

HAUNTED  HOUSES

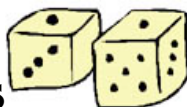
SOLITAIRE RPG



INTRODUCTION

HAUNTED HOUSES SOLITAIRE RPG IS A ROLEPLAYING GAME PLAYED BY 1 PLAYER USING ONLY A REGULAR DECK OF POKER CARDS, A PENCIL, AND SOME PAPER.

IN THE GAME, THE PLAYER TAKES THE ROLE OF A CHARACTER KNOWN AS A SEEKER, AN INVESTIGATOR OF THE SUPERNATURAL THAT EXPLORES HAUNTED HOUSES FOR ADVENTURE AND TO RID THE WORLD OF SUPERNATURAL EVIL.



DICE DECKS

IN ORDER TO PLAY THE GAME, THE 52 CARD POKER DECK MUST BE SPLIT INTO TWO DECKS: A 40 CARD DECK MADE OF ALL CARDS 1 THROUGH 10 (ACE EQUALS 1) AND A 12 CARD DECK OF ALL FACE CARDS (KING, QUEEN, JACK). THESE TWO DECKS WILL BE KNOWN AS DICE DECKS, AND WILL BE USED TO SIMULATE THE ROLLING OF A 4-SIDED, 6-SIDED, 8-SIDED, 10-SIDED, 12-SIDED, 20-SIDED, OR 40-SIDED DIE (HEREBY CALLED A D4, D6, D8, D10, D12, D20, OR D40, RESPECTIVELY). USE THE FOLLOWING PROCEDURES FOR SIMULATING DIE ROLLS WITH THE DICE DECKS:

D4 = DRAW A CARD FROM THE 40 CARD DECK:

DRAW A HEART = DIE ROLL OF 1

DRAW A DIAMOND = DIE ROLL OF 2

DRAW A CLUB = DIE ROLL OF 3

DRAW A SPADE = DIE ROLL OF 4

D6 = DRAW A CARD FROM THE 12 CARD DECK:

DRAW A RED JACK = DIE ROLL OF 1

DRAW A BLACK JACK = DIE ROLL OF 2

DRAW A RED QUEEN = DIE ROLL OF 3

DRAW A BLACK QUEEN = DIE ROLL OF 4

DRAW A RED KING = DIE ROLL OF 5

DRAW A BLACK KING = DIE ROLL OF 6

D8 = DRAW A CARD FROM THE 40 CARD DECK:

DRAW A HEART 1 THROUGH 5 = DIE ROLL OF 1

DRAW A HEART 6 THROUGH 10 = DIE ROLL OF 2

DRAW A DIAMOND 1 THROUGH 5 = DIE ROLL OF 3

DRAW A DIAMOND 6 THROUGH 10 = DIE ROLL OF 4

DRAW A CLUB 1 THROUGH 5 = DIE ROLL OF 5

DRAW A CLUB 6 THROUGH 10 = DIE ROLL OF 6

DRAW A SPADE 1 THROUGH 5 = DIE ROLL OF 7

DRAW A SPADE 6 THROUGH 10 = DIE ROLL OF 8

**D10 = DRAW A CARD FROM THE 40 CARD DECK:
THE DIE ROLL WILL BE EQUAL TO THE NUMBER ON THE
CARD DRAWN**

**D12 = DRAW A CARD FROM THE 12 CARD DECK:
DRAW A HEART JACK = DIE ROLL OF 1
DRAW A DIAMOND JACK = DIE ROLL OF 2
DRAW A CLUB JACK = DIE ROLL OF 3
DRAW A SPADE JACK = DIE ROLL OF 4
DRAW A HEART QUEEN = DIE ROLL OF 5
DRAW A DIAMOND QUEEN = DIE ROLL OF 6
DRAW A CLUB QUEEN = DIE ROLL OF 7
DRAW A SPADE QUEEN = DIE ROLL OF 8
DRAW A HEART KING = DIE ROLL OF 9
DRAW A DIAMOND KING = DIE ROLL OF 10
DRAW A CLUB KING = DIE ROLL OF 11
DRAW A SPADE KING = DIE ROLL OF 12**

**D20 = DRAW A CARD FROM THE 40 CARD DECK:
IF A RED CARD IS DRAWN, THE DIE ROLL WILL BE EQUAL
TO THE NUMBER ON THE CARD DRAWN
IF A BLACK CARD IS DRAWN, THE DIE ROLL WILL BE
EQUAL TO 10 PLUS THE NUMBER ON THE CARD DRAWN**

**D40 = DRAW A CARD FROM THE 40 CARD DECK:
IF A HEART IS DRAWN, THE DIE ROLL WILL BE EQUAL TO
THE NUMBER ON THE CARD DRAWN
IF A DIAMOND IS DRAWN, THE DIE ROLL WILL BE EQUAL
TO 10 PLUS THE NUMBER ON THE CARD DRAWN
IF A CLUB IS DRAWN, THE DIE ROLL WILL BE EQUAL TO 20
PLUS THE NUMBER ON THE CARD DRAWN
IF A SPADE IS DRAWN, THE DIE ROLL WILL BE EQUAL TO
30 PLUS THE NUMBER ON THE CARD DRAWN**

**WHENEVER A CARD IS DRAWN IN ORDER TO SIMULATE A DIE
ROLL, ONLY 1 CARD IS DRAWN AT A TIME, AND THAT CARD IS
IMMEDIATELY RETURNED TO THE DECK IT WAS DRAWN FROM AS
SOON AS IT HAS BEEN DRAWN AND LOOKED AT, THEN THE DECK IS
SHUFFLED. THIS MUST BE DONE SO THAT THE ODDS ARE
CORRECT FOR EACH DICE DECK WHEN USED. NEVER DRAW FROM
A DECK THAT HAS LESS THAN IT'S FULL AMOUNT OF CARDS, AND
ALWAYS RETURN A CARD TO IT'S PROPER DICE DECK ONCE
DRAWN, SHUFFLING THE DECK AFTERWARDS.**



SEEKERS

SEEKERS ARE ADVENTURERS WHO SEEK SUPERNATURAL CONTACT VIA THE EXPLORATION OF HAUNTED HOUSES. THERE ARE SIX TYPES OF SEEKERS: HUNTERS, OCCULTISTS, HOLYMEN, PSYCHICS, MEDIUMS, AND PARAPSYCHOLOGISTS.

TO CREATE A SEEKER, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING TABLE FOR WHICH TYPE OF SEEKER:

DIE ROLL OF 1 = HUNTER

DIE ROLL OF 2 = OCCULTIST

DIE ROLL OF 3 = HOLYMAN

DIE ROLL OF 4 = PSYCHIC

DIE ROLL OF 5 = MEDIUM

DIE ROLL OF 6 = PARAPSYCHOLOGIST

EACH TYPE OF SEEKER HAS THEIR OWN DESCRIPTION IN THE RULES. EACH SEEKER DESCRIPTION CONTAINS THE FOLLOWING:

A GENERAL DESCRIPTION OF THE SEEKER

THE BEGINNING ATTRIBUTES FOR THE SEEKER

THE DIE ROLLED FOR EACH ATTRIBUTE

THE WEAPONS USED BY THE SEEKER

ABILITY GAIN AND ADVANCEMENT FOR THE SEEKER

THE SPECIAL ABILITIES OF THE SEEKER



THE HUNTER

THE HUNTER IS A SEEKER SKILLED IN MELEE AND WEAPONRY. THE HUNTER HUNTS DOWN MONSTERS AND DESTROYS THEM, WHICH IS WHY THEY SEEK HAUNTED HOUSES.

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE HUNTER:

**BEGINNING PHYSICAL = ROLL A D12
BEGINNING SPIRITUAL = ROLL A D6
BEGINNING INVESTIGATION = ROLL A D8
BEGINNING LUCK = ROLL A D8
BEGINNING VITALITY = ROLL A D10
BEGINNING FRIGHT = ROLL A D10
BEGINNING RUN = ROLL A D6
BEGINNING HIDE = ROLL A D4**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE HUNTER WHEN MAKING ATTRIBUTE ROLLS:

**PHYSICAL = +D4 UNARMED
SPIRITUAL = +D4
INVESTIGATION = +D8
LUCK = +D8
VITALITY = +D10
FRIGHT = +D10
RUN = +D4
HIDE = +D4**

THE HUNTER MAY USE ANY WEAPON.

THE SPECIAL ABILITIES OF THE HUNTER ARE CALLED HUNTING PROWESSES. THE HUNTER STARTS WITH 1 HUNTING PROWESS, AND GAINS 1 WITH EACH ADVANCEMENT. DRAW A CARD TO ROLL A D12 FOR WHICH HUNTING PROWESS THE HUNTER BEGINS WITH:

**DIE ROLL OF 1 = MARTIAL ARTIST
DIE ROLL OF 2 = WEAPON MASTERY
DIE ROLL OF 3 = FEARLESS
DIE ROLL OF 4 = VIGOROUS
DIE ROLL OF 5 = WEAKNESS DETECTION
DIE ROLL OF 6 = BERSERKER FURY
DIE ROLL OF 7 = STALK MONSTERS
DIE ROLL OF 8 = HEIGHTENED SENSES
DIE ROLL OF 9 = MENTAL DISCIPLINE
DIE ROLL OF 10 = EXPERT MARKSMANSHIP
DIE ROLL OF 11 = BRUTAL STRIKE
DIE ROLL OF 12 = TROPHY CASE**



HUNTING PROWESSES

MARTIAL ARTIST = +2 TO PHYSICAL. FROM NOW ON, THE HUNTER IS +D6 TO PHYSICAL UNARMED, +D8 TO PHYSICAL WITH A KNIFE, +D10 TO PHYSICAL WITH A SWORD, AND +D12 TO PHYSICAL WITH AN AXE, INSTEAD OF THE USUAL DIE ROLLED FOR SUCH WEAPONS.

WEAPON MASTERY = +2 TO PHYSICAL IN PHYSICAL COMBAT WHEN USING ANY WEAPON. IF AT THE START OF A VISIT TO A HAUNTED HOUSE AND THE HUNTER DOES NOT HAVE ANY WEAPON, THE HUNTER GAINS 1 WEAPON DETERMINED AT RANDOM BEFORE THE VISIT BEGINS (SEE WEAPONS).

FEARLESS = +4 TO FRIGHT. FROM NOW ON, THE HUNTER ROLLS +D12 TO FRIGHT INSTEAD OF +D10.

VIGOROUS = +4 TO VITALITY. FROM NOW ON, THE HUNTER ROLLS +D12 TO VITALITY INSTEAD OF +D10.

WEAKNESS DETECTION = IF A MONSTER RECEIVES DAMAGE IN A COMBAT WITH THE HUNTER, THE HUNTER MAKES AN INVESTIGATION ROLL VERSUS THE MONSTER'S HIDE ROLL. IF THE ROLL SUCCEEDS, THE MONSTER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL FAILS, THE MONSTER DOES NOT RECEIVE ANY DAMAGE.

BERSERKER FURY = FOR EVERY POINT OF DAMAGE THE HUNTER RECEIVES IN A PHYSICAL COMBAT, THE HUNTER WILL BE +1 TO PHYSICAL FOR THE REST OF THAT ENCOUNTER.

STALK MONSTERS = +4 TO RUN, +4 TO HIDE. FROM NOW ON, THE HUNTER ROLLS +D6 TO RUN AND HIDE INSTEAD OF +D4.

HEIGHTENED SENSES = +4 TO INVESTIGATION. FROM NOW ON, THE HUNTER ROLLS +D10 TO INVESTIGATION INSTEAD OF +D8.

MENTAL DISCIPLINE = +4 TO SPIRITUAL. FROM NOW ON, THE HUNTER ROLLS +D6 TO SPIRITUAL INSTEAD OF +D4.

EXPERT MARKSMANSHIP = WHEN USING A GUN IN PHYSICAL COMBAT, THE HUNTER MAY REROLL THE DIE ROLL FOR PHYSICAL ONCE PER ROLL. THE HUNTER MAY ALSO THROW THE KNIFE OR THE AXE ONCE PER PHYSICAL COMBAT. IF SO, THE HUNTER MAY REROLL THE DIE ROLL FOR THE KNIFE OR AXE. ONCE THROWN, THE KNIFE OR AXE CANNOT BE USED UNTIL THE HUNTER'S NEXT PHYSICAL COMBAT WITH A DIFFERENT MONSTER.

BRUTAL STRIKE = BEFORE A PHYSICAL COMBAT OCCURS, THE HUNTER MAY CHOOSE TO SUBTRACT D6 FROM THEIR PHYSICAL FOR THE REST OF THE COMBAT IN ORDER TO DOUBLE THE AMOUNT OF DAMAGE THE MONSTER RECEIVES IN THE COMBAT.

TROPHY CASE = FROM NOW ON, THE HUNTER DOUBLES THE AMOUNT OF ADVANCE POINTS GAINED FROM A MONSTER PERISHING IN PHYSICAL COMBAT.



THE OCCULTIST

THE OCCULTIST IS A SEEKER ADEPT IN ARCANES KNOWLEDGE. THE OCCULTIST SEEKS TO INCREASE SUCH KNOWLEDGE BY FINDING ANCIENT LORE HIDDEN WITHIN HAUNTED HOUSES.

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE OCCULTIST:

**BEGINNING PHYSICAL = ROLL A D10
BEGINNING SPIRITUAL = ROLL A D8
BEGINNING INVESTIGATION = ROLL A D10
BEGINNING LUCK = ROLL A D8
BEGINNING VITALITY = ROLL A D8
BEGINNING FRIGHT = ROLL A D10
BEGINNING RUN = ROLL A D6
BEGINNING HIDE = ROLL A D6**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE OCCULTIST WHEN MAKING ATTRIBUTE ROLLS:

**PHYSICAL = +D4 UNARMED
SPIRITUAL = +D6
INVESTIGATION = +D8
LUCK = +D8
VITALITY = +D6
FRIGHT = +D8
RUN = +D6
HIDE = +D6**

THE OCCULTIST MAY USE ANY WEAPON EXCEPT A GUN.

