

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

Out of the darkness emerges the Spider Queen. She is a huge monstrosity standing six feet tall and covered in a coarse hair. A simple bite was all it took in mere seconds her injected eggs broke open and the spiders ate you from inside out.

Right Now

- You are dead remove yourself from the board.
- Place the Spider token in your room.
- Place a number of bat markers equal to the number of players into the room with the Spider.
- Set the turn/damage marker equal to the number of players + 2

What You Know About The Heroes

They want to slay the Queen Spider.

You Win When...

...all the heroes are dead.

Offspring

Might 2

- They can move up to one space away from the Queen to attack but if surviving they will immediately return to the Queen Spiders Room

Queen Spider

Speed 3, Might 5

Special Rules

- The Queen Spider takes damage when defeated. Adjust the turn/damage marker accordingly.
- Each time the Queen is dealt any amount of damage 3 offspring spawn in the room with her.

If You Win...

The offspring are almost ready now to go out in the world and start world conquest for the spider hive.

52 -- Mutation

Picking up the hamster it bites you on the finger. Yelling out, "Ouch!" The green liquid seeping from your cut makes you look down at the hamster but instead you see that it has merged within your knee as it fell. Panicing you grab for anything near you but it all gets pulled into you as your body forms into a massive blob of flesh that is corrosively eating all objects around you.

Right Now

- You have combined with the Hamster remove yourself from the board.
- Take out a number of Blob tokens equal to the number of players. Place one in the room you were in. Keep the rest for later.
- Place the Nitric Acid in the Wine Cellar
- Place the Vinegar in the Kitchen

What You Know About The Heroes

They are trying to stop you from spreading out and kill you.

You Win When...

...you decimate a number of rooms equal to the number of explorers against you.

Rooms you Can Decimate

Bloody Room
Charred Room
Gallery
Game Room
Kitchen
Larder
Library
Pentagram Chamber
Store Room
Wine Cellar

Special Rules

- The explorers cannot attack you and you cannot attack them. When you end your turn in a room with an explorer they take one point of damage to all stats.
- When Decimating you place a blob token in there and it is an extension of yourself it has your stats but cannot move.

If You Win...

After you extend yourself you eventually engulf the entire house. Eating all within and reforming into a much larger mass of flesh. At this point nothing short of a nuclear strike will stop you.

53 -- Plague of Rot

Coming across the hamster you realize that it has been living among a plague of rats. You have been bitten by one, maybe two. You don't really remember much of what happened all you know is that you are slowly deteriorating. Your skin is literally rotting off its bone.

Right Now

- Grab a number of Item Pile tokens equal to the number of players and place them in any of the following rooms:
Attic, Catacombs, Conservatory, Creaky Hallway, Crypt, Gardens, Larder, Library, Master Bedroom, Research Laboratory, Storeroom, or Vault

What You Know About The Heroes

They are trying to quarantine you.

You Win When...

...you infect all the players.

Special Rules

- You are a carrier of the virus you don't actually show signs of it. You are even immune to combat.
- You cannot touch the Item Pile tokens.
- Any time you are in a room with an explorer you can attempt a speed roll against their speed roll. You cannot be hurt but they take damage to their speed. If their speed drops below its starting value they are plagued.
- A plagued explorer every round loses one point in any stat they wish.
- A plagued explorer can't move more than two rooms a turn.
- No one can die by the plague you can't drop a stat to skull.

If You Win...

You feel a sense of justice to allow them to rot as you are. Why would you let them trap you in a cage and put test after test on you claiming it is to find a cure. You feel no pain in fact the plague appears much worse on them than it is for yourself.

54 -- Arachnid Queen

Searching through the endless rooms of this mansion you come across a large spider web. Thinking it to be just a massive cobweb you try to brush it away. However, your hand gets stuck in the sticky substance. Panicking as you see a large spider dropping down you can do nothing as it spins a web around you causing you to become nothing more than a cocoon for its egg sacs.

Right Now

- You become wrapped up in a cocoon of a spore. Remove your token from the board and place the spider token in that room.
- Grab a number of Spore tokens equal to the number of players and place them in any of the following rooms:
Attic, Bloody Room, Catacombs, Charred Room, Chasm, Crypt, Dusty Hallway, Junk Room, Storeroom, Underground Lake, or Wine Cellar

What You Know About The Heroes

They are trying to slay the Arachnid Queen.

You Win When...

...you kill the heroes.

Spore

Might 3

Arachnid Queen

Might 3, Speed 3, Sanity 3, Knowledge 3

Special Rules

- If the spider dies it re spawns on a spore and removes that spore from the board. It increases all it's stats by 1. Make a note with turn track with what stat the spider is on it starts at all 3's and can't go higher than 8.
- If an explorer dies it turns into a spore.

If You Win...

The blood of the last explorer has been drained from their body. The spores are just about ready to be born. Each spore should be an ample army against the human race. Humanity hasn't a hope in the world now.

55 -- Brain Parasites

This haunt has no traitor. All the explorers must work together to destroy the parasites. If any of them die by the antibodies they become controlled beings and then can use their characters to attack the other investigators.

56 -- Spirit in Passing

Little did your friends know that you really came here from reading the ancient tomes in the library. Rumors of a powerful witch that is permanently preserved and ready to be brought back into the world. Surely she would grant you a wish for bringing her back to life.

Right Now

- Get the corpse token and place it in the Crypt.
- Place the Banshee token in the entrance hall

What You Know About The Heroes

They want to bury the corpse of the witch so that you cannot resurrect her.

You Win When...

...you bring the witch back to life by reconnecting her hand to her body.

