roll to the heroes.
- Put the 24 Obstacle tokens (representing Traps) face-up in any order, one per non-landing room. If there are not enough rooms, set aside the additional tokens.
- Get a piece of paper. Choose a room that contains a token in your sequence to be the exit room. Write down its number and hide the piece of paper somewhere on the table.
- Pick up the rooms that the heroes are in and move some or all of them to new positions in the house. If a hero is in the exit room, do not move that room. The new positions can be on any floor, but doors must connect when able and there must be a path from the exit room to the landing on its floor.
- Set up the Turn/Damage track with a plastic clip at 6. You'll use this to keep track of time.

MATHEMATICAL SEQUENCES

Roll 2 dice and use this sequence.

0	Threes	3, 6, 9, 12, 15, 18, 21, 24
1	Fibonaccis	1, 2, 3, 5, 8, 13, 21
2	Fours	4, 8, 12, 16, 20, 24
3	Primes	2, 3, 5, 7, 11, 13, 17, 19, 23
4	Powers of 2	1, 2, 4, 8, 16

WHAT YOU KNOW ABOUT THE HEROES

The heroes will do their best to discover which room in the house is the exit room and get to it before time runs out. If any hero is in the exit room at the end of the experiment, the heroes win.

YOU WIN WHEN . . .

. . . all the heroes have died, victims of your nefarious prison. Or, time has run out for the heroes before they find the exit room, bringing the experiment to an end.

YOU MUST DO THIS ON YOUR TURN

Lower the Turn/Damage track to the next number. When it reaches 0, the haunt ends.

After lowering the track, pick up the rooms the heroes are in and move them to anywhere else in the house, connecting doors when able and leaving a path from the exit room to the landing on its floor. If a hero is in the exit room, *do not move that room.*

TRIGGERING THE TRAPS

When a hero moves into a room with a Trap token, determine whether that room is trapped. If the number on the token is in your sequence, the room is safe and the token is flipped to the unnumbered side. Otherwise, remove the Trap token from the house and roll a die; attacks are made against your traits even though you are not being attacked.

On a result of:

0 The hero makes a Knowledge attack. If you win, the hero takes 1 point of mental damage and ends all movement.

1 The hero makes a Speed attack. If you win, the hero takes 1 damage to a trait of the hero's choice and ends all movement.

2 The hero makes a Might attack. The hero may not use weapons on this roll. If you win, the hero takes 1 point of physical damage and ends all movement.

SPECIAL ATTACK RULES

You cannot take damage.

SPECIAL MOVEMENT RULES

If you set aside any Obstacle tokens at the start of the haunt, put one into each new room as it is discovered.

IF YOU WIN . . .

With a deep sense of satisfaction, you click the button at the bottom of the room control program labeled "Cleanup." The house fills with the comforting white noise hiss of the dissolving gas. The button should be red, you think. For next time.



TILL MORNING LIGHT

BY MONS JOHNSON

What an interesting key you found! Perhaps it opens some exterior doors.

"Let us in!" you hear the voices shout.

"Let us in! We only want to kill you!"

What if they might get in some other way? That would be bad, unless . . . If you let them in, surely they will only kill the others! After all, on the Surge, it's legal for one night to kill anyone you want, so they would like you to give them more people to kill. Perhaps they might even let you in on the fun.

Time to open some doors . . .

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Set aside the small blue monster tokens (representing Surgers) numbered from 1 to 9.

YOU WIN WHEN . . .

. . . all the heroes are dead.

HOW TO LET THE SURGERS INTO THE HOUSE

During your turn, in any ground floor room with a door that's not connected to a room, you may roll 3 dice, with 1 fewer die for each hero in the room. If you roll 3+, put a Surger in the room. If you are in the Entrance Hall and have the Key, you place the token automatically.

YOU MUST DO THIS ON THE MONSTERS' TURN

At the end of the monster turn, advance the Turn/Damage track to the next number. When the Turn/Damage track reaches 5, the haunt ends.

SURGERS

Speed 3 Might 6* Sanity 3 Knowledge 3

*The Surgers have worked together before. A Surger gets +1 Might during any attack for each other Surger in the same room (maximum of 8 dice).

SPECIAL MOVEMENT RULES

- Surgers cannot get through a Lock unless there are a total of three or more Surgers on either or both sides of the Lock. If so, remove the Lock from the door.
- Surgers cannot use dumbwaiters.

IF YOU WIN . . .

Your newfound "friends" had such good sport, they agree to let you live!

"We should do this again next year," one of them says . . .

HAUNT 53

MONSTER MASH

BY BRUCE GLASSCO

You were working in the lab late one night . . .

You've been setting up this party for months now—inviting all your friends, booking your favorite band The Cryptkicker Five, arranging for the house to be filled with stranded bus passengers for entertainment . . .

You must have picked a bad set of victims, though. They're supposed to be screaming and cowering, not fighting back!

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- If the Ballroom is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.
- For each room in the Guest List that is currently in play, put the noted large circular monster token in that room.
- If fewer than three monsters are currently in play, search through the room stack until you find enough monster starting rooms for three monsters and place them in the house. Then shuffle that stack.

WHAT YOU KNOW ABOUT THE HEROES

The heroes think that they can find things in the house to destroy your guests. You need to destroy them first.

YOU WIN WHEN . . .

. . . all the heroes are dead, or at least four monsters are in the Ballroom. Let the real party begin!

YOU MUST DO THIS ON YOUR TURN

When you would discover a room, draw the next five rooms for the appropriate floor, choose one, and put the other four on the bottom of the room stack in any order.

SPECIAL ATTACK RULES

You cannot be attacked.

SPECIAL MOVEMENT RULES

- When any room in the Guest List is discovered by you or anyone else, put the noted monster token in that room.
- When you move a monster, if any hero is within line of sight of the monster, you must move the monster towards a visible hero.
- If there is no visible hero for the monster, you must move the monster by the shortest possible route towards the Ballroom, including through the Coal Chute, dumbwaiters, and so on. If the monster comes into line of sight with a hero as it moves, it must change its direction towards the hero. Once a monster enters the Ballroom, it stays there for the rest of the game.

IF YOU WIN . . .

Now that the deed is done, the party has just begun.

GUEST LIST

ROOM	MONSTER	SPEED	MIGHT	SANITY	SPECIAL
Bloody Room	Crimson Jack	3	7	2	If stunned, moves to the Entrance Hall.
Chasm	Banshee	4	7	5	Always attacks using Sanity.
Crypt	Dracula	3	6	4	Heroes who begin a turn in the same room as Dracula must spend an extra space of movement to exit the room.
Graveyard	Zombie Lord	2	6	4	Heroes defeated but not killed by the Zombie Lord turn traitor.
Library	Mummy	2	6	5	Deals 1 point of physical damage if damaged during an attack.
Operating Laboratory	Frankenstein's Monster	2	8	3	Is immune to Speed attacks.
Pentagram Chamber	Demon Lord	3	6	4	Cannot take damage during an attack. May attack from a connecting room.
Widow's Walk	Witch	3	5	5	May attack using Might or Sanity.



SHE IS NOT AMUSED

BY MIKE SELINKER

"Awaken, sister!" you hear in unison in your ears. "Your siblings Stheno and Euryale command you to shake off this mortal burden and reclaim the glory of Greece!"

You pull back your hood, and once again, for the first time in millennia, the snakes sprout from your hair. Your eyes blaze with a blue fire. From this strange domicile, you hear the rattling of mortals, likely the spawn of that troublesome Perseus. You will turn them into your perpetual companions, frozen in stone.

"Awaken, Medusa!" the voices cry. "Awaken and end the rule of man!"

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- If the Statuary Corridor is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.
- Put your figure in the Statuary Corridor.
- Put one small orange monster token (representing Statues) face-down in each room with an item symbol or omen symbol .
- If the Armor card is not yet in play, search through the item stack and discard pile until you find it and take it. Then shuffle the item discard pile into the item stack.
- Gain 2 Might and 1 Speed.
- Set aside a number of triangular Might Roll tokens equal to the number of heroes.
- Set aside a number of triangular Sanity Roll tokens equal to the number of heroes.

WHAT YOU KNOW ABOUT THE HEROES

They are the progeny of Perseus and must be petrified.

YOU WIN WHEN . . .

. . . all the heroes are dead or turned to stone.

SPECIAL ATTACK RULES

- If you deal physical damage on your attack, give that explorer a triangular Might Roll token. That explorer loses 1 Might at the end of each of his or her turns, except when petrified.
- On your turn, if no explorer is in your room, you may gaze. Pick an exit out of your room, and then all heroes in line of sight must succeed at a Sanity roll of 4+ or be turned to stone. Give any such explorer a triangular Sanity Roll token. That explorer may not move or take an action until no longer petrified.
- You may not attack and gaze on the same turn.

HOW YOU REGENERATE

At the end of your turn, if your Might is below its starting value and you have not taken physical damage from an explorer who has a mirror this turn, gain 1 Might.

IF YOU WIN . . .

"Praise Hades!" you shout. "The scions of Perseus have been vanquished! Now there is no one to stand in my way as I wreak havoc among the habitants of this cacophonous age."

You look around and notice that there are many reflective surfaces in the house that will be have to be destroyed. This suggests there are many outside of the house as well.

"Curses!" you scream. "Is there no place in the world for Medusa?"

The house is silent, and the concern on the faces of your statues is evident.

MAKE AMERICA DISINTEGRATE AGAIN

BY ZOË QUINN

There was something wordlessly foul about him, above and beyond what you normally see in politicians. You had heard stories of deranged supporters acting out at his rallies, committing unspeakable acts. You could feel something terrible had happened here at his campaign headquarters. Something worth protesting.

However, once he suddenly appeared behind you and you felt his cold whispered words slither into your ears, you realized he actually makes a lot of good points. Dreadful statements you once were staunchly against now are clearly just what everyone's thinking and are too afraid to say anyway. A face you once thought waxy and unlikable in this light is charming, like someone you'd like to have a beer with. Who cares that it's starting to peel off of his skull, leaving only maggots and gaping eye sockets behind?

You see the light now. He is the one who will make this country great again, as soon as he completes the Rites of Ascension—both to the Presidential Office, and as the overlord of this realm. His victory is all but inevitable. Your friends have to see the truth.

You'll make them see.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- You are a campaign manager for a Lich running for president of the United States. Set aside the Madman (representing the Lich), and put one Obstacle token (representing Power) on it.
- Put three pentagonal item tokens (representing the Lich's Phylacteries) anywhere in the house.
- You must speak only in bombastic political talking points from now on.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to stop the ritual.

YOU WIN WHEN . . .

. . . all the heroes are dead or traitors, or twenty Power tokens are stacked on top of the Madman card, completing the Rites of Ascension.

YOU MUST DO THIS ON YOUR TURN

At the end of each of the original traitor's turns, add a Power token to the Madman card for each traitor still living, including yourself.

SPECIAL ATTACK RULES

- Traitors now do all their damage to Sanity. If a hero is reduced to 0 Sanity, the hero becomes a traitor instead of dying, resetting all traits to their starting values. Traitors can only speak in empty talking points, just like you.
- When attacking, a traitor can offer The Choice: the damage can be dealt to the targeted hero, or split between the other heroes, rounded up. For example, in a game with three heroes, if you would do 2 Sanity damage to a hero, you can offer The Choice and the hero can instead do 1 Sanity damage to the other two heroes. If The Choice is accepted, gain 1 Sanity.
- Instead of doing damage, you can force the explorer to move the same number of tiles away from his or her current room for each point of damage that you would have done. You choose where the explorer goes.

IF YOU WOULD BE REDUCED TO ZERO SANITY . . .

You stay at 1 point above your Sanity skull symbol.

IF YOU WIN . . .

Dark energy erupts out of the mansion, blotting out the stars in the sky. Absolute chaos descends upon the country as he makes it his first act in office to annex the United States into the seventh circle of Hell. He rules with an iron fist—literally, as the gauntlets cover his rotting flesh. The crime rate is the lowest it's ever been after the legalization of crime itself, and his foreign policy tactic of "flaying the minds of all other world leaders" has proven a boon for the suffering-based economy. You'd be the first to sign up to help him campaign for re-election in four years, if one of his campaign promises wasn't to blow up the sun, sending the Earth careening toward the malevolent alien god at the center of the universe that devours dead planets. What a guy!

THE GATHERING STORM

BY CHRIS DUPUIS

This haunt has no traitor—just heroes. You are all trying to escape the house. The rest of the rules for this haunt are in *Secrets of Survival.*

HAUNT

57

OLLY OLLY OXEN FREE

BY ELISA TEAGUE

You've come face to face with the spirit of a little girl, who giggles and jumps inside your body. You instantly feel youthful, playful, and . . . vengeful. Memories flash into your mind of a game of Hide and Seek, where you waited and waited to be found, but the only one who came to find you was death. In this new body, you can now finish your game . . .

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Set aside a number of pentagonal item tokens (representing Dolls) equal to the number of explorers. These are the only friends you've been able to play with until now.

WHAT YOU KNOW ABOUT THE HEROES

They are now playing your game, whether they want to or not. Right now, they are trying to hide from you, but if you find them, they will become "It."

YOU WIN WHEN . . .

. . . all the heroes are found and become "It."

SPECIAL ATTACK RULES

- Heroes are always hiding when they are in a room. In order to find them, you must make Knowledge attacks against them. If you defeat heroes this way, they are found and become "It." They become traitors and start seeking other heroes.
- A hero who becomes "It" must drop a Doll if carrying one, and should read the *Traitor's Tome*.
- Heroes cannot deal damage to traitors.

SEEKING

Heroes are always seeking! When a hero successfully finds a Doll, give that hero an item token. Hopefully, they won't do anything mean with your friend. You cannot pick up or steal a Doll; that would be cheating.

IF YOU WIN . . .

"I win! I win!" calls the voice, which seems to be coming from every room in the house. You momentarily fall out of the girl's spell, looking at all of the explorers in the house, their eyes glazed over in a trance. The trance begins to take hold over you again, and as you fall back into the spell, you hear her giggle with glee, "and now I have new friends to play with forever . . . "

THE FLESHCHILD'S ALCHEMICAL MANDATE

BY CHRISTOPHER BADELL

You recognize it immediately, even though you are certain you've never seen it before. It is the Philosopher's Stone, an ancient relic that your master pressed into your sternum as he brought you to life. Your master? Oh, yes. That's right. The ancient and venerable Zosimus Alchemista. He built you and tasked you with gathering more samples for his studies. You had forgotten who you were . . . but that was his plan from the start. No matter. You can return to your work now that you remember who and what you are. You are your master's creation. You are his Fleshchild.

RIGHT NOW

Your explorer is not still in the game, but someone much like you is. Flip your character card, setting your traits to the starting values listed on the new side, then raise the value of each trait by the number of heroes.

WHAT YOU KNOW ABOUT THE HEROES

They have heard legends and rumors about Zosimus Alchemista's fleshchildren, and now that your true form has been revealed, they have no illusions about just who—or what—you are. You must collect samples from each of them, so your master can continue his work.

YOU WIN WHEN . . .

. . . you have all the Flesh on your character card, or all the heroes are dead.

HOW TO HARVEST FLESH

- Each hero starts with a small orange monster token (representing a pound of Flesh) on his or her character card.
- When you start your turn in a room with one or more Flesh, you may pick up one Flesh and put it on your character card.
- Flesh counts as an item and can be dropped or stolen, but not traded.

SPECIAL ATTACK RULES

When you defeat a hero with Flesh on his or her character card, increase the damage you deal to that hero by 1.