THE SPECIAL ABILITIES OF THE OCCULTIST ARE CALLED OCCULT SPELLS. THE OCCULTIST STARTS WITH 1 OCCULT SPELL, AND GAINS 1 WITH EACH ADVANCEMENT. DRAW A CARD TO ROLL A D12 FOR WHICH OCCULT SPELL THE OCCULTIST BEGINS WITH:

**DIE ROLL OF 1 = MAGICK BLAST
DIE ROLL OF 2 = ENCHANTMENT
DIE ROLL OF 3 = WIZARD VISION
DIE ROLL OF 4 = LUCKY CHARMS
DIE ROLL OF 5 = FAMILIAR
DIE ROLL OF 6 = ARCANES ENERGY
DIE ROLL OF 7 = TELEPORTATION
DIE ROLL OF 8 = INVISIBILITY
DIE ROLL OF 9 = OCCULT KNOWLEDGE
DIE ROLL OF 10 = ANCIENT RITUAL
DIE ROLL OF 11 = MYSTIC WARRIOR
DIE ROLL OF 12 = SACRIFICIAL KNIFE**



OCCULT SPELLS

MAGICK BLAST = IF UNARMED IN PHYSICAL COMBAT, THE OCCULTIST ROLLS +D12 TO PHYSICAL INSTEAD OF +D4. IF THE MONSTER RECEIVES DAMAGE IN THE COMBAT, DOUBLE THE AMOUNT OF DAMAGE RECEIVED.

ENCHANTMENT = IF THE OCCULTIST HAS A KNIFE, SWORD, OR AXE, THE OCCULTIST MAY USE PHYSICAL TO COMBAT A MONSTER'S SPIRITUAL (SEE MYSTIC WEAPONS). IF THE OCCULTIST HAS MAGICK BLAST, IT MAY BE USED TO COMBAT A MONSTER'S SPIRITUAL.

WIZARD VISION = THE OCCULTIST ROLLS AN ADDITIONAL +D8 TO INVESTIGATION WHENEVER MAKING AN INVESTIGATION ROLL.

LUCKY CHARMS = +4 TO LUCK. FROM NOW ON, THE OCCULTIST ROLLS +D10 TO LUCK INSTEAD OF +D8.

FAMILIAR = THE OCCULTIST ROLLS AN ADDITIONAL +D4 TO PHYSICAL WHENEVER MAKING A PHYSICAL ROLL, AN ADDITIONAL +D4 TO SPIRITUAL WHENEVER MAKING A SPIRITUAL ROLL, AND AN ADDITIONAL +D4 TO VITALITY WHENEVER MAKING A VITALITY ROLL.

ARCANE ENERGY = +2 TO FRIGHT, +2 TO VITALITY. FROM NOW ON, THE OCCULTIST ROLLS +D10 TO FRIGHT INSTEAD OF +D8, AND ROLLS +D8 TO VITALITY INSTEAD OF +D6.

TELEPORTATION = THE OCCULTIST ROLLS AN ADDITIONAL +D8 TO RUN WHENEVER MAKING A RUN ROLL.

INVISIBILITY = THE OCCULTIST ROLLS AN ADDITIONAL +D8 TO HIDE WHENEVER MAKING A HIDE ROLL.

OCCULT KNOWLEDGE = +2 TO 1 ATTRIBUTE OF THE OCCULTIST'S CHOICE. FROM NOW ON, THE OCCULTIST CHOOSES WHICH OCCULT SPELL THEY GAIN FROM ADVANCEMENT INSTEAD OF ROLLING A D12.

ANCIENT RITUAL = +4 TO 1 ATTRIBUTE OF THE OCCULTIST'S CHOICE. +2 TO ALL OF THE OCCULTIST'S OTHER ATTRIBUTES.

MYSTIC WARRIOR = +2 TO PHYSICAL, +2 TO SPIRITUAL. FROM NOW ON, THE OCCULTIST ROLLS +D6 TO PHYSICAL UNARMED INSTEAD OF +D4 (EXCEPT FOR MAGICK BLAST), +D8 TO PHYSICAL WITH A MYSTIC KNIFE INSTEAD OF +D6, AND ROLLS +D8 TO SPIRITUAL INSTEAD OF +D6.

SACRIFICIAL KNIFE = THE OCCULTIST RECEIVES A MYSTIC KNIFE. THE MYSTIC KNIFE IS VAMPIRIC (SEE MYSTIC WEAPONS), AND CAN GAIN OTHER MYSTIC ABILITIES BY TAKING THEM FROM ANY OTHER MYSTIC WEAPON THE OCCULTIST CLAIMS. FROM NOW ON, NO OTHER WEAPON MAY BE USED BY THE OCCULTIST BESIDES THE SACRIFICIAL KNIFE.



THE HOLYMAN

THE HOLYMAN IS A SEEKER BLESSED WITH HOLY ASSISTANCE FROM HIGH ABOVE. THE HOLYMAN SEEKS TO RID HAUNTED HOUSES OF ALL THE SUPERNATURAL EVIL THEY POSSESS.

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE HOLYMAN:

**BEGINNING PHYSICAL = ROLL A D8
BEGINNING SPIRITUAL = ROLL A D10
BEGINNING INVESTIGATION = ROLL A D8
BEGINNING LUCK = ROLL A D10
BEGINNING VITALITY = ROLL A D8
BEGINNING FRIGHT = ROLL A D12
BEGINNING RUN = ROLL A D6
BEGINNING HIDE = ROLL A D6**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE HOLYMAN WHEN USING ATTRIBUTES:

**PHYSICAL = +D4 UNARMED
SPIRITUAL = +D6
INVESTIGATION = +D8
LUCK = +D10
VITALITY = +D8
FRIGHT = +D10
RUN = +D6
HIDE = +D6**

THE HOLYMAN MAY ONLY USE MYSTIC WEAPONS.

THE SPECIAL ABILITIES OF THE HOLYMAN ARE CALLED HOLY MAGICS. THE HOLYMAN STARTS WITH 1 HOLY MAGIC, AND GAINS 1 WITH EACH ADVANCEMENT. DRAW A CARD TO ROLL A D12 FOR WHICH HOLY MAGIC THE HOLYMAN BEGINS WITH:

**DIE ROLL OF 1 = HEAL
DIE ROLL OF 2 = LIGHT
DIE ROLL OF 3 = BLESSING
DIE ROLL OF 4 = PURIFY
DIE ROLL OF 5 = EXORCISE
DIE ROLL OF 6 = SMITE
DIE ROLL OF 7 = SACRED SYMBOL
DIE ROLL OF 8 = HOLY WATER
DIE ROLL OF 9 = SANCTUARY
DIE ROLL OF 10 = GUARDIAN ANGEL
DIE ROLL OF 11 = MIRACLE WORKER
DIE ROLL OF 12 = SAINTHOOD**



HOLY MAGICS

HEAL = AFTER A PHYSICAL COMBAT WHEN THE HOLYMAN HAS RECEIVED DAMAGE, OR ANY OTHER OCCURENCE IN WHICH THE HOLYMAN RECEIVES DAMAGE, DRAW A CARD TO ROLL A D4 AFTER THE VITALITY ROLL HAS BEEN MADE. SUBTRACT THE RESULT OF THE DIE ROLL FROM THE HOLYMAN'S DAMAGE

LIGHT = +2 TO INVESTIGATION. DRAW A CARD TO ROLL A D4 WHEN THE HOLYMAN ENCOUNTERS A MONSTER. THE AMOUNT ROLLED IS SUBTRACTED FROM ALL OF THE MONSTER'S ATTRIBUTES FOR THE DURATION OF THAT ENCOUNTER.

BLESSING = +2 TO LUCK. DRAW A CARD TO ROLL A D4 WHEN THE HOLYMAN ENCOUNTERS A MONSTER OR A HAUNTING. THE AMOUNT ROLLED IS ADDED TO ALL OF THE HOLYMAN'S ATTRIBUTES FOR THE DURATION OF THAT ENCOUNTER.

PURIFY = AFTER A SPIRITUAL COMBAT WHEN THE HOLYMAN HAS RECEIVED TRAUMA, OR ANY OTHER OCCURENCE IN WHICH THE HOLYMAN RECEIVES TRAUMA, DRAW A CARD TO ROLL A D4 AFTER THE VITALITY ROLL HAS BEEN MADE. SUBTRACT THE RESULT OF THE DIE ROLL FROM THE HOLYMAN'S TRAUMA.

EXORCISE = AT THE START OF A SPIRITUAL COMBAT THE HOLYMAN IS IN, DRAW A CARD TO ROLL A D10. THE MONSTER RECEIVES TRAUMA EQUAL TO THE RESULT OF THE DIE ROLL. THIS CAN ONLY BE USED ONCE PER MONSTER.

SMITE = AT THE START OF A PHYSICAL COMBAT THE HOLYMAN IS IN, DRAW A CARD TO ROLL A D10. THE MONSTER RECEIVES DAMAGE EQUAL TO THE RESULT OF THE DIE ROLL. THIS CAN ONLY BE USED ONCE PER MONSTER.

SACRED SYMBOL = +2 TO FRIGHT. FROM NOW ON, THE HOLYMAN ROLLS A D12 INSTEAD OF A D10 WHEN USING SMITE OR EXORCISE.

HOLY WATER = +2 TO VITALITY. FROM NOW ON, THE HOLYMAN ROLLS A D6 INSTEAD OF A D4 WHEN USING HEAL OR PURIFY.

SANCTUARY = +2 TO RUN, +2 TO HIDE. AFTER A HAUNTING OR A MONSTER HAS CAUSED THE HOLYMAN TO RECEIVE FEAR, DRAW A CARD TO ROLL A D4 AFTER THE VITALITY ROLL HAS BEEN MADE. SUBTRACT THE RESULT OF THE DIE ROLL FROM THE HOLYMAN'S FEAR.

GUARDIAN ANGEL = +2 TO PHYSICAL, +2 TO SPIRITUAL. FROM NOW ON, THE HOLYMAN ROLLS A D6 INSTEAD OF A D4 WHEN USING LIGHT OR BLESSING.

MIRACLE WORKER = FROM NOW ON, THE HOLYMAN ROLLS +D10 TO INVESTIGATION AND VITALITY INSTEAD OF +D8, ROLLS +D12 TO LUCK AND FRIGHT INSTEAD OF +D10, AND ROLLS +D8 TO RUN AND HIDE INSTEAD OF +D6.

SAINTHOOD = +2 TO ALL OF THE HOLYMAN'S ATTRIBUTES. FROM NOW ON, THE HOLYMAN DOUBLES THE AMOUNT OF ADVANCE POINTS GAINED FROM A MONSTER PERISHING IN SPIRITUAL COMBAT.



THE PSYCHIC

THE PSYCHIC IS A SEEKER ENDOWED WITH PSYCHIC ABILITY. THE PSYCHIC SEEKS PSYCHIC PHENOMENA OF A SUPERNATURAL SOURCE, WHICH IS WHY THEY DELVE INTO HAUNTED HOUSES.

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE PSYCHIC:

**BEGINNING PHYSICAL = ROLL A D6
BEGINNING SPIRITUAL = ROLL A D10
BEGINNING INVESTIGATION = ROLL A D8
BEGINNING LUCK = ROLL A D8
BEGINNING VITALITY = ROLL A D6
BEGINNING FRIGHT = ROLL A D10
BEGINNING RUN = ROLL A D8
BEGINNING HIDE = ROLL A D8**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE PSYCHIC WHEN USING ATTRIBUTES:

**PHYSICAL = +D4 UNARMED
SPIRITUAL = +D8
INVESTIGATION = +D8
LUCK = +D8
VITALITY = +D6
FRIGHT = +D8
RUN = +D6
HIDE = +D6**

THE PSYCHIC MAY ONLY USE MYSTIC WEAPONS.

THE SPECIAL ABILITIES OF THE PSYCHIC ARE CALLED PSYCHIC POWERS. THE PSYCHIC STARTS WITH 1 PSYCHIC POWER, AND GAINS 1 WITH EACH ADVANCEMENT. DRAW A CARD TO ROLL A D12 FOR WHICH PSYCHIC POWER THE PSYCHIC BEGINS WITH:

**DIE ROLL OF 1 = PRECOGNITION
DIE ROLL OF 2 = POSTCOGNITION
DIE ROLL OF 3 = PSIONIC BLAST
DIE ROLL OF 4 = TELEKINESIS
DIE ROLL OF 5 = MEDITATION
DIE ROLL OF 6 = SIXTH SENSE
DIE ROLL OF 7 = MIND OVER MATTER
DIE ROLL OF 8 = LEVITATION
DIE ROLL OF 9 = HYPNOSIS
DIE ROLL OF 10 = DANGER SENSE
DIE ROLL OF 11 = IRON WILL
DIE ROLL OF 12 = TELEPATHY**



PSYCHIC POWERS

PRECOGNITION = WHEN THE PSYCHIC ROLLS FOR IF A MONSTER OCCURS IN A ROOM, THE PSYCHIC MAY CHOOSE TO REROLL THE DIE ONCE.

POSTCOGNITION = WHEN THE PSYCHIC ROLLS FOR IF A HAUNTING OCCURS IN A ROOM, THE PSYCHIC MAY CHOOSE TO REROLL THE DIE ONCE.

PSIONIC BLAST = IN SPIRITUAL COMBAT, THE PSYCHIC ROLLS +D12 TO SPIRITUAL INSTEAD OF +D8. IF THE MONSTER RECEIVES TRAUMA IN THE COMBAT, DOUBLE THE AMOUNT OF TRAUMA RECEIVED.

TELEKINESIS = +6 TO PHYSICAL. THE PSYCHIC ROLLS AN ADDITIONAL +D6 WHEN MAKING A PHYSICAL ROLL.

MEDITATION = IF IN A ROOM WITHOUT A HAUNTING OR A MONSTER, THE PSYCHIC MAY CHOOSE TO MAKE A SPIRITUAL ROLL VERSUS 12. IF THE ROLL SUCCEEDS, SUBTRACT D6 FROM THE PSYCHIC'S DAMAGE, TRAUMA, AND FEAR. IF THE ROLL FAILS, SUBTRACT 1 FROM THE PSYCHIC'S DAMAGE, TRAUMA, AND FEAR.

SIXTH SENSE = +6 TO INVESTIGATION. THE PSYCHIC ROLLS AN ADDITIONAL +D6 WHEN MAKING AN INVESTIGATION ROLL.

MIND OVER MATTER = AT THE START OF A PHYSICAL COMBAT THE PSYCHIC IS IN, THE PSYCHIC MAY CHOOSE TO MAKE THE COMBAT SPIRITUAL INSTEAD OF PHYSICAL. AT THE START OF A SPIRITUAL COMBAT THE PSYCHIC IS IN, THE PSYCHIC MAY CHOOSE TO MAKE THE COMBAT PHYSICAL INSTEAD SPIRITUAL.

LEVITATION = +6 TO RUN. THE PSYCHIC ROLLS AN ADDITIONAL +D6 WHEN MAKING A RUN ROLL.

