

Omens

Rooms	Hamster	Shriveled Preserved Hand	Haunted Well	Spectacles	Vial Of Blood	Chest	Philosophers Stone	Hour Glass	
Abandoned Room	51	57	65	59	62	73	77	81	
Balcony	53	58	66	70	72	50	75	80	
Catacombs	53	55	66	67	62	63	78	42	
Charred Room	52	56	68	67	60	61	76	81	
Dining Room	51	55	69	59	72	74	75	79	
Furnace Room	54	56	68	71	64	63	76	80	
Gallery	53	50	69	70	24	74	77	82	
Gymnasium	4	57	6	71	64	63	45	82	
Junk Room	54	58	66	14	62	61	78	79	
Kitchen	53	55	68	67	72	74	77	81	
Master Bedroom	51	50	69	71	60	73	75	82	
Pentagram Chamber	52	56	65	70	60	61	76	79	
Servant's Quarters	54	57	65	59	64	73	78	80	

51 – Haunt Revealer 52 – Haunt Revealer 53 – Highest Knowledge 54 – Haunt Revealer 55 – No Traitor 56 – Highest Speed (not the Haunt Revealer) 57 – Left of the Haunt Revealer 58 – Haunt Revealer 59 – Lowest Sanity 60 – Madam Zostra (or Highest Knowledge) 61 – Left of the Haunt Revealer 62 – Lowest Speed 63 – Darrin “Flash” Williams (or Lowest Knowledge) 64 – Haunt Revealer 65 – Highest Speed	66 – Lowest Might 67 – Highest Speed 68 – No Traitor 69 – Highest Sanity 70 – Haunt Revealer 71 – Haunt Revealer 72 – Haunt Revealer 73 – No Traitor 74 – Oldest Character Age 75 – Left of the Haunt Revealer 76 – Haunt Revealer 77 – Left of the Haunt Revealer 78 – Haunt Revealer 79 – Haunt Revealer 80 – Haunt Revealer	81 – Haunt Revealer 82 – Haunt Revealer
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51 -- Flying Spiders

A scream echoes through the house you realize it was your friends voice. Now finding that a giant Spider has killed him and seeing how fast he died and the spawn it created you realize that if you do nothing humanity is doomed.

What You Know About the Bad Guys

The traitor has died from spiders bursting from his chest. The Queen Spider controls the offspring.

You Win When...

...you kill the Queen spider.

How to Destroy the Queen Spider

- When attacking the Queen Spider you get -1 dice per offspring with her.
- Attacking offspring you get no negatives.
- You must deal a number of damage to the Queen equal to a number that the traitor is keeping track of on his damage marker.

If you Win...

Finally the spider and its offspring lay dead. A small gurgling noise issues from the mouth of the beast as you give it the final blow.

Humanity is safe for the time being. Lets just hope that was the only one in existence.

52 -- Mutation

Some chemical appears to have been ingested by a small animal within the house. This then has been transferred into the blood stream of your friend. Hideous shrills fill the mansion as he screams in horror. His body mutating into nothing more than a fleshy mass eating everything he comes across like a giant ameba.

What You Know About the Bad Guys

The Traitor has mutated with the hamster and is now a blob. He cannot be attacked by normal means.

You Win When...

...you kill the blob.

How to Destroy the Blob

- First you must find Nitric Acid, and the Vinegar.
- Once you have them both someone must mix them this takes a knowledge roll of 5+
- Then you have to go to any room with any blob token and make a speed check 5+ followed by a sanity check 5+ to infect the blob with the potion. This will kill the blob and all copies of it.

Special Rules

- If you end your turn in a room with a blob token you lose one point on every stat.

If you Win...

As you apply the concoction to the fleshy mass it begins to bubble and boil. Slowly it erodes away into nothingness.

Leaving the house you set it afire in hopes that whatever chemical did this to your friend will never be found again.

53 -- Plague of Rot

A nasty disease has overtaken your friend he appears to be rotting away. Not only is he rotting but you think his brain has been affected. He swears to it that you are out to trap him when you just want to find a cure for him.

What You Know About the Bad Guys

The Traitor is plagued and is trying to spread it.

You Win When...

...you heal the plague.

How to Heal the Plague

- You must gather all of the Item Pile tokens and bring them to the Research Laboratory.
- Once they are all in there you need a number of knowledge checks 4+ equal to the number of players if this is a success you emit a gas into the air that heals all people of the plague including the traitor.

Special Rules

- If you end your turn in a room with the traitor you must battle him with speed. You cannot affect him but he deals damage to your speed. If you drop below starting speed from this you are infected.
- If infected you move only 2 spaces a turn and you lose one point from any stat each turn. You cannot drop to the skulls by this.
- You cannot hurt the traitor with normal combat.

If you Win...

As you mix the last of the ingredients together the vials all shatter and the room shakes. Suddenly a wallop of smoke emerges from the liquid and shoots off through the house. The neon green glow it leaves in its wake attracts your eyes for a faint second. Then you hear confused calling of your friend, "Where is everyone? What happened?" Everything is back to normal...for the moment.

54 -- Arachnid Queen

Your friend is gone his blood has been drained by an enormous spider. And unless you do something about it you might be next...

What You Know About the Bad Guys

The Arachnid Queen is trying to make you all food for her babies.

You Win When...

...you kill the Arachnid Queen.

How to Kill the Spores

- Make a Might attack against the spore if it wins you take no damage but if you win it dies.
- The spores are susceptible to fire any explorer with the candle or lantern will kill them without needing a might check.

Special Rules

- Each spider seems to grow in power as they break from the spores you need to find a way to stop them from breaking out.

If you Win...

After bursting each spore and beating the giant spider to death you feel like you actually accomplished something. But hell if you'll ever go back to that house again.

55 -- Brain Parasites

The Shriveled hand has released parasites that are trying to take over our minds. None of us noticed them until they were almost on us. Then we realized we needed to get out of there and figure out a way to get rid of these things. One thing is for sure they sure like this hand.

Right Now

- Put an antibody token on the same space as each explorer.
- Get a number of knowledge tokens equal to the number of players.

What You Know About the Bad Guys

The haunt has no traitor. The parasites will go after the haunt revealer and they want to take over your bodies.

You Win When...

...you perform the ritual on the hand to drive the parasites into the rotting hand to kill them.

Killing The Brain Parasite

- You must take the hand to the graveyard and make a number of Knowledge 5+ checks equal to the number of players there. This kills all traitor controlled drones.
- Then you must lead at least one Brain Parasite there. If no more parasites are left you win also.