Banshee

Speed 3, Sanity 6

Special Rules

- The Banshee can ignore walls.
- If you kill the holder of the Shriveled Preserved Hand you gain custody of it.
If the Banshee kills the holder then they drop it in that room.
- If you end your turn with the Shriveled Preserved Hand and on the space the corpse is in you resurrect the witch and win.

If You Win...

"At last I am once again revived." The witch sits up out of her casket. Your so called friends who tried to stop you have been changed into frogs and she claims she will eat them later. You also are turned into a frog but she promises to spare your life at least.

57 -- Essence of Hate

Scriptures tell of a way to bring the demon you have been secretly worshipping to the plane of earth. Finally the stars are right and you can bring him to this world and once and for all you will be second in command of the world.

Right Now

- Place a nightmare token in the room of each explorer.

What You Know About The Heroes

They are trying to seal off all the gates.

You Win When...

...you open half the gates rounded up with a minimum of 2 if even you need one more than half.

Opening a Gate

- Go to a room with a nightmare and make a Sanity check 5+ if successful remove the gate and replace it with a specter. Keep the gate so you have a running total on the gates you've gotten so far.

Specter

Speed 3, Sanity 4

Special Rules

- The Specters can ignore walls
- They can be stunned but not killed.

If You Win...

The ground begins to quake the house starts to break apart. You step quickly outside as a gate to hell emerges from the ground. A large red demon pulls itself out of the gate and pulls you down to hell where you can serve him indefinitely.

58 -- Unwelcome Guests

In the night you feel a needle prick, spinning around you realize a vampire stands behind you. "I have given you the gift of gifts my son. Now I have a task for you." He points out the window and continues, "If you can convert all your friends to vampires before the morning comes you will live. If you fail I will destroy you."

What You Know About The Heroes

They are trying to kill you.

You Win When...

...you convert all the explorers into vampires.

Vampire

Speed 2, Might 5

Special Rules

- Your stats are locked they will not go up or down except by items.
- A vampire can only be killed by the spear staking it.
- Otherwise your attacks do nothing to it.
- If you or a vampire kill an explorer they turn into a vampire.

If You Win...

*The Lord Vampire returns before you.
"You have done well. I am a man of my word in the basement of this house you will find a hidden tunnel by the underground lake. There you will find a safe place to rest during the day."*

59 -- Lost Children

In a dream you were given an incantation speaking it after you woke up you found a way to create a domain where you are the god. The children in the house are the dreams you have weaved together to create this world. They must remain here forever...

Right Now

- Get a pile of nightmare tokens to place by your character card at the moment.
- Get a number of victim tokens equal to the number of players and place them in any of the following rooms:
Attic, Catacombs, Chapel, Dining Room, Gallery, Game Room, Gardens, Junk Room, Kitchen, Larder, Patio, Servants Quarters, Storeroom

What You Know About The Heroes

They are trying to help the children escape from your nightmare world you created.

You Win When...

...all explorers are dead.

Nightmare

Speed 3, Might 4

Special Rules

- At the start of your turn you can spawn a number of Nightmares equal to half the players rounded up in any of the rooms that the victim tokens can be placed in. Each must be in a different room.
- Nightmares defeated are killed.

If You Win...

You seal off the house from the outside world and the children are in a state of forever sleep. Your world will be safe forever and you can live here forever as an immortal.

60 -- Summoning the Great Beast

Finally you found the ancient building that the Great Beast was sealed under. Inviting over the rest of the cult you find a way of setting up rituals in such a manner that the beast will rise once again.

Right Now

- Place a number of cultist tokens equal to the number of players in the entrance hall.

What You Know About The Heroes

They are trying to stop you from summoning the great beast.

You Win When...

...you complete the ritual.

Cultist

Speed 4, Might 4, Sanity 6, Knowledge 6

Special Rules

- You or cultists must make a number of knowledge checks 5+ equal to the number of players but you can only do one them in each room once.
- Rooms:
Abandoned Room, Bloody Room, Catacombs, Charred Room, Crypt, Furnace Room, Graveyard, Organ Room, and Pentagram Chamber
- Place a knowledge token in the rooms you succeed in.

If You Win...

Scribbling the final lines of the ritual the Underground Lake drains and below a cage shatters. A grotesque monster emerges from the pit and begins ravaging and eating everything in sight. You watch as it runs off towards civilization. You have done well...

61 -- Leprechaun

“Gold you say?” you ask the little one in green clothing.

“Yes help me kill those that have stolen it and I promise you a fair share,” the leprechaun responds.

Right Now

- Place the Leprechaun token in the room with the chest.
- Place the Flower token in the Gardens. If the Gardens aren't out yet place it in any legal space on the ground floor.

What You Know About The Heroes

They want to trap the Leprechaun.

You Win When...

...All the heroes are dead.

Leprechaun

Speed 3, Might 5

- If defeated in combat it cannot die and cannot be stunned.

If You Win...

“Gold? I don't remember promising any gold,” the leprechaun responds to your accusations. “How about your life? Is that a good trade.” It laughs as it counts the coins one at a time.

62 -- Monstrosity

You have found the ultimate drug. This virus increases strength to the point that nothing can hurt you. It just takes some time. However, your so called friends don't like to see you get all the glory it appears they want you dead before you become invincible.

Right Now

- Put the turn marker at 8
- Place a number of Vaccines equal to the number of players in any rooms in the house.

What You Know About The Heroes

They are trying to kill you.

You Win When...

...eight turns have passed.

Special Rules

- Every one of the traitors turns lower the turn marker to the next number and increase might one notch.
- Your speed can never change.
- You fight with might but always take damage as mental.
- The max dice the traitor can roll is 8 for a might check.
- If the 8th turn passes you win.

If You Win...

Your friends are all splattered all over the floor. And good for them too. How dare they go against your awesome powers. They should have known better than to mess with the invincible. Catchy no?