HYPNOSIS = +6 TO HIDE. THE PSYCHIC ROLLS AN ADDITIONAL +D6 WHEN MAKING A HIDE ROLL.

DANGER SENSE = +6 TO LUCK. THE PSYCHIC ROLLS AN ADDITIONAL +D6 WHEN MAKING A LUCK ROLL.

IRON WILL = +6 TO FRIGHT. THE PSYCHIC ROLLS AN ADDITIONAL +D6 WHEN MAKING A FRIGHT ROLL.

TELEPATHY = +6 TO SPIRITUAL. THE PSYCHIC ROLLS AN ADDITIONAL +D6 WHEN MAKING A SPIRITUAL ROLL.



THE MEDIUM

THE MEDIUM IS A SEEKER IN TUNE WITH THE SPIRITUAL REALM. THE MEDIUM SEEKS HAUNTED HOUSES TO COMMUNICATE WITH AND LEARN FROM THE SPIRITS.

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE MEDIUM:

**BEGINNING PHYSICAL = ROLL A D4
BEGINNING SPIRITUAL = ROLL A D12
BEGINNING INVESTIGATION = ROLL A D8
BEGINNING LUCK = ROLL D8
BEGINNING VITALITY = ROLL A D4
BEGINNING FRIGHT = ROLL D8
BEGINNING RUN = ROLL A D8
BEGINNING HIDE = ROLL A D8**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE MEDIUM WHEN USING ATTRIBUTES:

**PHYSICAL = +D4 UNARMED
SPIRITUAL = +D8
INVESTIGATION = +D8
LUCK = +D8
VITALITY = +D6
FRIGHT = +D6
RUN = +D8
HIDE = +D8**

THE MEDIUM MAY NOT USE ANY WEAPONS.

THE SPECIAL ABILITIES OF THE MEDIUM ARE CALLED ASTRAL MEDIATIONS. THE MEDIUM STARTS WITH 1 ASTRAL MEDIATION, AND GAINS 1 WITH EACH ADVANCEMENT. DRAW A CARD TO ROLL A D12 FOR WHICH ASTRAL MEDIATION THE MEDIUM BEGINS WITH:

**DIE ROLL OF 1 = CRYSTAL 8-BALL
DIE ROLL OF 2 = FORTUNETELLING
DIE ROLL OF 3 = EXTRA SENSORY PERCEPTION
DIE ROLL OF 4 = NIGHTMARE REALM
DIE ROLL OF 5 = SUPERNATURAL AURA
DIE ROLL OF 6 = VISION QUEST
DIE ROLL OF 7 = EMPATHIC BOND
DIE ROLL OF 8 = FIRESTARTER
DIE ROLL OF 9 = APPORTATION
DIE ROLL OF 10 = SPIRIT GUIDE
DIE ROLL OF 11 = ASTRAL PROJECTION
DIE ROLL OF 12 = TAROT DECK**

ASTRAL MEDIATIONS

CRYSTAL 8-BALL = IF IN A ROOM AND A MONSTER OCCURS, THE MEDIUM MAY CHOOSE TO REROLL THE DIE ONCE PER MONSTER FOR WHICH MONSTER OCCURS.

FORTUNETELLING = +3 TO LUCK. FROM NOW ON, THE MEDIUM ROLLS +D12 WHEN MAKING A LUCK ROLL INSTEAD OF +D8. THE MEDIUM MAY CHOOSE TO REROLL THE DIE ONCE PER LUCK ROLL.

EXTRA SENSORY PERCEPTION = +3 TO INVESTIGATION. FROM NOW ON, THE MEDIUM ROLLS +D12 WHEN MAKING AN INVESTIGATION ROLL INSTEAD OF +D8. THE MEDIUM MAY CHOOSE TO REROLL THE DIE ONCE PER INVESTIGATION ROLL.

NIGHTMARE REALM = IF IN A ROOM WITH A HAUNTING AND A MONSTER, THE MEDIUM MAY CHOOSE TO HAVE THE MONSTER ENCOUNTER THE HAUNTING INSTEAD OF THE MEDIUM. IF IN A ROOM WITH A MONSTER ONLY, THE MEDIUM MAKES AN INVESTIGATION ROLL VERSUS 12. IF THE ROLL SUCCEEDS, A HAUNTING OCCURS. IF THE ROLL FAILS, NO HAUNTING OCCURS.

SUPERNATURAL AURA = +3 TO VITALITY, +3 TO FRIGHT. FROM NOW ON, THE MEDIUM ROLLS +D12 WHEN MAKING A VITALITY ROLL OR A FRIGHT ROLL INSTEAD OF +D6. THE MEDIUM MAY CHOOSE TO REROLL THE DIE ONCE PER VITALITY ROLL OR FRIGHT ROLL.

VISION QUEST = IF IN A ROOM WITHOUT A HAUNTING OR A MONSTER, THE MEDIUM MAY CHOOSE TO MAKE A SPIRITUAL ROLL VERSUS 12. IF THE ROLL SUCCEEDS, SUBTRACT D12 FROM THE MEDIUM'S DAMAGE, TRAUMA, OR FEAR, CHOOSING ONLY 1. IF THE ROLL FAILS, SUBTRACT 2 FROM THE MEDIUM'S DAMAGE, TRAUMA, OR FEAR, CHOOSING ONLY 1.

EMPATHIC BOND = WHEN THE MEDIUM ENCOUNTERS A MONSTER, THE MEDIUM MAY CHOOSE TO MAKE A LUCK ROLL VERSUS THE MONSTER'S LUCK ROLL. IF THE ROLL SUCCEEDS, NO COMBAT WILL OCCUR. IF THE ROLL FAILS, COMBAT OCCURS.

FIRESTARTER = THE MEDIUM MAY USE SPIRITUAL TO COMBAT A MONSTER'S PHYSICAL (SEE MYSTIC WEAPONS).

APPORTATION = +3 TO PHYSICAL. FROM NOW ON, THE MEDIUM ROLLS +D12 WHEN MAKING A PHYSICAL ROLL INSTEAD OF +D4. THE MEDIUM MAY CHOOSE TO REROLL THE DIE ONCE PER PHYSICAL ROLL.

SPIRIT GUIDE = +3 TO RUN, +3 TO HIDE. FROM NOW ON, THE MEDIUM ROLLS +D12 WHEN MAKING A RUN ROLL OR A HIDE ROLL INSTEAD OF +D8. THE MEDIUM MAY CHOOSE TO REROLL THE DIE ONCE PER RUN ROLL OR HIDE ROLL.

ASTRAL PROJECTION = +3 TO SPIRITUAL. FROM NOW ON, THE MEDIUM ROLLS +D12 WHEN MAKING A SPIRITUAL ROLL INSTEAD OF +D8. THE MEDIUM MAY CHOOSE TO REROLL THE DIE ONCE PER SPIRITUAL ROLL.

TAROT DECK = IF IN A ROOM AND A HAUNTING OCCURS, THE MEDIUM MAY CHOOSE TO REROLL THE DIE ONCE PER HAUNTING FOR WHICH HAUNTING OCCURS.



THE PARAPSYCHOLOGIST

THE PARAPSYCHOLOGIST IS A SEEKER EDUCATED IN USING SCIENTIFIC TECHNOLOGY TO STUDY THE SUPERNATURAL. THE PARAPSYCHOLOGIST SEEKS HAUNTED HOUSES PROFESSIONALLY.

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE PARAPSYCHOLOGIST:

**BEGINNING PHYSICAL = ROLL A D6
BEGINNING SPIRITUAL = ROLL A D6
BEGINNING INVESTIGATION = ROLL A D12
BEGINNING LUCK = ROLL D6
BEGINNING VITALITY = ROLL A D6
BEGINNING FRIGHT = ROLL D12
BEGINNING RUN = ROLL A D6
BEGINNING HIDE = ROLL A D6**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE PARAPSYCHOLOGIST WHEN USING ATTRIBUTES:

**PHYSICAL = +D4 UNARMED
SPIRITUAL = +D4
INVESTIGATION = +D10
LUCK = +D6
VITALITY = +D6
FRIGHT = +D8
RUN = +D4
HIDE = +D6**

THE PARAPSYCHOLOGIST MAY NOT USE ANY WEAPONS.

THE SPECIAL ABILITIES OF THE PARAPSYCHOLOGIST ARE CALLED PARAPSYCHOLOGY DEVICES. THE PARAPSYCHOLOGIST STARTS WITH 1 PARAPSYCHOLOGY DEVICE, AND GAINS 1 WITH EACH ADVANCEMENT. DRAW A CARD TO ROLL A D12 FOR WHICH PARAPSYCHOLOGY DEVICE THE PARAPSYCHOLOGIST BEGINS WITH:

**DIE ROLL OF 1 = ECTOPLASMIC SCANNER
DIE ROLL OF 2 = PHOTON RAY
DIE ROLL OF 3 = SPECTRA SCOPE
DIE ROLL OF 4 = PROTECTIVE OVERCOAT
DIE ROLL OF 5 = PSIONIC HELM
DIE ROLL OF 6 = MED PAC
DIE ROLL OF 7 = GHOST CATCHER
DIE ROLL OF 8 = PROXIMITY DETECTOR
DIE ROLL OF 9 = NEUTRON FIELD
DIE ROLL OF 10 = PARTICLE BEAM
DIE ROLL OF 11 = FRACTAL CALCULATOR
DIE ROLL OF 12 = PARAPSYCHLOPEDIA**



PARAPSYCHOLOGY DEVICES

ECTOPLASMIC SCANNER = +1 TO INVESTIGATION. FROM NOW ON, THE PARAPSYCHOLOGIST ROLLS +D20 WHEN MAKING AN INVESTIGATION ROLL INSTEAD OF +D10.

PHOTON RAY = AT THE START OF A PHYSICAL COMBAT THE PARAPSYCHOLOGIST IS IN, DRAW A CARD TO ROLL A D10. SUBTRACT THE RESULT OF THE DIE ROLL FROM THE MONSTER'S PHYSICAL. THIS CAN ONLY BE USED ONCE PER MONSTER.

SPECTRA SCOPE = +1 TO FRIGHT. FROM NOW ON, THE PARAPSYCHOLOGIST ROLLS +D20 WHEN MAKING A FRIGHT ROLL INSTEAD OF +D8.

PROTECTIVE OVERCOAT = +1 TO VITALITY. FROM NOW ON, THE PARAPSYCHOLOGIST ROLLS +D20 WHEN MAKING A VITALITY ROLL INSTEAD OF +D6.

PSIONIC HELM = +1 TO SPIRITUAL. FROM NOW ON, WHEN IN SPIRITUAL COMBAT, THE PARAPSYCHOLOGIST ROLLS +D20 WHEN MAKING A SPIRITUAL ROLL INSTEAD OF +D4.

MED PAC = IF IN A ROOM WITHOUT A MONSTER OR HAUNTING, THE PARAPSYCHOLOGIST MAY CHOOSE TO REDUCE THEIR DAMAGE, TRAUMA, OR FEAR TO 0. THE PARAPSYCHOLOGIST CHOOSES WHICH TO REDUCE TO 0, CHOOSE ONLY 1. THE MED PAC CAN ONLY BE USED 3 TIMES PER VISIT TO A HAUNTED HOUSE.

GHOST CATCHER = +1 TO RUN. FROM NOW ON, THE PARAPSYCHOLOGIST ROLLS +D20 WHEN MAKING A RUN ROLL INSTEAD OF +D4.

PROXIMITY DETECTOR = +1 TO HIDE. FROM NOW ON, THE PARAPSYCHOLOGIST ROLLS +D20 WHEN MAKING A HIDE ROLL INSTEAD OF +D6.

NEUTRON FIELD = AT THE START OF A SPIRITUAL COMBAT THE PARAPSYCHOLOGIST IS IN, DRAW A CARD TO ROLL A D10. SUBTRACT THE RESULT OF THE DIE ROLL FROM THE MONSTER'S SPIRITUAL. THIS CAN ONLY BE USED ONCE PER MONSTER.

PARTICLE BEAM = +1 TO PHYSICAL. FROM NOW ON, WHEN UNARMED IN PHYSICAL COMBAT, THE PARAPSYCHOLOGIST ROLLS +D20 WHEN MAKING A PHYSICAL ROLL INSTEAD OF +D4.

FRACTAL CALCULATOR = +1 TO LUCK. FROM NOW ON, THE PARAPSYCHOLOGIST ROLLS +D20 WHEN MAKING A LUCK ROLL INSTEAD OF +D6.

PARAPSYCHLOPEDIA = +1 TO ALL ATTRIBUTES. FROM NOW ON, THE PARAPSYCHOLOGIST GAINS 5 ADVANCE POINTS EACH TIME A TYPE OF MONSTER, HAUNTING, OR MYSTIC ITEM IS ENCOUNTERED THAT THE PARAPSYCHOLOGIST HAS NOT ENCOUNTERED SINCE GAINING THE PARAPSYCHLOPEDIA.



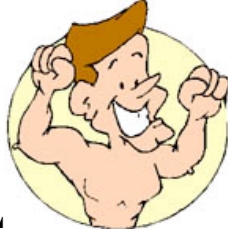
ATTRIBUTES

ATTRIBUTES ARE USED TO DECIDE ALL ACTIONS AND INTERACTIONS THE SEEKER HAS WHILE EXPLORING A HAUNTED HOUSE.

WHENEVER AN ATTRIBUTE IS BEING USED, A CARD IS DRAWN TO ROLL A DIE TO BE ADDED TO THE ATTRIBUTE. THE DIE ROLLED WILL BE DETERMINED BY THE TYPE OF SEEKER THE PLAYER IS, AS WELL AS ANY SPECIAL ABILITIES OR MYSTIC ITEMS THE SEEKER MAY HAVE WHICH ALTERS THE DIE BEING ROLLED. THE RESULT OF THE DIE ROLL IS ADDED TO THE ATTRIBUTE, THEN COMPARED TO AN OPPOSING NUMBER THAT IS ALREADY ASSIGNED OR WILL BE DETERMINED BY AN OPPOSING DIE ROLL ADDED TO AN OPPOSING ATTRIBUTE. IF THE SEEKER'S DIE ROLL + ATTRIBUTE IS GREATER THAN OR EQUAL TO THE OPPOSING NUMBER, THE SEEKER SUCCEEDS WITH THEIR ROLL. IF THE SEEKER'S DIE ROLL + ATTRIBUTE IS LESS THAN THE OPPOSING NUMBER, THE SEEKER FAILS WITH THEIR ROLL. THE OUTCOME OF SUCCESS OR FAILURE VARIES DEPENDING ON THE ATTRIBUTE BEING USED AND WHAT THE DIE ROLL WAS MADE FOR.