Brain Parasites

Knowledge 8

- They move 2 spaces towards the closest explorer. If there is a tie then they go after the explorer that has less brain parasites following them. If the Shriveled Preserved Hand is within 3 spaces of them they ignore any other explorers and go after the player holding it.
- If they end their movement on an explorer's space they make a battle on knowledge with the opponent.
- If they kill an explorer the explorer becomes a controlled drone and removes that parasite since the player is the parasite now and will try to kill the other explorers. That player now is considered a traitor.

If you Win...

The last parasite returns within the hand. Suddenly the hand shrivels into nothing but skin and bone then the skin decays off before your eyes. Leaving only skeletal remains. The parasites are no where to be seen. Then the hand turns to ash scattering away. Was it all a dream? But where is Heather?

56 -- Spirit in Passing

Your friend has run off calling out some ancient words calling a Banshee out of the walls of the house. He started babbling about returning the witch to life and that she just needs to be reassembled properly then everyone would get a wish from her great power.

Right Now

- Get a number of might and speed tokens equal to the number of players.

What You Know About the Bad Guys

The traitor is trying to resurrect the dead witch.

You Win When...

...you bury the corpse of the witch with a ritual to keep her dead.

Carrying the Corpse

- When moving the witches corpse you can't move more than 2 spaces a turn.
- The Banshee cannot attack you if in the room with the corpse token. If the traitor tries read below:
"The Banshee cannot see me therefore it doesn't attack."

Burying the Witch

- Make a number of Speed 6+ and/or Might 6+ checks equal to the number of players in the graveyard. The corpse has to be in the graveyard when this is happening. If you do this the Banshee dissipates and the Witch remains permanently dead.

If you Win...

Burying the witch with several rituals is sure to keep this from happening again. Your friend still seems mad and probably will never return to his sane self. The Banshee has vanished hopefully passing on. But just in case you feel it is just about time to leave this house behind.

57 -- Essence of Hate

Your friend has gotten mixed up in some occult writings and seems to be mad with a ritual he swears he will perform. At first you thought it was a joke but then things started to happen...

What You Know About the Bad Guys
The traitor is trying to open gates to hell.

You Win When...

...you seal half the gates rounded up if an even number you need one more than half.

Closing a Gate

- When in the room a gate is in make a Sanity Roll 6+ and discard a Holy Relic to seal it off.

Finding Holy Relics

If you have any of them you can claim they are the holy relics. Once relics are used they cannot be gotten back.

- Book – Knowledge Check 5+ in the Library.
- Crystal Ball – Might Check 5+ in the Dining Room
- Medallion – Make a Speed Check 5+ in the Crypt.
- Holy Symbol – Make a Check of your choice of 5+ in the Chapel.
- Ring – Sanity Check 5+ in the Master Bedroom.

If you Win...

Sealing off the gates before they are opened to hell or where ever he had them leading to. Your friend is just sitting staring into space now. You think that his mind is completely gone.

58 -- Unwelcome Guests

Vampires! The beasts of the night stalk the house. You realize that one of you has already been changed into one of the undead. Realizing from all the movies you have seen you know that stakes and Holy Symbols will keep the creatures at bay. But there has to be a better way...

Right Now

- Get a number of Knowledge tokens equal to the number of players out.

What You Know About the Bad Guys

The traitor is a vampire now and is trying to create minions out of you.

You Win When...

...you seal off the Pentagon Chamber using the Vial of Red Liquid.

Sealing the Pentagon Chamber

- When in the Pentagon Chamber with the Vial of Red Liquid. You need to make a number of knowledge checks equal to the number of players to seal it off.

Finding the Spear

- If you don't have the Spear then you can go to the Attic and make a Knowledge check 5+ to find the spear.

Finding the Vial of Red Liquid

- Go to the Gallery and make a Sanity check 5+ to find the Red Liquid.

Holy Symbol

- If you end your movement on a vampire or the traitor you can force them to move away up to 3 spaces in the direction of your choice if you hold the holy symbol.

If you Win...

You successfully lock yourselves off in the room with the seal you created. The vampire that once was one of you continually claws at your barrier as day starts to break. The sun shoots down through the loose floor boards burning and corroding your friend. He turns into nothing more than ash. You are safe for now but no sign of the Vampire Lord can be seen.

59 -- Lost Children

Somehow your colleague has created an alternate dimension by weaving the dreams of children together. This strange world relies on their dreams and is even bringing their nightmares to life.

What You Know About the Bad Guys

The traitor has pulled the children's nightmares together and manifested it to a reality in the house.

You Win When...

...you help the children escape the house this will break the spell on the nightmare realm.

Unlocking the Front Door

- When in the main entrance you can unlock the front door with a knowledge check of 6+ or using the Skeleton Key

Children

- The children will follow up to 3 spaces anyone who moves through their square.
- If a child ends its movement on the Main Entrance and the Front Door is open it will leave.

If you Win...

As the last child flees from the house your friend screams, "No! What have you done?!"

Just then the creatures that he has been controlling contort and shift forms to black shadowy figures as they rush at him and engulf him in darkness. Dragging him down through the earth and out of your view.

60 -- Summoning the Great Beast

A cult has shown up looking for your former ally. He has invited them finding this place the perfect location to summon their Great Beast. You are all that stands to help all of mankind before this happens.

What You Know About the Bad Guys

The traitor is a cultist and has brought his friends they wish to summon a great monster.

You Win When...

...you kill all the cultists including the traitor, or they can ruin the summons of the traitor.

Killing a Cultist

- To kill a cultist the heroes need a holy weapon. The Axe and Spear are the only holy weapons as options. Only one of them can be the holy weapon the players must announce which is to the traitor.

Finding the holy weapons

A knowledge check 5+ is needed in the Tower to find one of the weapons.

Spear is in the omen deck, and the axe is in the item deck.

Ruining Rituals

- When the traitor has placed knowledge tokens in rooms he finished rituals in an explorer can go and try and remove the token with a sanity 6+ roll.
- If a cultist is in the room and you are trying to ruin a ritual you must roll sanity check against his sanity and take mental damage if you fail. If you succeed you ruin the ritual.
- Ruin half the rituals rounded up to win in this way.

If you Win...

You successfully foil the plans of the cult and prolong the humans from extinction. Not only that but all the cultists have died from this ordeal. It seems the power from the rituals backfiring from being incomplete has wiped them out.