63 -- Haunted Opera

"A faint tune...one from your childhood yes?" a voice asks you.

You look into the organ room as it starts to play by itself, "Yes, that is it."

"I thought so. You will help me."

"Yes, master," is all you can muster up to say.

Right Now

- Place a phantom token in the Organ Room. If the Organ Room isn't in the house find it and put it on any legal space.
- Place a number of victims equal to the number of heroes in the house, and a number of Servants equal to the number of heroes in the house in the following Rooms:
Attic, Bedroom, Catacombs, Chapel, Dinning Room, Gallery, Gardens, Junk Room, Masters Bedroom, Servants' Quarters, Storeroom, and Wine Cellar

What You Know About The Heroes

They are trying to help the civilians in the house escape.

You Win When...

...You abduct at least half the civilians.

Phantom

Speed 3, Sanity 6

Special Rules

- If the Phantom ends its turn on a civilian that is not in the line of sight of any hero the civilian is snatched and taken off the board. The traitor doesn't matter if he sees them.
- If the Phantom snatches a civilian he is teleported to the Organ Room and must move from there again.
- If the Phantom is defeated in combat it is not destroyed or stunned but it is transferred to the Organ Room.
- The Phantom can trade places with any explorer or the traitor if they hold the Mask. It can do this instead of moving; so it cannot trade places then move.
- 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...

"Finally," you yell as your master starts to gain flesh. You rush and grab some spare clothes for your master.

"Yes, I am alive once again," the man says. "You have done well I will spare you and you shall serve me forever."

64 -- The Gate to Hell

Little did your friends expect you as an imposter. Playing the doppelganger after eating their real friend. Now you are in the proper set up to bring an army of goblins into this world.

Right Now

- Put a number of goblins equal to the number of players into any of the rooms below:
Bloody Room, Catacombs, Charred Room, Junk Room, Master Bedroom, Research Laboratory, Statuary Corridor, Tower, Underground Lake, and Wine Cellar
- Get a number of sanity tokens equal to the number of players.
- Place the gate token in the room the haunt was revealed.

What You Know About The Heroes

They are trying to seal the gate permanently.

You Win When...

...you open the gate.

Goblin

Speed 5, Might 5

Special Rules

- Beginning of traitors turn place one goblin in the gate room.
- Goblins cannot die only be stunned.
- If the Traitor is killed he turns into 3 goblins.
- At the start of the Traitors turn if there are 3 goblins in one room together he can reform in that room removing those goblins from the board.
- If he was in another room he breaks into 3 goblins when doing this.
- Perform a number of rituals equal to the number of players. Sanity Check 5+ in the rooms below:
Abandoned Room, Balcony, Catacombs, Chasm, Conservatory, Furnace Room, Graveyard, Patio, Pentagram Chamber, and Underground Lake

If You Win...

The gate has been permanently affixed open. Goblin after, grotesque goblin, come out of the gate. More and more of their kind than anyone can see. There seems to be trouble in store for the human race.

65 -- Eerie Fishmen From Outer Space

Finally you have found the magical well. Now discarding your magical cloaking device everyone can see you for what you are, a grotesque walking half man, half fish. You must get your offspring to this well to replenish them.

Right Now

- Put the a number of fishmen equal to the number of players in the following rooms:
Balcony, Conservatory, Gardens, Patio, Tower, and Underground Lake.
- If some of the rooms aren't found yet when they are found they will show up on there.

What You Know About The Heroes
They are to kill your offspring.

You Win When...

...you have 3 times the number of explorers in fishmen within the house.

Fishmen

Might 6, Sanity 8

Special Rules

- Fishmen cannot move. You must go to them and carry them.
- Any Fishman in the room the Well token is in at the start of your turn turns into two fishmen.
- If the traitor dies he will respawn either at the Well token or in the Underground Lake. His sliders are set at their starting values.

If You Win...

You release a single tear as the first of your offspring sprouts their legs. Now they will continue to prosper and continue on what you started. Nothing can stop them now.

66 -- Trapped Evil

Thunk! Thunk! Thunk! A noise is coming from the well. Closer inspection you hear "Help me..." whisper from beneath the well.

"We must free it!" you yell but no one seems to be listening to you.

"We will teach them a lesson..." the well whispers back.

"Yes...yes we will," you respond back.

Right Now

- Get the turn track and set it to 1

What You Know About The Heroes

They are to keep the creature in the well.

You Win When...

...the creature escapes.

Special Rules

- At start of traitors turn set the turn track to the next number. After 6 turns it ends.
- When it ends if no Item Piles are on the well the creature breaks out and you win.
- The creature in the well can attack the stuff on the well with a Might equal to the round it is showing on the turn track.
- If the creature gets a Might roll of 6+ it gets free.
- Every Item Pile on the Well reduces its Might by 1.
- Traitor can attack one item on top the Well a turn he needs 5+ if so he can remove the item and it is taken off the Well but remains in the room.

If You Win...

A large tentacle bursts out as you laugh with madness. "At last we can be together my love!" you scream. "All will be well now."

The tentacle thrashes the room and grasps your friends and pulls them within the well. The sound of crushing bones echoes from the wells darkness.

You can't wait to find the next victims...

67 -- Blind Beast

Crashing out of a hidden cage a creature emerges. Little does everyone else know but this creature is actually your brother. His deformation has had him ridiculed by others and your parents locked him up in the attic. Now he is free and you want to help him get back at the world.

Right Now

- Place the Blind Beast in the attic. If the attic tile isn't out find it and place it in the upper floor in a space of your choice then place the Blind Beast in there.

What You Know About The Heroes
They are trying to kill the Berzerker.

You Win When...
...kill all the heroes.