AN ATTRIBUTE CAN NEVER GO BELOW 0 UNDER ANY CIRCUMSTANCE. IF AN ATTRIBUTE IS REDUCED TO LESS THAN 0 FOR ANY REASON, IT IS TREATED AS THOUGH IT IS 0.

THERE IS NO LIMIT TO HOW HIGH AN ATTRIBUTE CAN GO. WHEN AN ATTRIBUTE INCREASES BECAUSE OF A SEEKER'S SPECIAL ABILITY, IT IS A ONE-TIME, PERMANENT BONUS THAT OCCURS UPON RECEIVING THE SPECIAL ABILITY.



PHYSICAL

THE PHYSICAL ATTRIBUTE IS USED FOR PHYSICAL COMBAT AND PHYSICAL CHALLENGES.

A PHYSICAL COMBAT MAY OCCUR WHEN THE SEEKER ENCOUNTERS A MONSTER. IF SO, DRAW A CARD TO ROLL THE SEEKER'S PHYSICAL DIE, ADDING THE RESULT TO THE SEEKER'S PHYSICAL ATTRIBUTE. THEN DRAW A CARD TO ROLL THE MONSTER'S PHYSICAL DIE, ADDING THE RESULT TO THE MONSTER'S PHYSICAL ATTRIBUTE TO GET THE OPPOSING NUMBER. IF THE SEEKER'S PHYSICAL ROLL SUCCEEDS, THE MONSTER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL SUCCEEDED BY (IF EQUAL, THE MONSTER RECEIVES 0 DAMAGE). IF THE SEEKER'S PHYSICAL ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. WHEN A SEEKER OR MONSTER RECEIVES DAMAGE, THEY MUST MAKE A VITALITY ROLL VERSUS THEIR DAMAGE (SEE VITALITY). SHOULD THE SEEKER OR MONSTER SUCCEED WITH SUCH A VITALITY ROLL, ANOTHER PHYSICAL COMBAT OCCURS, AND WILL CONTINUE TO OCCUR UNTIL THE SEEKER OR MONSTER SUCCUMBS TO DAMAGE. PHYSICAL COMBAT MAY BE AVOIDED BY THE SEEKER VIA RUNNING AWAY (SEE RUN).

EXAMPLE OF PHYSICAL COMBAT: AN UNARMED HUNTER WITH THE HUNTING PROWESS 'MARTIAL ARTIST' IS IN PHYSICAL COMBAT WITH A CULTIST USING A SWORD. THE HUNTER DRAWS A CARD TO ROLL A D6, GETTING THE RESULT OF 5 WHICH IS ADDED TO HIS PHYSICAL OF 9 FOR A TOTAL OF 14. THE CULTIST DRAWS A CARD TO ROLL A D8 FOR IT'S SWORD, GETTING THE RESULT OF 4 WHICH IS ADDED TO IT'S PHYSICAL OF 6 FOR A TOTAL OF 10. THE HUNTER HAS SUCCEEDED BY 4, SO THE CULTIST RECEIVES 4 DAMAGE. THE CULTIST MAKES A VITALITY ROLL AND SUCCEEDS, SO ANOTHER PHYSICAL COMBAT WILL NOW OCCUR BETWEEN THE HUNTER AND THE CULTIST.

A PHYSICAL CHALLENGE IS ANY PHYSICAL ROLL SEPERATE FROM PHYSICAL COMBAT, USUALLY RESULTING FROM A HAUNTING OR A MONSTER'S SPECIAL ABILITY. IN A PHYSICAL CHALLENGE, THE SEEKER MAKES A PHYSICAL ROLL BY DRAWING A CARD TO ROLL THE SEEKER'S PHYSICAL DIE (UNARMED OR USING A WEAPON), ADDING THE RESULT TO THE SEEKER'S PHYSICAL ATTRIBUTE. THE TOTAL IS COMPARED TO THE CHALLENGE'S OPPOSING NUMBER IN ORDER TO DETERMINE SUCCESS OR FAILURE. A CHALLENGE'S OPPOSING NUMBER AND IT'S CONSEQUENCES OF SUCCESS OR FAILURE ARE DETAILED IN EACH PHYSICAL CHALLENGE'S DESCRIPTION.



SPIRITUAL

THE SPIRITUAL ATTRIBUTE IS USED FOR SPIRITUAL COMBAT AND SPIRITUAL CHALLENGES.

A SPIRITUAL COMBAT MAY OCCUR WHEN THE SEEKER ENCOUNTERS A MONSTER. IF SO, DRAW A CARD TO ROLL THE SEEKER'S SPIRITUAL DIE, ADDING THE RESULT TO THE SEEKER'S SPIRITUAL ATTRIBUTE. THEN DRAW A CARD TO ROLL THE MONSTER'S SPIRITUAL DIE, ADDING THE RESULT TO THE MONSTER'S SPIRITUAL ATTRIBUTE TO GET THE OPPOSING NUMBER. IF THE SEEKER'S SPIRITUAL ROLL SUCCEEDS, THE MONSTER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL SUCCEEDED BY (IF EQUAL, THE MONSTER RECEIVES 0 TRAUMA). IF THE SEEKER'S SPIRITUAL ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. WHEN A SEEKER OR MONSTER RECEIVES TRAUMA, THEY MUST MAKE A VITALITY ROLL VERSUS THEIR TRAUMA (SEE VITALITY). SHOULD THE SEEKER OR MONSTER SUCCEED WITH SUCH A VITALITY ROLL, ANOTHER SPIRITUAL COMBAT OCCURS, AND WILL CONTINUE TO OCCUR UNTIL THE SEEKER OR MONSTER SUCCUMBS TO TRAUMA. SPIRITUAL COMBAT MAY BE AVOIDED BY THE SEEKER VIA RUNNING AWAY (SEE RUN).

EXAMPLE OF SPIRITUAL COMBAT: A PSYCHIC WITH THE PSYCHIC POWER 'PSIONIC BLAST' IS IN SPIRITUAL COMBAT WITH A SPECTRE. THE PSYCHIC DRAWS A CARD TO ROLL A D12, GETTING THE RESULT OF 3 WHICH IS ADDED TO HER SPIRITUAL OF 8 FOR A TOTAL OF 11. THE SPECTRE DRAWS A CARD TO ROLL A D20, GETTING THE RESULT OF 8 WHICH IS ADDED TO IT'S SPIRITUAL OF 10 FOR A TOTAL OF 18. THE PSYCHIC HAS FAILED BY 7, SO THE PSYCHIC RECEIVES 7 TRAUMA. THE PSYCHIC MAKES A VITALITY ROLL AND SUCCEEDS, SO ANOTHER SPIRITUAL COMBAT WILL NOW OCCUR BETWEEN THE PSYCHIC AND THE SPECTRE.

A SPIRITUAL CHALLENGE IS ANY SPIRITUAL ROLL SEPERATE FROM SPIRITUAL COMBAT, USUALLY RESULTING FROM A HAUNTING OR A MONSTER'S SPECIAL ABILITY. IN A SPIRITUAL CHALLENGE, THE SEEKER MAKES A SPIRITUAL ROLL BY DRAWING A CARD TO ROLL THE SEEKER'S SPIRITUAL DIE, ADDING THE RESULT TO THE SEEKER'S SPIRITUAL ATTRIBUTE. THE TOTAL IS COMPARED TO THE CHALLENGE'S OPPOSING NUMBER IN ORDER TO DETERMINE SUCCESS OR FAILURE. A CHALLENGE'S OPPOSING NUMBER AND IT'S CONSEQUENCES OF SUCCESS OR FAILURE ARE DETAILED IN EACH SPIRITUAL CHALLENGE'S DESCRIPTION.



INVESTIGATION

THE INVESTIGATION ATTRIBUTE IS USED FOR INVESTIGATION CHALLENGES.

IN AN INVESTIGATION CHALLENGE, THE SEEKER MAKES AN INVESTIGATION ROLL BY DRAWING A CARD TO ROLL THE SEEKER'S INVESTIGATION DIE, ADDING THE RESULT TO THE SEEKER'S INVESTIGATION ATTRIBUTE. THE TOTAL IS COMPARED TO THE CHALLENGE'S OPPOSING NUMBER IN ORDER TO DETERMINE SUCCESS OR FAILURE. A CHALLENGE'S OPPOSING NUMBER AND IT'S CONSEQUENCES OF SUCCESS OR FAILURE ARE DETAILED IN EACH INVESTIGATION CHALLENGE'S DESCRIPTION.



LUCK

THE LUCK ATTRIBUTE IS USED FOR LUCK CHALLENGES.

IN A LUCK CHALLENGE, THE SEEKER MAKES A LUCK ROLL BY DRAWING A CARD TO ROLL THE SEEKER'S LUCK DIE, ADDING THE RESULT TO THE SEEKER'S LUCK ATTRIBUTE. THE TOTAL IS COMPARED TO THE CHALLENGE'S OPPOSING NUMBER IN ORDER TO DETERMINE SUCCESS OR FAILURE. A CHALLENGE'S OPPOSING NUMBER AND IT'S CONSEQUENCES OF SUCCESS OR FAILURE ARE DETAILED IN EACH LUCK CHALLENGE'S DESCRIPTION.

IF A SEEKER PERISHES DUE TO FAILING A VITALITY ROLL VERSUS DAMAGE, TRAUMA, OR FEAR, THE SEEKER MAKES A LUCK ROLL VERSUS THEIR DAMAGE, TRAUMA, OR FEAR, WHICHEVER THE SEEKER PERISHED FROM. IF THE LUCK ROLL FAILS, THE SEEKER PERISHES. IF THE LUCK ROLL SUCCEEDS, THE SEEKER DOES NOT PERISH, AND INSTEAD LOSES ALL WEAPONS, MYSTIC ITEMS, AND ADVANCE POINTS (BUT NOT ADVANCEMENTS), AND THE SEEKER'S VISIT TO THE HAUNTED HOUSE ENDS.



VITALITY

THE VITALITY ATTRIBUTE IS USED FOR VITALITY CHALLENGES.

IN A VITALITY CHALLENGE, THE SEEKER MAKES A VITALITY ROLL BY DRAWING A CARD TO ROLL THE SEEKER'S VITALITY DIE, ADDING THE RESULT TO THE SEEKER'S VITALITY ATTRIBUTE. THE TOTAL IS COMPARED TO THE CHALLENGE'S OPPOSING NUMBER IN ORDER TO DETERMINE SUCCESS OR FAILURE. A CHALLENGE'S OPPOSING NUMBER AND IT'S CONSEQUENCES OF SUCCESS OR FAILURE ARE DETAILED IN EACH VITALITY CHALLENGE'S DESCRIPTION.

DAMAGE OCCURS FROM PHYSICAL COMBAT AND OTHER OCCURENCES. EACH TIME A SEEKER RECEIVES DAMAGE, THE SEEKER MUST THEN MAKE A VITALITY ROLL VERSUS AN OPPOSING NUMBER EQUAL TO THE SEEKER'S DAMAGE. IF THE ROLL FAILS, THE SEEKER PERISHES (GAME OVER FOR THAT SEEKER). IF THE ROLL SUCCEEDS, THE SEEKER SURVIVES. DAMAGE IS CUMULATIVE, SO ANY TIME A SEEKER RECEIVES DAMAGE, IT IS ADDED TO THEIR TOTAL DAMAGE BEFORE THE VITALITY ROLL IS MADE. WHEN A SEEKER'S VISIT TO A HAUNTED HOUSE BEGINS, THEIR DAMAGE IS 0. WHEN A SEEKER'S VISIT TO A HAUNTED HOUSE ENDS, THEIR DAMAGE BECOMES 0 AGAIN.

TRAUMA OCCURS FROM SPIRITUAL COMBAT AND OTHER OCCURENCES. EACH TIME A SEEKER RECEIVES TRAUMA, THE SEEKER MUST THEN MAKE A VITALITY ROLL VERSUS AN OPPOSING NUMBER EQUAL TO THE SEEKER'S TRAUMA. IF THE ROLL FAILS, THE SEEKER PERISHES (GAME OVER FOR THAT SEEKER). IF THE ROLL SUCCEEDS, THE SEEKER SURVIVES. TRAUMA IS CUMULATIVE, SO ANY TIME A SEEKER RECEIVES TRAUMA, IT IS ADDED TO THEIR TOTAL TRAUMA BEFORE THE VITALITY ROLL IS MADE. WHEN A SEEKER'S VISIT TO A HAUNTED HOUSE BEGINS, THEIR TRAUMA IS 0. WHEN A SEEKER'S VISIT TO A HAUNTED HOUSE ENDS, THEIR TRAUMA BECOMES 0 AGAIN.

FEAR OCCURS FROM FRIGHT CHALLENGES AND OTHER OCCURENCES. EACH TIME A SEEKER RECEIVES FEAR, THE SEEKER MUST THEN MAKE A VITALITY ROLL VERSUS AN OPPOSING NUMBER EQUAL TO THE SEEKER'S FEAR. IF THE ROLL FAILS, THE SEEKER PERISHES (GAME OVER FOR THAT SEEKER). IF THE ROLL SUCCEEDS, THE SEEKER SURVIVES. FEAR IS CUMULATIVE, SO ANY TIME A SEEKER RECEIVES FEAR, IT IS ADDED TO THEIR TOTAL FEAR BEFORE THE VITALITY ROLL IS MADE. WHEN A SEEKER'S VISIT TO A HAUNTED HOUSE BEGINS, THEIR FEAR IS 0. WHEN A SEEKER'S VISIT TO A HAUNTED HOUSE ENDS, THEIR FEAR BECOMES 0 AGAIN.

DAMAGE, TRAUMA, AND FEAR CAN NEVER GO BELOW 0.

IF A SEEKER PERISHES, THE SEEKER MAKES A LUCK ROLL TO SURVIVE INSTEAD (SEE LUCK).



FRIGHT

THE FRIGHT ATTRIBUTE IS USED FOR FRIGHT CHALLENGES.

IN A FRIGHT CHALLENGE, THE SEEKER MAKES A FRIGHT ROLL BY DRAWING A CARD TO ROLL THE SEEKER'S FRIGHT DIE, ADDING THE RESULT TO THE SEEKER'S FRIGHT ATTRIBUTE. THE TOTAL IS COMPARED TO THE CHALLENGE'S OPPOSING NUMBER IN ORDER TO DETERMINE SUCCESS OR FAILURE. A CHALLENGE'S OPPOSING NUMBER AND IT'S CONSEQUENCES OF SUCCESS OR FAILURE ARE DETAILED IN EACH FRIGHT CHALLENGE'S DESCRIPTION.