61 -- Leprechaun

A leprechaun has made a pact with the traitor. The traitor claims that you need to give it back its gold or you will all die. Having no idea what he is talking about since you have no gold you try to find a way of getting rid of the leprechaun before the threat on your lives comes true.

Right Now

- Put aside a number of Speed and Knowledge tokens equal to the number of players.

What You Know About the Bad Guys

The traitor is working with the Leprechaun trying to kill you.

You Win When...

...you trap the Leprechaun

Moving the Chest

- Any explorer can pick up the chest but while carrying it you move only 2 spaces a turn.

Trapping the Leprechaun

- The leprechaun can only be trapped if you have the four leaf clover and the chest in the same room as the leprechaun.

Finding a Four Leaf Clover

- In the Gardens roll a number of knowledge or speed checks of 5+ equal to the number of players.
- Take the flower token as the four leaf clover if you succeed on the rolls needed.

If you Win...

Finally trapping the fey in the box you seal it with the clover and your friend stands there dumbfounded.

"You know I would have shared the gold with you..." he claims as he backs into the corner away from all of you.

62 -- Monstrosity

Your friend has injected himself with a super virus that augments strength but lowers his brain capacity. He no longer sees any of you as friends but now you all just are trying to get him before he becomes invincible.

What You Know About the Bad Guys

The traitor has injected himself with some form of virus that is increasing his strength.

You Win When...

...you kill the traitor.

Killing the Traitor

Every Vaccine you are carrying the traitor gets one less die in attacking. Tell the traitor how many less dice he gets at the start of combat.

If you Win...

Your friend lays there bloodied from a rough fight. His breath slowed as he is dying. The virus couldn't handle the vaccines and now instead of making him stronger they are making him constantly weaker.

63 -- Haunted Opera

Without warning the organ starts to play. With an inspection of the area you realize that no one is in the room it seems to be playing by itself. A friend yells, "Hey there are people hiding out in the house." "They will be mine!" a voice exclaims from the organ room. A phantom appears and rushes off for the civilians.

What You Know About the Bad Guys

The traitor is assisting the Phantom whom is trying to abduct the civilians.

You Win When...

...you save more than half of the civilians.

Special Rules

- Civilians won't move by themselves instead they move with players. If a hero or the traitor moves through a space with a civilian they can move the civilian to any space along the way or on the space they end on.

If you Win...

The Phantom screams, "No! I was so close to gain life once more."

The traitor runs over to the phantom, "It can't be over. What can I do to help master?"

The Phantom is gone but the traitor is still asking over and over to the nothingness.

64 -- The Gate to Hell

Little too late it seems that you find your friend to be a group of goblins instead. You don't know what happened to your real friend but these creatures have started a porthole to their world and are trying to keep it open. You must put a stop to this.

Right Now

- Place a holy seal in each of these 3 rooms.
Chapel, Gardens, and Organ Room
- Get a number of knowledge tokens equal to the number of players.

What You Know About the Bad Guys

The traitor is actually a polymorphed group of goblins trying to open a gate.

You Win When...

...you permanently seal the gate.

Sealing the Gate

- Gather all 3 items and make a number of knowledge checks 5+ equal to the number of players in the room the haunt was revealed in to permanently seal the gate.

If you Win...

You finally seal off the gate. Without its power the goblins are no match for your brute strength.

The ones you don't get to splatter seem to die off on their own. It appears some form of energy was needed from that gate to keep them alive in our world.

65 -- Eerie Fishmen From Outer Space

After searching around the house you see some strange object fall out of your friends pocket just then a blue flicker shines across his body and in its place is a sea creature. Some half man, half fish creature. "Leave me..." it hisses, "I must feed my babies."

What You Know About the Bad Guys

The traitor is actually a Fishman from Outer Space that was hiding his identity with some magical device.

You Win When...

...you kill all the fishmen.

Killing the Fishmen

- If you defeat one in combat it dies but they are stronger than they appear.
- The Shotgun or Revolver kill them without rolling but you must be in the same room as them.

Finding the Revolver

- The last person with it died in the underground lake. A Speed check 5+ there should allow you to swim down and retrieve it. Find it in the item deck.

If you Win...

The half man, half fish creature drops to its knees, "My babies! No!"

It gets up to charge at you. You quickly pull up the revolver and shoot three shots off at it. The creature stumbles backwards then topples over the edge of the well and screams as it falls.

Only a splash is heard. Peering down the water stills itself but you see nothing else. Everything is over now, at least you hope.

66 -- Trapped Evil

Thunk! Thunk! Something appears to be in the well. Quickly you throw some items atop of it. "More!" you scream, "I need more stuff to pile on here!"

Right Now

- Get 6 item pile tokens and place them on any of the following rooms:
Attic, Ballroom, Chapel, Charred Room, Crypt, Dining Room, Gallery, Game Room, Gardens, Gymnasium, Junk Room, Larder, Library, Pentagram Chamber, Statuary Corridor, Storeroom, and Vault

What You Know About the Bad Guys

The traitor is trying to help the thing get out of the well.

You Win When...

...you stop the creature from coming out.

Blocking off the Well

- You can make it harder for the creature to break out by carrying Item Piles into the well room and placing them on the well.
- You can only carry one Item Pile at a time and the more on the well the better for you.

If you Win...

The sounds stop it appears that the pile of things here is enough to hold the creature back.

Before anything else can happen you decide it best to leave this house behind. As you drive away you see your friend staring out the window blankly. It seems he will never be the same again.

67 -- Blind Beast

Crashing in the attic you hear metal shattering. It is quite a nerve racking sound. Smashing through the door a large behemoth of a beast with its eyes gouged out and its body made almost entirely of muscle. It appears to be reacting to sounds rather than sight.

Right Now

- Get a number of Structure Tokens equal to the number of players and place them in the following Rooms:
Bloody Room, Charred Room, Dining Room, Gardens, Master Bedroom, and Tower.

What You Know About the Bad Guys

The traitor is trying to feed you to the Blind Beast

You Win When...

...you kill the Blind Beast.

Destroying Structure Tokens

- If the Blind Beast walks over one of these tokens it destroys it.
- If the Explorers attack the structure they need a 6+ to destroy it. If you destroy the last structure token the floor breaks and the creature falls down though the floors into the basement and dies.

Killing the Blind Beast

- The creature is immune to most attacks you can't simply hurt it that way.
- The creature moves by sound it will go toward where it hears sound but seems to fear the basement.
- When you move place a Previous Space token of their number where you started your turn.
- You will have to destroy all the structure tokens to collapse the beast down

If you Win...