Blind Beast
Speed 3, Might 8

Special Rules

- Can break through walls. Put door tokens on the walls where it broke through to note doors are there.
- Must move towards the closest player going first to the space they last left then after them, and stop on them if possible. If it can get to them sooner than their space it can move through their space attacking on the way to their previous space and stopping on them instead. This includes the traitor,
- It won't attack the traitor though but will attack the explorers. Explorers can't kill or stun it.
- The Beast will never willingly go into the basement.

If You Win...

Finally your friends are out of the way now you can help your brother out of this house to kill everyone else that turns against him. But first to hunt down your parents who imprisoned him.

68 -- Eruption

This haunt has no traitor. All the explorers must work together to escape from the house.

69 -- Tentacles-A-Plenty

A monstrosity you never saw before is living in the well you found in Hill House. You want to find some way to keep it alive. Then you find a scrawling on the side of the well about tablets within the house that are used to keep this creature at bay and living despite its lack of nourishment.

Right Now

- Put a number of tip tokens equal to the number of players in the room the haunt was revealed in.

What You Know About The Heroes

They are trying to kill the creature in the well when you are trying to keep it alive for science.

You Win When...

...you recite the proper tablet in the well room.

Tentacle

Speed 2, Might 4, Sanity 1, Knowledge 3

Special Rules

- If a tentacle is killed it spawns one space away towards the well and is stunned.
- Both the traitor and tentacles can grab tablets.
- If the traitor or a tentacle makes a knowledge check 6+ they can determine if the tablet is true or false. The players then tell him if that is the correct one or not.
- The traitor or the beast at the well can resite the tablet with a Knowledge check 5+. If the correct tablet traitor wins if wrong explorers win.

If You Win...

The creatures spell is broken. It bursts out of the well with insatiable hunger.

Grasping you and your friends it devours you all and then breaks out of the walls of the house and into the nearby forest.

70 -- Eye of Horror, Eye of Truth

You die for just a moment but in your death you meet with death. A deal has been made for your life you will deliver the life of your friends, however, if they get out of the house death promised you that you would be next.

What You Know About The Heroes

They are trying to get away from the house.

Right Now

- Get a pile of Zombies, Rats, and Phantom tokens.

You Win When...

...all heroes are killed.

Zombie

Speed 2, Might 5

- Stunned if defeated
- Spawns in Graveyard or Crypt

Rat

Speed 5, Might 2

- Dies if defeated
- Spawns 2 in Kitchen

Phantom

Speed 1, Sanity 5

- Stunned if defeated
- Spawns in Pentagon Chamber

Special Rules

- If the traitor goes to any of the following rooms he can spawn any of the creatures above:
Bloody Room, Charred Room, Conservatory, Dusty Hallway, Foyer, Gallery, Gymnasium, Larder, and Research Laboratory
- Any turn an explorer doesn't move they lose one point in each stat. They can die by this.
- You cannot attack an explorer.
- When an explorer ends their turn in the following rooms read the description.

- **Attic** or **Library** – Support beams have fallen on you make a Might roll 5+ or be stuck here next turn
- **Balcony** or **Tower** - You fall off the side and into any room on the ground floor of your choice and take 1 die of physical damage
- **Ballroom** or **Catacombs** – The area is more complex than it seemed. Make a Knowledge check 5+ or be stuck here next turn
- **Chasm** – The Bridge Breaks make a Speed 3+ or your might and speed both drop to their lowest values.
- **Collapsed Room** – Even if you pass the roll you fall anyhow. Take the 1 die of physical damage.
- **Crypt** or **Graveyard** – a Zombie spawns.
- **Furnace Room** or **Junk Room** – Roll a Sanity check 5+ or be stuck here next turn.
- **Kitchen** – a Rat spawns.
- **Pentagon Chamber** – A phantom spawns.
- **Stairs From Basement** – Speed 5+ or fall down the steps take 1 die of physical damage and move to the room before this one.
- **Statuary Corridor** – Make a might attack against yourself.
- **Underground Lake** – make a Speed check 5+ or slip into the water and take 2 dice of physical damage.
- **Vault** – Knowledge check 5+ or the vault closes and locks you inside. You need the aid of another player to unlock it. After your next turn it will re open but you won't be able to move.

If You Win...

*Death just laughs and tells you, "See you soon."
At least you have life for the moment which is less than you can say for your friends that are entertaining death right now.*

71 -- Darkness Comes

The comfort of darkness enwraps around you. The glory of it all if too much and your friends seem to be out against you. They want the lights back on but your new found friends will die if the lights are on once again. They must be stopped.

Right Now

- Place a number of shadow tokens equal to the number of players in the room of the Haunt Revealer.
- Place the Coal token in the Attic. If the Attic isn't out find it and place it in any legal space on the upper floor.

What You Know About The Heroes

They are trying to get the lights back on.

You Win When...

...kill all the heroes.

Shadow

Speed 5, Sanity 5

Special Rules

- Shadows stats are reduced by 3 if they are in a lit area.

If You Win...

The cloak of blackness is here to stay. You wrap yourself up and grin into the darkness. Your friends are pleased with you. No one will come and take them away anymore.

72 -- Reincarnated Warlock

A long lost relative of yours was into the dark arts in ancient times. You read all about this and learned they were sealed in this very house. Using your friends to get here you finally found a vial of his blood. Releasing the cork your ancestor reformed in a much madder state than he was in. He wants the human race to pay and you couldn't agree more since he is your own flesh and blood.

Right Now

- Discard the Vial of Blood if it would reduce your stats below their starting values then your stats go to the starting values.
- Put the Warlock Token into your space.
- Place Tablets tokens 1-4 in the following rooms:
Library, Master Bedroom, Pentagram Chamber, and Vault.
- Place the turn/damage track at the warlocks Starting sanity.

