BETRAYAL AT HOUSE ON THE HILL –
NEW CARDS AND HAUNTS
by Steve Darlington

Two of the haunts below (United We Stand and Airborne!) ended up in the 2nd edition of the game. That material belongs to Avalon Hill, as does all names and trademarks of Betrayal at House on the Hill. No infringement of copyright is intended. These rules are available for free on [www.tinstargames.weebly.com](http://www.tinstargames.weebly.com) If you use any of them, though, let me know at tinstargames@gmail.com

New Omen Ideas:

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<thead>
<tr>
<th>HEART</th>
<th>CLAW</th>
<th>POWDER</th>
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<tbody>
<tr>
<td>A leathered organ in a padded box.</td>
<td>Bird or reptile - but it would have to have been enormous.</td>
<td>This fine glowing dust covers everything.</td>
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<tr>
<td>If you take physical damage, you may take it all as mental damage instead.</td>
<td>You may cross the Chasm, the Tower, the Catacombs, the Collapsed Room, the Junk Room and the Attic without making a roll.</td>
<td>If you attack an opponent that has a Knowledge trait, you may attack with Knowledge instead of Might. (Your opponent then defends with Knowledge, and damage is mental instead of physical.</td>
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<td>~ Make a Haunt roll now.</td>
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Appropriate Haunts (1st Edition):

**Heart:** The Mummy Walks, Frankenstein’s Legacy, Buried Alive, The Feast, Frog’s Leg Stew **OR** Read off the Medallion column

**Claw:** Beastmaster, Here The Be Dragons, Hellbeasts, Creature from the Lake, The Web of Destiny, Wail of the Banshee **OR** Read off the Spear column

**Powder:** The Floating Eye, Offspring, Amok Flesh, Small Change, Tick Tick Tick… **OR** Read off the Bite column
New Items:

**CLOAK**
A pitch-black vestment to hide your intentions

Once the Haunt is revealed, opponents do not reduce your movement rate.

**BLUEPRINTS**
A sketch of the original plans for this house.

Before the Haunt is revealed, once per turn when drawing room tiles, you may draw two and choose the one you prefer. Discard the other.

**NEPENTHE**
When imbibed, the sweet-smelling tincture lets you forget the horrors of this place.

If you choose to drink, lower your Knowledge two steps. Raise your Sanity three steps. Then discard this card.
New Events:

**JADE IDOL**
On a table stands a statue to a blasphemous god, its eyes boring into you, bidding you to do dark deeds.

On your next turn, you must move as directly as possible to the nearest explorer and attack them. You may choose not to use Weapons in this attack. If two explorers are equally close, you may choose which one to attack. If you cannot reach any explorers on your turn, the effect ends after you move towards them.

**CREEPY PORTRAIT**
The painting in this room has a familial resemblance to one of your fellow explorers – but the face is monstrous and twisted.

Gain 1 Knowledge. The player to your right loses 1 Sanity.

**PHOTO ALBUM**
The stained pages reveal a youth you had forgotten, but now comes flooding back.

Turn your character tile to the other side. You are now playing this character. Set your characteristics to their starting values. Then apply any bonuses from Items or Omens carried.

**JOLTED AWAKE**
You must have dozed off in the car, and dreamed you were in the house. Everyone else must be waiting inside.

Put your explorer in the Entrance Hall. Return all characteristics to their starting values. Then apply any bonuses from Items or Omens carried.

**THE BELLS!**
You hear a chiming of clocks, a sound so loud it could wake the dead.

Make a Sanity roll of 4+ or miss your next turn as you reel from the noise.

**DISORIENTED**
Surely you came through that door … or was it that one?

Make a Knowledge roll of 4+ or miss your next turn as you regain your bearings.
New Room Ideas:
No squares for these – I don’t have an art budget. But feel free to sketch them out yourself!