The floor starts to creak under the beast. Your friend rushes over to his brother and tells him to move from the spot he is in. But before he reaches him the boards snap. The creature plummets down through the floor the whole way until it hits the underground lake.

Your friend falls right after the creature following down behind it.

The creature splashes into the water but your friend misses the water hitting the concrete head first with a snapping sound. The brother panicking and trying to stay afloat is flapping its arms all over the place but finally sinks into the water then nothing. Perhaps everything is over now...

68 -- Eruption

Suddenly Lava seems to be coming up from below the well. You better get out of here as fast as possible being cooked alive by molten rock doesn't sound like a good time to you.

What You Know About the Bad Guys

There is no traitor you are fleeing from the Lava.

You Win When...

...you escape the house.

Getting out the Front Door

- Knowledge check 8+ will unlock the front door. This check reduces by one for every two explorers in the Main Hall.
- The Skeleton Key will also unlock the door.

Upper Floor Windows

- A number of Knowledge checks 6+ equal to the number of players in a single room with an outside facing window and having the rope allows escape allowed from that room.
- The ground floor windows are all boarded up so you cannot get out through them.

Escape Via the Underground Lake

- Make a number of Speed checks 6+ equal to the number of players and you found a passage under the water there to escape also.

Lava

- After the haunt revealer Place one Lava marker in every room adjacent to any room the lava is in. Only through doorways though it doesn't burn through the walls.
- If there is no lava yet it will spawn only in the room with the well.
- It will won't climb up from below collapsed room to the collapsed room but will move the other way. It will always count rooms down as adjacent.
- The Ballroom is adjacent to the Gallery only if lava is in the Gallery.
- The lava will climb steps, secret steps, and move through the Wall Switch.
- If low on lava tokens remove tokens that cannot be gotten to anymore.
- Any explorer that touches lava dies instantly, so you cannot move through it and if it spawns on you, you die.

Finding the Rope

- A Speed check 5+ in any room that normally gives an item will find you the rope if no one has it yet.

If you Win...

You get out of the house just in time before it catches fire and seeps slowly into the ground. Luckily the lava doesn't spread away from the actual house and appears to slow and possibly start to harden.

69 -- Tentacles-A-Plenty

A vile creature is found stuck in the well and you don't want anything to do with the beast. However, you notice your friend wanting to aid the creature. Not even wanting to know what it is capable of doing you try to stop him by finding some false Tablets and trying to keep the real one hidden.

Right Now

- Take the Tablet 1, Tablet 2, and Tablet 3 tokens and place them in any 3 rooms. One must be on each level of the house.
- Write on a sheet of paper which one is the true tablet.
- Get a number of knowledge and sanity tokens equal to the number of players.

What You Know About the Bad Guys

The traitor wants to save the creature from death.

You Win When...

...the creature dies by the wrong text being read to it.

Killing the Beast

- If the traitor reads a false tablet to the beast it dies.
- If the explorers make a number of knowledge checks 6+ or a number of sanity checks 6+ with a false tablet in the well room equal to the number of players the beast dies also.

If you Win...

The tablet is read but nothing seems to happen. Is it a fluke? The creatures energy even less than it was before lets out a wail. Its tentacles drop limp to the ground and it stops moving.

Your friend yells out, "For the name of science! You killed it!" Falling down crying your former ally just says, "Go, go, leave me to my studies. I will find something I know it. Someway to fix this." You leave the house unsure as to if your friend is still mentally stable. But you know that you will never see them again.

70 -- Eye of Horror, Eye of Truth

After a brush with death your friend seems alright he is still alive after all but now he is acting very strange and mumbling to himself, "just you wait."

Right Now

- Get a number of knowledge tokens equal to the number of players.

What You Know About the Bad Guys

Nothing... you know he is acting strange but no idea what he is up to.

You Win When...

...one person escapes the house.

Finding the Skeleton Key

- Make a number of Knowledge checks 6+ equal to the number of players in the Vault to find the key.

Essence of Death

- Any turn you don't move you lose one point in all stats.
- You cannot attack the traitor.

If you Win...

Escaping the house you notice a shadowy figure form like a cloud behind your friend and a jaunty motion of the dark gas and your friends torso seems to fall off his legs and the body goes limp. The cloud is gone as fast as it showed up.

71 -- Darkness Comes

The lights have all gone off. Your flashlights are dead as well. You must find a way to restore the lights. Looking at the light you notice it might still be on but there is an icy cap over all the lights. Even your flashlights have this icy cap. Trying to break it seems to be no use. You need to increase the heat in here.

What You Know About the Bad Guys

The Traitor has signed a pact with the darkness to allow it to take over.

You Win When...

...you turn the lights back on.

Special Rules

- You can only move 2 spaces a turn due to darkness.
- If you have a candle or lantern you can move your full movement.
- If you end your movement on a room with an explorer that has light you now have light also.

Finding the Candle

- A Knowledge check 5+ in the Attic.

Turning the Lights on

- Take the candle or lantern to the Furnace Room.
- Take the coal token to the Furnace Room and make a Speed Roll 5+. If successful the furnace turns on and light is restored.

If you Win...

The warmth of the furnace melts the ice caps in the house and the lights shoot out from behind them. The shadows all dissipate into a black smoke.

“My friends!” the traitor screams. “What have you done!”

Backing away as he eyes you maliciously the traitor springs for you. Just in time you dart away and he flies directly into the furnace. Screaming in agony trying to get out you close the front to forever silence the person you once called a friend.

72 -- Reincarnated Warlock

An old man appeared after the vial of blood was uncorked. The man claims to be the most powerful being ever and will kill everyone that won't bow down before him. You see he is still in a weakened state and frantically start looking for some way to seal him back into a place he won't hurt anyone.

What You Know About the Bad Guys

The traitor is trying to aid the Warlock in destruction of mankind.

You Win When...

...you seal the Warlocks powers

Fighting the Warlock

- Normally when you fight him you cannot hurt or stun him.
- If you have the Ritual Spear when you fight him you do not gain the might bonus from the spear but the warlock uses his might and will take sanity damage. Tell the player to keep track of how much sanity the warlock has currently with the turn track.

Performing the Sealing Ritual

- You must be in the Pentagon Chamber with the Warlock with the Ancient Text and do a test of sanity with him. If you win he is imprisoned in the pentagram. If you lose you take mental damage.