SPECIAL MOVEMENT RULES

- When you add Flesh to your character card, you may immediately move up to a number of spaces equal to your Speed.
- When you start your turn in a room with an orange monster token, you may pick up one Flesh and put it on your character card.

IF YOU WIN . . .

You are a good servant. But of course your master built you that way. You cannot suppress a smile as you tear a heavy sample from the last of your former "friends." Yes, your master will be well pleased. He may even use these samples to build new friends for you. You would like that. You can't have enough friends.

CAT O'CLOCK

BY ANGELA M. WEBBER AND RICHARD MALENA

As you step into a comfy-looking room, a sleepy meow causes you to turn. Lounging on the floor is a large, colorful cat. The cat yawns widely and turns to look at you. Time seems to slow down as you look deep into the cat's soulful eyes. Your smile grows wider and wider as the cat begins to purr. You realize that you would do anything for The Cat. Anything.

You can tell that The Cat has awoken from an endless slumber but finds itself locked inside the house. The Cat requires you to let all the kittens in. All of the kittens. Only then will The Cat be able to take over the world.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Raise both of your physical traits by 2, and lower both of your mental traits by 2. If this would lower a trait to the skull symbol, lower that trait to the lowest value above the skull symbol.
- Set aside six triangular Sanity Roll tokens.
- Put a large circular Cat token (representing The Cat) in the room where the haunt was revealed
- Put small red monster tokens (representing Kittens) into different rooms; use two Kittens if there are two or three heroes, and three Kittens if there are four or five heroes.
- Roll 2 dice twice and consult the Cat Name table to name The Cat. You must always use this new name to refer to The Cat.

CAT NAME

Roll 2 dice, once for the first name and once for the last.

0	Dorothy	0	Buttons
1	J Johnny	1	Cuddles
2	Mittens	2	Mittens
3	Precious	3	Tubbsman, Esq.
4	Barnaby	4	Fuzzy-Fuzz

WHAT YOU KNOW ABOUT THE HEROES

The heroes are trying to soothe the Kittens and make them forget all about world domination.

YOU WIN WHEN . . .

. . . all the heroes are dead, or The Cat exits the house through the front door in the Entrance Hall.

YOU MUST DO THIS ON YOUR TURN

You are under the control of The Cat, who has sent you to let all the Kittens into the house. On your turn, you may spend 1 point of movement to attempt a Might roll of 3+ to open a window or drawer in your room. If you are successful, put a Sanity Roll token in this room to show that you have already opened a window or drawer in this room, and put a Kitten in the room. If all six Sanity Roll tokens are in the house, choose one and move it to your current room.

YOUR NEW FELINE FRIENDS

Kittens do not impede heroes' movement like normal monsters, but instead deal 1 point of physical damage to any hero who enters their room. A soothed Kitten does not deal this damage.

On the monsters' turn, each Kitten may move 4 spaces throughout the house, as long as Kittens are never in the same room. If a Kitten enters a room with any heroes, the Kitten deals 1 point of physical damage to one hero in the room.

The Cat grows stronger as more Kittens enter the house. At the start of The Cat's turn, count the number of unsoothed Kittens in the house and divide that number by two (rounding down). For the remainder of the turn, The Cat's Speed and Might are increased by that number.

To open the front door and escape the house, The Cat must succeed at a Might roll of 6+. The Cat may attempt this roll once during each of its turns.

THE CAT

Speed 0 Might 3 Sanity 6 Knowledge 6

SPECIAL ATTACK RULES

If you are attacked, you may put a Kitten in any room that does not contain a Kitten.

IF YOU WIN . . .

The Cat is finally free of the evil house. With head held high, The Cat looks over the valley floor. As one, the kittens meow, echoing across the sleepy town below. The Cat cocks an ear and you quickly join in, your human howl blending in with this new feline tribe. The Cat and the kittens slowly pad their way down the hill. The moon gleams from on high. It is now Cat O'Clock. Time for the cats to feed.

CAPTAIN STING'S REVENGE

BY MIKE AND TIFA ROBLES

You've finally arrived at the location you've been hunting on your treasure map. The sea parts and opens up a portal. You find yourself in the Underground Sea and with a mighty cheer you holler to your pirate crew, "Prepare t' conquer this here land and take all the loot ye can find!" The first thing you do is slaughter the person who opened up your long sought after treasure chest.

RIGHT NOW

- Your explorer is dead. Remove your figure from the house and discard your cards. Put the large circular Pirate Queen token (representing Captain Sting) in the room you were in.
- If the Underground Lake is not yet in play, search through the room stack until you find it and place it in the basement. Then shuffle that stack.
- Put the Box (representing the Treasure Chest) in the Underground Lake.
- Put a number of small magenta monster tokens (representing Pirates) equal to the number of heroes in the Underground Lake.

WHAT YOU KNOW ABOUT THE HEROES

They are landlubbers! They win if the Treasure Chest is destroyed in the Underground Lake.

YOU WIN WHEN . . .

. . . all the heroes are dead, or you have secured a number of Pieces of Loot equal to the number of heroes and returned them to the Treasure Chest.

YOU MUST DO THIS ON YOUR TURN

If you or a Pirate brings a Piece of Loot to the Treasure Chest, roll 1 die. If you roll a 1 or higher, you put the Piece of Loot in the Treasure Chest.

SPECIAL ATTACK RULES

- Captain Sting can steal an item card during any attack, whether she wins or loses, and whether she attacked the hero or was attacked.
- Pirates only need to deal 1 point of damage to steal.

SPECIAL MOVEMENT RULES

- Captain Sting moves using her Speed, and does not roll to move.
- Pirates (including Captain Sting) can carry only one Piece of Loot at a time. When carrying a Piece of Loot, they move 1 fewer space during their turn.

CAPTAIN STING

Speed 5 Might 8 Sanity 5 Knowledge 4

PIRATES

Speed 4 Might 3 Sanity 4 Knowledge 2

IF YOU WIN . . .

Watching your crew haul the overflowing treasure chest onto the ship, you couldn't be happier with the journey you just experienced. You climb on board and take the wheel, ready to smell the fresh ocean air and feel the sea breeze smack your face again. Onward to the next adventure . . .

ROSENCRANTZ AND ALL OF YOU ARE DEAD

BY BRIAN TINSMAN

A wave of mystic energy washes over you. When your head clears you see that you are dressed in Elizabethan costume and a crown of royalty is upon your noble head. Also, your name is now Hamlet and you like to talk out loud to yourself a lot.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Raise any of your traits that are lower than the value of your Speed to that value.

WHAT YOU KNOW ABOUT THE HEROES

Those jerks killed your dad, the King Hamlet of Denmark. You are super depressed about that but you'll get your revenge and then you can die with an amazing death scene. That is, if they don't rush through the five acts and end it before your big moment. They probably won't even say their lines with emotional intensity. See? Total jerks!

YOU WIN WHEN . . .

. . . you say your lines and die at the end of a duel, or all the heroes are dead.

HOW TO DIE

You need to get the other explorers to kill you. But first, you have to say your famous lines. You need to do three things in order:

- First, go to the room with the pentagonal item token 1 (representing the Mirror) and say your line out loud. **Line**: "O, that this too solid flesh would melt!"
- Next, go to the room with the pentagonal item token 2 (representing the Dagger) and say your next line. **Line**: "To be, or not to be: That is the question."
- Finally, you can get yourself killed by one of the explorers. **Line**: "O, I die, Horatio! . . . The rest is silence." If you say this line as you die, you have won the game, so feel free to ham it up.

SPECIAL ATTACK RULES

- After you attack a hero, if the hero is still alive, the hero immediately makes an attack on you. This helps your chances of getting killed, but make sure you say your lines first.
- You can only die from attacking or being attacked. In all other cases, if you would die, lower your trait to the lowest value above the skull symbol.

SPECIAL MOVEMENT RULES

You are not required to ignore negative room text. This isn't a change, but it's worth pointing out.

SPECIAL RHYMING RULES

As Hamlet, you have the power of verse. When you take an action, if you describe what you are doing with a rhyme, you get +2 to your roll or +2 to the relevant trait. This power can only be used once during each of your turns. Example: "I now shall stab you with my poisoned blade/ Then watch your worthless life begin to fade."

IF YOU WIN . . .

You have avenged your father's death and immortalized yourself throughout the Globe! You beat your enemy measure for measure and the battle turned out just as you like it. The heroes' tempest turned out to be much ado about nothing and although you may be dead, all's well that ends well.

SHUSH

BY CHRIS DUPUIS

You pull off your human mask, revealing your true form, an evil fairy that feeds on the hearts of man. The time is right for a harvest. You listen closely. A bird's wings, a mouse's scratching, the floor creaking. All welcome sounds. The explorers? Silent. Forever silent. You set the box down and start your task. It is time to feed. Now nobody can hear them scream.

RIGHT NOW

- Put the Box card (representing the Voicebox) next to your room.
- Choose a number between 1 and 6. That number is how many uncursed Spellbooks the heroes have to collect in order to be able to hurt you and destroy the Box. For every step from your number to 6, you can add 1 to one of your traits. You do not have to choose the same trait each time. For example, if you chose 4, the heroes would need to collect four uncursed Spellbooks; you would select two Spellbooks to be cursed, then you can raise two traits by 1, or one trait by 2.
- Put six pentagonal item tokens (representing Spellbooks) face-down in different rooms.
- Get a piece of paper. Write down which item tokens represent the cursed Spellbooks.

WHAT YOU KNOW ABOUT THE HEROES

The heroes have to win, but they don't know how. You hold the keys to their victory, but they have to earn them.

YOU WIN WHEN . . .

. . . all the heroes are dead.

THE RESTRICTIONS ON EXPLORERS

The heroes cannot talk to each other until they regain their voices (see below). Once you resume the game, each time a hero says anything out loud, the hero takes 1 die of damage in a trait of his or her choice. Chuckling or giggling does not trigger this rule. We're not monsters, after all.

WHEN A HERO COLLECTS A SPELLBOOK

Check which number is on the item token.

- If the number matches a cursed Spellbook, it explodes. The hero takes 1 die of physical damage, and removes the item token from play.
- If the number matches an uncursed Spellbook, the hero takes the Item token.

SPECIAL ATTACK RULES

If a hero attacks you before the group has collected the right amount of Spellbooks, go through the motions, but tell the hero that you take no damage. (You can damage the hero, however.)

INTERACTING WITH THE VOICEBOX

Until the heroes have collected the right number of Spellbooks, no one (including yourself) can pick up or destroy the Voicebox.

Once the heroes have collected the right number of Spellbooks, a hero in the room can pick up or destroy the Voicebox. If it is destroyed, remove the Box card from the game and inform the heroes that their voices have returned. You take 1 die of damage to each of your traits. The heroes can now damage you normally, but you don't have to tell them that.

IF YOU WIN . . .

The last explorer's silent scream is still etched on their face. You drink in the horror in their eyes. Odd. You're hungry again. In the distance you hear it. Laughter. Horrible, horrible laughter. The sound grates at your ears. You collect your box and float out the front door . . .

CHAIRMAN OF THE BOARD

BY RODNEY THOMPSON AND MIKE SELINKER

Just as each of you did many years ago, your newest guest arrived, unsuspecting. Your guest thought that each of you was just another curious citizen, poking around the old house out of boredom. Little did your guest know that you were all already poltergeists, permanent residents of this haunted edifice, and that you were bound to swell your ranks by adding new ghosts in residence.

But what kind of haunting hosts would you be if you didn't see to your visitor's comfort? You have a vacancy to fill, permanently; perhaps it's best that your guest doesn't leave before their residency is secured?

RIGHT NOW

- Your explorers are still in the game, but you have all turned traitor. Your figures remain in the house, but you are Poltergeists.
- Put the hero's figure in any room in the basement or roof that is not separated from the rest of the house by a barrier. If there is a Poltergeist in that room, put its figure where the hero was.
- Get some pieces of paper.
- Look closely at the details of every room tile.

WHAT YOU KNOW ABOUT THE HERO

The hero is trying to escape, and you just can't have that. If the hero makes it through the front door of the Entrance Hall, you lose your chance to add them as one of your home's ghostly residents.

YOU WIN WHEN . . .

. . . the hero dies.

SPECIAL MOVEMENT RULES

- Now that you have revealed yourself as ghosts, you can move through walls as though they were connecting doorways, but not through floors and ceilings. You can move freely up and down through the Coal Chute, Collapsed Room, and Gallery. You are not affected by any room text that mentions physical traits or physical damage. You cannot discover new rooms or use the Mystic Elevator or dumbwaiters.
- You can use your item cards and omen cards, but you cannot trade them to other explorers. You cannot pick up or acquire new items and omens in any way.

SPECIAL ATTACK RULES

- You cannot make normal attacks. You instead must end your movement in the room with the hero and then throw something in the room at the hero.
- To do so, look at the room tile and write the name of a thing depicted on the room tile (e.g., REFRIGERATOR). The name should be one or two words, at least six letters long, and not tricky (for example, you wouldn't write FRIGIDAIRE for the REFRIGERATOR in the Kitchen). Make sure the hero doesn't see what you are writing.
- Then, make a Sanity attack. The hero will defend through a method described in *Secrets of Survival*. When asked a question after this, you must answer truthfully. You might want to attack the hero in rooms with lots of stuff depicted on the tile; after all, the Creaky Hallway has "floorboards" and not much else.
- If you deal damage, you may instead move the hero a number of rooms equal to the amount of damage you would have dealt; such a move must be a legal move for the hero.
- When you defend, you can use only Sanity or Knowledge. Anything that would deal physical damage to you deals mental damage instead.

SPECIAL DEATH RULES

You cannot be truly killed, even if you are the victim of a successful exorcism. If you die, remove your figure from the house as normal, and you lose all item cards. At the start of your next turn, place yourself in the Dungeon, Rookery, Study, or Theater, and reset your traits to their starting values. You may not move on that turn.

IF YOU WIN . . .

You and your fellow spirits gather around the moldering dining table, a macabre recreation of the elegant dinners once held in this very room. You each raise translucent glasses in a toast to your newest neighbor, seated at the head of the table. You have filled the ghostly vacancy in your home, but you know that your feeling of satisfaction will be fleeting. Soon, you will feel the insistent call to fill another vacancy, and then another, until the entire house is comfortably full of spirits.

SUSHI NIGHT

BY LIZ SPAIN

In the basement, you hear a chanting coming from upstairs. It's a language you recognize, but can't quite place. The chant is overcome by a gurgling sound as water begins to flow out of the walls.

There's a searing, white-hot pain in your legs as the waters begin to rise in this room. You grasp desperately to the spear as your feet slip out from under you. The pain recedes. You realize, whether you like it or not, your fins have returned.

RIGHT NOW

- Your explorer is still in the game but has turned traitor. Well, technically. You are a Merperson, generally peace-loving. They don't call it the Pacific Ocean for nothing.
- Raise your Speed up to your maximum value.
- Set aside three of your explorer tokens.
- Put the Fountain token in any room in the basement. Put your figure in that room.
- Starting in the room with the Fountain, put a number of face-down small monster tokens (representing Flood) equal to the number of explorers on rooms, one token per room. Once every room on a floor has been flooded, you may put any unassigned Flood tokens on the next floor higher.

WHAT YOU KNOW ABOUT THE HEROES

They are hunting you. They look hungry.

YOU WIN WHEN . . .

. . . the entire house has been flooded and you can escape to the ocean. Or, if you transform back into a human, they will no longer have reason to hunt you down. After all, they're not cannibals.