WHEN A SEEKER ENCOUNTERS A MONSTER, THE SEEKER MUST MAKE A FRIGHT ROLL VERSUS THE MONSTER'S FRIGHT ROLL. IF THE SEEKER'S FRIGHT ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. WHEN A SEEKER RECEIVES FEAR, THEY MUST MAKE A VITALITY ROLL VERSUS THEIR FEAR (SEE VITALITY). IF THE SEEKER'S FRIGHT ROLL SUCCEEDS, THE SEEKER DOES NOT RECEIVE ANY FEAR. ONCE THE FRIGHT ROLL IS MADE, THE SEEKER CONTINUES WITH THEIR ENCOUNTER WITH THE MONSTER. SHOULD THE SAME MONSTER BE ENCOUNTERED BY THE SAME SEEKER AGAIN (IT MUST BE THE EXACT SAME MONSTER, NOT JUST A MONSTER OF THE SAME TYPE), A FRIGHT ROLL IS NOT MADE.

EXAMPLE OF FRIGHT CHALLENGE DUE TO MONSTER ENCOUNTER: A HOLYMAN WITH THE HOLY MAGIC 'MIRACLE WORKER' ENCOUNTERS A PHANTOM. THE HOLYMAN DRAWS A CARD TO ROLL A D12, GETTING THE RESULT OF 6 WHICH IS ADDED TO HIS FRIGHT OF 6 FOR A TOTAL OF 12. THE PHANTOM DRAWS A CARD TO ROLL A D12, GETTING THE RESULT OF 5 WHICH IS ADDED TO IT'S FRIGHT OF 8 FOR A TOTAL OF 13. THE HOLYMAN HAS FAILED BY 1, SO THE HOLYMAN RECEIVES 1 FEAR. THE HOLYMAN MAKES A VITALITY ROLL AND SUCCEEDS, SO THE ENCOUNTER BETWEEN THE HOLYMAN AND THE PHANTOM CONTINUES. SHOULD THE HOLYMAN ENCOUNTER THE SAME PHANTOM AGAIN, A FRIGHT ROLL IS NOT MADE. IF AND WHEN ANOTHER PHANTOM IS ENCOUNTERED BY THE HOLYMAN, A FRIGHT ROLL WILL BE MADE.



RUN

THE RUN ATTRIBUTE IS USED FOR RUN CHALLENGES.

IN A RUN CHALLENGE, THE SEEKER MAKES A RUN ROLL BY DRAWING A CARD TO ROLL THE SEEKER'S RUN DIE, ADDING THE RESULT TO THE SEEKER'S RUN ATTRIBUTE. THE TOTAL IS COMPARED TO THE CHALLENGE'S OPPOSING NUMBER IN ORDER TO DETERMINE SUCCESS OR FAILURE. A CHALLENGE'S OPPOSING NUMBER AND IT'S CONSEQUENCES OF SUCCESS OR FAILURE ARE DETAILED IN EACH RUN CHALLENGE'S DESCRIPTION.

AT THE START OF A PHYSICAL OR SPIRITUAL COMBAT THE SEEKER IS IN, THE SEEKER MAY CHOOSE TO MAKE A RUN ROLL VERSUS THE MONSTER'S RUN ROLL BEFORE THE COMBAT OCCURS. IF THE SEEKER'S RUN ROLL SUCCEEDS, THE SEEKER AVOIDS COMBAT BUT MUST MOVE THROUGH A DOOR TO A ROOM NEXT TO THE ROOM THEY ARE IN. IF THE SEEKER'S RUN ROLL FAILS, THE SEEKER MAY CHOOSE TO MAKE A HIDE ROLL TO AVOID COMBAT (SEE HIDE). IF THE SEEKER CHOOSES NOT TO MAKE A HIDE ROLL AFTER FAILING A RUN ROLL, PROCEED TO COMBAT.

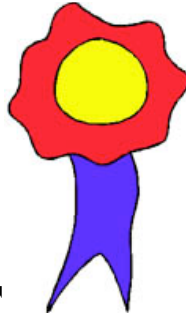


HIDE

THE HIDE ATTRIBUTE IS USED FOR HIDE CHALLENGES.

IN A HIDE CHALLENGE, THE SEEKER MAKES A HIDE ROLL BY DRAWING A CARD TO ROLL THE SEEKER'S HIDE DIE, ADDING THE RESULT TO THE SEEKER'S HIDE ATTRIBUTE. THE TOTAL IS COMPARED TO THE CHALLENGE'S OPPOSING NUMBER IN ORDER TO DETERMINE SUCCESS OR FAILURE. A CHALLENGE'S OPPOSING NUMBER AND IT'S CONSEQUENCES OF SUCCESS OR FAILURE ARE DETAILED IN EACH HIDE CHALLENGE'S DESCRIPTION.

WHEN A SEEKER MAKES A RUN ROLL TO AVOID COMBAT AND FAILS, THE SEEKER MAY CHOOSE TO MAKE A HIDE ROLL VERSUS THE MONSTER'S INVESTIGATION ROLL AFTER THE RUN ROLL FAILS. IF THE SEEKER'S HIDE ROLL SUCCEEDS, THE SEEKER AVOIDS COMBAT BUT MUST MOVE THROUGH A DOOR TO A ROOM NEXT TO THE ROOM THEY ARE IN. IF THE SEEKER'S HIDE ROLL FAILS, PROCEED TO COMBAT. ONCE THE SEEKER HAS FAILED TO RUN AND HIDE FROM A MONSTER, THE SEEKER HAS NO OTHER OPTION BUT TO PROCEED TO COMBAT WITH THE MONSTER.



ADVANCEMENT

DUE TO ENCOUNTERS WITH MONSTERS OR OTHER SUPERNATURAL OCCURENCES, A SEEKER WILL GAIN ADVANCE POINTS. THESE ADVANCE POINTS CAN THEN BE SPENT TO GAIN AN ADVANCEMENT. THE SEEKER CAN ONLY GAIN 1 ADVANCEMENT AT A TIME, AND THE COST OF THE ADVANCEMENT IS EQUAL TO 20 ADVANCE POINTS TIMES THE AMOUNT OF SPECIAL ABILITIES THE SEEKER HAS. ONCE AN ADVANCEMENT IS GAINED, THE NEXT ADVANCEMENT CAN BE GAINED AS SOON AS THE SEEKER HAS ENOUGH ADVANCE POINTS TO PAY FOR IT. THE SEEKER MUST BE IN A ROOM WITHOUT A HAUNTING OR A MONSTER WHEN THEY GAIN AN ADVANCEMENT.

WHEN AN ADVANCEMENT IS GAINED, DRAW A CARD TO ROLL A D12 FOR THE NEW SPECIAL ABILITY THE SEEKER WILL HAVE, USING THE CHART PROVIDED FOR THE SEEKER'S INITIAL SPECIAL ABILITY. IF THE RESULT OF THE DIE ROLL IS EQUAL TO A SPECIAL ABILITY THE SEEKER ALREADY HAS, THE PLAYER MAY CHOOSE A SPECIAL ABILITY THAT THE SEEKER DOES NOT HAVE, OR MAY CHOOSE TO DRAW ANOTHER CARD TO REROLL A D12 UNTIL A NEW SPECIAL ABILITY COMES UP.

ONCE A SEEKER HAS ALL 12 SPECIAL ABILITIES OF THEIR SEEKER TYPE, THEY NO LONGER GAIN ADVANCE POINTS OR ADVANCEMENTS. THE SEEKER CAN CONTINUE TO VISIT HAUNTED HOUSES, AND MAY CHOOSE TO RETIRE AT ANY TIME BETWEEN VISITS TO HAUNTED HOUSES. A SEEKER THAT RETIRES IS REMOVED FROM THE GAME, AND A NEW SEEKER IS CREATED.

EACH SPECIAL ABILITY CAN ONLY BE GAINED ONCE, AND NO SEEKER CAN HAVE A SPECIAL ABILITY OUTSIDE OF THEIR SEEKER TYPE, EXCEPT BY MYSTIC ITEM.



HAUNTED HOUSES

HAUNTED HOUSES ARE EXPLORED BY SEEKERS AS THEY SEEK OUT THE SUPERNATURAL. A HAUNTED HOUSE CONTAINS ROOMS, HAUNTINGS, MONSTERS, WEAPONS, AND MYSTIC ITEMS.

ROOMS ARE THE SECTIONS THAT MAKE UP A HAUNTED HOUSE. EACH ROOM MAY CONTAIN A HAUNTING, A MONSTER, A WEAPON, A MYSTIC ITEM, OR DOORS TO MORE ROOMS WITHIN THE HAUNTED HOUSE.

HAUNTINGS ARE SUPERNATURAL MANIFESTATIONS THAT ARE OFTEN OF A LETHAL NATURE. HAUNTINGS VARY BY ROOM, AND EVERY ROOM HAS A CHANCE OF A HAUNTING OCCURING IN IT.

MONSTERS ARE SUPERNATURAL CREATURES THAT WILL ATTEMPT TO COMBAT SEEKERS. EVERY ROOM HAS A CHANCE OF A MONSTER OCCURING IN IT.

WEAPONS ARE USED BY SOME SEEKERS TO FIGHT IN PHYSICAL COMBAT. CERTAIN ROOMS MAY HAVE A CHANCE OF A WEAPON OCCURING IN THEM, BUT WEAPONS MAY ALSO OCCUR BECAUSE OF CERTAIN MONSTERS, HAUNTINGS, AND SPECIAL ABILITIES.

MYSTIC ITEMS ARE SUPERNATURAL MAGIC ITEMS THAT CAN BE USED BY SEEKERS. CERTAIN ROOMS MAY HAVE A CHANCE OF A MYSTIC ITEM OCCURING IN THEM, BUT MYSTIC ITEMS MAY ALSO OCCUR BECAUSE OF CERTAIN MONSTERS, HAUNTINGS, AND SPECIAL ABILITIES.

A VISIT IS WHEN A SEEKER EXPLORES A HAUNTED HOUSE. EACH VISIT BEGINS WHEN THE SEEKER ENTERS THE HAUNTED HOUSE, AND ENDS WHEN THE SEEKER EXITS THE HAUNTED HOUSE. A SEEKER MAY VISIT A HAUNTED HOUSE AS MANY TIMES AS THEY LIKE, OR MAY VISIT A NEW HAUNTED HOUSE INSTEAD, OR ANY OTHER HAUNTED HOUSE ALREADY MAPPED.

EACH HAUNTED HOUSE IS MAPPED BY THE SEEKER AS IT IS EXPLORED. WHEN MAPPING, USE PENCIL AND PAPER, KEEPING TRACK OF EACH ROOM, DOOR, MONSTER, WEAPON, AND MYSTIC ITEM WITHIN THE HAUNTED HOUSE. NO ROOM MAY OVERLAP WITH ANOTHER. WHEN A WEAPON OR MYSTIC ITEM IS CLAIMED BY A SEEKER, OR A MONSTER PERISHES, IT IS REMOVED FROM THE MAP OF THE HAUNTED HOUSE. WHEN A SEEKER PERISHES, ANY WEAPON OR MYSTIC ITEM THEY HAVE IS PUT ON THE MAP IN THE ROOM THE SEEKER PERISHED IN.

AFTER A SEEKER HAS BEEN CREATED, THE SEEKER WILL VISIT A HAUNTED HOUSE, AND WILL CONTINUE TO VISIT HAUNTED HOUSES UNTIL THE SEEKER PERISHES OR RETIRES.



ROOMS

ROOMS ARE THE COMPARTMENTS WITHIN A HAUNTED HOUSE.

A SEEKER MOVES THROUGH ROOMS 1 AT A TIME. THE FIRST ROOM MOVED INTO AT THE START OF A VISIT WILL BE AN ENTRANCE FOYER. IF THE VISIT IS TO A NEW HAUNTED HOUSE, THE SEEKER ENTERS AT A NEW FOYER WHICH IS MARKED AS THE ENTRANCE. IF THE VISIT IS TO AN OLD HAUNTED HOUSE, THE SEEKER ENTERS AT THE OLD FOYER MARKED AS THE ENTRANCE.

WHEN MOVING INTO A NEW ROOM OTHER THAN THE ENTRANCE, DRAW A CARD TO ROLL A D20, USING THE FOLLOWING TO DETERMINE WHAT TYPE OF ROOM IT IS:

**DIE ROLL OF 1 = FOYER
DIE ROLL OF 2 = LIVING ROOM
DIE ROLL OF 3 = DEN
DIE ROLL OF 4 = DINING ROOM
DIE ROLL OF 5 = KITCHEN
DIE ROLL OF 6 = BATHROOM
DIE ROLL OF 7 = BEDROOM
DIE ROLL OF 8 = GAME ROOM
DIE ROLL OF 9 = CONSERVATORY
DIE ROLL OF 10 = STUDY
DIE ROLL OF 11 = LIBRARY
DIE ROLL OF 12 = CELLAR
DIE ROLL OF 13 = ATTIC
DIE ROLL OF 14 = GARDEN
DIE ROLL OF 15 = CEMETERY
DIE ROLL OF 16 = CRYPT
DIE ROLL OF 17 = ALTAR ROOM
DIE ROLL OF 18 = ALCOVE
DIE ROLL OF 19 = SECRET PASSAGE
DIE ROLL OF 20 = MASTER BEDROOM**

WHEN MOVING INTO AN OLD ROOM, THE TYPE OF ROOM WILL HAVE ALREADY BEEN DETERMINED AND NO CARD IS DRAWN.

EACH TYPE OF ROOM HAS IT'S OWN DESCRIPTION THAT WILL INSTRUCT A SEEKER WHAT TO DO UPON MOVING INTO THE ROOM. IF A HAUNTING OCCURS IN A ROOM, IT HAPPENS ONCE THEN MUST OCCUR AGAIN. IF A HAUNTING AND A MONSTER OCCUR IN A ROOM, THE HAUNTING IS ENCOUNTERED BEFORE THE MONSTER.

AFTER A ROOM HAS BEEN MOVED INTO AND IT'S DESCRIPTION'S INSTRUCTIONS HAVE BEEN FOLLOWED, THE SEEKER MUST MOVE THROUGH A DOOR TO A ROOM NEXT TO THE ROOM, REPEATING THIS PROCESS UNTIL THE VISIT ENDS.