What You Know About The Heroes

They are trying to seal the Warlocks powers.

You Win When...

...you help the warlock to cast the spell Apocalypse.

Warlock

Speed 2, Might 2, Knowledge 6, Sanity 7, Magic 1

Special Rules

- Beginning of the traitors turn roll a number of dice equal to the Warlocks magic to see the magic points he has to spend on Spells
- Magic Increases by one for each Tablet he has.

Magic Point Cost	Spell
1	Move self or traitor to any room on the same floor.
1	Target stat on Warlock is raised by 1 the Warlocks stats return to normal at the end of the turn. No stat can increase over 8 (This stacks)
2	Lower target stat by one from one explorer.
3	Move target opponent a number of rooms equal to the Warlocks current speed.
4	Move self or traitor to any room in the house.
5	Lower all stats of one explorer by one.
6	Apocalypse: Destroy all humanity

If You Win...

A green glow emanates from the Warlock and suddenly all goes black as it sweeps away from him and through you. You didn't realize when he said all of humanity that you were included.

73 -- The Sleepover

This haunt has no traitor. All the explorers must work together to escape the house.

74 -- Painting of Youth

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

It has now been three centuries since you were given the portrait by a dear, dear friend. In it, you have stored your ills and infirmities; your age and your injuries. It has been your ward against all harm, and with it, your life has been long and happy. But it is no longer safe. You're certain they're after it. They want it for themselves. You must protect it...at any cost.

Right Now

- Your character 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.
- Then, do this once for each hero in the game:
Determine which of your traits is closest to the skull. You may choose from among traits that tie. Raise that trait by one point.

What You Know About the Heroes

They are trying to kill you by corrupting your portrait.

You Win When...

...you destroy at least three Paint items, or all the heroes are dead.

Destroying Paint

- The heroes will place Paint tokens in the House at appropriate times; these can be picked up, dropped, traded, and stolen like regular items. If you are holding Paint on your turn, you may destroy one Paint token instead of making an attack.

Your Portrait

- You must not look upon your portrait. Whenever you enter or start your turn in the Gallery, you must attempt a Sanity roll of 4+. If you fail, take one die of mental damage (this damage ignores your general immunity as described below).

Special Attack Rules

- You cannot be harmed by normal means. Your Traits cannot be reduced by events, room features, or damage, except where the Haunt rules state otherwise. You can still take damage from entering the Gallery, as described above.
- When you acquire or lose an item, you gain or lose traits normally, as described on the card (exception: you take no damage if the Blood Dagger is stolen from you). Items can still be stolen from you during combat if your opponent defeats you by 2 or more.

If You Win...

The last of them struggle in desperation, but you know they cannot harm you. Your portrait still protects you, as you have protected it. Eventually, they all break against your limitless vitality. You shall endure...forever.

75 -- Mirror, Mirror

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

As you explore the room, you casually glance out the window, but instead of seeing the world outside the house you see your own reflection, set against a black darker than night. As you watch, your reflection moves on its own, and you hear a faint whispering sound just before you are plunged into a dark, searing pain.

The exquisite agony is pure ecstasy! But it is only a taste. The full power of the darkness is not yet yours. But, the whisper tells you, it can be. And your new friends from the darkness will help you to bring darkness to the whole of existence...

Right Now

- Your character is still in the game, but has turned Traitor.
- Set aside the 6 Evil Twin tokens, knowledge roll tokens, and Holy Seal tokens. Put one of the Evil Twin tokens in the same room as you; if you are on the Balcony the evil twin starts in any room with a mirror with you.
- 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).

What You Know About the Heroes

They are trying to seal the darkness out of the House by creating Holy Seals.

You Win When...

...you perform a dark ritual to plunge the house into darkness, or all of the heroes are dead.

The Void

- Whenever a hero enters or starts his turn in the Balcony, Gardens, Graveyard, Patio, or Tower, make a Sanity roll
4+ You resist the darkness
0-3 You stare into The Void;
 lose one Sanity

Your Reflections

- You can move each of your reflections on your turn in any order, before or after you move yourself. Reflections do not roll for movement they share your stats and items, but each can only be used by you or one of your reflections each turn. Reflections can explore rooms, draw cards, and pick up items.

- At the end of your turn you can switch tokens with any reflection in the same room.

Special Attack Rules

- Your reflections cannot attack or take damage. If a hero attempts to attack one of your reflections, you must inform him it is just a reflection and cannot be hurt by regular means (the hero's attack for that turn is still expended). If the reflection wins combat the hero does not take damage.
- You may engage in combat normally, but if you choose to attack, you must reveal to the heroes which token is making the attack. You may choose to ignore all damage and instead remove one of your reflections (of your choice) from the game.

Creating Reflections

- All of the windows in the house, including false windows, are now mirrors
- When you or one of your reflections ends a turn in one of these rooms, you can create another reflection in the room
- The new reflection does not move until your next turn. Only one reflection can ever be created in each room (you have already created one in your starting room). You cannot create a reflection if there is a Holy Seal in that room.

Breaking Holy Seals

- When you or one of your reflections is in a room with a Holy Seal, you can make a Sanity check 5+ to break a Seal. You may only attempt once each turn on each seal, but you must use a different persona for each attempt.

Performing the Dark Ritual

- You or one of your reflections may forfeit its movement to attempt to create a Dark Hex while in a void area. Knowledge check 5+ place a knowledge roll token in that room. There can only be one such token in each room. When there are 3 Dark Hexes in play, the ritual is complete, and you win.

If You Win...

At last, you can feel the full weight of the darkness approaching. The last moment before it envelops you seems to be an eternity of waiting, but then the darkness is all around you, and all is pain...