YOU MUST DO THIS AFTER EACH EXPLORER'S TURN

After each explorer's turn, put a Flood token on an unflooded room. After the turn of the explorer to your right, flood three rooms instead. The rooms you flood must be on the lowest floor that has not been fully flooded, though if you fully flood that floor and still have Flood tokens to play that turn, you may start flooding the next floor up.

SPECIAL MOVEMENT RULES

- If you move into a room without a Flood token, you must stop moving.
- If you end your turn and have not been in a room with a Flood token this turn, put a explorer token on your character card. Once you have three explorer tokens, your fins dry enough to become legs once again, and you become a human.
- Once a floor has been completely flooded, any rooms discovered on that floor are also flooded.

IF YOU WIN . . .

The ocean air tastes of salt, freedom, and danger. Humans are dangerous. But not as dangerous as a betrayed Merperson. Even though you prize peace over war, you'll make sure to strike first next time. Soon they will learn why you are the ocean's greatest hunter.

THE CARDINAL SINS

BY MIKE SELINKER

You don a regal red hat and decree, "Today, if all goes as planned, I shall be elected Pope! To ensure my uncontested election, I shall bathe this house in the blood of sinners!"

The Electors clearly must know that no other cardinal is as worthy of being elected Pope as the legendary Cardinal Sinn.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Raise your traits by a total of 5 points (e.g., 2 Sanity and 3 Knowledge).
- Put your figure in any landing.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to stop your ascension to Popehood. There are Electors (small monster tokens) around the house, each of whom has a vote in the election. You must plead your case to them by punishing the heroes for their sins.

YOU WIN WHEN . . .

. . . all the heroes are dead. Or you are on the roof to send up the white smoke and you have four or more Electors on your character card.

HOW TO DENOUNCE A SIN

Once during your turn, when you are in a room with an Elector, instead of attacking you may denounce the sin of that Elector's color. Go through these steps.

- Denounce the closest hero to you (choose among the closest if there is a tie) in your most stentorian and holy voice, "I excommunicate you because of your sin of" the name of the sin.
- Attack as shown on the Electors table, using the method next to the Elector's sin.
- If you deal damage to that hero, also steal a random item card from the hero.
- If you dealt damage to the hero, put the Elector on your character card.
- If you have the Ceremonial Robe card, you may instead choose the two closest heroes and attack both of them in the same manner, gaining only one Elector even if you deal damage to both of them.

ELECTORS

ELECTOR	SIN	ATTACK USING
Red	Wrath	Might
Orange	Gluttony	Sanity
Yellow	Sloth	Speed
Green	Envy	the hero's lowest trait
Blue	Greed	the hero's highest trait
Purple	Pride	Knowledge
Magenta	Lust	your highest trait

SPECIAL ATTACK RULES

Unless you have four or more Electors, you cannot take mental or physical damage. However, before that, a hero can steal an item card from you when the explorer would otherwise deal you 2 or more points of physical damage with an attack.

IF YOU WIN . . .

You light the brazier on the roof, and white smoke rises into the sky. "Hurrah! A new Pope has been chosen!" the masses bellow. "Viva il Papa! Long live Pope Sinn!"

More beautiful words have never been bellowed.

MURDERBALL

BY KEITH RICHMOND

The stone you just found is stained with dried, old blood. As you touch the stone, you hear a giggle and feel a sharp pain behind your left ear.

A spectral boy appears next to you. He is garbed in ripped clothes and wields a slingshot, as if he just shot you. He cries gleefully, "Got you! No tag backs!" Then he fades from view, and the slingshot and bloodstone appear in your hands.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- If a hero has the Bloodstone card, take it.
- If the Nursery is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.
- Set aside a number of small red monster tokens (representing Kills) equal to twice the number of heroes.

WHAT YOU KNOW ABOUT THE HEROES

You've got several targets, and they bleed pretty when you hit them!

YOU WIN WHEN . . .

. . . you have three Kills, or collectively, Kills equal to twice the number of heroes have been awarded. In the latter case, every explorer with a Kill wins for "playing the game right." The explorer with the most Kills, if there is one, is the most-awesomest-winner.

SPECIAL ATTACK RULES

- You must attack the heroes with the Bloodstone you shoot from your spectral slingshot. To do so, make a Speed attack against anyone within line of sight. You do not lower your traits when you use the Bloodstone, so use it every time.
- If you are defeated, you don't take damage from your failed attack. Instead, the Bully spirit deals you 1 point of mental damage for being a "Loser!"
- If you kill your target, the Bully crows, "Winning!" You keep the Bloodstone and remain the traitor for another turn.
- If you did not kill your target, give the Bloodstone and the *Traitor's Tome* to your target. You are no longer the traitor and may take the rest of your turn. Your target becomes the traitor but may not attack you on his or her next turn ("No tag backs!").
- If you did not make an attack on your turn, the Bully spirit deals you 2 points of mental damage for "not playing right." Then roll a die, and pass the Bloodstone to the explorer that many heroes to your left (on a blank, keep it). That explorer is now the traitor; give the new traitor the *Traitor's Tome*.
- If you are killed by a hero or you lose the Bloodstone to a hero, that hero becomes the traitor. Give the new traitor the *Traitor's Tome*, and you become a hero (see the *Secrets of Survival*).
- When **any** explorer kills another explorer, that explorer gets a Kill.

SPECIAL ITEM AND OMEN RULES

- You may not pick up or use weapons while you are the traitor.
- You do not take damage from using the Bloodstone. You may not drop the Bloodstone.

IF YOU WIN . . .

The blood splatter makes awesome patterns on the wall, and you want to play again! Someone left some cool weapons lying around, and you're pretty sure there are plenty more people who can play outside the house. Some of those other players probably had families, even . . .

IF YOU ARE THE MOST-AWESOMEST-WINNER . . .

Your ghost rises from your corpse to see the boy again, grinning insanely. You say to those who killed people during the game, "You were cool. Not like those other dweebs we killed. Come on, let's go find more people to play our game!"

HE WHO MUST NOT BE READ

BY BART CARROLL

As you open the book, you remember its story—in fact, you remember writing this story yourself so very long ago. Once vanquished from this world, you scattered the spell to summon you back within copies of this very book. The more people who read it, the more powerful you will be when you return. And you have grown very powerful indeed. Now that the original book has been read, and its reader has become your new vessel, the spell is complete. You'll just need to safeguard your hidden soul, of course—starting with the deaths of these intruders who dare defile your house!

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Raise all of your traits that are not at least 2 above their starting values to that value.
- Set aside the pentagonal item tokens from 1 to 5 (representing Soulcruxes). These are containers for your soul.
- Put item 1 (representing the Chest) in a room of your choice. Keep the other item tokens nearby.

WHAT YOU KNOW ABOUT THE HEROES

They plan to find and destroy your hidden soul.

YOU WIN WHEN . . .

. . . all the heroes are dead.

SPECIAL ATTACK RULES

- You cannot take damage. You can still attack heroes and they can still steal from you.
- If a hero dies, the hero drops all cards, becomes a Wraith, and joins your side. A Wraith cannot draw, carry, or use cards. A stunned Wraith is removed from the game.
- If a hero has any companions (Cat, Dog, Girl, or Madman) when turned into a Wraith, turn them face-down; each face-down card adds 1 die per companion to the Wraith's trait rolls.
- After all instructions have been read, if any hero mentions your name—Maldovo—you may make a Sanity attack against the hero. You do not need to explain why you are making this attack, only that you are.

SPECIAL MOVEMENT RULES

- You can move through, but cannot end your turn in, a room containing a Soulcrux (such is your own fear of ever harming your soul). Wraiths can end their turn in such a room.
- You, the Wraiths, and any of the special items below can discover new rooms, operate the Mystic Elevator, and do not need to attempt any special rolls to enter or exit rooms.

SPECIAL ITEM RULES

If a hero enters the room containing the Chest, announce the contents and play them as follows:

- *When the Chest is located*: The Chest is locked. A hero may attempt a Might roll of 4+ to break the lock, or automatically open it with the Key.
- *When the Chest is opened*: Inside is a Rabbit that runs out (replace item #1 with #2). It now takes its turn in order after the hero who opened the Chest, and flees from the heroes as a monster with Speed 4. A hero may attempt a Speed roll of 3+ to kill it.
- *When the Rabbit is killed*: Inside is a Duck that flies out (replace item #2 with #3). It now takes its turn in order after the hero who killed the Rabbit, and flees from the heroes as a monster with Speed 5. A hero may attempt a Might roll of 4+ to kill it.
- *When the Duck is killed*: Inside is an Egg that rolls out (replace item #3 with #4). It now takes its turn in order after the explorer who killed the Duck, and flees from the heroes as a monster with Speed 1. A hero may attempt a Knowledge roll of 5+ to break it open.
- *When the Egg is broken*: Inside is your soul, in the form of a Pen (replace item #4 with #5). A hero may attempt a Sanity roll of 6+ to destroy it.

IF YOU WIN . . .

Your soul is safe, for now. The time has come to make yourself known once more to the world—they already know your name from the book you cleverly hid among them. Now everyone who's read your book and unwittingly summoned you back will soon learn of your dominion over them. You will reveal yourself as the master of dark magic!

NO NOOSE IS GOOD NEWS

BY ELISA TEAGUE

You black out momentarily and awaken, standing with a noose in your hand. Flooded with someone else's memories and feelings, you have an overwhelming urge to carry out execution orders that you find on a list in your pocket . . . the pocket of 1800s Old West garb that you weren't wearing when you first entered the house. Looking down the list, you see spaces where letters should be, and the letters faintly begin to fill in, very much like an old game of Hangman. So that's how you'll decide who gets the gallows . . .

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Get a number of pieces of paper equal to the number of heroes in the house. Draw a Hangman game gallows on each piece of paper.
- Decide on a theme for your Hangman words and phrases. They must be titles, names, or common words and phrases, but this must be specified to all players. For example, a theme may be "Movie Titles."
- In secret, write down a word or phrase in the theme for each hero. The word or phrase must be a maximum of four words and twelve total letters.
- Under the gallows, write the blanks (not the letters!) for each hero's word or phrase, leaving a space between words.
- Speak in a Wild West voice for the rest of the game.

WHAT YOU KNOW ABOUT THE HEROES

They are all on your execution list and will be playing Hangman to try to win back their lives.

YOU WIN WHEN . . .

. . . all the heroes are dead.

SPECIAL ATTACK RULES

- Instead of attacking, you may attempt to hang a hero. Make a Might attack against any hero in your room; neither of you can take damage from this attack. If you win, you place a noose around the hero's neck. Until the hero breaks free, the hero may not guess any letters and rolls 2 fewer dice against attacks.
- If you are in the Roof Landing, the Upper Landing, or the Foyer, you may instead make a Speed attack against a hero on the floor below you. Trace a path from your landing to the hero's room using both landings. Roll 1 fewer die for each room between you and the hero, not including either of your rooms. You must have an uninterrupted string of unlocked doors between you and the hero. For example, if you are on the Roof Landing, and the hero is in a room connected to the Upper Landing, you would roll 1 fewer die to account for the Upper Landing being between your rooms.

HOW TO PLAY THE GALLOWS GAME

- Once on each of his or her turns, a hero may guess a letter in his or her word or phrase. If the guess is correct, write in the letter in any blank that it appears. If it isn't, draw a body part hanging from the gallows in this order: head, body, left arm, right arm, left leg, right leg. Each time you draw a body part, that hero takes 1 die of physical damage.
- If a hero's Hangman card is completed with a full person (six wrong guesses) when you are in line of sight with that hero, that hero is killed.

IF YOU WIN . . .

"My work here is done," you sigh in relief. Now, to move on to the next town in line, where more doomed souls wait for the noose. Innocent? Guilty? It doesn't matter. Eventually, everyone sees the rope.

TO REACH THE COSMOS

BY BEN PETRISOR

You uncork an ancient bottle and your lungs fill with a pale blue mist. You feel your cares melt into the aether. It's all so clear now! The stars above look so far away, but they're really just a gate you can reach yourself. You just need to elevate your thoughts to a higher plane! But how? Why, with your friends of course. You can do anything—even reach the cosmos—if you put your brains together.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Set aside all the small green monster tokens (representing Brainstraws).
- Put one Brainstraw in your room and an adjacent room up to three rooms away without another hero in it. If there are no empty rooms, you may place the tokens in your room.
- Get a number of pieces of paper equal to the number of heroes. Write down a "Thought" for each hero. It could be what you plan to do after you ascend to the cosmos, or about a previous event in the game, or even the first thing that comes to mind. Fold the papers so that no one else can read them.
- Write a trait such as Knowledge on the outside of each piece of paper; you may not use the same trait more than twice. Raise each Thought's appropriate trait by 1.

WHAT YOU KNOW ABOUT THE HEROES

They don't want to help you ascend. In fact, they'll try to cut at your straws and even try to take your own Thoughts.

YOU WIN WHEN . . .

. . . you end your turn and have each living hero's Thought.

SPECIAL ATTACK RULES

- Instead of your physical attack, you may make a Sanity attack against a hero in the same room.
- A Brainstraw may steal one of a hero's Thoughts, chosen randomly, by succeeding in a Knowledge attack against the hero. The Brainstraw then ends its movement and spawns another Brainstraw in its room.
- If a Brainstraw is defeated by any attack during a hero's turn, it is stunned and retreats. Put the Brainstraw in your room.
- When a hero defeats you in mental combat to steal your Thought, if you have another explorer's Thought, you may give the hero who defeated you that Thought instead.

LOSING AND GAINING THOUGHTS

- If you lose a Thought, lose 1 in the trait listed on the outside of the paper.
- If you gain a Thought, gain 1 in its trait, and read the Thought aloud.

BRAINSTRAWS

Speed 3 Might 5 Sanity 5 Knowledge 5

If a Brainstraw enters the Mystic Elevator, the Elevator won't function until the Brainstraw leaves.

IF YOU WIN . . .

It's so beautiful! A world like no one's ever seen before, and you have your friends to thank. Luckily, they'll get to live the experience through you. You feel the happiest memory of all your friends at once. You are in pure bliss in a world where physics and reality don't hold true like in the world before.

THE OTHER SIDE

BY LIZ SPAIN

It's taken a while, but you've finally managed to contact the spirits of the house. They are not friendly. No wonder then that the last three attempts to sell the house have fallen through.

The estate agent seemed exasperated on the phone. "Ridiculous superstition," he said. "Bunch of people hang themselves in a house and people just naturally assume it's haunted." The paycheck seemed good when you accepted. But now, you're standing in a locked house full of manifested ghosts as dangerous as they are insane. There's no way you're being paid enough for this.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Set aside one matching explorer token for each hero if you have four or five heroes, two for each if you have three heroes, and three for each if you have two heroes.
- Raise your Sanity and Knowledge to their maximum values.
- You have some ghosthunting equipment. For each hero, search the item stack and its discard pile for an item card from this list in this order: Chalk, Device, Ceremonial Robes, Locket, Blueprint. If a hero has an item that you are searching for, take it. Then shuffle the discard pile into the item stack.

WHAT YOU KNOW ABOUT THE HEROES

The spirits of this house are unsettled. Angry, even. They may attempt to hurt you. They won't let you leave. The only way you're getting out of this alive is if you can appease the Ghosts of the dead that control the house.

YOU WIN WHEN . . .

. . . you manage to put all the Ghosts to rest.