FOYER

THE FOYER IS MAPPED AS A LARGE SQUARE. IT HAS 4 DOORS, 1 ON EACH WALL. WHEN FIRST MAPPED, THE SEEKER CHOOSES 1 OF THE DOORS TO BE AN EXIT. INSTEAD OF MOVING TO A ROOM NEXT TO THE FOYER, THE SEEKER MAY CHOOSE TO MOVE THROUGH THE EXIT TO END THEIR VISIT.

IF THE SEEKER IS MOVING INTO A NEW FOYER OR AN OLD FOYER WITHOUT A MONSTER, DRAW A CARD TO ROLL A D20 UNLESS IT IS THE SEEKER'S FIRST MOVE INTO AN ENTRANCE FOYER. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW OR OLD FOYER, DRAW A CARD TO ROLL A D20 UNLESS IT IS THE SEEKER'S FIRST MOVE INTO AN ENTRANCE FOYER. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF A HAUNTING OCCURS IN THE FOYER, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = EVIL VOICE SAYS "GET OUT!!" THE SEEKER MAKES A FRIGHT ROLL VERSUS 10. IF THE ROLL FAILS, THE SEEKER MOVES THROUGH THE EXIT AND ENDS THIS VISIT. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINT.

DIE ROLL OF 4 OR 5 = EXIT DOOR SLAMS SHUT FOR THE DURATION OF THIS VISIT, THE SEEKER CANNOT USE THE EXIT DOOR UNLESS THEY MAKE A PHYSICAL ROLL VERSUS 14. IF THE ROLL FAILS, THE SEEKER MUST MOVE THROUGH A DIFFERENT DOOR. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 4 ADVANCE POINTS AND MUST MOVE THROUGH THE EXIT.

DIE ROLL OF 6 = FALSE EXIT TO WORLD OF EVIL THE SEEKER MOVES THROUGH THE EXIT, BUT THE VISIT DOES NOT END.

DOUBLE THE SEEKER'S DAMAGE, TRAUMA, AND FEAR, THEN THE SEEKER MAKES VITALITY ROLLS FOR EACH. IF ANY OF THE ROLLS FAIL, THE SEEKER PERISHES. OTHERWISE, THE SEEKER DOES NOT PERISH. IF THE SEEKER PERISHES, THEY AUTOMATICALLY FAIL AT THEIR LUCK ROLL TO SURVIVE WITHOUT HAVING TO MAKE A ROLL. IF THE SEEKER DOES NOT PERISH, THEY GAIN 8 ADVANCE POINTS AND MOVE BACK INTO THE FOYER, WHICH THEY MAY NOW EXIT FROM NORMALLY IF THEY CHOOSE.



LIVING ROOM

THE LIVING ROOM IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW LIVING ROOM, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW LIVING ROOM, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD LIVING ROOM WITHOUT A MONSTER, DRAW A CARD TO ROLL A D12. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD LIVING ROOM, DRAW A CARD TO ROLL A D12. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

**IF A HAUNTING OCCURS IN THE LIVING ROOM, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:
DIE ROLL OF 1, 2, OR 3 = SCARY PICTURE ON TV SET THE SEEKER MAKES A FRIGHT ROLL VERSUS 10. IF THE ROLL FAILS, THE SEEKER RECEIVES 1 FEAR. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.**

DIE ROLL OF 4 OR 5 = COUCH TRIES TO SWALLOW SEEKER THE SEEKER MAKES A PHYSICAL ROLL VERSUS A $D12 + 6$. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS. IF THE SEEKER PERISHES FROM FAILING THE PHYSICAL ROLL, THEY AUTOMATICALLY SUCCEED AT THEIR LUCK ROLL TO SURVIVE WITHOUT HAVING TO MAKE A ROLL. IF THE PHYSICAL ROLL FAILS AND THE SEEKER DOES NOT PERISH, THE SEEKER GAINS 2 ADVANCE POINTS AND SUBTRACTS AN AMOUNT FROM THEIR DAMAGE EQUAL TO THE AMOUNT THE PHYSICAL ROLL FAILED BY.

DIE ROLL OF 6 = DEADLY ROOM THE SEEKER MAKES A VITALITY ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE AND TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 6 ADVANCE POINTS. IF THE VITALITY ROLL FAILS AND THE SEEKER DOES NOT PERISH, THE SEEKER GAINS 4 ADVANCE POINTS.



DEN

THE DEN IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS, COUNTING A DIE ROLL OF 4 AS A DIE ROLL OF 3. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW DEN, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 6, THERE IS A WEAPON IN THE DEN. OTHERWISE, THERE IS NO WEAPON IN THE DEN.

IF THE SEEKER IS MOVING INTO A NEW DEN, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW DEN, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD DEN WITHOUT A MONSTER, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD DEN, DRAW A CARD TO ROLL A D12. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF A HAUNTING OCCURS IN THE DEN, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = FIREPLACE BURSTS INTO FLAMES THE SEEKER MAKES A LUCK ROLL VERSUS 10. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS. IF THE LUCK ROLL FAILS AND THE SEEKER DOES NOT PERISH, THE SEEKER GAINS 1 ADVANCE POINT.

DIE ROLL OF 4 OR 5 = HUNTING TROPHY GIVES EVIL EYE THE SEEKER MAKES A SPIRITUAL ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS. WHETHER THE SPIRITUAL ROLL SUCCEEDS OR FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR LUCK FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE.

DIE ROLL OF 6 = DEN OF MADNESS THE SEEKER MAKES A FRIGHT ROLL VERSUS A D20. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 5 ADVANCE POINTS. IF THE INVESTIGATION ROLL FAILS AND THE SEEKER DOES NOT PERISH, THE SEEKER GAINS 3 ADVANCE POINTS AND SUBTRACTS AN AMOUNT FROM THEIR TRAUMA EQUAL TO THE AMOUNT THE INVESTIGATION ROLL FAILED BY.



DINING ROOM

THE DINING ROOM IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW DINING ROOM, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW DINING ROOM, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD DINING ROOM WITHOUT A MONSTER, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD DINING ROOM, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

**IF A HAUNTING OCCURS IN THE DINING ROOM, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:
DIE ROLL OF 1, 2, OR 3 = FOOD FIGHT THE SEEKER MAKES A PHYSICAL ROLL VERSUS 10. IF THE ROLL FAILS, THE SEEKER RECEIVES 1 DAMAGE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.**

DIE ROLL OF 4 OR 5 = GHOSTLY GOURMET MEAL THE SEEKER MAKES A SPIRITUAL ROLL VERSUS A D12 + 6. IF THE ROLL FAILS, THE SEEKER RECEIVES 1 DAMAGE AND 1 TRAUMA. IF THE ROLL SUCCEEDS, THE SEEKER SUBTRACTS 1 FROM THEIR DAMAGE AND TRAUMA, AND ALSO GAINS 2 ADVANCE POINTS.

DIE ROLL OF 6 = DINNER PARTY DRAW A CARD TO ROLL A D6 FOR THE NUMBER OF MONSTERS THAT OCCUR. EACH MONSTER OCCURS 1 AT A TIME, FIGHTS 1 COMBAT WITH THE SEEKER, THEN CEASES TO OCCUR AFTER THAT 1 COMBAT. NO FRIGHT CHALLENGES ARE MADE FOR ENCOUNTERING THE MONSTERS. IF THE SEEKER DOES NOT PERISH FROM THE COMBATS, THEY GAIN 2 ADVANCE POINTS FOR EACH MONSTER THAT OCCURRED.



KITCHEN

THE KITCHEN IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS, COUNTING A DIE ROLL OF 4 AS A DIE ROLL OF 1. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW KITCHEN, THEY MAKE A LUCK ROLL VERSUS 8 . IF THE ROLL SUCCEEDS, THE SEEKER FINDS FOOD WHICH SUBTRACTS 1 FROM THEIR DAMAGE AND TRAUMA. IF THE ROLL FAILS, NO FOOD IS FOUND.

IF THE SEEKER IS MOVING INTO A NEW KITCHEN, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW KITCHEN, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD KITCHEN, THEY MAKE A LUCK ROLL VERSUS 12. IF THE ROLL SUCCEEDS, THE SEEKER FINDS FOOD WHICH SUBTRACTS 1 FROM THEIR DAMAGE AND TRAUMA. IF THE ROLL FAILS, NO FOOD IS FOUND.

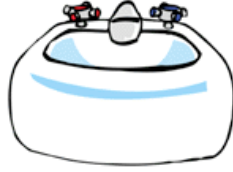
IF THE SEEKER IS MOVING INTO AN OLD KITCHEN WITHOUT A MONSTER, DRAW A CARD TO ROLL A D12. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD KITCHEN, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

**IF A HAUNTING OCCURS IN THE KITCHEN, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:
DIE ROLL OF 1, 2, OR 3 = FLYING CUTLERY ATTACKS SEEKER
THE SEEKER MAKES A RUN ROLL VERSUS 10. IF THE ROLL FAILS, THE SEEKER RECEIVES 2 DAMAGE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS.**

DIE ROLL OF 4 OR 5 = KILLER APPLIANCES THE SEEKER MAKES A PHYSICAL ROLL VERSUS A D4 + 10. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS.

DIE ROLL OF 6 = RECIPE FOR DISASTER THE SEEKER MAKES A LUCK ROLL VERSUS A D20. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 5 ADVANCE POINTS AND MAY CHOOSE TO REDUCE THEIR DAMAGE OR TRAUMA TO 0, CHOOSING ONLY 1.



BATHROOM

THE BATHROOM IS MAPPED AS A SMALL SQUARE. DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 1, THERE ARE 2 DOORS. OTHERWISE, THERE IS 1 DOOR. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW BATHROOM, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW BATHROOM, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD BATHROOM WITHOUT A MONSTER, DRAW A CARD TO ROLL A D12. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD BATHROOM, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

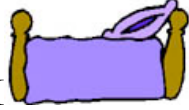
IF A HAUNTING OCCURS IN THE BATHROOM, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = TOILET OF TERROR THE SEEKER MAKES A FRIGHT ROLL VERSUS A D10 + 3. IF THE ROLL FAILS, THE SEEKER RECEIVES 2 FEAR AND GAINS 1 ADVANCE POINT. IF THE ROLL SUCCEEDS, THE SEEKER RECEIVES 1 FEAR AND GAINS 2 ADVANCE POINTS.

DIE ROLL OF 4 OR 5 = DROWNING TUB THE SEEKER MAKES A VITALITY ROLL VERSUS A D12 + 2. IF THE ROLL FAILS, THE SEEKER PERISHES. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 4 ADVANCE POINTS. IF THE SEEKER PERISHES FROM FAILING THE VITALITY ROLL, THEY AUTOMATICALLY SUCCEED AT THEIR LUCK ROLL TO SURVIVE WITHOUT HAVING TO MAKE A ROLL.

DIE ROLL OF 6 = BLOODY MARY THE SEEKER MAKES A FRIGHT ROLL VERSUS A D6 + 11. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER RECEIVES 2 FEAR AND GAINS 7 ADVANCE POINTS. IF THE SEEKER FAILS THE FRIGHT ROLL AND DOES NOT PERISH, THE SEEKER GAINS ADVANCE POINTS EQUAL TO THE AMOUNT THE ROLL FAILED BY.

BEDROOM



THE BEDROOM IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 1 OR 2, THERE ARE 2 DOORS. OTHERWISE, THERE IS 1 DOOR. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW BEDROOM, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW BEDROOM, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD BEDROOM WITHOUT A MONSTER, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD BEDROOM, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF NO MONSTER OR HAUNTING OCCURS IN A BEDROOM, THE SEEKER MAKES A LUCK ROLL VERSUS 8. IF THE ROLL SUCCEEDS, THE SEEKER GETS SOME REST WHICH SUBTRACTS 1 FROM THEIR TRAUMA AND FEAR. IF THE ROLL FAILS, THE SEEKER DOES NOT GET ANY REST.

IF A HAUNTING OCCURS IN THE BEDROOM, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = PILLOW SMOTHERS SEEKER THE SEEKER MAKES A VITALITY ROLL VERSUS 10. IF THE ROLL FAILS, THE SEEKER RECEIVES 1 TRAUMA. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

DIE ROLL OF 4 OR 5 = NIGHTMARE NAP THE SEEKER MAKES A FRIGHT ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS AND SUBTRACTS 1 FROM THEIR TRAUMA AND FEAR.

DIE ROLL OF 6 = THE THING UNDER THE BED THE SEEKER MAKES A PHYSICAL ROLL VERSUS A D6 + 11. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 6 ADVANCE POINTS. WHETHER THE PHYSICAL ROLL SUCCEEDS OR FAILS, THE SEEKER RECEIVES 2 FEAR.



GAME ROOM

THE GAME ROOM IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW GAME ROOM, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW GAME ROOM, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD GAME ROOM WITHOUT A MONSTER, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD GAME ROOM, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF A HAUNTING OCCURS IN THE GAME ROOM, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = BILLIARD BALLS BASH SEEKER THE SEEKER MAKES A HIDE ROLL VERSUS 10. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS.

DIE ROLL OF 4 OR 5 = DEADLY DART MATCH THE SEEKER MAKES A PHYSICAL ROLL VERSUS A D12 + 4. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS ADVANCE POINTS EQUAL TO THE AMOUNT THE ROLL SUCCEEDED BY.

DIE ROLL OF 6 = SATAN'S PINBALL MACHINE THE SEEKER MAKES A RUN ROLL VERSUS A D20. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 6 ADVANCE POINTS. IF THE SEEKER PERISHES FROM FAILING THE RUN ROLL, THEY AUTOMATICALLY FAIL AT THEIR LUCK ROLL TO SURVIVE WITHOUT HAVING TO MAKE A ROLL.



CONSERVATORY

THE CONSERVATORY IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW CONSERVATORY, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW CONSERVATORY, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD CONSERVATORY WITHOUT A MONSTER, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD CONSERVATORY, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF A HAUNTING OCCURS IN THE CONSERVATORY, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = SPOOKY MUSIC FROM BEYOND THE SEEKER MAKES A FRIGHT ROLL VERSUS 12. IF THE ROLL FAILS, THE SEEKER RECEIVES 1 FEAR AND SUBTRACTS 1 FROM THEIR FRIGHT FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS.

DIE ROLL OF 4 OR 5 = CHOMPING PIANO BITES SEEKER THE SEEKER MAKES A PHYSICAL ROLL VERSUS A D10 + 6. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS. WHETHER THE PHYSICAL ROLL SUCCEEDS OR FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR PHYSICAL FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE.

DIE ROLL OF 6 = DANCING DIRGE OF DEATH THE SEEKER MAKES A SPIRITUAL ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS. WHETHER THE SPIRITUAL ROLL SUCCEEDS OR FAILS, THE SEEKER MAKES A VITALITY ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS.