76 -- Demonic Rituals

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

You know the philosopher stone is special the moment you lay eyes on it. It alone seems to resist the decay that has fallen on the rest of the house; it shines brightly as if recently polished.

When you hold the philosopher stone, you feel a surge of power as you are bathed in a crackling aura, and you can feel the mind of the ancient wizard who once inhabited the house. The ring has been imbued with his power and his will. Together, you can restore the house to its former magnificence and rule the land in might! You just need to get rid of these unwelcome guests so you can get down to work...

Right Now

- Gain one Knowledge immediately.

What You Know About the Heroes

They want to destroy the magical properties of your philosopher stone.

You Win When...

...all of the heroes are dead.

Library Bonus

- If your Knowledge is less than 4, you gain one Knowledge when you end your turn in the Library, even if you have already used the Library in the current game.

The Philosopher Stone

This omen cannot be dropped, traded, or stolen now.

Special Attack Rules

- You may not make regular attacks or use any weapon, but you have spells (described below) which you can use to harm the heroes.
- If a hero attacks you, you always defend with 3 dice, regardless of your traits or the weapon used.
- Whenever you take damage, the damage is reduced by 1, and you can take physical damage as mental damage if you wish

Your Spells

You can obtain some spells by ending your turn in certain rooms in the house. You may cast 1 combat spell and 1 transit spell each turn.

- **Enchant (combat):** Make a Knowledge attack against a hero in the same room; the hero defends with Sanity, and damage taken is mental. If you inflict 3 or more points of damage with this spell, you may steal an item from the target in addition to dealing this damage. This spell is available immediately.

- **Restoration (combat):** Make a Knowledge roll. Increase any combination of your attributes by that amount. You cannot raise beyond its starting value. This spell is available immediately.
- **Fireball (combat):** Choose one adjacent room in your line of sight. All heroes in that room must make Speed check 5+ or take 2 dice of physical damage. Obtained in the Charred Room.
- **Boiling Blood (combat):** One hero in your line of sight must make a Sanity roll of 4+ or take three dice of physical damage. Obtained in the Bloody Room.
- **Blink (transit):** Expend one point of movement to move to any room in your line of sight, regardless of distance of the number of opponents in the way. This spell is available immediately.
- **Return (transit):** Expend three points of movement to move to the room where the haunt was revealed. Obtained in the Gallery.

Anti-Magic

- The heroes may create fields of anti-magic. You may not cast any spells while in a room covered by an anti-magic field. However, you may still cast a spell that moves you into a room with an anti-magic field, or that affects one or more heroes in a room with an anti-magic field.

Do This On Your Turn

- At the start of your turn, remove any anti-magic fields from the room you are in. Also remove any anti-magic fields from a room occupied by a demon.

Summoning a Demon Lord

- If you begin your turn in the Pentagram Chamber, you choose to not move to summon a Demon Lord. Make a Knowledge check 5+, you summon the Demon Lord in that room.
- You may only have one Demon Lord in the House at a time. If the Demon Lord is banished, you may attempt to summon him again.

Demon Lord

Speed 5, Might 7, Sanity 4

If You Win...

The rush of power is intoxicating as you look upon the wrecked remains of your former friends. Power is immortal. In just a few short years of study, you can unlock your full potential, restore the house, and renew your undying reign over the lesser mortals. In eager anticipation, you turn towards the library...

77 -- Cursed Fate

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

Long ago, a beautiful enchantress cursed the arrogant nobles who lived here, burying their line for a thousand years. But the thousand years are up, and an heir has returned to destroy the spell. The key to ending the spell—or maintaining it—is the philosophers stone, hidden where only one of the royal line can find it.

But you have laid a trap for the heir. Now that the fool has kindly uncovered the stone for you, you can help the enchantress make the curse permanent. All you need to do is destroy that rock...

Right Now

Your character is still in the game, but has turned Traitor.

- Place the Witch token and the statue token in any room with an Omen icon, except the room where the Haunt was revealed.

Place additional monsters based on the number of heroes in the game:

- If there are at least three heroes in the game, place the Bear token in any empty room with an Omen icon.
- If there are at least four heroes in the game, place a Cat token in the same room as the Witch.
- If there are at least five heroes in the game, place a Cultist token in the same room as your character.

What You Know About the Heroes

They are trying to break the Witch's curse by placing the Philosophers Stone into the statue. This will be more difficult for the heroes to accomplish the more monsters are in the room with the statue.

You Win When...

...you destroy the Stone by casting it off the Tower or into the Underground Lake, or when all of the heroes are dead.

How to Destroy the Medallion

If you or a monster ends your turn in the Tower or Underground Lake and holding the Medallion, you cast it to its doom and win the game.

	Might	Speed	Know.	Sanity
Witch	2	4	5	3
Bear	4	2	-	-
Cat	2	5	-	1
Cultist	4	3	-	3

Special Monster Rules

- Any monster may pick up the Medallion if it is on the ground. Once a monster is carrying it, it may not drop or trade it, but it can be stolen back by the heroes.
- All monsters may explore new rooms in this Haunt. When a monster explores a room, end that monster's movement, and do not draw a card for that room.
- The Bear and the Cat may not move the Mystic Elevator or use the Mystic Slide, Secret Passage, Secret Stairs, or Revolving Wall.
- If the Cat falls down the Collapsed Room or the Coal Chute, its turn immediately ends, and it is stunned. Falling if voluntarily for the Collapsed Room it doesn't roll.

Special Attack Rules

- The Witch attacks with Knowledge instead of Might. The target defends with Sanity, and damage taken is mental.
- The Bear rolls two additional dice when making a Might attack.
- The Cat attacks with Speed instead of Might. The target defends with Speed, and damage taken is physical.
- If the Cat or Cultist attack the hero holding the Medallion and inflict at least 2 points of damage, you may choose to steal the Medallion instead of inflicting damage. Once a monster is carrying the Medallion, it may not drop or trade it, but it can be stolen back by the heroes.