HOW TO PUT A GHOST TO REST

- To put the Ghosts to rest, take something precious from each Ghost and deliver it to a room with an omen symbol . You must do this at least four times, and at least once for each Ghost.
- When you steal an item card that belongs to a Ghost, put that hero's explorer token on the item card. On your turn, you may take that item to an item room in the house. Put the explorer token for that Ghost on the room to mark that it has been put to rest in that room. That Ghost must then lower its traits to their lowest values. You may not use a room with an explorer token on it to put another Ghost to rest.

SPECIAL ATTACK RULES

- You may only attack Ghosts using Sanity or Knowledge. On your turn, you may attack each Ghost that is in the same room as you once. Regardless of what trait you attack with, a Ghost can only lose Sanity when damaged by your attack.
- When you defeat a Ghost, you may gain 1 Sanity or 1 Knowledge and take one of the Ghost's items. This includes items that may not be lost, dropped, or stolen.
- If a Ghost attacks you with Speed, Might, or Knowledge and wins, you do not take damage unless your Sanity is at its minimum value.

IF YOU WIN . . .

The house seems brighter now, as if the windows are letting in more light. You pack up the rope used to hang the previous occupants at the end of their lives, along with the rest of the tools of your trade. It'll be nice to have some new life in this house. That, and a new coat of paint.



MAN'S WORST ENEMY

BY KEITH BAKER

The last thing you expected to find in the house was a puppy. Who knows how long the poor whelp had been trapped in the crumbling manor? You scooped up the little creature, never noticing the dust-covered pentagram surrounding it. Your thoughts dissolve as you stare into its soulful brown eyes, until your mind is soft clay ready to be reshaped by your adorable new master. What a good boy he is! He's your best friend. And you need to protect your friend . . .

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Discard the Dog card and put a small red monster token (representing the Beast) in the same room as you. You will do anything to protect the Beast from your former allies. As you fight them, be sure to let them know what a good boy your new master is. He's the best dog ever!
- If you have the Girl, the Cat, or the Madman, set aside their cards and adjust your traits accordingly; if this would lower any trait to the skull symbol, set it at its lowest value above the skull symbol. Use small monster tokens of different colors to represent the companions; put each token in a different room up to 4 spaces away, and put a matching monster token on the card for reference. They remain in these rooms and can be picked up by the heroes.
- Set up the Turn/Damage track with a plastic clip at 6. You'll use it to keep track of time for purposes of possession.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to destroy the Beast.

YOU WIN WHEN . . .

. . . all the heroes are either dead or controlled by the Beast.

YOU MUST DO THIS ON YOUR TURN

At the end of each of your turns, lower the Turn/Damage track to the next number. When it reaches 0, you may possess a hero. Then reset the Turn/Damage track to 6.

THE BEAST

Speed 4 Might 4 Sanity 6

SPECIAL ATTACK RULES

- The Beast makes Sanity attacks and deals mental damage. When you reduce a victim's mental trait to the skull symbol, that trait remains at its lowest value and the victim is possessed (see **Possession**).
- The Beast cannot be attacked through normal means. Its coercive powers—and adorable little face—prevent anyone from attacking it directly.
- You (and any other victims of possession) can attack, be attacked, and use cards normally. If any of your traits drop to the skull symbol, you are rendered unconscious and removed from the game.
- If a hero has the Cat card, the Beast must attack that hero if it can.

POSSESSION

The fiendish spirit within the Beast has the power to corrupt and control heroes. When a hero is possessed, that hero becomes a traitor. There are two ways that this can happen.

- The Beast can possess a victim using its mental attack (see **Special Attack Rules**).
- When the Turn/Damage track reaches 0, the Beast may automatically possess the hero with the lowest Sanity value. In the case of a tie, you decide which of the tied heroes is possessed. If the player with the lowest Sanity value is somehow protected, the Beast possesses the player with the next highest Sanity value. Whether or not the Beast possesses a hero, reset the Turn/Damage track to 6.

IF YOU WIN...

The power of the Beast grows stronger by the hour. By dawn its influence will reach across the township. The tiny sliver of your personality that remains shivers as you envision the world that lies ahead... the Age of the Beast.

What a good boy he is! You'd better go find his favorite ball.

EXISTENCE PRECEDES ESSENCE

BY PENDLETON WARD

You pick up a skull resting inside the dusty basin of an old stone fountain. Its dry lipless smile reminds you of the cosmic joke that is your life within the smothering vastness of time and space. "You're bumming me out, skull!" Affixed above the fountain, a stone cherub cocks its head in your direction and drools out a stream of thick dark tar full of stars. You surmise out loud, "It's universe liquid!"

The stars invade your eyes and rewire your mind. Instinctively you take the skull and plunge it into the goop. Muscles, eyes, teeth and flesh sprout out from their respective regions inside the skull, covering it completely with a quick ***SHLORP!*** *sound. The skull has become a living Head! It smacks its lips and says, "What . . . Am . . . I?"*

You stare deeply into the eyes of the Head in your hands and mutter "Buddy, you're my new best friend and together we will never be bummed again."

"Hooray! Also, I'm hungry," says the Head.

You lightly tussle the Head's baby-soft hair and laugh, "Don't worry, I'm sure my old friends won't mind if you chew on 'em."

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Lower your Sanity to the lowest value above the skull symbol.
- Put the Fountain token and the large circular Head token in the room where the haunt was revealed.
- Set aside a matching explorer token for each hero.
- Get three pieces of paper. Write these notes:
  - *Attack the closest hero.*
  - *Join the traitor.*
  - *Rejoin the heroes.*

WHAT YOU KNOW ABOUT THE HEROES

They do not approve of your newfound friendship with the Head. They're trying to TEAR YOUR RELATIONSHIP APART.

YOU WIN WHEN . . .

. . . all the heroes have either been fed to your Head or turned into more new friends.*

SPECIAL ATTACK RULES

- Instead of attacking, you can hurl the Head if you are in the same room. You may toss it into a room any number of rooms away in a straight line, including up and down stairs, the Balcony, or the Coal Chute. Make a Might attack against a hero in that room after you toss the Head.
- If a hero is killed, replace the hero's figure with the matching explorer token.
- If the Head kills a hero or comes across a hero's explorer token during its turn or when it is tossed, put the hero's explorer token on the Head. Tokens move with the Head, and can be stolen by heroes.
- While the Head has any explorer tokens, it cannot attack on its turn but may defend.

HEAD

Speed 5 Might 5

*MORE NEW FRIENDS

If the Head or any explorer brings a hero's explorer token into the life-giving waters of the Fountain, its body will heal horrifically, coming back to life as a reanimated monster with no memory of its past self. Reset the monster's traits to their starting values and give the monster the "Attack" note and put the monster's figure in the closest room containing a hero.

If the hero that the monster attacked then attacks the monster on his or her next turn, give the monster the "Join" note; that monster is now on your side. If the monster doesn't attack the reanimated hero, give the monster the "Rejoin" note; that monster returns to being a hero and is now back on the heroes' side.

After each step of this process, get the piece of paper back so that more monsters can be reanimated.

IF YOU WIN . . .

After the Head has its fill, munching and then burping up your old friends, you collect their chewed up bits and pieces and put them all inside the fountain. The universe liquid heals and warps them into entirely new fleshy creatures. They undulate and flex in the starry goop. The ones with mouths call out, "What . . . Am . . . I?!". You comfort them by stating the facts: "Y'all are cool and I love you. Let's go get some dinner 'cause I'm hungry now too." The creatures cheer! Gently, you bundle them up inside your shirt and set off into the night.

BY JUSTIN GARY

A little doggie flops up next to you with your slippers in his mouth. Your giant red slippers. Of course, you put them on. Why wouldn't you?

And . . . Heh. Hee hee. As you look into the mirror, you realize you've had the wrong idea about this house all along. This isn't scary at all! It's hilarious! Why would everyone be so scared of a harmless house? You know what would be the funniest thing of all? If you murdered everyone just as if the house was really haunted. Hahahaha! That would be priceless! But we need to make sure they die in really funny ways. Let's put on this big red nose and ready these zany props first for some extra chuckles!

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- You are Knick-Knack the Clown. You tell knock-knock jokes.
- Put your figure in the Entrance Hall.
- You may reset any of your traits to 1 above their starting values.
- Set aside five pentagonal item tokens numbered from 1 to 5 (representing Gags).
- Get five pieces of paper, number them 1 through 5, and write down these words (or different ones in the same spirit!):
  - *1. Acid-blasting seltzer bottle*
  - *2. Exploding whoopee cushion*
  - *3. Neck-breaking banana peel*
  - *4. Toxic cream pie*
  - *5. Strangulating rubber chicken*
- Close your eyes and tell each hero to pick one piece of paper and put it in his or her pocket. If there are more pieces of paper than heroes, they should put the unchosen ones in the box where you cannot see them.

WHAT YOU KNOW ABOUT THE HEROES

They've got no sense of humor.

YOU WIN WHEN . . .

. . . you kill two heroes, or all but one hero is no longer in the house and you kill that hero.

SPECIAL ATTACK RULES

Take the item tokens from above and be prepared to deliver just the right joke death to each of your friends. Each friend has selected a personal joke that he or she would just die for! Once during your turn, you can make either a knock-knock joke or a killing joke:

- **Knock-Knock Joke**: Pick one of your remaining Gags and tell the heroes a knock-knock joke (see below). Each hero on your floor must make a Sanity roll. If your Gag number matches that of the hero's piece of paper, then you must laugh out loud manically, and that hero needs a 5+; other heroes need a 2+. Any heroes who fail take 1 point of mental damage.
- **Killing Joke**: If you or the Dog are in the same room as a hero, you can use one of your Gags. The Gag is destroyed. The hero must succeed at a Might or Speed roll of 5+ or take 1 point of physical damage and 1 point of mental damage. If you've chosen the Gag number that matches the hero's piece of paper, put that piece of paper face-up in front of the hero. On that hero's next turn, the hero begins laughing to death. At the end of each of his or her turns, the laughing hero takes 1 point of physical damage and 1 point of mental damage. That hero can also no longer make attacks.

When you would take damage, you may choose one of your Gags and destroy it instead to take no damage.

Your wonderful pooch Noodles can attack normally, and can carry one Gag at a time. If you use the Dog to deliver a killing joke, it must use the Gag it is carrying. The unfunny heroes might try to attack your adorable Dog. The Dog cannot take damage, but it can be stunned or have its Gag stolen.

NOODLES THE DOG

Speed 6 Might 3

KNICK-KNACK'S KNOCK-KNOCK JOKES

Unfortunately, you are terrible at telling knock-knock jokes. They always go like this:

Knock knock.

Who's there?

Strangulating rubber chicken.

Strangulating rubber chicken who?

<sound of strangling noises>

IF YOU WIN . . .

HAHAHAHAHA! Guess you've got the last laugh!

LET IT GLOW

BY ELISA TEAGUE

You pick up a snowglobe from the floor and stare at the wintry landscape. A memory of days past flash through your mind, as if from another lifetime . . . another world. As the dark memories of freezing snow flood your brain, an icy glowing power flows through your body. Frozen no more, your anger turns to the house and its inhabitants. Now everyone will feel as cold as your heart has been all these years . . .

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Set up the Turn/Damage track with a plastic clip at 1. You'll use this to keep track of temperature. Each number on the track represents 10 degrees Fahrenheit below zero.
- Set aside ten small orange monster tokens (representing Snow Monsters).
- Gain 2 Might and 2 Knowledge.

WHAT YOU KNOW ABOUT THE HEROES

They don't like the cold and will try to stop the house from freezing over.

YOU MUST DO THIS ON YOUR TURN

At the end of each of your turns, advance the Turn/Damage track to the next number, which represents the temperature in the house going down. Announce the temperature after you do so.

If the Turn/Damage track reaches 0, you take 1 die of physical damage at the start of your turn, unless you are in the Balcony.

YOU WIN WHEN . . .

. . . all the heroes are killed or freeze to death. When the Turn/Damage track reaches 9 minus the number of heroes at the start of the haunt, the house is completely frozen, and all heroes freeze to death. (For example, if there are four heroes, the heroes die when the track reaches 5.)

HOW TO CREATE SNOW MONSTERS

- Once during your turn, you may create a Snow Monster in any room with an omen symbol by succeeding at a Knowledge roll of 5+. If all ten Snow Monsters are in the house, you cannot create any more.
- The Snow Monsters have Speed and Might values equal to the number on the Turn/Damage track (minimum 1).
- If you are attacked in a room containing a Snow Monster, you can make the hero attack the Snow Monster instead.

YOU MUST DO THIS ON THE MONSTERS' TURN

On the Snow Monsters' turn, for each faceup Snow Monster in a room with an unlocked Thermostat, you may roll a die. For each blank result, advance the Turn/Damage track to the next number.

IF YOU WIN . . .

You smile, looking over your glistening, icy castle in the beautiful, white snow. You think to yourself, "First, my beautiful house, and then the rest of the world will be completely engulfed in ice!" At last, no living thing will ever challenge you, bother you, or get in your way. You will rule your frozen kingdom, alone.

BACK TO THE PAST

BY CHRIS DUPUIS

It's all happening according to plan. One by one, you deceived your friends and murdered them, leaving yourself as the sole hero of the company. Now it's time to complete what you all started and invoke the ritual of the house. If only they had shared your vision, they could have shared the power with you.

As you clean the blood off of your dagger, you get a strange sense of deja vu. Something is wrong. Someone has changed the past. Or the future . . . it's hard to tell. No matter. Nothing can stop you now. All you have to do is remain hidden, and all will be well. The power will be yours, and no one will be able to stop you.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Set aside nine Obstacle tokens (representing Pentagrams). Set aside six small monster tokens of any color (representing Flipped Landings).
- Remove your figure from the house, as you will conduct things from behind the scenes.
- Choose a room in play to hide in. Write the name of your room on a piece of paper, and keep it secret.

WHAT YOU KNOW ABOUT THE HEROES

They are reversing time to stop you from killing them. You must slow them down by masking your location.

YOU WIN WHEN . . .

. . . you complete the ritual by being unrevealed when the Turn/Damage track reaches 0.

SPECIAL TURN ORDER RULES

You don't take turns. Don't worry. You'll have plenty to do on the heroes' turns.

YOU MUST DO THIS ON EACH HERO'S TURNS

During each turn, a hero will ask you one yes or no question about your room to determine where you are hiding. You must answer truthfully. A question may only be asked about a specific room or the room's characteristics. Questions must be limited to the names or characteristics of the room. They cannot involve information about what floor the room is on, or its position in relation to other rooms. Additionally, they cannot ask questions about symbols or game text on the room.

After you answer, the heroes may be able to eliminate one or more rooms based on your response. Roll 2 dice. Flip face-down up to that number of rooms which the players now know are not your room based on your response. **Do not ever flip your room.** Example 1: You were asked whether you are in a room with only one door, and you answered no, so they know they can eliminate all rooms with one door. When you roll to flip rooms, you can flip as many one-door rooms as you rolled. Example 2: You were asked whether you are in a room with a table and you answered yes. When you roll to flip rooms, you can flip as many rooms without a table as you rolled.

When you flip a room, remove any figures and tokens on the room, flip it over, and put it back in the house where it previously sat. Then replace any figures and tokens.

If you flip a landing, place a small monster token on the flipped room as a reminder of which room was the landing. You still treat it as the landing for that floor.

HOW TO SLOW THE HEROES

- At the start of each hero's turn, you may put one of the nine Pentagrams in any room to slow the heroes' progress. It takes an extra space of movement to enter a room containing a Pentagram token. Perhaps you will use them to slow the heroes' progress to your room, or you will use them to obfuscate where you are hiding. Do whatever you can to complete your ritual!
- Each time a hero enters a flipped room, he or she must take 1 die of mental damage, so choose your flipped rooms wisely!