STUDY

THE STUDY IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS, COUNTING A DIE ROLL OF 4 AS A DIE ROLL OF 1. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW STUDY, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW STUDY, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD STUDY WITHOUT A MONSTER, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD STUDY, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF NO MONSTER OR HAUNTING OCCURS IN A NEW STUDY, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS 8. IF THE ROLL SUCCEEDS, THE SEEKER FINDS A DIARY WHICH GAINS THEM 1 ADVANCE POINT. IF THE ROLL FAILS, NO DIARY IS FOUND.

IF A HAUNTING OCCURS IN THE STUDY, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = PAINTING COMES TO LIFE THE SEEKER MAKES A SPIRITUAL ROLL VERSUS 12. IF THE ROLL FAILS, THE SEEKER RECEIVES 1 TRAUMA AND 1 FEAR. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS.

DIE ROLL OF 4 OR 5 = LETHAL LETTER OPENER LASHES OUT THE SEEKER MAKES A RUN ROLL VERSUS A D6 + 6. IF THE ROLL FAILS, THE SEEKER RECEIVES D6 DAMAGE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS ADVANCE POINTS EQUAL TO THE AMOUNT THE ROLL SUCCEEDED BY.

DIE ROLL OF 6 = CURSED CLOCK STRIKES MIDNIGHT DRAW A CARD TO ROLL A D12. IF THE DIE ROLL IS A 12, THE SEEKER PERISHES AND WILL AUTOMATICALLY FAIL AT THEIR LUCK ROLL TO SURVIVE WITHOUT HAVING TO MAKE A ROLL. OTHERWISE, THE SEEKER MAKES A LUCK ROLL VERSUS 12. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA AND FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 6 ADVANCE POINTS.



LIBRARY

THE LIBRARY IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW LIBRARY, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW LIBRARY, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD LIBRARY WITHOUT A MONSTER, DRAW A CARD TO ROLL A D10. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD LIBRARY, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF NO MONSTER OR HAUNTING OCCURS IN A LIBRARY, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS 10. IF THE ROLL SUCCEEDS, THE SEEKER FINDS A BOOK WHICH GAINS THEM 1 ADVANCE POINT. IF THE ROLL FAILS, NO BOOK IS FOUND.

IF A HAUNTING OCCURS IN THE LIBRARY, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = BOOKCASE TOPPLES OVER THE SEEKER MAKES A RUN ROLL VERSUS 8. IF THE ROLL FAILS, THE SEEKER RECEIVES D8 DAMAGE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

DIE ROLL OF 4 OR 5 = QUIET PLEASE THE SEEKER MAKES A SPIRITUAL ROLL VERSUS 12. IF THE ROLL FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR SPIRITUAL FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS.

DIE ROLL OF 6 = NECRONOMICON THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS A D20. IF THE ROLL FAILS, THE SEEKER GAINS D4 ADVANCE POINTS AND RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER RECEIVES D4 FEAR AND GAINS ADVANCE POINTS EQUAL TO THE AMOUNT THE ROLL SUCCEEDED BY.



CELLAR

THE CELLAR IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 1, THERE ARE 2 DOORS. OTHERWISE, THERE IS 1 DOOR. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW CELLAR, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW CELLAR, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

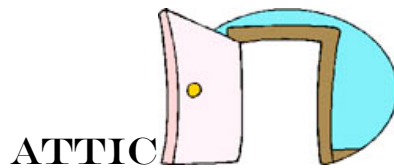
IF THE SEEKER IS MOVING INTO AN OLD CELLAR WITHOUT A MONSTER, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD CELLAR, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

**IF A HAUNTING OCCURS IN THE CELLAR, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:
DIE ROLL OF 1, 2, OR 3 = WINE BOTTLES EXPLODE DRAW A CARD TO ROLL A D4 TO GET THE NUMBER OF LUCK ROLLS THE SEEKER MUST MAKE VERSUS 8. FOR EACH ROLL THAT FAILS, THE SEEKER RECEIVES 1 DAMAGE. FOR EACH ROLL THAT SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.**

DIE ROLL OF 4 OR 5 = CELLAR DWELLER THE SEEKER MAKES A FRIGHT ROLL VERSUS A D8 + 6. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS. WHETHER THE FRIGHT ROLL SUCCEEDS OR FAILS, THE SEEKER MAKES A PHYSICAL ROLL VERSUS A D6 + 8. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS.

DIE ROLL OF 6 = A CASK OF AMONTILLADO THE SEEKER MAKES A VITALITY ROLL VERSUS A D20. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 6 ADVANCE POINTS.



ATTIC

THE ATTIC IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 4, THERE ARE 2 DOORS. OTHERWISE, THERE IS 1 DOOR. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW ATTIC, THEY MAKE AN INVESTIGATION ROLL VERSUS 10. IF THE ROLL SUCCEEDS, THERE IS A WEAPON IN THE ATTIC. IF THE ROLL FAILS, THERE IS NO WEAPON IN THE ATTIC.

IF THE SEEKER IS MOVING INTO A NEW ATTIC, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW ATTIC, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD ATTIC WITHOUT A MONSTER, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD ATTIC, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF A HAUNTING OCCURS IN THE ATTIC, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = CAUGHT IN COBWEBS THE SEEKER MAKES A PHYSICAL ROLL VERSUS A D12 + 2. IF THE ROLL FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR RUN FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

DIE ROLL OF 4 OR 5 = IT LIVES IN THE ATTIC THE SEEKER MAKES A FRIGHT ROLL VERSUS D6 + 8. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS. WHETHER THE FRIGHT ROLL SUCCEEDS OR FAILS, THE SEEKER MAKES A PHYSICAL ROLL VERSUS D8 + 6. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS.

DIE ROLL OF 6 = FORBIDDEN CLOSET OF MYSTERY THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA AND FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 6 ADVANCE POINTS. IF THE INVESTIGATION ROLL FAILS AND THE SEEKER DOES NOT PERISH, THE SEEKER GAINS 4 ADVANCE POINTS.



GARDEN

THE GARDEN IS MAPPED AS A RECTANGLE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW GARDEN, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW GARDEN, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD GARDEN WITHOUT A MONSTER, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD GARDEN, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

**IF A HAUNTING OCCURS IN THE GARDEN, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:
DIE ROLL OF 1, 2, OR 3 = KEEP OFF THE GRASS THE SEEKER MAKES A RUN ROLL VERSUS A D8 + 4. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.**

DIE ROLL OF 4 OR 5 = FLOWERS OF EVIL DRAW A CARD TO ROLL A D6 TO GET THE NUMBER OF SPIRITUAL ROLLS THE SEEKER MUST MAKE VERSUS 10. FOR EACH ROLL THAT FAILS, THE SEEKER RECEIVES 1 TRAUMA. FOR EACH ROLL THAT SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

DIE ROLL OF 6 = TORTURE GARDEN THE SEEKER MAKES A PHYSICAL ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS. WHETHER THE PHYSICAL ROLL SUCCEEDS OR FAILS, THE SEEKER MAKES A VITALITY ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS.



CEMETERY

THE CEMETERY IS MAPPED AS A RECTANGLE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW CEMETERY, DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW CEMETERY, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD CEMETERY WITHOUT A MONSTER, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD CEMETERY, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF A HAUNTING OCCURS IN THE CEMETERY, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = DEM BONES THE SEEKER MAKES A PHYSICAL ROLL VERSUS 11. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS.

DIE ROLL OF 4 OR 5 = ONE FOOT IN THE GRAVE THE SEEKER MAKES A SPIRITUAL ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 4 ADVANCE POINTS. WHETHER THE SPIRITUAL ROLL SUCCEEDS OR FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR VITALITY FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE.

DIE ROLL OF 6 = GHASTLY FUNERAL PROCESSION DRAW A CARD TO ROLL A D6 FOR THE NUMBER OF MONSTERS THAT OCCUR. NO COMBAT OCCURS, THOUGH FRIGHT CHALLENGES ARE MADE FOR EACH MONSTER, AFTER WHICH THE MONSTERS CEASE TO OCCUR. IF THE SEEKER DOES NOT PERISH FROM THE FRIGHT CHALLENGES, THEY GAIN 2 ADVANCE POINTS FOR EACH MONSTER THAT OCCURRED.



CRYPT

THE CRYPT IS MAPPED AS A SMALL SQUARE. DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 1 OR 2, THERE ARE 2 DOORS. OTHERWISE, THERE IS 1 DOOR. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW CRYPT, THEY MAKE A LUCK ROLL VERSUS 13. IF THE ROLL SUCCEEDS, THERE IS A MYSTIC ITEM IN THE CRYPT. IF THE ROLL FAILS, THERE IS NO MYSTIC ITEM IN THE CRYPT.

IF THE SEEKER IS MOVING INTO A NEW CRYPT, DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW CRYPT, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF IS MOVING INTO AN OLD CRYPT WITHOUT A MONSTER, DRAW A CARD TO ROLL A D12. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

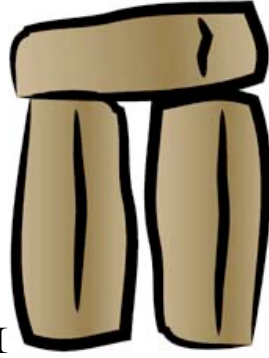
IF THE SEEKER IS MOVING INTO AN OLD CRYPT, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF A HAUNTING OCCURS IN THE CRYPT, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = EERIE FOG FILLS CHAMBER THE SEEKER MAKES A VITALITY ROLL VERSUS 10. IF THE ROLL FAILS, THE SEEKER RECEIVES 1 DAMAGE, 1 TRAUMA, AND 1 FEAR. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS.

DIE ROLL OF 4 OR 5 = TALE FROM THE CRYPT THE SEEKER MAKES A FRIGHT ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 4 ADVANCE POINTS. WHETHER THE FRIGHT ROLL SUCCEEDS OR FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR FRIGHT FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE.

DIE ROLL OF 6 = TOMB OF THE UNKNOWN DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1 OR 2, THE SEEKER MAKES A PHYSICAL ROLL VERSUS A D8 + 8. IF THE DIE ROLL IS A 3 OR 4, THE SEEKER MAKES A SPIRITUAL ROLL VERSUS A D8 + 8. IF THE DIE ROLL IS A 5 OR 6, THE SEEKER MAKES A FRIGHT ROLL VERSUS D8 + 8. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE, TRAUMA, AND FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS D8 ADVANCE POINTS.



ALTAR ROOM

THE ALTAR ROOM IS MAPPED AS A SQUARE WITH A SMALL CIRCLE IN THE MIDDLE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS, COUNTING A DIE ROLL OF 4 AS A DIE ROLL OF 1. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW ALTAR ROOM, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 6, THERE IS A MYSTIC ITEM IN THE ALTAR ROOM. OTHERWISE, THERE IS NO MYSTIC ITEM IN THE ALTAR ROOM.

IF THE SEEKER IS MOVING INTO A NEW ALTAR ROOM, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW ALTAR ROOM, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD ALTAR ROOM WITHOUT A MONSTER, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

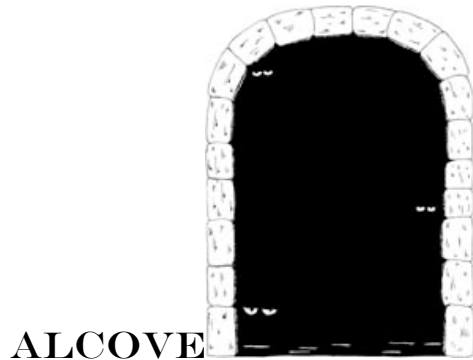
IF THE SEEKER IS MOVING INTO AN OLD ALTAR ROOM, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF A HAUNTING OCCURS IN THE ALTAR ROOM, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS:

DIE ROLL OF 1, 2, OR 3 = UNHOLY AURA ASSAULTS SEEKER THE SEEKER MAKES A SPIRITUAL ROLL VERSUS A D10 + 6. IF THE ROLL FAILS, THE SEEKER RECEIVES D6 TRAUMA. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 2 ADVANCE POINTS.

DIE ROLL OF 4 OR 5 = BURNT OFFERINGS THE SEEKER MAKES A LUCK ROLL VERSUS A D10 + 6. IF THE ROLL FAILS, ALL WEAPONS AND MYSTIC ITEMS THE SEEKER HAS BECOME USELESS AND ARE DISCARDED. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 4 ADVANCE POINTS.

DIE ROLL OF 6 = BLACK MASS THE SEEKER MAKES A HIDE ROLL VERSUS A D20. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 6 ADVANCE POINTS.



ALCOVE

THE ALCOVE IS MAPPED AS A SMALL SQUARE. IT HAS 1 DOOR. WHEN FIRST MAPPED, THE DOOR IS ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM.

IF THE SEEKER IS MOVING INTO A NEW ALCOVE, DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW ALCOVE, DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

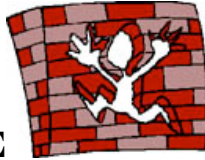
IF THE SEEKER IS MOVING INTO AN OLD ALCOVE WITHOUT A MONSTER, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD ALCOVE, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

**IF A HAUNTING OCCURS IN THE ALCOVE, DRAW A CARD TO ROLL A D8, USING THE FOLLOWING FOR WHAT OCCURS:
DIE ROLL OF 1, 2, OR 3 = HIDDEN PANEL THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS 8. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT AND 1 DOOR IS ADDED TO ANY WALL IN THIS ALCOVE THAT DOES NOT ALREADY HAVE A DOOR. IF THE ROLL FAILS, NO DOOR IS ADDED.**

DIE ROLL OF 4 OR 5 = SKUL DE SAC THE SEEKER MAKES A SPIRITUAL ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS. WHETHER THE SPIRITUAL ROLL SUCCEEDS OR FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR SPIRITUAL FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE.

DIE ROLL OF 6 = DEAD END THE SEEKER MAKES A FRIGHT ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS. WHETHER THE FRIGHT ROLL SUCCEEDS OR FAILS, THE SEEKER MAKES A VITALITY ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS.



SECRET PASSAGE

THE SECRET PASSAGE IS MAPPED AS A SMALL RECTANGLE. IT HAS 2 DOORS. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW SECRET PASSAGE, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, THE DOOR THAT IS NOT NEXT TO THE ROOM THE SEEKER JUST MOVED FROM IS AN EXIT THE SEEKER CAN MOVE THROUGH TO END THEIR VISIT INSTEAD OF MOVING TO A ROOM NEXT TO THE SECRET PASSAGE. IF THE DIE ROLL IS NOT A 1, THE DOOR THAT IS NOT NEXT TO THE ROOM THE SEEKER JUST MOVED FROM IS NOT AN EXIT AND MOVING THROUGH IT WILL LEAD TO A NEW ROOM AS NORMAL.