CELL: Has something forced the lock and escaped? Logo: Omen (eg Tentacled Horror, Hellbeasts, Stacked Like Cordwood, anything with the Madman). Floor: Basement/Upper. Doors: 1


OBSERVATORY: The roof is open to the sky to look for visitors…or so visitors can look back… Logo: Omen (eg Lost, The Floating Eye, The Stars Are Right). Floor: Upper. Doors: 1

TROPHY ROOM: Do the eyes of the stuffed beasts move, or is it just a trick of the light? Logo: Omen (eg Beastmaster, Fly Away Home, I Was a Teenage Lycanthrope) Floor: Ground/Upper. Doors: 3

DRAWING ROOM: Comfy chairs now slashed and torn, the china tea set smashed, but a nice view of the front lawn (outside facing window). Logo: Event. Floor: Ground. Doors: 3

WORKSHOP: A tool bench strewn with very useful things indeed…but what’s he building in there? Logo: Item. Floor: Basement. Doors: 2


GARAGE: You can see the garden through the greasy windows, but where’s the car when you need to get away? Logo: Event. Floor: Ground. Doors: 2. Rules: Make a Knowledge roll of 5+ or slip on the oil and take 1 point of physical damage.

DARK ROOM: Full of strange chemicals, glistening under the stark red lights. Logo: Event. Floor: Basement/ground/Upper. Doors: 1. Rules: Make a Might roll of 5+ or be overcome by the fumes and take 1 point of mental damage.

PORTRAIT GALLERY: The pictures are violent and disturbing…and reveal much of the bloody history of the house. Logo: Event. Floor: Ground/Upper. Doors: 3. Rules: Make a Sanity roll of 5+ or see too much and take 1 point of mental damage.
United We Stand

**Triggers:**
Any Skull Haunt.

**Traitor:** Haunt revealer

**Survivor’s Guide**

*You heard your friend scream, but by the time you reached them, they were already a monster, their flesh flowing and bubbling across their bones like molten rubber. Flesh like that can’t be cut or torn with normal weapons. But fire – fire will melt it all away. A big enough fire will burn away your monstrous friend and all the horror of this house forever.*

**Right Now**
If the Stairs from Basement is not in the house, search the stack and place it in the Basement.

**What You Know About the Bad Guys:**
The traitor hungers for your flesh, and only burning down the house will kill him.

**You Win When…**
The house fire kills the traitor.

**How to Burn Down the House**

◊ You need to find the Furnace Room. Once there, you need to make a Knowledge roll of 5+ to set it to overload.
◊ One full turn after this roll is made, the Furnace Room explodes. Turn this tile over to show this. Anyone in the room is killed.
◊ From then on, at the end of every player’s turn, a new room catches fire (flip the tile over) killing anyone in it. It is always a room adjacent to one already burnt. When the fire reaches the Stairs to Basement it may extend to the Foyer and from the Basement Landing up the Coal Chute (but not to the Collapsed Room).
◊ When the fire destroys the Foyer, the Entrance Hall and the Grand Staircase, the house will collapse, killing anyone left inside.

**Escaping the House**

Explorers may leave the house through the front door. However, any who do so must bar the door to keep the traitor from escaping. If the traitor tries to open the door, they must make an opposed Might test against the Might of the strongest explorer outside, plus one for each other explorer helping. If the traitor succeeds they pull a victim of his choice inside the house and may then attack them as normal.
If You Win…

The house collapses into a blazing inferno. A fitting end for such an evil place, you think, and the evil thing your friend became. Still, as you stare at the red-hot flames, you can’t but admire their genius and ponder the secret buried with them. After all, aren’t we all stronger when united?

Traitor’s Guide

At first, the fire is agonizing on your flesh but soon enough, it gives clarity. And understanding. The flesh is weak…but it can be molded, just like wax. All you have to do is melt it first. And the more you melt, the stronger it becomes. The stronger you become. The flames are lit, the flesh is flowing, now all you need is more flesh. A lot more flesh.

Right Now:

◊ Your character is still in the game but has turned traitor.
◊ Add one to your current Might.
◊ Set aside the Turn/Damage Track with the plastic clip set to the number of heroes. This is your traitor’s new Speed.

What You Know About the Heroes
They want to kill you by melting your glorious flesh. They also want to escape you by leaving the house by the front door. You can pull them back in with your enormous strength.

You Win When…
You absorb all the heroes.

Special Attack Rules

◊ You take no damage from physical attacks as your flesh is too strong.
◊ If you kill a hero, you absorb them into your flesh. Increase your Might by one and reduce your Speed by one.