IF YOU WIN . . .

"BAH!" you yell. "The power of the house is mine now! No one can stop—" You suddenly feel an intense pain in your stomach. "Oh no . . ." You reach out to your former friends as the house pulls you in every direction.

Literally.

In a mirror on the wall, you register a momentary image of flesh, blood, and bone being ripped from your body as you explode outward, showering the walls. The house begins to absorb the remnants as the same thing happens to every other person in it. The front door creaks open. The house on the hill has awoken.

THEY'RE ALWAYS AFTER ME

BY MIKE SELINKER, BASED ON A SONG BY PAUL AND STORM

You find a cereal box and open it. You are surrounded by twinkly glittering: hearts, clovers, stars, and other strange shapes. You have been transformed into a sprightly goblin known as a Leprechaun.

And there be heroes here. Heroes who are always after your lucky charm.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Raise your Speed to its highest value.
- Shuffle the Medallion (representing your Lucky Charm) into the omen stack.
- Adopt a bone-chillingly bad Irish accent for the rest of the game.

WHAT YOU KNOW ABOUT THE HEROES

They seek your Pot of Gold, which you have placed at the end of a hidden Rainbow. You don't want them to get your Lucky Charm, for then they will find the Rainbow.

YOU WIN WHEN . . .

. . . all the heroes are dead.

SPECIAL TURN ORDER RULES

You take a turn after *each* hero takes a turn. You're speedy.

YOU MUST DO THIS ON YOUR TURN

If you end your turn in a room with an omen symbol , look at the top card of the omen stack then put it back. Then, if you succeed at a Knowledge roll of 4+, you may shuffle the stack.

SPECIAL ATTACK RULES

- You cannot attack with Might except in the Rainbow. Elsewhere, you always make Speed attacks by rolling maximum number of dice equal to your Speed or the number of room tiles on this floor that you entered before attacking, whichever is fewer. So, if you started four rooms away on this floor, and you have a Speed of 6, you would roll 4 dice. But if you have a Speed of 3, you would roll only 3 dice. You cannot attack anyone in the room you start a turn in (except on the Rainbow), nor can you enter a room you previously left on this turn.
- If you are defeated when you attack or defend, cry out: "Dear boy, release me!" The hero will tell you what happens then.

THE RAINBOW

If the heroes discover the Rainbow, each Color of the Rainbow is treated as 1 space of movement. If you stop your movement on a Color that contains a hero, or a hero ends his or her movement on your Color, you may immediately make a Might attack to push the hero off the Rainbow. If you succeed, the hero falls to his or her death.

IF YOU WIN . . .

You have slain the last explorer who dared to threaten your prized pot of gold. You are alone and gleeful, hoping someday that more explorers will arrive for you to bedevil.

Till then, you will count your gold and laugh into the night.

THE DEVIL'S NAME

BY F. WESLEY SCHNEIDER

Visions of conquests and depravities scour away memories of an unremarkable life. The hubris of mortal sanity burns amid scenes of inconceivable hellscapes.

"This form will do . . . for now." Those are the final words you hear as an individual. Who you were is gone. Now you're something more. You are the Fiend.

Yet, there's a risk that your new freedom is merely a fleeting thing. The Brimstone Square is near. Scratched upon that riddle in stone lies the secret of your true name, the truth of your being and the only thing that might drive you back into your prison. Your name might not be obvious, but it's far from safe.

To yourself, you whisper a secret only you should know, the secret of your own true name.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Gain 5 Knowledge.
- Put six pentagonal item tokens numbered from 1 to 6 (representing the Tomes of Lore) in different rooms. You must put at least one on each floor, though only one can be placed on the floor you're currently on.
- If you have the Chalk card, give it to a hero.
- Pick a number from 1 to 20 to get a 5-letter name on the Fiend's Name table. Write this name on a piece of paper. *Do not reveal this name to the heroes.*

WHAT YOU KNOW ABOUT THE HEROES

The heroes have unearthed the Brimstone Square, a relic that bears the secret of your true name and so holds the power to imprison you once more. The Brimstone Square holds many secrets, though, and the heroes will need to find Tomes of Lore to decipher your true name.

HOW YOUR TRUE NAME WORKS

- Each Tome of Lore can reveal one letter of your true name. The letter is not revealed until a hero spends all of his or her movement for a turn and successfully researches the Tome. If a hero's research is successful, you must reveal one unrevealed letter of your true name (any letter, in any order). Each instance of a letter is considered a different letter, even if your name contains multiples of the same letter.
- If a hero in the same room as you speaks your true name, you are banished and they win. However, if a hero speaks the wrong name to you, you possess that hero immediately (see **Special Attack Rules**).
- A hero may also speak a name to a possessed hero. If correct, your possession ends and can't be regained. If incorrect, you will deal the guesser a number of points of mental damage equal to the number of unguessed letters.

SPECIAL ATTACK RULES

- You may make a Knowledge attack against a hero in the same room. If you reduce the hero's trait to the skull symbol with that attack, a portion of your immortal essence possesses the hero. Possessed heroes reset their traits to their starting values and become traitors.
- If any of your traits would be reduced to the skull symbol, lower the trait to the lowest value above the skull symbol.

THE FIEND'S NAME

1	B	A	L	A	M
2	M	A	T	I	R
3	L	I	L	I	M
4	O	R	M	I	S
5	V	O	T	H	R
6	L	O	L	T	H
7	B	O	T	I	S
8	M	I	M	U	M
9	V	E	C	U	R
10	O	R	P	A	K
11	M	E	C	U	H
12	B	A	P	H	M
13	V	I	C	T	H
14	O	R	C	U	S
15	L	E	T	H	K
16	O	I	C	A	K
17	B	E	L	T	H
18	M	O	L	A	K
19	L	A	M	A	S
20	V	E	P	A	R

SPECIAL ITEM RULES

You cannot pick up Tomes of Lore or the Chalk. However, possessed heroes can do both of those things.

YOU WIN WHEN . . .

. . . all the heroes are possessed or dead.

IF YOU WIN . . .

The last mortal ceases to resist.

You make its first task a simple one. Tomes of hateful words burn easily. Brittle stones crumble to dust. Once more the secret of your name is yours alone. Now no mortal might hope to bind you.

Now, you will be their master.



THE TWINS

BY JERRY HOLKINS AND MIKE SELINKER

Everything has gone precisely according to the stars, who authored this auspicious night when life left the ancient seas and dragged itself, panting, to the shore. Your twin is here, you know that now; a moment of recognition burns between you, millennia of affection and misery erupting to the surface. But you cannot share that love now, as there is work to be done. The distance between you burns like a brand, and when you have used that heat to destroy this place, you can be together in the next one.

RIGHT NOW

- Your explorers are still in the game, but have turned Twin traitors.
- For each trait, you may lower one Twin's trait to raise the other's by the same amount.
- Set aside a number of Obstacle tokens (representing Nodes) equal to six minus the number of heroes. So if there is one hero, set aside five tokens.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to stop you from making a Seam. That is an energy wave that will extend between you and your Twin when you are far enough apart.

YOU WIN WHEN . . .

. . .you get out all the Nodes and can trace a path between you and your Twin that touches all the Nodes and includes at least twenty rooms.

HOW TO WEAVE THE SEAM

- On your turn, you may drop a Node (similar to dropping an item) on a doorway or other method of transferring between rooms or floors. That route may no longer be moved through or seen through by anyone in the house, including you and your Twin. If you have already placed all your Nodes, remove a Node from the house before dropping a new one. You may not put a Node in a room that already has one.
- You may not drop a Node if it would seal off one room or set of rooms from the rest of the house. For example, if the Bathroom (which has one door) is next to the Arsenal (which has two doors), you may not put a Node on either of those doors, as it would seal off the Bathroom.
- If you do not move on a turn in which you start in a room with a Node, you may instead tap the Node's power to raise one of your traits to its starting value.

SPECIAL ATTACK RULES

If you take damage, you may split it between you and your Twin, as long as both of you lose at least 1 point in a trait.

IF YOU WIN . . .

You see your twin one last time, as the final seam erupts between you, swallowing you both. You mix and hiss, like rain on hot magma, until you stretch and collapse. There is only one of you now, the alloy that will form the rich yolk of the next universe. You have a single mouth. And it smiles.

I, MUTANT

BY LIZ SPAIN

It's a great day for science! The fine people at Humane Research Supplies have delivered a fresh batch of monkeys for your experimentation. These monkeys are so adorable, they think they're humans! Ho ho. Precious little monkeys. You'd best get to mutating them right away. After all, you—

CRASH!

Oh my! The monkeys have escaped their cages!

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Refer to the heroes as "Monkeys" for the rest of the game. It probably says something about that on their page. Probably.
- If the Research Laboratory is not yet in play, search through the room stack until you find it and place it in the house. Then shuffle that stack.
- For each Monkey, put one small round monster token (representing Assistants) of different colors in the Research Laboratory.
- Put a number of Obstacle tokens (representing Electronets) equal to the number of explorers in different rooms in the house.

WHAT YOU KNOW ABOUT THE HEROES

The Monkeys have been changed into mutants and will be trying their best to ruin your experiment.

YOU WIN WHEN . . .

. . . you successfully capture all your Monkeys.

YOU MUST DO THIS ON YOUR TURN

During your turn, you may put one Electronet in a room you occupied during that turn. Each of your Assistants may do the same during the monsters' turn.

HOW TO CAPTURE A MONKEY

When a Monkey enters a room with an Electronet, he or she must attempt a Might, Speed, or Knowledge roll of 5+ for each Electronet in that room. If any roll is failed, the Monkey is captured; tip the hero's figure over. For each roll that succeeds, remove an Electronet from that room.

HOW TO CONTROL YOUR ASSISTANTS

- Assistants may move their full Speed. They do not roll to move.
- Assistants may move captured Monkeys. An Assistant in the same room may spend 2 spaces of movement to move the Monkey and/or any Electronets to the room where the Assistant ends his or her turn.
- If an Assistant is defeated by an attack, they are stunned as usual. However, when the Assistant is no longer stunned, replace the token with a different color of Assistant.

ASSISTANTS

The Assistants act on the monsters' turn. Each is different.

RED

Speed 3 Might 5 Sanity 2 Knowledge 2

If the red Assistant defeats a Monkey, you may move that Monkey through a doorway into an adjacent room.

ORANGE

Speed 5 Might 3 Sanity 2 Knowledge 2

The orange Assistant may move through false doors.

YELLOW

Speed 2 Might 2 Sanity 2 Knowledge 5

The yellow Assistant may attack or defend with Knowledge. If successful, instead of dealing damage to a Monkey, put an Electronet in the yellow Assistant's room and capture that Monkey.

GREEN

Speed 1 Might 3 Sanity 5 Knowledge 3

Instead of moving, the green Assistant may teleport to any room in the house.

BLUE

Speed 3 Might 4 Sanity 2 Knowledge 3

When the blue Assistant is defeated during an attack, the Monkey takes damage for the amount his or her roll exceeds the blue Assistant's.

PURPLE

Speed 3 Might 4 Sanity 2 Knowledge 3

The purple Assistant adds 2 dice to attack rolls and, instead of dealing damage, steals an item card from the hero if possible. You gain that item.

MAGENTA

Speed 3 Might 4 Sanity 4 Knowledge 1

The magenta Assistant cannot be stunned.

SPECIAL ATTACK RULES

You accidentally made the Monkeys unkillable! If you would kill a Monkey, any trait that would be reduced to the skull symbol drops to the lowest value above the skull symbol. The Monkey is instead captured; put an Electronet in its room and capture the Monkey.

SPECIAL MOVEMENT RULES

A Monkey that has been captured does not count as an opponent for the purposes of moving past an opponent.

IF YOU WIN . . .

Mwah ha ha ha ha!

HAUNT

80

THE CANOPIC CURSE

BY PAUL PETERSON

You have finally discovered the vessel which the priests used to capture Khasekhemui's power upon the pharaoh's death. You should have guessed it was a canopic jar. But even you do not know which of the jars in this house holds the essence. You'll have to get them all before the others figure it out.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Before you leave the room, collect the Obstacle tokens (representing Curses) numbered from 1 to 6 and bring them with you. Put them face-down randomly.
- When the heroes are ready, call each hero to come out of the room individually to get a Curse (see **Assigning Curses and Traitorships**).
- Bring the Curse tokens back with you. Put the large circular Mummy token in the Pentagram Chamber. Put one random Curse token face-down under the Mummy, and put the rest in the box so no one knows their numbers.

WHAT YOU KNOW ABOUT THE HEROES

They are also trying to get the Jars to stop you from claiming your power.

YOU WIN WHEN . . .

. . . you bring the correct Jar to the Pentagram Chamber, uniting the Mummy with his essence.

ASSIGNING CURSES AND TRAITORSHIPS

Outside the room, randomly assign a hero a Curse token. Not all heroes may have the same Curse; Curses 2 and 5 are treated as the same Curse for this purpose. Then call that hero into your room and describe his or her Curse. Do this for each hero.

If a hero gets Curse 2 or Curse 5, the hero becomes a secret traitor. The hero reads this page and chooses another Curse to pretend to have. The hero must act as if under this Curse until he or she reveals the ruse. This may occur on any of the hero's turns, but must happen when the last Jar is picked up.

CURSES

CURSE	EFFECT
1	You cannot pick up an even-numbered Jar.
2	You are also a traitor. You may pretend to have any one of the other curses. You want to take the correct jar to the Pentagram Chamber instead of the Entrance Hall.
3	Unless you end your turn in a room with an item symbol or omen symbol , take 1 die of mental damage.
4	You may not pick up a Jar from the floor that you were on when you got the Curse.
5	You are also a traitor. You may pretend to have any one of the other curses. You want to take the correct jar to the Pentagram Chamber instead of the Entrance Hall.
6	You can only pick up the highest-numbered Jar that is not being held.

HOW TO ACQUIRE A JAR

- You may take a Jar from a room at the end of your turn.
- You can't move after taking a Jar, but you can give the Jar to another explorer.
- You cannot pick up more than one Jar during your turn.
- You may drop a Jar at any time during your turn. You can't pick up a Jar you dropped on the same turn.

HOW TO KNOW WHO HAS THE CORRECT JAR

When all six Jars are collected, reveal the face-down Curse under the Mummy. The explorer with the matching Jar token holds the correct Jar. It immediately becomes that explorer's turn. If the explorer is a traitor, the explorer must head toward the Pentagram Chamber.

SPECIAL ATTACK RULES

Explorers may not attack an explorer who holds a Jar until the correct Jar is revealed. After this, they may attack normally. An explorer who is damaged during an attack must succeed at a Might roll of 4+ to hold on to the Jar. If the Jar is dropped, any explorer may pick it up normally.

IF YOU WIN . . .

You smash the jar into the middle of the Pentagram and feel the power of the mummified pharaoh flow into you. Nothing can stop you now. Ancient Egypt will rise again.

GET A CLUE

BY ELISA TEAGUE

"This is the last straw," you think, as Mr. Dedman chastises you for placing out the wrong dessert china for his guests. You've been the butler of this house for 20 years, and you always put out the gold-rimmed plates for dessert. Now he wants the floral pattern? Enough is enough.