Finding the Ritual Spear

- If the players do not have the spear they must go to the Larder and make a Speed check 5+ to obtain it. Search the Omen deck for the spear.

Finding the Ancient Text

- If no player has the Book omen card. Then the Book can be found in the Library, or Master Bedroom with a knowledge roll of 5+. Search the Omen deck for the Book.

The Ritual of Drawing

- When in the Pentagon Chamber you can make a knowledge roll of 6+ to teleport the warlock there. He cannot move or leave this room his next turn but can fight as normal.

If you Win...

The warlock looks to the traitor and yells, "How dare you not aid me in my plight! For this you will join me." Pointing his staff at the traitor he says a few words and before you even notice what is going on the traitor and the warlock are both swirling into the design of the pentagram in this room. Then all is quiet, it is over for now...

73 -- The Sleepover

The night you all stay over something evil locks all your doors and attempts to kill you. You must all find some way out!

Right Now

- Each player chooses from any of the rooms below. If there are not enough rooms for each player go through the tile deck top to bottom looking for one of the listed rooms and place it in the house at a legal place.
Abandoned Room, Attic, Bedroom, Game Room, Master Bedroom, and Servants' Quarters
- Set the turn marker at 0 move it one space each time it gets to the haunt revealer. After 10 rounds you lose.

What You Know About the Bad Guys

There is no traitor everyone needs to escape together.

You Win When...

....all explorers get out of the house alive before 10 rounds hit.

Rats and Bats

Speed 5, Might 2

Phantom

Knowledge 5

Abandoned Room

- First round 3 rats spawn in here.
- Roll a die on a 2 then 3 rats spawn.
- If all are dead you need a speed check against a rat to get out of the room if the room is ever empty of rats.
- From outside the room you can attempt the speed check against the rat

Attic

- Every round a rat will attack you.
- Make a Might check 8+ to lift a beam out of the way of the door. Every time you fail it your might goes up by one.
- Make a Speed Check 8+ to find the key or a Knowledge Check 6+ to unlock the door. If you fail the Speed Check your speed moves up one notch.
- From outside the room can attempt the Knowledge Check 6+ to unlock it.

Bedroom

- Roll a die. On a 1-2 then 5 bats spawn
- A number of Speed or Might checks of 5+ equal to the number of players on the window will remove all bats in the room.
- To get out of the room: Sanity check 5+
- From outside the room can attempt the Sanity Check 5+

Game Room

- A phantom is playing chess with you make a battle of Knowledge with it. After you take mental damage if losing you gain 1 point of Knowledge.
- If you pass the Knowledge check you must make a Speed check 5+ to get out the door.
- From outside the room can attempt the Speed check 5+

Master Bedroom

- Sanity check 5+ to crawl out the window and keep exploring until you find a way back into the rest of the house.
- If you explore rooms that leads to a window side of the Master Bedroom you can pull them out through there with a Sanity check 5+

Servants' Quarters

- Place a servant in here if a player is in this room.
- The servant has a riddle for you to get out. It is a Knowledge check 9+. Every round you lose one point in mental damage but the Knowledge check is reduced by 1 then.
- You can attempt the Knowledge check from outside the room.

Leaving the House

- If all players are in the main hall the front door opens otherwise it is magically sealed.

Magical Teleportation

By moving the turn track up 2 notches you can switch rooms with any other player or to any of the other room

If you Win...

After getting out the door you look back. As you were leaving the house seemed to be getting pulled into a dimensional rift. Things will never be the same for you again.

74 -- Painting of Youth

A Friend for the Ages (Jeremy Lennert's Original Haunts Found at <http://www.mindflare.com/betrayal/index.htm>)

The gallery is filled with many antique paintings, beautifully framed, but now collecting dust. As you gaze at the works of art, your eye falls upon one that looks strangely familiar. You see the face of one of your friends, but marred by age and mortal wounds. Beneath the painting is a dusty placard reading: "For a friend for the ages...may death itself refuse you while this ward endures."

Right Now

- Place a number of Paint tokens (hexagonal) in the house equal to two more than the number of heroes. The Paint tokens can be placed in the following rooms: the Attic, Abandoned Room, Collapsed Room, Patio, Statuary Corridor, Storeroom, and Wine Cellar.
- Place one Paint token in each room. If there are more rooms in play than you have Paint tokens, place them in the rooms farthest from any explorer. If you have more Paint tokens than there are suitable rooms in play, set them aside, and put them in the next rooms from the above list to be discovered.
- Also set aside a number of Knowledge tokens equal to the number of heroes.

What You Know About the Bad Guys

The Traitor is protected by his portrait, which absorbs all his ills and infirmities. He is trying to protect it at all costs

You Win When...

...you break the portrait's spell by repainting it, or the Traitor is dead.

How to Repaint the Portrait

- A hero in the Gallery and holding a Paint item can attempt a Knowledge roll of 4+ on his turn to repaint the portrait. If this roll is successful, the Paint item is destroyed, and you place one Knowledge check token in the room. When you have accumulated a number of Knowledge check tokens equal to the number of heroes, the spell is broken.

Special Attack Rules

- The Traitor cannot be harmed by normal means. If you defeat the Traitor in physical combat by at least two points, you may steal an item from him, but damage will not reduce his traits.
- Exception: when a hero wearing the Amulet of the Ages or carrying the Philosophers Stone defeats the Traitor in combat, the Traitor's traits are reduced by the damage as per the normal rules

If You Win...

As you make the last stroke, you feel as if the painting finally yields to your brush, and gives up the power it contains. The Traitor staggers. His hair grows long and white, his face grows old and wrinkled, and his body seems to fall apart. In a moment, nothing remains but a pile of dust.

But as you look at the new portrait before you, you wonder...where have you seen that face before?

75 -- Mirror, Mirror

Darker than Night (Jeremy Lennert's Original Haunts Found at <http://www.mindflare.com/betrayal/index.htm>)

As you've been exploring the house, it has grown gradually darker outside, and the windows of the house have shown you less and less of the outside world and clearer reflections of your own images. But now the darkness has deepened beyond any night you can remember. As you stare outside, your own eyes look back at you, and you can see nothing at all of the outside world.

Suddenly, you hear an inhuman sound at once like a scream and a laugh. As you turn, where once you saw your friend, you now see two identical forms standing side by side—and both stare at you with eyes of pure black, darker than night.

Right Now

Set aside the six Evil Twin tokens (blue), several knowledge roll tokens (triangular), and several Holy Seal tokens (pentagonal).