If You Win…

Flesh, flesh, glorious flesh! It bubbles and streams and swells over your every muscle and pore, growing larger and larger, absorbing more and more victims! Will it stop? Can it stop? You don’t know, and you don’t care anymore. There is only flesh.
**Something’s Missing**

**Triggers:**
Any Heart Haunt or any Medallion Haunt

**Traitor:** Haunt revealer

**Survivor’s Guide:**

*The news clippings on the wall make it undeniable: your friend is dead. In fact, they’ve died five times before. Yet here they are, walking around this house. But why come back here? Maybe because there’s something important here, something hidden. Maybe the one thing – the only thing – that can make them die forever. If you can find it first, you might live through this nightmare.*

**What You Know About the Bad Guys**
The traitor has removed his heart and hidden it somewhere in the house. You need to find it before he does.

**You Win When…**
You find the Heart (Medallion) and destroy it.

**Finding the Heart**
The Heart has been returned to the Omen deck. By finding more rooms with the Omen symbol and drawing through the deck, the Heart be relocated. If the traitor finds it first, you will need to steal it off him.

**Destroying the Heart**
Once the Heart is found, it can only be destroyed with a weapon: the Axe, Spear, Blood Dagger or Revolver. Any explorer possessing one of these items and the Heart can destroy it on their turn without a roll.

**If You Win…**
*The heart explodes into a bloody pulp. The next moment, the undead creature that was once your friend falls to the floor, his pulse stilled once and forever. Unless of course, he left his brain somewhere else…*

**Traitor’s Guide**

*Years ago, you discovered an ancient Egyptian ritual that would let a living person remove his own heart. Without that vital organ, that person could never die. The process was painful, and almost killed you, but it worked. You put the organ in an ivory box and hid it where nobody could ever find it. And since then, you’ve been immortal. A car*
crash, six bullets to the chest, a terrible fire: each time you returned to life as good as new.

After a while, though, your friends grew suspicious. So when you decided it was time to find a safer hiding space for your most prized possession, you decided to invite them along so you can clear up all the loose ends at once. Now if you could just remember where you hid the darn thing…

**Right Now**

◊ Return the Heart to the Omen deck, and shuffle it well. Return the room you are in to the room stack, and shuffle that. Place your character in an adjacent room.

**What You Know About the Heroes**

They want to find your heart and destroy it.

**You Win When…**

All the heroes are dead.

**You Must Do This On Your Turn**

If your Might or Speed are lower than their starting values, restore them to their starting values. Do this even if one or both of them was on the skull symbol.

**Finding the Heart**

The Heart has been shuffled back into the Omen deck. You must reveal Omen tiles in the house and draw the heart from the deck. If the heroes draw it first, you must steal it from them.

**Hiding the Heart Again**

If you like, you may hide the heart again as at the start of the haunt by spending your entire turn in an Omen room. Return the Heart to the Omen stack and the room tile to the tile stack and shuffle both. Move your character to an adjacent room.
Back In Time

Triggers:
Any Madman Haunt

Traitor: None

Survivor’s Guide:

You thought your companion was mad but now you realize he’s just confused. To him, you appear as some monstrous phantom, out of joint with time and space. And you now recognize him: he’s the spitting image of your great-grandfather as a young man. Soon enough, your friends also discover other figures they recognize: their own ancestors. Somehow, your relatives came to this same house a hundred years ago – and now you have traveled back to meet them. Only to them, you appear as frightening monsters.

Everyone knows a time traveler should never kill his own ancestor – but what if he’s trying to kill you?

Right Now:
◊ Discard the Madman card and adjust your characteristics accordingly.
◊ Place as many Ancestor tokens in the Entrance Hall equal to the number of players.
◊ Assign each Ancestor token to a particular player. Note down somewhere which character is descended from which Ancestor.
◊ Set aside as many Knowledge tokens and Might tokens as there are players in the game.

What You Know About the Bad Guys
Your ancestors are trying to kill you – but if you kill them, you’ll also cease to exist.

You Win When…
You wind the clock in the Ballroom back to your current time.