As your anger rises, you grab the closest item to you, a rope, and throw it around your employer's neck just after he pushes the silent alarm and lets out a loud scream, alerting his guests that there may be trouble. They are all in the Dining Room finishing their dessert, and you hope they don't have a clue as to what you've done.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Gain 2 Might.
- Set up the Turn/Damage track with a plastic clip at the number of heroes. You'll use this to keep track of time.

WHAT YOU KNOW ABOUT THE HEROES

The heroes know that you are the killer, and they are ready to tell the police what you did and why they couldn't possibly be guilty.

YOU WIN WHEN . . .

. . . all the heroes are dead or the Rope is dropped in the Dining Room and the police arrive before those left alive have their alibis.

YOU MUST DO THIS ON YOUR TURN

At the start of your turn, advance the Turn/Damage track to the next number. If it reaches 12, the police arrive.

SPECIAL ATTACK RULES

- If any of your traits would be reduced to the skull symbol, lower the trait to the lowest value above the skull symbol.
- In certain rooms of the house, heroes will establish their alibis. You cannot damage or steal from heroes in their alibi rooms.

SPECIAL ITEM AND OMEN RULES

You may not pick up item cards, item tokens, or omens. However, you may steal weapons and the Rope from the heroes using physical attacks.

IF YOU WIN . . .

You smile smugly as the police leave the house. You are free and clear, and now you are a servant to no one. As the last bit of red and blue lights disappear over the horizon, you think to yourself, "Oh yes, now I remember Master Dedman asking me to use the floral china," and shrug as you enter the house. You are the master here now. You can break out the good dishes.

IN THE DETAILS

BY ROB DAVIAU

This scenario has no traitor—only heroes. You are all trying to be the one to get out of the contract. The rest of the rules for this haunt are in *Secrets of Survival*.



FORGET TO REMEMBER

BY WILL HINDMARCH

The serial killer Richard Smith had a mind too powerful for any brain to hold. He was more than a being, more than meat and bones, and he refuses to be forgotten or ignored. He's thinking—scheming—and he's doing it inside your own mind.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- If your Sanity and/or Knowledge traits are below their starting values, raise them to their starting values.
- Secretly roll 1 die for each hero and add the results.
- Ask each hero to each roll 1 die.
- If the sum of these rolls is less than the result of your roll, you are **disloyal** and Richard Smith dwells within you.
- If the sum equals or exceeds your result, the bond of friendship with the heroes helps you resist the Psychic Spirit of Richard Smith and you are still **loyal**—but good luck convincing them that's true. You still count as a traitor, and may use any of the traitor powers on page 17 of the base game rulebook, for you now bear a trace of psychic power.

WHAT YOU KNOW ABOUT THE HEROES

They don't understand. Richard Smith was a powerful and brilliant man, forever in a mental battle between narcissism and self-loathing. You've glimpsed his power and are forever changed by it—but the others won't learn what must be done unless you can convince them.

YOU WIN WHEN . . .

If you are disloyal, you win when all the heroes are either dead or monsters in the service of the Psychic Spirit of Richard Smith.

If you are loyal, you and the living heroes win when the Knowledge of each living hero has been lowered to its lowest value or dropped to the skull symbol. At that point, if the heroes destroy the Crystal Ball, you then lower your Knowledge to 1 to forget Richard Smith, thereby destroying his spirit.

YOU MUST DO THIS ON THE MONSTERS' TURN

Whether or not you are loyal, you must make the Psychic Spirit's mental attacks against the heroes. If a hero has the Crystal Ball, the Psychic Spirit attacks him or her; otherwise, it attacks the hero with the highest Knowledge. If the hero loses, this damage must be split evenly between Sanity and Knowledge, with any leftover amount taken to whichever the hero prefers. The Psychic Spirit never attacks you, whether or not you are loyal.

SPECIAL ATTACK RULES

- Whether or not you are loyal, you can now make mental attacks using your Knowledge or Sanity on any explorer in your room. Remember that targets decide how to apply damage done to them, however, so it's up to you to convince explorers to take the kind of damage you want them to, whether or not you are loyal.
- The Psychic Spirit never takes damage from mental attacks.
- The heroes have figured out how to damage the vestige of the Psychic Spirit. If you are loyal, you must convince them to turn that efforts on the Crystal Ball. A hero must succeed at an attack against the room containing the hero holding the Crystal Ball to destroy it.
- If you are loyal and a hero kills you, the hero sees in your eyes that you are innocent and loses 2 Sanity.

PSYCHIC SPIRIT OF RICHARD SMITH

Sanity 6 Knowledge 6

IF YOU WIN AND ARE LOYAL . . .

Your brain feels clean and new, fresh as morning fog and crisp like a blank sheet of paper. You have the vaguest sense that you're forgetting something, and somehow that feels deeply comforting.

IF YOU WIN AND ARE DISLOYAL . . .

They may not understand your brilliance or your power, but that is beside the point. They shall never forget you, not ever, and thus you shall never die.

THE MURDERER IN THE MACHINE

BY JEFF TIDBALL

The strange things in this old mansion had commanded your attention so fully that you were almost surprised to hear your ringtone go off. You pull out your phone, place your thumb on its sensor, and unlock it. You read a familiar word on the display: ***Flitter****. That's the social network where you and your friends chirp about everything that's important in your lives.*

You glance at your phone and recoil. It's a photo, showing the corpse of your best friend—with whom you had 244 friends in common—brutally murdered.

Your phone rings again.

Another picture! A different friend . . . slaughtered!

And another!

This is a great way to clean out your friend list.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Discard the Ring.
- Take a pentagonal item token (representing a Smartphone).
- Remove the Sanity clip from your character card. You no longer have a Sanity value. Recall that you can't be attacked with Sanity, lose Sanity, or make Sanity rolls (e.g., to resist the Music Box) without that score.
- Set up the Turn/Damage track with a plastic clip at 1. You'll use this to keep track of time.

WHAT YOU KNOW ABOUT THE HEROES

They're locked in the house, so they're trying to use their Smartphones to summon outside help to come break them out before you "unfriend" them all.

YOU WIN WHEN . . .

. . . every hero has been driven mad and joined your side, or been killed.

YOU MUST DO THIS ON YOUR TURN

At the start of your turn, advance the Turn/Damage track to the next number. Do this only when your traitor character's turn comes, even if your character has been killed. Don't do this on the turns of former heroes who've been driven mad and joined your side.

SPECIAL ATTACK RULES

You have a new action you can do at any time on your traitor turn: **Share social media killings**. *You can even do this if your character is dead.* Once during your turn, for each Smartphone (including dropped ones), do this:

- Choose a hero in the room.
- If no reception has been established for that room, have the hero look for reception (he or she knows how). If the room contains a Dead Zone (an Obstacle token) or is in the basement, stop this process for that room here.
- Inform the hero that the Smartphone reveals grisly photos of his or her Flitter friends . . . *who have all been gruesomely slain somewhere out in the rest of the world!*
- Finally, make a Sanity attack against the hero, using a number of dice equal to the number on the Turn/Damage track plus the number of Bars of reception (small monster tokens) in the room (maximum of 8 dice). The hero defends using Sanity, and takes Sanity damage if he or she loses.

HOW TO ADD FRIENDS TO YOUR NETWORK

Once a hero's Sanity has dropped to the skull symbol, the hero becomes your friend, and is no longer a hero. Read your new friend these instructions:

- You're not dead. You're just my insane friend.
- Remove the Sanity clip from your character card. You no longer have a Sanity value.
- You continue to take turns in the normal order, but your goal is to prevent the heroes from escaping—which might involve killing them.

SPECIAL DROPPED SMARTPHONE RULES

If a hero ends his or her turn in a room where there is no Smartphone, you may attempt a Knowledge roll of 5+ to move a dropped Smartphone (if there is one) to that hero's room.

IF YOU WIN . . .

You gather for a quick selfie in the Entrance Hall, then you unlock the front door. The malevolent force that animates the Flitter social network has broken more lives this night, and claimed more minds. Today, its depredation graph has expanded to include you as a vital node.

THE WOODS IN THE CABIN

BY MIKE SELINKER

You are a tree. You have lived in this space for a hundred years, reaching toward the life-giving sky. Your roots burrow deep into the earth, drawing water from rivulets under the soil. Squirrels nest high in your branches, bringing cacophonous resonance to your timeless vigilance.

Pity these hairless apes have mistaken you for a house.

RIGHT NOW

- Remove your figure from the house. You are no longer a person, but are instead the living embodiment of the Tree.
- Write down how many rooms are in the house.
- Discard every card you're carrying, even if it can't be dropped. If any card you discard is a weapon, shuffle it into its stack.
- Place the Tree House on top of the Foyer. If an explorer or anything else is in the Tree House, move it with the Tree House. If the Tree House is not yet in play, search through the room stack until you find it and place it in on top of the Foyer. Then shuffle that stack.
- If there are less than five rooms in the basement, place basement rooms from the room stack until there are five rooms in the basement.
- Put one Plant token (representing a Rootstalk) in each of four basement rooms and one small green monster token (representing Roots) in each other basement room. (For these and any other tokens, if you run out of tokens at any time, don't place any more.)
- Put one small orange monster token (representing Acorns) in each upper floor room.
- Put a number of small red monster tokens (representing Squirrels) equal to the number of heroes in the room with the Plant token connected to the Tree House.

WHAT YOU KNOW ABOUT THE HEROES

They are irrelevant to your being. As long as they leave you alone, you will leave them alone. In fact, you don't even know they're there. You're a Tree.

YOU WIN WHEN . . .

. . . all the heroes are dead or you become ten undestroyed rooms larger than at the start of the haunt.

YOU MUST DO THIS ON YOUR TURN

Do these things in this order.

- Put one Root in a basement room without a Rootstalk.
- Put one Acorn in an upper floor room.
- Put a number of Squirrels equal to the number of heroes in the room with the Plant token connected to the Tree House.
- Discover a room through any open door in the basement.

SPECIAL ATTACK RULES

- On the monsters' turn, your Squirrels may attack any hero that has an explorer token on his or her character card (that is, that has attacked you or your Squirrels). They may not attack other heroes.
- If a hero attacks one of your rooms, that room has a Might of 4.
- Squirrels in the same room may combine their Might values into one attack. However, if the attack fails, each point of damage removes 1 Squirrel from that room.

SQUIRRELS

Speed 8 Might 1 Sanity 6 Knowledge 1

Squirrels move up to their full Speed. They do not roll to move.

IF YOU WIN . . .

You are a tree. You have one goal: to grow. And grow you shall. Soon you shall eclipse the sun with your height. Mankind will wither and die. And you will reach the heavens.

HAUNT

86

SIBLING RIVALRY

BY MARIE POOLE AND ELISA TEAGUE

You feel as if you are being pulled in two directions, and your brain is talking to itself in near-identical voices. "The game is afoot," you think. "Spiders in the pudding!"

"Marbles on the stairs! She'll never make it out of THIS one!" another voice exclaims.

"My pranks are the best, and I'll have the best trap to win the game!"

"I can hardly wait to pull my next prank on that daft headmistress," you begin to say aloud.

As you realize that these voices are now your own, and that you have become possessed by siblings, your body splits into two versions of yourself. This should be . . . fun.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- You have a Sibling on the other side of your character card. Your trait clips are in the same place, though this may mean different trait values. Your values cannot change from these values until the Headmistress is found.
- Put your explorer token (representing your Sibling) in the house as far away from your figure as possible.
- Put the large circular Doctor token (representing the Headmistress) in any room in the basement.
- Set aside a number of Obstacle tokens (representing Pranks) equal to twice the number of explorers.

WHAT YOU KNOW ABOUT THE HEROES

The heroes are unexpected visitors that keep getting in the way of your pranks on the Headmistress, but now you have more people to prank. You've locked the Headmistress (who has been trying to stop your fun and games) in the basement, and you hope they don't let her out.

YOU WIN WHEN . . .

. . . your pranks have brought about the deaths of all the heroes.

YOU MUST DO THIS ON YOUR TURN

Each turn, you must alternate which Sibling you move. At the start of each of your turns after the first, flip your character card.

SPECIAL MOVEMENT RULES

If the heroes catch you and defeat you in combat, they can drag you along with them to be punished. That's bad! At the start of your turn, you automatically slip away and can move about freely.

SPECIAL TRAIT RULES

Your trait values cannot change until the spirit of the Headmistress is released from the basement.

HOW TO PULL A PRANK

Move to any room in the house and succeed at a Sanity roll of 3+ to put a Prank in the room. You may only have a number of Pranks in the house equal to twice the number of heroes at a time. When a Prank is triggered, return it to your Obstacle pile; later, you may reset it in another room.

TRIGGERING PRANKS

When a hero enters a room with a Prank, roll 2 dice and describe the prank you set. On a result of:

0 *Duck!* The hero attempts a Speed roll of 3+. If the hero fails, he or she takes 1 point of physical damage.

1 *Ouch!* The hero attempts a Might roll of 4+. If the hero fails, he or she takes 1 point of physical damage.

2 *Ew!* The hero attempts a Sanity roll of 3+. If the hero fails, he or she stops moving.

3 *Sticky!* The hero attempts a Knowledge roll of 4+. If the hero fails, he or she drops a random item or omen and cannot pick it up this turn.

4 *What the?* The hero makes a roll of 5+ with any trait. If the hero fails, he or she takes 1 point of mental damage.

IF YOU WIN . . .

"Nobody understands me like my sibling," you shout. "I can't wait until the next time we get to play!"

CRY, BABYLON!

BY PETER ADKISON AND PAUL PETERSON

"All bow down and pay allegiance to me, the mighty emperor, Nebuchadnezzar. Prepare yourselves as sacrifices for the death god Marduk, and weep at the honor I bestow upon you!" you shout. "Long have I been trapped in this house by the Elamites, who sought revenge after I crushed their armies, toppled their cities, and enslaved their people.

"But tonight I will escape this place and take my revenge on those who have defiled our lands. Tonight, the stars are with us."

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Reset your traits to their starting values and then raise the value of each trait by the number of heroes.

WHAT YOU KNOW ABOUT THE HEROES

They are going to try to stop you, the reincarnated form of Nebuchadnezzar, from fully manifesting as the Babylonian god Marduk.

YOU WIN WHEN . . .

. . . all the heroes are dead.

SPECIAL ATTACK RULES

- Instead of taking damage when you are defeated, you may instead reduce one of your physical traits by 1.
- When you kill a hero, gain 1 in each of your traits.

SPECIAL MOVEMENT RULES

If you enter the room with the Lammasu, you immediately lose 1 from each trait. The Lammasu is destroyed but materializes in a room on another floor. You decide which floor, and the heroes place the Lammasu. They will put it in a room that is at least 3 spaces away from any hero and a landing if possible. Otherwise, they will place it as far away from the heroes on that floor as possible.

SPECIAL OMEN RULES

You cannot possess the Cat card.

IF YOU WIN . . .

The ancient prophecy of the third sojourn of Marduk has been realized. A new city of Babylon will be born with this house as its palace, and you as its living god.

ONE OF THE MASTER'S AFFAIRS

BY MIKE SELINKER

You throw off your cloak to reveal that you are Rough Ralph, the hunchbacked servant of the brilliant and unhinged Doctor Frank N. Sense! The Doctor has created a monster out of parts of unwelcome visitors. You set a tire-spike trap on the roadside, causing more visitors to come to the Doctor's house.