What You Know About the Bad Guys

The traitor has been consumed by darkness and is trying to plunge the entire house into darkness as well. To this end, he is creating reflections of himself which look exactly like him but move about independently.

You Win When...

...you perform an exorcism to banish the darkness, or you kill the traitor.

How to Perform the Exorcism

- All windows in the house, including false windows, are now mirrors (these are in the Bedroom, Chapel, Conservatory, Dining Room, Grand Staircase and Master Bedroom). A hero in one of these rooms may create a Holy Seal to ward off the darkness by making a Sanity roll of 4+ on his turn. You cannot create a Holy Seal if there is already one in the room. When there are a number of Holy Seals equal to the number of players, the exorcism is complete and the heroes win.

Special Attack Rules

- The traitor's reflections cannot be harmed by normal attacks, but you can destroy them using a consecrated weapon. If you defeat a reflection using a consecrated weapon, the reflection is immediately destroyed.

Special Rules

- Ask all heroes in the room to make a Knowledge check; if any of them roll *greater* than the number of your characters in the room they keep track of you and you cannot change tokens. If there are no heroes in the room, or all heroes fail this check, you don't need to tell the heroes which token now represents you.

Consecrating a Weapon

- You can consecrate the axe, the spear, or the ring by making a Sanity roll of 6+ when you have the weapon in the Chapel. Roll Speed to attack a reflection with the consecrated axe or spear, or sanity with the consecrated ring (the reflection defends with the same attribute). Consecrated weapons can be used normally against other targets.

Destroying Dark Hexes

- The traitor may create Dark Hexes (represented by knowledge roll tokens). A hero can remove one of these tokens from play by making a Knowledge roll of 6+ in the same room.

If You Win...

Suddenly, you are plunged into total darkness, and you fear for a moment that something has gone wrong, but in a moment everything returns to normal. For a minute, all is silent as you look anxiously out the window. Then, with a sigh of relief, you see the dawn.

76 -- Demonic Rituals

In a Crackling Aura (Jeremy Lennert's Original Haunts Found at <http://www.mindflare.com/betrayal/index.htm>)

This house is very, very old. All the building materials are the very best, but even they have not withstood the centuries. Dust lies thick in every room. Suddenly, you hear something that sounds like thunder, and you are certain some part of the house must be collapsing—but as you turn to look, you see not a pile of rubble, but a room absolutely pristine, like it was built yesterday. And in the doorway, stands your friend, a stone in his hand, enveloped in a crackling aura.

Right Now

- Set aside 20 dust tokens. Also set aside the large demon lord token and the Turn/Damage Track.
- Set the Turn/Damage Track to the number of heroes in the game.

What You Know About the Bad Guys

Your friend has been possessed by the spirit of an ancient wizard, sealed in the ring. He wants to kill you all.

You Win When...

...you disenchant the stone, and there are no demons in the House.

Magic Dust and Anti-Magic Fields

- Once per turn, any hero may search any room with an event icon for magic dust by rolling 3 dice (a hero with the Crystal Ball rolls 4 dice). On a roll of 4+, the hero has found magic dust; place a dust token on that hero's character card.
- Magic dust can be dropped, traded or stolen like an item. If the dust is dropped, it immediately disperses into the room and creates an anti-magic field; remove the token from that hero's character card and place it in that room. The Traitor cannot cast spells inside these fields.
- Heroes cannot search a room containing an anti-magic field and can never hold more than one dust token..

How to Disenchant the Philosophers Stone

- A hero in the same room as the Stone who is holding magic dust may attempt to disenchant the stone.
- If the Stone is being carried by the Traitor, the hero must attempt Speed attack against the Traitor; if the attack succeeds, you deal no damage, but reduce the Turn/Damage Track by one.
- If the Stone is not carried by the Traitor, reduce the Turn/Damage Track by one.
- Discard the dust if you are successful or not.
- If the Turn/Damage Track reaches zero, the Stone is disenchant and loses all its powers, the Traitor falls unconscious and the heroes win if the demon isn't there; if there is a demon in play, the heroes must banish it to win.

How to Banish a Demon

- The Traitor may summon a demon. If he does, there are two ways to banish it.
- A hero can go to the room where the demon was summoned and attempt a Knowledge roll of 6+ to reverse the summoning spell. A hero with the Book rolls one extra die on this check.
- Alternately, a hero holding the Candle or Holy Symbol and in the same room as the demon may attack the demon with Sanity. If you inflict any damage with this attack, the demon is banished; if not, you receive no damage.
- Each hero may make only a single attempt to exorcise or unsummon the demon each turn.

Special Attack Rules

- A hero wearing the Mask rolls one additional die when attacking the Traitor.
- A hero with the Mystic Coin rolls one additional die when defending against any of the Traitor's magic spells.

If You Win...

The stone clatters to the floor, rolling in a lazy circle. Slowly, the house's magical transformation fades, and the dust takes up its accustomed place. You glance at each other just long enough to establish that no one wants to touch the stone before fleeing the house. The wizard is dead once again...but for how long?

77 -- Cursed Fate

For a Thousand Pears (Jeremy Lennert's Original Haunts Found at <http://www.mindflare.com/betrayal/index.htm>)

You've heard many stories of the royal family that lives in this House long ago. They say that they displeased a witch, who placed a curse upon the House, obscuring the royal line and its legacy for a thousand years.

You thought this was just a myth, but the Philosopher Stone you now hold in your hand has their royal seal carved into its face, and it is clearly old beyond measure. If the stories are true, returning the royal family's treasure to its resting place on the ruler's statue will break the curse and banish the witch...provided the witch doesn't kill you, first.

What You Know About the Bad Guys

They want to destroy the Philosopher Stone.

You Win When...

...you place the stone in the indent in the statue.

Special Movement Rules

- A hero may not move more than two rooms per turn while holding the stone.
- A hero may not drop or trade the stone except at the beginning of his turn.

Placing the Philosopher Stone

- A hero holding the stone in the same room as the statue may attempt a Speed check equal or greater than the number of opponents in the room (Traitor plus un stunned monsters) to place it in the statue. If successful the heroes win.

Dragging Monsters

- If a hero is in a room with a stunned monster, that hero can move with the stunned monster, forcing it into other rooms. A hero may only drag one stunned monster at a time, and must expend double movement points when doing so.

If You Win...

The change is instantaneous and marvelous. In a brilliant flash, the House is restored to its former glory. The dust and grime are gone, the walls stand proud and firm. There is no sign of the witch or her familiars. A regal figure stands before you. When he smiles, you know, deep within yourself, that all is well.