How to Wind Back the Clock
The enormous clock in the ballroom is the key to returning to your own time. First, however, they must find it. Once this is done, each explorer in the Ballroom may attempt to turn back the clock once per turn. This can be done in one of two ways:

◊ Understanding the complex clockwork mechanisms: If an explorer passes a Knowledge roll of 5+, place a Knowledge token in the Ballroom.
◊ Brute strength. If an explorer passes a Might roll of 5+, place a Might token in the Ballroom.
◇ If an explorer ever rolls a 0 on either type of attempt, they have broken something in the mechanism and undone some of their work. Remove a token (of the current player’s choice) from the Ballroom.

When as many tokens are in the Ballroom as the number of players, the house returns to its proper time, without your past selves,

**Your Ancestors**
After each player has had their turn, the Ancestors move. Each player controls his or her own Ancestor. Ancestors move directly towards the nearest explorer and attack if possible. Ancestors have the following characteristics.

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<tr>
<th>Ancestors</th>
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<tbody>
<tr>
<td>Might 3</td>
</tr>
<tr>
<td>Speed 3</td>
</tr>
<tr>
<td>Knowledge</td>
</tr>
<tr>
<td>Sanity 3</td>
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**Killing an Ancestor**
Ancestors take damage as explorers do. Each player should keep track of the damage taken by their Ancestor. If their Ancestor is killed by any explorer, both that Ancestor and their corresponding descendant are killed.

**If You Win…**
*With a sudden shudder, you feel the house return to the present. Outside the windows, modern cars drive past and telephone poles once again dot the landscape. Hopefully, nothing you did in the past has changed the future. You certainly don’t feel any different, and Ralph Nader is still the President…*

**Traitor’s Tome:**
There is no Traitor for this Haunt. See the Survivor’s Guide.
**Plague**

**Triggers:**
Any Powder Haunt, or any Bite Haunt

**Traitor:** Highest knowledge (except for haunt revealer).

**Survivor’s Guide:**

*The grey-white dust flies everywhere: sticking to your hands, your face, even flying in your mouth. You try to cough to clear your throat but you can’t seem to. A moment later, you cough up a stream of sticky blood. Your skin itches. Your vision blurs. With sick dread, you suddenly know what the white dust is, and why your friend from the disease lab so desperately wanted you to come to the house with him…*

**Right Now:**
◊ Set aside as many Infected tokens as there are heroes.
◊ Set aside the Serum token.
◊ Place one Infected token on the Haunt revealer.
◊ If neither the Operating Laboratory nor the Research Laboratory is in the house, search through the stack until you find either one, and place it in the house.
◊ If neither the Conservatory nor the Garden is in the house, search through the stack until you find either one, and place it in the house.

**What You Know About the Bad Guys**
The traitor has infected one of you with a wasting disease. He wants to infect all of you with it.

**You Win When…**
You discover the cure, synthesize it and give it to all the surviving heroes.

**Discovering the Cure**
A character in the Operating Laboratory or Research Laboratory may attempt to find the cure once per turn. To do so they must make a Knowledge roll of 6+. For each Infected explorer in the room (including themselves, if they are infected), they may add one additional die to their roll as they have more samples to study.

**Synthesizing the Serum**
Once you have discovered the cure, a character must then synthesize it from plants found in the Conservatory or the Garden. Any character may attempt to do this, once the cure has been found, by making a Knowledge roll of 5+ in either room. When this occurs, the character can take the Serum token and place it on their character card to show they are carrying it.
Taking the Cure
Any Infected character carrying the Serum may spend their turn curing themselves. If they do so they may not move or attack (but may defend themselves if attacked), spending their turn doing nothing but taking the cure. At the end of such a turn, remove the Infected token from your character card and return it to the box. When all characters are cured, you win.

If You Win…
The needle disgorges the last of the serum and you feel the sickness leaving you. Your head clears, your fever passes. You and your friends are safe. But your friend was always well prepared. Who knows how many other samples he has of his plague, and where his next experiment will occur?

Trior’s Tome:
You’ve spent years studying diseases. Not because you want to kill people, of course. You study diseases to protect humanity. To gain knowledge. The better we understand the plagues and viruses that prey on mankind, the better we can work to destroy them. It was pure accident you managed to synthesize this new strain, but if you could do it, the enemies of freedom and democracy could do it too. Which means you need to know how the new strain acts on live subjects.