Little does the Doctor know that you have a far more sinister scheme. This house is a spaceship, and you plan to blast this house all the way back to your home planet of Tinselvania. Everyone's coming with you on this far-out phantasmagoric voyage.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Set up the Turn/Damage track with a plastic clip at 10. You'll use this to keep track of your spaceship's countdown.
- Gain 1 in each of your traits.
- If the Theater, Tower, and Underground Lake are not yet in play, search through the room stack until you find them and place them in the house. Then shuffle that stack.
- When these rooms are in the house, put the monsters in rooms according to the Denizens table: Doctor Frank N. Sense, his creation Monty the Monster, his girlfriend Cornucopia, Cornucopia's boyfriend Hedley (look, it's complicated), and the maid Fuchsia.

WHAT YOU KNOW ABOUT THE HEROES

You are taking them for experimentation to the planet Tinselvania. They think you're just a servant of the Doctor, but you are so much more.

YOU WIN WHEN . . .

. . . the Turn/Damage track reaches 0 and you blast off to the stars with at least one hero in the house.

YOU MUST DO THIS ON EACH HERO'S TURN

The heroes will be doing some strange tasks in the Theater, Tower, and Underground Lake to occupy the house's denizens. At the end of each hero's turn, if that hero did not score a victory in one of those tasks or attack a monster during that turn, lower the Turn/Damage track to the next number.

HOW THE HOUSE'S DENIZENS FUNCTION

- Each monster's trait values in all four traits are equal to the value of one of your traits, as listed in the Denizens table. The monster attacks with that trait, dealing physical or mental damage as appropriate.
- Monsters do not roll to move.
- If any monster is stunned, return that monster to the room it started in. It will not return to normal until you enter that room on your turn.
- Add 1 die to your trait rolls for each monster in your room that is not stunned.
- You can't be damaged if you are in a room with a monster that is not stunned.

IF YOU WIN . . .

Well, that's a bit of a mind flip! Rough Ralph has brought the Doctor a lovely gift indeed: a complete betrayal. While Doctor Sense wanted to stay on Earth and cavort with its hapless residents, you've blasted off to outer space with some victims in tow! Surely the Exalted Council of Tinselvania will look lovingly upon your stellar servitude. And if not, hey, at least you've got this swank silver lamé spacesuit.

DENIZENS

TOKEN	MONSTER	STARTING ROOM	TRAITS USE YOUR . . .
Doctor	Doctor Frank N. Sense	Operating Laboratory	Knowledge
Frankenstein's Monster	Monty	Gymnasium	Might
Pirate Queen	Cornucopia	Master Bedroom	Sanity
Head	Hedley	Larder	Lowest trait
Small magenta token	Fuchsia	Dusty Hallway	Speed

INTERNAL CONFLICT

BY THE LONE SHARK INTERNS

You were called into the boss's office, and it seems all those coffees you delivered are finally paying off. You stare blankly at him while you wait for him to finish yelling at someone over the phone; stray bits of spittle landing on your clothes. The boss hangs up the phone and looks at you.

"Listen," he says, "I like your style. Ruthless. Reminds me of myself when I was your age. I'm going to make you my Chief Intern. I want to see if you can handle the responsibility."

He hands you a shiny, pentagonal badge that works as a keycard, which you gladly take and pin to your chest. You smile as you turn to walk out of the room.

"One last thing," he says as you open the door. "If I were you, I'd think about getting rid of the competition."

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Take one pentagonal item token (representing your Badge). It is very shiny. You can order the other Interns around, as long as you have the Badge.

WHAT YOU KNOW ABOUT THE HEROES

Having outperformed the other Interns, you've been promoted to Chief Intern, putting all of your former friends under your control. They seem jealous, so you should probably keep a close eye on that Badge of yours, lest they try to steal it. Like the other Interns, those full-time Employees still don't like you very much, and they're especially grumpy if they don't have their Coffee. Maybe they'll hate you less if the other Interns are always busy . . .

YOU WIN WHEN . . .

. . . you are the last intern alive!

YOU MUST DO THIS ON YOUR TURN

If you discover a room with an event symbol , put an Employee in that room before you draw your event.

HOW TO DELIVER COFFEE

- To deliver a Coffee, end your turn in the same room as an Employee. Remove the Employee from the house and put it on your character card.
- If you succeed at delivering a Coffee, raise your Speed by 1.
- If you fail to deliver a Coffee, lower your Sanity by 1.

COMMANDING THE COMPETITION

At the end of your turn, you may move any number of your competing Interns elsewhere in the house. For each Intern you would move, roll 1 die and do the corresponding action from the chart below. If you would draw a room tile for any of the effects, treat it as if it had already been discovered.

0 *"Get me some office supplies!"* Draw the next room from the room stack, place it in the house, and put the Intern in that room.

1 *"Deliver these memos!"* Move the Intern to any room on the floor above or below his or her current position.

2 *"Attendance is mandatory, but only for you!"* Move the Intern to any discovered room a number of spaces away up to his or her current Speed, ignoring room effects on the way.

IF YOU WIN . . .

As your fellow interns are dragged away in straitjackets and/or body bags, you smile smugly at the full-time employees, certain that you'll soon be joining their ranks . . . probably. They give you a slow nod of acceptance that makes all the coffee burns, ridicule, and mind-numbing tedium worth it.

"Welcome to the company," the boss tells you. "Now go get me some coffee."



BURN OUT THE DARKNESS

BY MICHAEL DUNLAP AND CHAD BROWN

The darkness is everywhere, enveloping you. Such beautiful darkness; surely you need to share it with the world. You should start with those pernicious fires, and the fools trying to spread them. Their resistance is pointless. In the end, entropy will take them all.

RIGHT NOW

- Your explorer is still in the game but has turned traitor. So, perhaps, have one or more others. If so, you are now a team of traitors.
- You are now Darkness, and there's no point to attacking the Darkness. Remove the clips from your character cards. If you ever need to make a trait roll, your result is 5
- Discard all your cards.
- Darkness is quiet. You may only speak in a whisper for the rest of the game.

WHAT YOU KNOW ABOUT THE HEROES

The Darkness scares them. They will try to purge the Darkness the same way ignorant mobs have always tried: by fire.

YOU WIN WHEN . . .

. . . the Fires are all extinguished on your turn and there are still at least a number of face-up rooms equal to the number of traitors, or all the heroes are Darkness.

SPECIAL ATTACK RULES

- Once each turn, you may attack a hero in your line of sight, using the inkiness of the hero's soul. Make a Sanity attack; your result is 5. If you defeat the hero, he or she takes mental damage; if you don't, your turn ends.
- When a hero would die for any reason, that hero joins the Darkness and turns traitor, following the rules in the **Right Now** section.
- Monster tokens represent Fire and do not take turns.

SPECIAL MOVEMENT RULES

- You can no longer discover rooms.
- Darkness is fast, but unpredictable. To determine your number of spaces of movement each turn, roll a number of dice equal to the highest number next to Speed on your character card, then subtract the number of Fire tokens in your room.
- Face-up Fire tokens count as opponents for the purpose of movement.
- In any room you are in on your turn, you may make one attempt to suppress the Fires in that room. For each Fire token in that room, roll 1 die. If the result is not blank, remove the token if it is face-down; if it is face-up, flip it over.
- Treat face-down room tiles as if they have doors on each side and do not block line of sight, and you may spend 1 space of movement to move through a wall into an adjacent room as if the rooms had connecting doors.

IF YOU WIN . . .

Things are very dark. That is how things should be. The light will never cross your gaze again. For there is only dark.

GHOST AT THE FINISH LINE

BY QUELLE CHRIS AND MIKE SELINKER

This haunt has no traitor—only heroes. You are all trying to be the one to find the last room in the house. The rest of the rules for this haunt are in *Secrets of Survival*.

HAUNT

92

OWL'S MOVING CASTLE

BY GABY WEIDLING

All your hopes and dreams are coming true. Your house is on the move to a magical land filled with owls. Never mind that the magical land might be off the edge of a cliff. It doesn't matter. You're an owl. Soon everyone else will be too. You'll just fly away as the house smashes into the ground. It'll be a hoot if it takes some humans with it. All you want is some feathered friends.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- If any floor is more than two tile lengths from every edge of the table, move the entire floor so that at least one tile is exactly two lengths away from an edge.
- Put your figure in any room on your floor.
- Make every "oo" sound into a very long "oooo," for you are an Owl.

WHAT YOU KNOW ABOUT THE HEROES

Like you, they are all Owls. They can be both Humans and Owls, but for some strange reason they don't want to be Owls and they don't want you to be an Owl either.

YOU WIN WHEN . . .

. . . all heroes are dead, or all living heroes have no explorer tokens on their character cards or figures and are stuck as Owls forever and owlways . . . er, always.

HOW TO ACT NOW THAT YOU'RE AN OWL

- You can fly. This means you are able to move on tiles that are flipped over, and across non-existent tiles between sections of the house if you enter and exit through any side of a room with a window or an outside room. Each space where there would be a room counts as 2 spaces of movement. You must stay on the same floor and must end your turn in a room inside the house.
- Your Speed is double the value on your character card. You roll a maximum of 8 dice if you make a Speed roll. You don't take damage from falling, as in the Collapsed Room, Gallery, or Mystic Elevator.
- You can't use item cards or omen cards.

HOW TO MOVE THE HOUSE

It's easy to convince people to be Owls when you show them that flying is better than walking. You'll want to move the house toward the edge of the table to start minimizing the space that the heroes can walk in as Humans and to create spaces in which they'll want to be flying Owls. Here is how you do that:

- At the end of your turn, roll a number of dice equal to the number of heroes. You may move up to that number of room tiles toward the edge of the table. The Grand Staircase/Foyer/Entrance Hall counts as three room tiles, and must be moved all at once.
- To move a room tile, remove all tokens from the room, flip it face-down, and place it next to a room tile on the table. If placing it adjacent to a room tile on the edge of the table would cause it to fall off the table, it falls off the cliff and ceases to exist. Return the room to the box.
- You may not move a room tile that is surrounded on four sides by other tiles. You can only move tiles that have at least one side that is not adjacent to another tile.
- You may not move a room tile in such a way that it would cut off one part of a floor from another, unless both parts of the floor contain rooms with windows and/or outside rooms. A list of rooms with windows and outside rooms is in this expansion's rule sheet.
- You can move a tile that has a hero on it. This immediately turns the hero into an Owl if not one already; this does not cause the hero to lose Sanity. But if this tile falls off the table, that hero reduces his or her Sanity to its lowest value above the skull symbol and becomes an Owl in the room you tried to place it next to before it fell.
- You can move the landings, but only if at least half the doorways are not connected to other rooms. If a landing leaves the table, any card or tile that describes that landing instead refers to a room on that floor chosen by the explorer whose turn it is.
- If a room is the only room on its floor, it can't be moved.

SPECIAL ATTACK RULES

Once per turn when you are an Owl, you may persuasively hoot at the heroes in your room. Against each hero, make your choice of a Might or Sanity attack. If you win, he or she can split the damage among Might and Sanity as desired. If this would drop a hero's trait to the skull symbol, instead that hero transforms into an Owl if not one already and the hero's Sanity drops to the lowest value above the skull symbol.

IF YOU WIN . . .

All friends are owl friends. Nothing could be more perfect on this crisp autumn night. Tonight, you'll teach them to hunt. In time, they'll be as wise as you. And then you'll be ready. And if they don't learn, you'll find a new moving house and get some newer, better owl friends. After all, you've never been afraid to ruffle some feathers.



LAST WILL AND TOURNAMENT

BY CHAD BROWN

Something about this body feels off, like an outfit that doesn't quite fit. No matter; you vaguely remember that you've been through this before. Your collection provided you a way forward before, and surely it will do so again. Mortal bodies are only one of the things that you collect, and not even the most interesting thing at that.

Right now, there's a more pressing matter: people are in your house, taking apart the collection you've been gathering for such a long time. If there's one thing that you've always known, it's this: You don't like people touching your things!

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- You have been possessed by the greedy spirit of your Aunt Edwina, and are obsessed with your Bequests. Count your total number of item cards and omen cards that can be traded or stolen. (A card that can be traded but not stolen, or vice versa, counts. For example, the Armor and Blood Dagger count, but the Bite doesn't.) These cards represent your Bequests, which will change as you gain and lose cards.
- When the heroes are ready to continue, if your Bequest total isn't higher than the highest total of a single hero (because they've taken more of your things!), draw item cards until it is.
- If any of your traits are below their starting values, raise them to their starting values. Then increase one of your traits by 1.

WHAT YOU KNOW ABOUT THE HEROES

Apparently, they think that the death of your (most recent) body is reason enough to rummage through your house, destroying your collection! You'll have to retake what's rightfully yours—and perhaps find a more fitting body to inhabit while you're at it . . .

YOU WIN WHEN . . .

. . . you end your turn with all the Bequest cards, or all other explorers are dead.

YOU MUST DO THIS AFTER EACH TURN

- If your Bequest total is equal to or less than another explorer's total, all explorers roll a number of dice equal to their current Bequest total (maximum of 8, minimum of 1). Each explorer in a room with an item symbol adds 1 to his or her result. The explorer with the highest result becomes the traitor; in the case of a tie, the tied explorer closest to your left becomes the traitor.
- When you stop being the traitor, you must give one of your Bequests at random to the new traitor, along with the *Traitor's Tome*. You become a hero, and you may read the *Secrets of Survival* text. You cannot reveal any details from the *Traitor's Tome* to the other heroes.
- If you die while you are the traitor, the heroes roll as above to see who is possessed by Aunt Edwina.

YOU MUST DO THIS ON YOUR TURN

If you begin and end your turn as the traitor, you may increase one of your traits by 1.

SPECIAL ATTACK RULES

Once on your turn, you may attempt to retake Bequests stolen by the thieving little mice by making an attack, using any trait. If you defeat the other explorer, roll on the Bequest Disposition table. If you don't, your attack has no effect.

BEQUEST DISPOSITION

Roll 1 die.

0	The attacked explorer discards a random Bequest.
1	Steal a random Bequest from the attacked explorer.
2	Steal a Bequest of your choice from the attacked explorer.

SPECIAL ITEM AND OMEN RULES

You are overcome with greed, and may not willingly trade or drop item cards or omen cards. If you are ever in a room with any dropped item cards or omen cards, you must pick up all of them. When you die, drop all your Bequests in an item pile. For each Bequest you drop for any reason, roll 1 die; if you roll a blank, the Bequest is discarded.

IF YOU WIN . . .

Everything in it's place, just as it is supposed to be, including the greedy mice. Now that things have settled down, you can't help but notice a spot on the shelf that would be just perfect for the Star of India. Perhaps it's time to expand the collection . . .

NANNY, INTERRUPTED

BY MIKEY NEUMANN AND DON EUBANKS

They always leave you, Marcie. Sure, they're babies today, but soon they'll be proper young women and men, looking to make their way in the world. You shan't allow that. Oh, heavens no. You shan't be putting up with that puerile poppycock. Everyone is in a rush to grow up too fast and you need to show them that they hadn't need to, Marcie. You can show them how to stay young . . . forever.

RIGHT NOW

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

WHAT YOU KNOW ABOUT THE HEROES

The naughty children are out of their beds and must be returned to the Nursery for a good night's sleep. They seem to have grown up since you last saw them, but they'll be back to child size soon enough. They'll surely try to escape, but if you can catch them they'll realize you know what's best. After all, you are their Nanny.

YOU WIN WHEN . . .

. . . all heroes are in the Nursery, and all of them have been turned back into the babies you remember they once were, where they will remain under your austere, ever-watchful eye.

SPECIAL ATTACK RULES

You cannot make normal physical attacks. On your turn, you can make one of each of these new attacks, none of which can hurt you.