If You Win...

At last, your work is complete. With the Medallion gone, no one can resuscitate the royal line. Your queen can now rule this land...with no opposition.

78 -- Welcome to Twilight

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

You can barely control your excitement as the cloak approaches the dark hour. The wait seems to last forever, but at last, it has come. Night has fallen...and it is now the rest of the world, not you, who must endure your nightmares.

Right Now

- Your character is still in the game, but has turned Traitor.
- Place a number of Nightmare tokens equal to the number of heroes in rooms with event icons that are at least four spaces away from each hero.

What You Know About the Heroes

They are trying to banish the twilight and the nightmares and end the night.

You Win When...

...all of the heroes are dead.

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. Any room that your character is in is always covered in Twilight, even if you are 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

- The heroes may acquire torches. A torch negates the effects of twilight in the same room unless you are in the room in this case only the torch carrier is protected from twilight.

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 items that add dice to might or speed attacks in twilight
- You cannot shoot into a room that is 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 a Nightmare makes a Might attack against a hero holding a Torch and inflicts at least 2 points of damage, you may choose make the player drop the Torch instead of dealing that damage.

Nightmare

Speed 2, Might 2, Knowledge 5, Sanity 4

Haunting the Heroes

- If a Nightmare attacks a hero and inflicts at least 2 points of mental damage, that Nightmare has the option of haunting that hero's dreams instead of inflicting the damage. Place the Nightmare's token on that hero's character card to signify this.
- At the start of a hero's turn, if that hero is being haunted, he must attempt a Sanity roll of 5+ to break free. If successful, any Nightmares haunting that hero are placed in the same room as the hero, and the hero may take his turn normally. If the hero fails the roll, he takes one die of mental damage, and you may move and attack with the hero during his turn. You may not drop or trade items, but you may steal or use items normally.
- Haunted heroes may still be attacked by you or other Nightmares, but defend themselves normally. Nightmares currently haunting a hero's dreams may not be attacked. On a Nightmare's turn, if it is currently haunting a hero, it may choose either to continue haunting that hero or to emerge and take its turn normally.

If You Win...

Just as you thought, the nightmares are more than an ordinary man could endure. You must be truly remarkable to have survived long enough for this, but the dark powers are finally yours to command. Soon, all the world will be trapped in your nightmares...and you will at last be free.

79 -- The Sands of Time

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

As soon as you touch the hour glass, you feel compelled to shatter it. As soon as you do, the world around you changes. The walls and objects around you gleam as if polished, but you can see them covered in dust and falling apart. You can see the house as it was being built, and you can see it as it one day falls over.

And you can see the hourglass, hovering in the air, its sands slowly falling. As you reach out to touch it, it shatters, and you can feel the currents of time rushing through the house.

And you can see the echoes, the spectral forms of memories past and fates yet to come. They are yours to command. Time is yours to control. The Sands of Time have been unbound, and they will flow as you will.

Right Now

- Your character is still in the game, but has turned Traitor.
- You immediately discard the hour glass.
- Place a number of Specter tokens equal to the number of heroes in the room where the haunt was revealed.
- Set Turn/Damage Track to zero.

What You Know About the Heroes

They want to kill you.

You Win When...

...all of the heroes are dead.

The Power of Time

- You may use any of the spells as often as you like, but each time you use one, move the Turn/Damage track up one position.
- The track has no maximum in this haunt; if you run out of slider positions, make a note of the number it should be at.

Recall

After any player makes a roll, for any reason, you may force them to reroll.

Winds of Fate

Gain 2 extra movement points on the current turn

Blitz

Instead of making a Might attack, you may attack a hero in the same room using Speed (the hero defends with Speed, damage taken is physical). Roll one extra die when making this attack.

Time Stop

When you attack a hero (in any manner) and inflict at least one point of damage, that hero forfeits his or her next turn (in addition to taking damage normally).

Visions

Look at the top 5 cards or tiles of any stack. Place them in any order on the top of that stack.

Replenishing the Sands of Time

- On your turn, instead of making an attack, you can attempt a Knowledge check of 3+ to replenish the Sands of Time using the specters.
- If successful, move the Turn/Damage Track down one position (to a minimum of zero) for each specter in the room with you.
- When you attempt this roll, whether successful or not, every specter in the room becomes stunned.

Specters

Speed 2, Sanity 4

Moving the Specters

- Each specter moves in such a way that it can attack a hero on its turn, if possible. Otherwise you can move them how you like.
- Specters do not hinder the movement of opponents as described on page 12 of the rulebook, nor is their movement hindered by heroes.
- Specters may move up or down the Coal Chute, Collapsed Room, and Gallery, and may end their movement at the top of the Coal Chute, but must always expend one movement point to go either up or down any of these.
- Specters may move between adjacent rooms even if there is no doorway connecting them.
- Specters may not enter the Mystic Elevator, nor may they use the Secret Stairs, Secret Passage, or other movement options created by events.

Special Attack Rules

- Specters may make Sanity attacks (the target defends with Sanity, and damage taken is mental).
- Specters may not attack or be attacked with Might, but an explorer with the Ring may attack them with Sanity as per the normal rules.

If You Win...

Really, you knew this moment would come. You saw it as soon as the Sands of Time were released: your former friends' lifeless bodies falling to the floor, as if in slow motion.

Yet you can also see them as they once were. Entering the house. Hoping to expose its mysteries. Running all over YOUR house. Mocking you with their arrogance, their vitality. You must chase their memories and expunge them. You will chase them for all eternity, if you must.