78 -- Welcome to Twilight

Nightfall (Jeremy Lennert's Original Haunts Found at <http://www.mindflare.com/betrayal/index.htm>)

Slowly, the sounds of the House seem to become quiet, and your vision becomes strangely dim. Suddenly, you feel a strange force bearing down upon you, as if the dam holding back a huge wall of water has broken. Everything around you becomes dark, and you feel as if you are swimming in the darkness. The air is chill, and you seem to have trouble concentrating. You hear a cold voice in your mind say, "Night has fallen."

Right Now

- If the Furnace Room isn't in the House, search through the room stack and place it in the basement, then shuffle that stack.
- Set aside a number of Nightmare tokens and a number of Torch tokens equal to the number of heroes.

What You Know About the Bad Guys

The Traitor has brought twilight and Nightmares to the House. They will attempt to kill you.

You Win When...

...you destroy all of the Nightmares, or you banish all of the twilight from the House.

Twilight

- Most of the House is now covered in an unnatural twilight that asserts its own reality. The twilight covers every room except the Furnace Room, Gardens, Graveyard, Patio, Balcony, Tower, and any room with an outside-facing window.
- Additionally, whatever room the Traitor is in is always covered in twilight, even if the Traitor is dead.
- While in twilight, explorers and monsters use Sanity instead of Speed to determine their movement. An explorer or monster with at least one movement point remaining can move from a twilight room to a normal room or vice versa, but doing so ends its movement (it may still attack or manipulate items as normal).

Torches

- A hero in the Furnace Room may create a torch instead of making an attack. Place a torch token on his character card. A torch negates the effects of twilight in the same room unless the traitor is in that room. If the traitor is in there only the torch holder isn't in twilight.

- Torches may be traded between heroes, but a torch that is dropped or stolen is extinguished and discarded. Each hero may only carry one torch at a time.

How to Destroy the Nightmares

- If a hero attacks a Nightmare and inflicts 2 or more points of physical damage or 3 or more points of mental damage, that Nightmare is destroyed and removed from the game. If the Nightmare takes less damage, it is only stunned.

How to Banish the Twilight

- If several heroes are in the same room, and at least one of them is holding a torch, they may work together to attempt to banish the twilight from that floor. They must be in a room which would normally contain twilight (if there were no torch in that room).
- Each hero may attempt either a Knowledge roll or a Sanity roll of 4+. A hero attempting one of these rolls may not move or attack on the same turn. If at least one Knowledge roll and one Sanity roll succeed before the monsters' turn, the twilight is banished from that floor of the House.

Special Attack Rules

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

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

If You Win...

Slowly, the shadows recede. The nightmares become fuzzy and distant; the twilight gradually brightens. The torch in your hand flickers comfortingly as you look around. It all appears to be over...

Then, you wake up.

79 -- The Sands of Time

Time Waits for One Man (Jeremy Lennert's Original Haunts Found at <http://www.mindflare.com/betrayal/index.htm>)

Suddenly, everything seems to stop. You can see every detail of the room around you, but nothing seems to move—not even the clocks. An instant later, you are knocked to the ground, and every clock in the house shatters. A strange sand wafts through the house on a breeze you cannot feel. You hear someone shout, “the Sands of Time have been released!”

Right Now

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

What You Know About the Bad Guys

The Traitor has released the Sands of Time and is using them both to manipulate the flow of time and to control the specters of memory and fate. He will try to kill you.

You Win When...

...the Traitor is dead.

Do This After Each Traitor's Turn

- Once the Traitor has taken his turn, before he moves the specters, one hero must roll a number of dice equal to the number of players in the game to see if the Traitor can keep control of the Sands of Time. If the result of this roll is equal to or less than the number on the Turn/Damage Track, the Traitor loses one from each trait, reduce the Turn/Damage track by one, and roll again. Continue rolling until the result is greater than the value of the Turn/Damage track.

- The more the Traitor uses his powers, the harder it will be for him to keep control of the Sands of Time.

The Specters

- Specters do not hinder the movement of opponents, nor is their movement hindered by heroes.

Cheating Fate

Once per turn, instead of making an attack, a hero can attempt to banish a specter by cheating fate. To attempt this roll, the following conditions must be met:

- The hero must be in the same room as the specter being banished.
- One of two conditions must be made. Either the hero attempting the roll must be holding the Crystal Ball
- Or there must not be any other heroes in the room.

The hero attempting to cheat fate makes a Knowledge roll. On a result of 4+, immediately remove the targeted specter from play.

Special Attack Rules

The specters cannot be harmed by Might attacks, but you can use the Ring to attack them with Sanity. A hero with the Medallion receives no damage when losing a combat roll against a Specter.

If You Win...

There is a mighty, rushing wind, as all the Sands scattered through the house seem to be pulled to a point. Then, you all find yourselves standing outside the house, as you were just moments before entering it. This time, you think better of it, and choose to return home.

80 -- Quiz Me Not

Burning Sands (Jeremy Lennert's Original Haunts Found at <http://www.mindflare.com/betrayal/index.htm>)

As you search through the room, you suddenly see glowing symbols racing across the wall. As you watch, they begin to rearrange themselves into discernible words:

TO SCATTER THE BRAVE

AND RUIN THE LAND

THE ANCIENTS HAVE GATHERED

THE BURNING SAND

THE RIDDLE HEREIN

HOLDS A POWER AT BAY

THAT CAN SHATTER THIS WORLD

OR THY ENEMIES SLAY

TO UNLOCK ITS SECRET,

THREE CLUES DO YOU NEED

IF YOU VALUE YOUR LIFE,

THEN RETURN WITH ALL SPEED

Right Now

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

What You Know About the Bad Guys

They are trying to undo the riddle and release a malevolent power upon the world.

You Win When...

...you solve the riddle.

How to Solve the Riddle

- To solve the riddle requires that you first obtain three clues.
- You must make a Might roll of 4+ in the Junk Room
- A Speed roll of 4+ in the Game Room
- A Sanity roll of 4+ in the Organ Room
- The clues are too subtle to describe, so each hero attempting to solve the riddle must make these checks and obtain all the clues individually.
- When you successfully complete a check, put a corresponding token on your character card to indicate that you have obtained that clue, and draw an event card before continuing your turn.

- Once you have all three clues, you must attempt a Knowledge roll of 6+ in the room where the Haunt was revealed to put all these clues into a solution to the riddle.
- If you are holding the Crystal Ball or the Spirit Board, roll one additional die on this roll.
- If successful, you solve the riddle and win the game.
- Each hero may only attempt one of the above each turn.