As you hear the coughing of your friends, you press record on your Dictaphone and begin. “Experiment 1. Observing the effect of the new strain on several human subjects in a contained environment…”

Right Now:
◊ Set up the Turn/Damage Track with a plastic clip on number 0. You’ll need this to measure the potency of the disease.

What You Know About The Heroes
They are trying to find a cure to your disease.

You Win When…
…all the heroes are dead.

You Must Do This On Your Turn
◊ Determine the effect of the disease on each Infected hero. To do this, make an attack against each of them using a number of dice equal to the current position of the Turn/Damage Track. On the first turn, this will be zero, so no attack is made. This attack is resisted by the victim’s Might, and any damage taken is physical. If the target defends against the attack, there is no effect on the disease. This attack never exceeds 8 dice, as usual.
◊ Then advance the Turn/Damage Track one space.
The Spreading Sickness
At the start of the haunt, only the haunt revealer will be infected. However, he may spread the disease as follows:

◊ If an infected explorer moves through a room with another explorer in it, or ends his turn in a room containing another explorer, the uninfected explorer must make a Might roll of 5+ or catch the disease. If an uninfected explorer moves through a room with an infected explorer in it, or ends his turn in a room containing an infected explorer, they must do the same.

◊ Note that you are immune to the disease.

If You Win…
You stop your stopwatch and make a few last notes on your clipboard. Hmm. These subjects didn’t last very long at all. If the disease was released in a large city, the devastation would be immense. Of course, that’s assuming the infection vector was similar in such an open environment. You should probably test that. For science.
Airborne!

**Triggers:**
Any Claw Haunt, or any Spear Haunt

**Traitor:** None (see Survivor’s Guide)

**Survivor’s Guide:**

A deafening shriek leaves you reeling. A second later, the house seems to crumple and then jerk into the air. But that would be crazy. Yet rushing to the window you see the madness is true: a bird the size of a 747 is carrying the house in its talons, presumably to feed its monstrous brood in some fantastic nest somewhere. Beneath you the ground gets further and further away. If you are going to live, you need to get out of this house fast, but to survive the fall you’ll need a parachute.

"You remember one of your friends mentioning some parachutes they stumbled over. You just need to find one of them. There’s probably not enough for everyone, but surely they’ll agree that you definitely deserve one of them."

**Right Now:**

◊ Set aside half as many Parachute tokens as there are players, rounding down.
◊ Remove the Basement tiles of the house. If your explorer is in the basement, place them in the Foyer.

**What You Know About The Bad Guys**
There is no traitor in this haunt. But even so, only some of you can win.

**You Win When…**
You leave the house with a Parachute.

**You Lose When…**
There are no Parachutes left.

**Finding a Parachute**
The parachutes are hidden all over the house. Players can search for a Parachute by making a Knowledge or Speed roll of 4+ in any room with an ITEM or OMEN symbol. If you succeed on this roll, take a Parachute token and put it on your character card. Characters can still explore the house and find new rooms.

A character may only carry one Parachute at a time. Other players may steal a Parachute from someone by attacking them with Might (resisted by Might as usual) or tricking them with Knowledge (resisted by Knowledge). Rolls to steal a Parachute do not cause damage, as usual.
Characters may also attack other characters as normal. Dead characters drop their parachutes and any other character may pick them up.

**Leaving the House**
Once you have a parachute, you may leave the house by the Entrance Hall, the Balcony, the Tower or any room with an outside facing window.

**If You Win…**
The air rushes past you like a hurricane. Then with a flood of relief you feel your parachute open above you and your fall slows. Then you hear a flapping noise. Looking up, you see some tears in the fabric of the chute. Some of the ropes seem tangled too. Perhaps the chute got damaged in all the fighting…but it seems to be okay. The tears don’t seem to be getting any bigger. Not yet anyway…

**If You Lose…**
Your so-called “friends” have left you die, to be food for the chicks of this demonic bird of prey. On the other hand, maybe if you landed on another human body, you’d survive the fall. Your friend over there looks pretty soft…