- Against a hero on your floor who is not yet a baby, you may **reminisce about days gone by**. Make a Knowledge attack against the hero. If you succeed, deal mental damage to the hero. If any of a hero's traits drop to the skull symbol, the hero becomes a baby.
- When you are in a room containing a baby on your turn or a baby tries to exit your room on any turn, you can **throw the baby over your shoulder**. Make a Speed attack against the hero. This attack does no damage; if you win, you pick up the hero. Put his or her figure on your character card; you can carry multiple heroes.
- When you are in line of sight of or carrying a baby, you may **use the baby's middle name**. Sternly say the hero's full name on the Full Names table and the words "Go to your room!" then make a Sanity attack, adding 1 die to your roll for each baby you are holding. If you win, place the baby in the Nursery.

FULL NAMES

COLOR	FULL NAME
Blue	Penelope Jean Zostra
	Vivian Hortensia Lopez
Green	Brandon Rodney Jaspers
	Peter Kenji Akimoto
Orange	Melissa Mae Dubourde
	Zoe Mackenzie Ingstrom
Purple	Geneviève Charlotte LeClerc
	Heather Madison Granville
Red	Darrin Lawrence Williams
	Mason D'Brickashaw Bellows
White	Calvin Hobbes Longfellow
	Reginald Edwin Rhinehardt III

SPECIAL DAMAGE RULES

If you take damage, you must also drop a number of item cards, omen cards, and/or heroes equal to the amount of damage you take, if possible.

SPECIAL MOVEMENT RULES

- You tower over the kids. Add 1 die to your Speed for the purpose of movement.
- You have a key to the front door. You can enter or exit the Entrance Hall through that door.
- You can leave the house by spending 1 space of movement to jump out a window or outside room on either the roof (taking 5 dice of physical damage), upper floor (3 dice), or ground floor (1 die); you take no damage if you have the Rope. A list of windows and outside rooms is in this expansion's rule sheet.
- Once you have left the house, you can walk around the perimeter of the ground floor; each outside edge of a tile counts as its own room. You can enter a ground floor window or outside room by spending 1 space of movement. Line of sight goes through windows and outside rooms on the ground floor, as if the perimeter areas were rooms.

IF YOU WIN . . .

You settle into the rocking chair in the corner of the Nursery, gently humming various hymns you remember from your childhood at the compound. The cooing of various babies can be heard as they settle off to sleep. You look down, realizing that chasing the children around all day has left a hole in your favorite striped socks. This shall not do. No, it shall most assuredly not.

HOUSE OF LEAVINGS

BY ANDY COLLINS AND GWENDOLYN KESTREL

Long ago, this house lured you and your friends inside and killed you. But now it's given you—only you—a chance to escape! All you have to do is kill the hapless fools who have just stumbled inside. You must drive them insane, using the scariest thing you—and they—can imagine.

RIGHT NOW

- Your explorer is still in the game but has turned traitor.
- Put your figure and the large circular Demon Lord token (representing the Minotaur) in the Grand Staircase.
- Set aside a number of small yellow monster tokens (representing Claw Marks) equal to the number of explorers.
- Reduce your Speed to the lowest value above the skull symbol.

WHAT YOU KNOW ABOUT THE HEROES

They're trying to find their way back out of the house. You have a Minotaur to stop them. Or maybe you don't. Who can tell in this crazy world?

YOU WIN WHEN . . .

. . . all the heroes are dead.

YOU MUST DO THIS ON EACH HERO'S TURN

- At the end of each hero's turn, if that hero is not within line of sight of the Minotaur, that hero takes 1 die of mental damage.
- After the hero checks to see if the Minotaur is within his or her line of sight, you may move the Minotaur to any room within **your** line of sight. You may put a Claw Mark in the room the Minotaur left. You have only a few Claw Marks, and once you put a token in a room, you cannot move it.
- The Minotaur does not get a monster turn.

SPECIAL ATTACK RULES

- You and the Minotaur cannot attack the heroes.
- The heroes can make Sanity attacks against the Minotaur. The Minotaur defends using your Sanity value. If the Minotaur defeats the hero, in addition to dealing mental damage to the hero, you can move the hero to any room within that hero's line of sight.
- Your traits can't drop below the lowest value above the skull symbol. If you would be killed by a trait dropping to the skull symbol, that trait drops to the lowest value above the skull symbol, and you move to the Upper Landing.

SPECIAL MOVEMENT RULES

- All the rooms you discover are considered "new" to you and must be discovered normally, as if you'd never visited them before.
- If an explorer draws the Abandoned Room from the room stack when discovering a room, and it would be placed adjacent to a room with a Claw Mark, shuffle the Abandoned Room into the room stack and draw another. If the explorer draws it immediately thereafter, place it regardless of the positions of Claw Marks.

SPECIAL OMEN RULES

You can't pick up, steal, or otherwise carry the omen that started the haunt.

IF YOU WIN . . .

You step out of the front door, and hear it creak closed behind you. You breathe deeply of the night air. You're free! For a moment you wonder who these bodies belonged to before you and your ghostly friends claimed them . . . but that feeling passes quickly. They're your bodies now!

HAUNT

96

LAMBS TO THE SLAUGHTER

BY JONATHAN GILMOUR

This haunt uses the hidden traitor rules described on page 17 of the base game rulebook. The rest of the rules for this haunt are in *Secrets of Survival*.

HAUNT

97

PLASTIC FANTASTIC

BY ANITA SARKEESIAN AND MIKE SELINKER

You were vacationing at a lodge in Uncanny Valley when, for reasons you cannot fathom, your mind was absorbed by dozens of dress mannequins in the master suite's extensive closet. Given purpose for the first time in their—well, not "lives," really, but maybe "existence" is a better word—they start to react to what is around them. They move out from the closet and seek out life. You do not expect them to respond well to it.

RIGHT NOW

- Your explorer is still in the game and has not turned traitor, but has been absorbed into the Mannequins. Remove your figure from the house and discard your cards.
- Put a small monster token (representing a Mannequin) of any color into each room of the house, on the stunned side. Put them randomly in each room with no regard for what colors are where.

WHAT YOU KNOW ABOUT THE HEROES

They are nice, normal people. But your Mannequins have achieved some weird sort of formless sentience, and it's likely going to be fatal for everyone.

YOU WIN WHEN . . .

. . . all Mannequins have left the house, and at least one hero is still alive. That is, you win when the heroes do.

YOU MUST DO THIS ON EVERY HERO'S TURN

At the end of every hero's turn, check for provocations.

Follow the Provocations table for each action the hero did not do during his or her turn. State the provocation, then roll 2 dice and flip that many stunned Mannequins of the listed color face-up. (For example, if the hero didn't attack, you'd roll 2 dice and flip that many green tokens face-up.) You can choose any stunned Mannequins of that color. If there are not enough to flip, for each remaining Mannequin you cannot flip face-up, move a token of that color toward the hero who just took the turn.

YOU MUST DO THIS ON THE MONSTERS' TURN

- Move all stunned Mannequins a number of spaces equal to their Speed toward the Entrance Hall. If a stunned Mannequin in the Entrance Hall has at least 1 space of movement left, remove it from the house.
- Pick a Mannequin color. Until the next monsters' turn, do not check for provocations for that color of Mannequins.
- For each color of face-up Mannequins, choose a room that contains one or more Mannequins of that color. Move the face-up Mannequins of that color toward the nearest hero. Mannequins lure face-up Mannequins of any color along the way, moving the new tokens with them toward the hero.
- After all Mannequins move, the face-up Mannequins in a room attack each hero in that room once.
- Stunned monsters are not turned face-up at the end of the monsters' turns.

SPECIAL ATTACK RULES

- All face-up Mannequins in a room make a collective attack against each hero in that room. When Mannequins attack, roll as many dice in Might as you have face-up Mannequins in that room (maximum of 8 dice).
- The Mannequins are made of plastic, and cannot be damaged by physical attacks.
- If a hero attempts a mental attack against a Mannequin in the same room, you roll as many dice in the attack's trait as you have face-up Mannequins in that room (maximum of 8 dice). If you lose, turn all Mannequins in that room face-down.

PROVOCATIONS

IF A HERO DOES NOT . . .	ROLL FOR THE . . .
Discover a room tile	Red tokens
Move to a new floor	Orange tokens
Use an item or omen	Yellow tokens
Attack	Green tokens
Use all of his or her movement	Blue tokens
Leave a room with a monster	Purple and magenta tokens

SPECIAL MOVEMENT RULES

Mannequins don't roll for movement. They ignore all negative room features except for Locks.

MANNEQUINS

Speed 3 Might 1 Sanity 1 Knowledge 1

IF YOU LOSE . . .

The mannequins' tenuous grip on sentience fades into nothingness, and your consciousness vanishes into the darkness. For the moment, the mannequins remain still, but they have now tasted life. Someone will come to Uncanny Valley again. They will be waiting.

THE MANOR OF YOUR DEMISE

BY MAX TEMKIN AND ELI HALPERN

This haunt has no traitor—just heroes. You are all trying to find the Box. You lose when all explorers have been killed, or the timer runs out. The rest of the rules for this haunt are in *Secrets of Survival*.

HAUNT

99

LET'S PLAY A GAME

BY JOHN BORBA

This haunt has no traitor—just heroes. This list of Challenges is used by all explorers, but don't read them now! The rest of the rules for this haunt are in *Secrets of Survival*. When you reveal a Challenge, go to the entry for its number. If an instruction tells you to flip the token or leave it face-up, you do not vanquish the Challenge; otherwise, you vanquish the Challenge and put its token on your character card.

1

A hiss, a pop, and a javelin bursts from the wall. Attempt a Speed roll of 4+. If you fail, take 1 die of physical damage and flip this token. If you succeed, and the Spear is not yet in play, search the omen stack and discard pile and take it, then shuffle the discard pile into that stack.

2

A voice whispers, "The price of this test is a patch of your skin." You may reset one of your physical traits to the lowest value above the skull symbol; otherwise, flip this token, and, if you are on the team, all other teammates lose 1 Sanity.

3

You see your reflection in the glass of an old clock, and watch yourself catch fire. Attempt a Sanity roll of 4+. If you fail, lose 2 Sanity and flip this token; your teammates each take 1 die of physical damage. If you succeed, and the Idol is not yet in play, search the item stack and discard pile and take it, then shuffle the discard pile into that stack.

4

A mechanical arm extends from the wall and pins you. Attempt a Might roll of 6+. If you succeed, gain 1 Might and move to an adjacent room. If you fail, you are trapped; leave this token face-up until you are not trapped, then flip it over. If you are trapped, you may not exit this room until you succeed at a Might roll of 6+, or a teammate spends 2 spaces of movement and succeeds at that roll on your behalf.

5

A large axe falls from the ceiling. Attempt a Speed or Might roll of 3+. If you fail, take 2 dice of physical damage and flip this token. If you succeed, and the Axe is not yet in play, search the item stack and discard pile and take it, then shuffle the discard pile into that stack.

6

A gun turns itself on your friend. If you do not have the Revolver, take it from another explorer or search the item stack and discard pile and take it, then shuffle the discard pile into that stack. Once you have the Revolver, attack an explorer within range using the Revolver. You can choose yourself, in which case you both attack and defend.

7

You decide who gets hurt, and how. If you are a loner, take 3 damage, divided as you choose among all of your traits. If you are on the team, attempt a Knowledge roll of 4+. If you fail, each other teammate takes 2 points of mental damage, then flip this token. If you succeed, deal either 5 points of physical damage or 5 points of mental damage divided as you choose among your teammates.

8

A light dew touches your skin and fills you with dread. Attempt a Sanity or Knowledge roll of 5+. If you fail, lose 1 in the other mental trait and flip this token. If you succeed, gain 2 in the chosen trait. If you are on the team and have Challenge 8 on your character card, any teammate in your room rolls 1 fewer die on all Challenge rolls.

9

You uncover an empty box, and are compelled to fill it. Set aside all of your items next to this room and leave this token face-up; these items cannot be picked up, and if Challenge 17 has been vanquished, discard the items. If you are a loner, lose 1 Sanity. If you are on the team, your teammates lose 2 Sanity, divided as you choose.

10

A panel slides away to reveal a pattern of numbers. Attempt a Knowledge roll of 5+ to see if you can come up with the next number in the pattern. If you fail, take 1 die of mental damage and flip this token. If you succeed, and the Puzzle Box is not yet in play, search the item stack and discard pile and take it, then shuffle the discard pile into that stack.

11

Everyone is tested. Each explorer rolls 8 dice. The explorer who rolls the highest wins the Challenge and takes this token. The lowest roller reduces one of his or her physical traits to the lowest value above the skull symbol. If either high or low roll ties, flip this token; no one is affected by this Challenge.



12

You learn how to give and take. Attempt a Knowledge roll of 5+. If you fail, take 2 dice of physical damage and flip this token. If you are a loner and you succeed, you may reduce an explorer's physical trait to the lowest value above the skull symbol. If you are on the team and you succeed, you may reduce one of your physical traits to the lowest value above the skull symbol to bring a dead teammate back to life, resetting the teammate's traits to their starting values.

13

There appears to be nothing here. Return this token to the box; it does not count as a Challenge.

14

The floor drops out from under you. Leave this token face-up and move each explorer in this room to the Basement Landing (or the Roof Landing, if you are already in the basement), ending your turn. Any explorer who enters this room on a later turn may complete this Challenge.

15

Smoke pours from the vents. Lower the Turn/Damage track to the next number. If you are on the team and you have not achieved your team victory, flip this token.

16

A maddening alarm resounds. You may choose another explorer to attack, then that explorer attacks you. Or you may mix this token with any others that are set aside for placement when a new room is discovered; if you do, gain 1 Sanity.

17

You discover a full box. Subtract 2 from all Knowledge rolls in this room while this token is face-up. Attempt a Knowledge roll of 4+. If you fail, leave this token face-up. If you succeed and Challenge 9 is face-up, take this token and Challenge 9 and any items next to that room.

18

You remember the aphorism "blood for blood." Attempt a Knowledge roll of 6+. If you fail, flip this token. If you succeed, and the Sacrificial Dagger is not yet in play, search the item stack and discard pile and take it, then shuffle the discard pile into that stack. Once the Sacrificial Dagger is in play, the explorer with it must attack another explorer in any room.

19

You awaken and all seems new. Put this token and your figure to the Entrance Hall; if you are on the team, put a teammate of your choice in the Entrance Hall. If this token is in the Entrance Hall at the start of your turn, you may reset your Knowledge to the lowest value above the skull symbol to vanquish this Challenge.

20

You crumple to the floor. Leave this token face-up and end your turn. Going forward, an explorer who starts his or her turn in this room can vanquish this Challenge.

21

You find out if crime does pay. Choose another explorer in any room and steal any number of that explorer's items (minimum of one). Take 1 die of mental damage for each item you steal.

22

You trigger a series of potentially unfortunate events. Draw three event cards and follow their instructions. If you are on the team, you can give any number of these cards to teammates of your choice, and they must follow the instructions instead. If any explorer loses 1 or more points in a trait during this sequence, flip this token.

23

You reconsider your allegiances. If you are an individual, you can join the team; if you don't, flip this token. If you are on the team, you can abandon the team and become a loner; if you don't, flip this token.

24

You profit off the hard work of others. You may make a Speed attack against any number of other explorers in the order they will take their next turns. These attacks deal no damage, but whoever wins each combat takes a Challenge from the loser, if possible. If you lose any of these combats or do not attack anyone, flip this token.