The Sphinxes

- If a hero attempts to leave a room with one or more Sphinxes, the hero must expend three extra points of movement for each Sphinx in the room, instead of one. Stunned Sphinxes do not impede hero movement.

Special Attack Rules

- You may attack Sphinxes with Might, as normal, but may also choose to attack them with Knowledge (by attempting to solve their riddles). The Sphinx defends with Knowledge. If you win the combat, the Sphinx is stunned. If you fail, you take no damage, but your turn immediately ends.
- If you attempt a Knowledge attack when there are multiple Sphinxes in the room, you combat them all at once. The Traitor rolls the highest Knowledge of all the Sphinxes, plus one additional die for each additional Sphinx in the room. If you win, they are all stunned.

If You Win...

*The words are well spoken;
A vision of light
Does succor the land
And erase every blight
Though you would be lost
With this magic unused,
How long can such power
Remain unabused?*

81 -- Plagued Poodle

Reeking of Death (Jeremy Lennert's Original Haunts Found at <http://www.mindflare.com/betrayal/index.htm>)

As you examine another room of the house, a strange scent wafts through the halls. At first puzzled, you quickly find yourself repulsed by the awful stench as smoke begins to drift into the room. Your friend emerges from the haze, gripping a mangled, deathly object and reeking of death. You can't imagine how he can withstand the odor, until his eyes meet yours, and you can see no life in them.

What You Know About the Bad Guys

The Traitor is in possession of a deathly object, which gives off toxic fumes. The fumes are spreading throughout the house.

You Win When...

...at least half of the heroes escape through the front door, or you cleanse the deathly object and at least half of the heroes still live.

Opening the Front Door

- The front door is locked and barricaded. You can clear the barricade by making Might checks in the Entrance Hall; on a roll of 4+, place a might roll token in the room. When you have accumulated a number of tokens equal to the number of heroes when the haunt began, the door is accessible.

- If you have the crowbar you roll no additional dice to open this door instead you need only a 2+. If you use it for this roll it cannot be dropped, traded or stolen this turn.
- You must then unlock the door by making a Knowledge check of 5+ in the Entrance Hall or by using the Skeleton Key. When you open the door, draw an Event card before continuing your turn.
- Once the door has been opened, any hero may flee the house by expending 2 points of movement (plus one for each opponent in the room) while in the Entrance Hall.

Cleansing the Deathly Object

- The deathly object can be dropped, traded, or stolen like a regular item. You can cleanse the deathly object and put an end to its curse by purifying it in either the Furnace or the Underground Lake.
- To do this, a hero must begin his turn in one of these rooms with the object in his possession.

If You Win...

You fall to the ground, gasping for air. An unnatural silence fills the house. Slowly, the air clears, and you are able to take a full breath. Drinking the clean air like life itself, you stagger away from the house without looking back.

82 -- Highways Through Space and Time

The Kings Road (Jeremy Lennert's Original Haunts Found at <http://www.mindflare.com/betrayal/index.htm>)

You begin to hear the patter of rain against the House. A tiny flow of water pours into a small bowl in the room. Reaching out to touch the water, you suddenly find yourself in an eerie, twilight land. Many stairs and roads lead at odd angles towards glowing portals. You are breathless as you emerge back into your own world. The Raven King's Roads really exist, and are accessible to you now!

Right Now

- Set aside one Shadow token for each hero.
- Place each Shadow at the King's Road entrance closest to its corresponding hero.
- Set aside a number of Knowledge and Sanity check tokens equal to the number of players

What You Know About the Bad Guys

The Shadows which inhabit the King's Roads are using the house as a staging ground to break into our world. They are trying to possess you to anchor themselves here.

You Win When...

...you seal the King's Roads by performing a disenchantment.

How to Perform the Disenchantment

- You must make a number of successful disenchantment rolls equal to the number of players.
- You may attempt a Knowledge roll of 5+ in the Research Laboratory or Mystic Elevator, or while holding the Crystal Ball.
- You may attempt a Sanity roll of 5+ in the Chapel, Conservatory, or Crypt, or while holding the Mask
- If successful, place a Knowledge or Sanity check token on the room or omen used. Each room or omen may only be used to make one successful roll.
- A hero may also attempt a disenchantment roll when successfully traveling along the King's Roads, as described below.

Do This On Your Turn

- Any person who enters the King's Roads will leave traces of nether spores wherever he or she goes.
- At the start of each player's turn, if that player has a spore token on his or her character card, place a new spore token in the same room as that character. Multiple spores can be in one room.

Shadow

Speed 3, Might 5, Sanity 5

Using the King's Roads

- Accessible in the Gardens, Graveyard, Patio, Tower, Balcony, Underground Lake, any room with an exterior window, and the room where the Haunt was revealed.
- Any hero may expend 1 movement point on his or her turn to attempt to travel directly from any of these rooms to any other. If you do, you must make a Sanity roll:
- 4+ You arrive safely. You may attempt a disenchantment roll of 4+ using Knowledge. If successful, place a Knowledge check token on your character card, and you may not perform another disenchantment on the King's Roads.
- 3 You succeed take 1 die of mental damage.
- 2 You are thrown back to your starting point, and take 1 die of mental damage.
- 0-1 You emerge at the exit closest to your Shadow and end your turn immediately.
- Each explorer may use the King's Roads at most once per turn.

Moving the Shadows

- Shadows move towards their corresponding hero by the shortest route available
- Roll speed for each Shadow separately.
- Shadows do not need to expend extra movement points to leave a room with an opponent, nor do they slow the movement of heroes.
- Shadows can use the King's Roads, but must leave in any room with a spore token. When this happens remove one spore from the room.
- Shadows cannot move the Mystic Elevator.

Special Attack Rules

- Shadows only try to attack their assigned hero. Shadows can attack either with Might or with Sanity (the target defends with the same trait), and will use whichever trait is lower for the target.
- If a shadow defeats its target when attacking, it inflicts no damage, but possesses that hero. That hero then becomes a Traitor, and should read the rules in the Traitor's Tome. If a shadow defeats a hero while defending, it does not inflict damage normally, but the attacking hero takes one die of mental damage.

If You Win...

The shadows shriek and shudder, and the entire house quakes as if its foundations have been undone. Then you are blinded by a brilliant light that seems to come from everywhere and nowhere. When your vision clears, the Shadows are gone, and the water is only water.