80 -- Quiz Me Not

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

The power of ancient Egypt is not dead. The Cult of the Burning Sands has tracked the final key to unlocking your former power to this house. One final enigma, the last, ancient riddle, is the only remaining guardian that prevents you from ruling once again. It is finally within your grasp.

The others would hardly have accepted your current form, so you have conjured a puppet of the sands to gain their trust and enter the house. It worked perfectly...until one of them managed to discover the riddle before you did. Unfortunately, you may now have to try something...drastic.

Right Now

- Your character is still in the game, but has turned Traitor.
- Set aside one Might roll, Speed roll, Sanity roll, and Knowledge roll token for each player in the game.
- Place a number of Sphinx tokens in the Entrance Hall equal to the number of heroes in the game.

What You Know About the Heroes

They are trying to solve the ancient riddle.

You Win When...

...you solve the ancient riddle, or all of the heroes are dead.

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.
- When you successfully complete a check, but a corresponding token on your character card to indicate that you have obtained that clue.
- Once you have all three clues, you must attempt a Knowledge roll of 5+ in the room where the Haunt was revealed to put everything into a solution to the riddle.

- If successful, you solve the riddle and win the game.
- Only one roll may be attempted each turn.

Sphinx

Speed 3, Might 5, Knowledge 4, Sanity 3

The Sphinxes

- Sphinxes interfere with heroes' movement by requiring the heroes to solve riddles in order to pass them.
- 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.
- Sphinxes may not enter a room containing any heroes unless you or another Sphinx is already in that room.

Special Attack Rules

- Sphinxes may not make Might attacks. Instead, they may attack with Sanity by taunting them.
- The hero defends with Sanity, and damage taken is mental, but the Sphinx does not take damage or become stunned from this attack.
- If a hero attacks a sphinx it can become stunned.
- Any time your character takes damage, you may choose instead to dissolve that sand form and create a new one.
- If you do this, you drop any items or omens you are carrying, move all of your traits to their starting values, and place your explorer in the Entrance Hall.

If You Win...

There is a bright light and a surge of ancient power as you speak the words and the last seal dissolves. You can feel the centuries slipping away and your former glory returning. This time, the entire world shall kneel before you!

81 -- Plagued Poodle

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

As the dog trots happily towards you, you realize it is carrying something odd in its mouth, which carries with it an odd smell. As the object drops into your hand, you are overpowered by a wave of nausea, and something within you breaks. You stare at the object, mangled beyond all recognition and reeking of death, and at that moment you know that all the world must partake of your suffering...starting with your friends in the house.

Right Now

- Your character is still in the game, but has turned Traitor. Gain 1 speed now.
- Set aside poison tokens.
- Set aside several might roll tokens.
- Put the Dog token in the room with you
- Put an item pile token on your character card.

What You Know About the Heroes

They are trying to escape through the front door (which is locked and barricaded) or cleanse the deathly object.

You Win When...

...more than half of the heroes are dead.

The Dog

- The dog is now a monster; remove its omen card from play or if it is drawn ignore the card.
- Unlike a normal monster, may carry one item at a time

Dog

Speed 6, Might 4

The Deathly Object

- The object given to you by the dog is represented by the item pile token, and it is initially in your possession. This object may be dropped, traded, or stolen like a regular item.

Poisonous Clouds

- The deathly object gives off a toxic gas. At the end of each player or monster turn, place a token in the room containing the object to represent a poisonous cloud (unless there is already a token in that room).
- Whenever a hero enters a room with a poisonous cloud, that hero rolls one die:
 - 2 The cloud has no effect.
 - 1 The hero loses 1 from a physical trait.
 - 0 The hero loses 1 from a physical trait and 1 from a mental trait.
- Additionally, whenever a hero ends his turn in a room with a poisonous cloud or in the same room as the object, that hero loses 1 from each trait.

If You Win...

The stench slowly wafts through the house, infecting all that it touches. The house begins to rapidly decay. Tail wagging, the dog carries the deathly object away, searching for another haven to corrupt.

82 -- Highways Through Space and Time

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

You stretch your arms and legs slowly, testing your new body. Not perfect, by any means, but it will do. That's another one down. Just a few more to go...

Right Now

- Your character is still in the game, but has turned Traitor.
- Gain 2 Knowledge now.
- Place a spore token on your character's card
- Set aside a large number of spore counters
- Remove the Shadow of your #

What You Know About the Heroes

They are trying to disconnect the King's Roads from the house, throwing you out of this world.

You Win When...

...all of the heroes are possessed or dead.

The King's Roads

- You may travel along the King's Roads in the same manner as the heroes, expending one movement point to travel from any entrance (Gardens, Graveyard, Patio, Tower, Balcony, Underground Lake, or any room with an exterior window) to any other.
- Unlike the heroes, you do not need to make a Sanity check to use the King's Roads.

- You may only use the King's Roads once per turn.

Destroying Omens

- The heroes can use certain omens to attempt disenchantment rolls. If you end your turn in the Chasm or Furnace Room, you may elect to destroy any omens you are carrying.

Special Attack Rules

- You may make regular Might attacks, or attack with Sanity (the target defends with Sanity, damage taken is mental).
- If you inflict at least 1 point of damage on a hero when making a Might attack, you may choose to grapple that hero instead of inflicting damage.
- While you are grappling a hero, neither of you may move nor take any actions, except to drop items or attack each other.
- The hero is immediately released if you take any damage, or if you choose on a subsequent turn to stop grappling instead of making an attack.

If You Win...

It has taken a long time to reach this point, but at last, the Raven King's magic is working to your advantage. The nether reaches are being pulled into this world, and their influence will quickly spread. There is much work yet to do...but now, your victory is certain