IF THE SEEKER IS MOVING INTO A NEW SECRET PASSAGE, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW SECRET PASSAGE, DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD SECRET PASSAGE WITHOUT A MONSTER, DRAW A CARD TO ROLL A D8. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD SECRET PASSAGE, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF A HAUNTING OCCURS IN THE SECRET PASSAGE, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS: DIE ROLL OF 1, 2, OR 3 = TRAP DOOR OPENS UNDER SEEKER THE SEEKER MAKES A RUN ROLL VERSUS A $D8 + 4$. IF THE ROLL FAILS, THIS VISIT TO THE HAUNTED HOUSE ENDS. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT AND MAY CHOOSE TO END THIS VISIT TO THE HAUNTED HOUSE.

DIE ROLL OF 4 OR 5 = LOST IN LABYRINTH THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS A $D8 + 8$. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE AND TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS ADVANCE POINTS EQUAL TO THE AMOUNT THE ROLL SUCCEEDED BY.

DIE ROLL OF 6 = NETHERWORLD PASSAGE THE SEEKER MAKES A SPIRITUAL ROLL VERSUS A $D8 + 12$. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 6 ADVANCE POINTS. IF THE SEEKER PERISHES FROM FAILING THE SPIRITUAL ROLL, THEY AUTOMATICALLY FAIL AT THEIR LUCK ROLL TO SURVIVE WITHOUT HAVING TO MAKE A ROLL.



MASTER BEDROOM

THE MASTER BEDROOM IS MAPPED AS A SQUARE. DRAW A CARD TO ROLL A D4 TO DETERMINE THE NUMBER OF DOORS. WHEN FIRST MAPPED, THE SEEKER CHOOSES WHICH WALLS HAVE A DOOR. THERE MUST BE A DOOR ON THE WALL NEXT TO THE ROOM THE SEEKER JUST MOVED FROM. ONLY 1 DOOR PER WALL.

IF THE SEEKER IS MOVING INTO A NEW MASTER BEDROOM, DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO A NEW MASTER BEDROOM, DRAW A CARD TO ROLL A D4. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD MASTER BEDROOM WITHOUT A MONSTER, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A MONSTER OCCURS. OTHERWISE, NO MONSTER OCCURS.

IF THE SEEKER IS MOVING INTO AN OLD MASTER BEDROOM, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS A 1, A HAUNTING OCCURS. OTHERWISE, NO HAUNTING OCCURS.

IF NO MONSTER OR HAUNTING OCCURS IN A MASTER BEDROOM, THE SEEKER MAKES A LUCK ROLL VERSUS 10. IF THE ROLL SUCCEEDS, THE SEEKER GETS SOME REST WHICH SUBTRACTS 1 FROM THEIR DAMAGE, TRAUMA, AND FEAR. IF THE ROLL FAILS, THE SEEKER DOES NOT GET ANY REST.

IF A HAUNTING OCCURS IN THE MASTER BEDROOM, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING FOR WHAT OCCURS: DIE ROLL OF 1, 2, OR 3 = BUMP IN THE NIGHT THE SEEKER MAKES A FRIGHT ROLL VERSUS A D6 + 11. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS.

DIE ROLL OF 4 OR 5 = THE THING UNDER THE BED PART 2 THE SEEKER MAKES A PHYSICAL ROLL VERSUS A D8 + 11. IF THE ROLL FAILS, THE SEEKER RECEIVES D8 DAMAGE AND 2 FEAR. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 6 ADVANCE POINTS.

DIE ROLL OF 6 = THE MASTER THE SEEKER MAKES A FRIGHT ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS. WHETHER THE FRIGHT ROLL SUCCEEDS OR FAILS, THE SEEKER MAKES A SPIRITUAL ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS. WHETHER THE SPIRITUAL ROLL SUCCEEDS OR FAILS, THE SEEKER MAKES A PHYSICAL ROLL VERSUS 13. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 3 ADVANCE POINTS.



MONSTERS

MONSTERS ARE SUPERNATURAL CREATURES THAT LIVE WITHIN HAUNTED HOUSES.

IF A MONSTER OCCURS IN A ROOM OR BY ANY OTHER MEANS, DRAW A CARD TO ROLL A D40, USING THE FOLLOWING TO DETERMINE WHAT TYPE OF MONSTER IT IS:

DIE ROLL OF 1 = CAT	DIE ROLL OF 21 = CREEP
DIE ROLL OF 2 = HOUND	DIE ROLL OF 22 = SHADOW
DIE ROLL OF 3 = CORPSE	DIE ROLL OF 23 = SHADE
DIE ROLL OF 4 = SKELETON	DIE ROLL OF 24 = SPIRIT
DIE ROLL OF 5 = ZOMBIE	DIE ROLL OF 25 = SPOOK
DIE ROLL OF 6 = SKULL	DIE ROLL OF 26 = HAUNT
DIE ROLL OF 7 = CULTIST	DIE ROLL OF 27 = POLTERGEIST
DIE ROLL OF 8 = DOLL	DIE ROLL OF 28 = GHOST
DIE ROLL OF 9 = CHANGELING	DIE ROLL OF 29 = PHANTOM
DIE ROLL OF 10 = IMP	DIE ROLL OF 30 = SPECTRE
DIE ROLL OF 11 = GREMLIN	DIE ROLL OF 31 = HAG
DIE ROLL OF 12 = HOBGOBLIN	DIE ROLL OF 32 = WITCH
DIE ROLL OF 13 = GARGOYLE	DIE ROLL OF 33 = WARLOCK
DIE ROLL OF 14 = CREATURE	DIE ROLL OF 34 = PUMPKINHEAD
DIE ROLL OF 15 = BRUTE	DIE ROLL OF 35 = SHAMBLER
DIE ROLL OF 16 = TREE	DIE ROLL OF 36 = VAMPIRE
DIE ROLL OF 17 = BANSHEE	DIE ROLL OF 37 = DEMON
DIE ROLL OF 18 = GHOUL	DIE ROLL OF 38 = DEVIL
DIE ROLL OF 19 = MUMMY	DIE ROLL OF 39 = REAPER
DIE ROLL OF 20 = REVENANT	DIE ROLL OF 40 = BOOGEYMAN

EACH TYPE OF MONSTER HAS IT'S OWN DESCRIPTION THAT WILL INSTRUCT A SEEKER WHAT TO DO UPON ENCOUNTERING THE MONSTER. MONSTER ATTRIBUTES FOLLOW THE SAME RULES AS SEEKER ATTRIBUTES, EXCEPT THAT MONSTERS DO NOT MAKE A LUCK ROLL TO SURVIVE WHEN PERISHING, A FRIGHT ROLL WHEN ENCOUNTERING A MONSTER, OR A RUN ROLL TO AVOID COMBAT.

A MONSTER WILL REMAIN IN THE ROOM THEY OCCURRED IN UNTIL THEY PERISH, UNLESS IT'S DESCRIPTION INSTRUCTS OTHERWISE.

WHEN A SEEKER'S VISIT TO A HAUNTED HOUSE ENDS, ALL MONSTERS IN THE HAUNTED HOUSE REDUCE THEIR DAMAGE, TRAUMA, AND FEAR TO 0.



CAT

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE CAT:

PHYSICAL = ROLL A D4
SPIRITUAL = ROLL A D4
INVESTIGATION = ROLL A D8
LUCK = ROLL A D6
VITALITY = ROLL A D4
FRIGHT = ROLL A D4
RUN = ROLL A D6
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE CAT WHEN USING ATTRIBUTES:

PHYSICAL = +D4
SPIRITUAL = +D4
INVESTIGATION = +D6
LUCK = +D6
VITALITY = +D4
FRIGHT = +D4
RUN = +D6
HIDE = +D8

WHEN A NEW CAT OCCURS, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS 6, THE CAT IS A BLACK CAT AND ADDS 1 TO ALL OF IT'S ATTRIBUTES. OTHERWISE, THE CAT IS NOT A BLACK CAT.

A PHYSICAL COMBAT OCCURS WHEN THE CAT IS ENCOUNTERED.

IF THE CAT IS A BLACK CAT, THE SEEKER MAKES A LUCK ROLL VERSUS THE CAT'S LUCK ROLL BEFORE THE COMBAT OCCURS. IF THE ROLL IS FAILED, THE SEEKER SUBTRACTS D6 FROM THEIR PHYSICAL FOR THE REST OF THE COMBAT. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE CAT PERISHES, THE SEEKER GAINS 1 ADVANCE POINT. IF THE CAT PERISHES AND IS A BLACK CAT, THE SEEKER SUBTRACTS 1 FROM THEIR LUCK FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE.



HOUND

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE HOUND:

PHYSICAL = ROLL A D6
SPIRITUAL = ROLL A D4
INVESTIGATION = ROLL A D6
LUCK = ROLL A D4
VITALITY = ROLL A D6
FRIGHT = ROLL A D4
RUN = ROLL A D8
HIDE = ROLL A D6

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE HOUND WHEN USING ATTRIBUTES:

PHYSICAL = +D4
SPIRITUAL = +D4
INVESTIGATION = +D8
LUCK = +D4
VITALITY = +D6
FRIGHT = +D4
RUN = +D8
HIDE = +D6

WHEN A NEW HOUND OCCURS, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS 6, THE HOUND IS A TINDALOS HOUND AND ADDS 2 TO ALL OF IT'S ATTRIBUTES. OTHERWISE, THE HOUND IS NOT A TINDALOS HOUND.

A PHYSICAL COMBAT OCCURS WHEN THE HOUND IS ENCOUNTERED.

IF THE HOUND IS A TINDALOS HOUND, THE SEEKER MAKES A VITALITY ROLL VERSUS THE HOUND'S PHYSICAL ROLL BEFORE THE COMBAT OCCURS. IF THE ROLL IS FAILED, THE SEEKER SUBTRACTS D6 FROM THEIR VITALITY FOR THE REST OF THE COMBAT. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE HOUND PERISHES, THE SEEKER GAINS 1 ADVANCE POINT. IF THE HOUND PERISHES AND IS A TINDALOS HOUND, THE SEEKER SUBTRACTS 1 FROM THEIR HIDE FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE.



CORPSE

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE CORPSE:

PHYSICAL = ROLL A D6
SPIRITUAL = ROLL A D4
INVESTIGATION = ROLL A D4
LUCK = ROLL A D4
VITALITY = ROLL A D6
FRIGHT = ROLL A D6
RUN = ROLL A D4
HIDE = ROLL A D4

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE CORPSE WHEN USING ATTRIBUTES:

PHYSICAL = +D6
SPIRITUAL = +D4
INVESTIGATION = +D4
LUCK = +D4
VITALITY = +D6
FRIGHT = +D6
RUN = +D4
HIDE = +D4

A PHYSICAL COMBAT OCCURS WHEN THE CORPSE IS ENCOUNTERED.

IF THE CORPSE PERISHES, IT MAKES A LUCK ROLL VERSUS 6. IF THE ROLL SUCCEEDS, THE CORPSE SURVIVES AND ANOTHER PHYSICAL COMBAT OCCURS. IF THE ROLL FAILS, THE CORPSE DOES NOT SURVIVE. IF THE CORPSE SURVIVES, IT'S DAMAGE AND TRAUMA BECOMES 0 BEFORE THE COMBAT OCCURS.

IF THE CORPSE PERISHES AND DOES NOT SURVIVE, THE SEEKER GAINS 2 ADVANCE POINTS. IF THE CORPSE PERISHES AND SURVIVES, THE SEEKER GAINS 1 ADVANCE POINT.



SKELETON

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE SKELETON:

**PHYSICAL = ROLL A D6
SPIRITUAL = ROLL A D4
INVESTIGATION = ROLL A D4
LUCK = ROLL A D4
VITALITY = ROLL A D6
FRIGHT = ROLL A D6
RUN = ROLL A D6
HIDE = ROLL A D4**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE SKELETON WHEN USING ATTRIBUTES:

**PHYSICAL = +D6
SPIRITUAL = +D4
INVESTIGATION = +D6
LUCK = +D4
VITALITY = +D4
FRIGHT = +D6
RUN = +D6
HIDE = +D4**

IF THE ROOM A SKELETON OCCURS IN IS A CEMETERY OR A CRYPT, THE SKELETON ROLLS AN ADDITIONAL +D4 WHEN MAKING AN ATTRIBUTE ROLL.

A PHYSICAL COMBAT OCCURS WHEN THE SKELETON IS ENCOUNTERED.

THE SEEKER CANNOT USE A WEAPON IN PHYSICAL COMBAT WITH THE SKELETON; IF USING A WEAPON, THE SEEKER WILL ROLL AS THOUGH UNARMED. THE SEEKER CAN USE A MYSTIC WEAPON IN PHYSICAL COMBAT WITH THE SKELETON.

IF THE SKELETON PERISHES, IT MAKES A LUCK ROLL VERSUS 8. IF THE ROLL SUCCEEDS, THE SKELETON SURVIVES AND ANOTHER PHYSICAL COMBAT OCCURS. IF THE ROLL FAILS, THE SKELETON DOES NOT SURVIVE. IF THE SKELETON SURVIVES, IT'S DAMAGE AND TRAUMA BECOMES 0 BEFORE THE COMBAT OCCURS.

IF THE SKELETON PERISHES AND DOES NOT SURVIVE, THE SEEKER GAINS 2 ADVANCE POINTS. IF THE SKELETON PERISHES AND SURVIVES, THE SEEKER GAINS 2 ADVANCE POINTS.



ZOMBIE

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE ZOMBIE:

PHYSICAL = ROLL A D6
SPIRITUAL = ROLL A D6
INVESTIGATION = ROLL A D6
LUCK = ROLL A D4
VITALITY = ROLL A D8
FRIGHT = ROLL A D6
RUN = ROLL A D4
HIDE = ROLL A D4

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE ZOMBIE WHEN USING ATTRIBUTES:

PHYSICAL = +D8
SPIRITUAL = +D4
INVESTIGATION = +D4
LUCK = +D4
VITALITY = +D6
FRIGHT = +D6
RUN = +D6
HIDE = +D4

WHEN A NEW ZOMBIE OCCURS, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS 6, THE ZOMBIE IS A GRAY ZOMBIE AND ADDS 2 TO IT'S PHYSICAL AND VITALITY. OTHERWISE, THE ZOMBIE IS NOT A GRAY ZOMBIE.

A PHYSICAL COMBAT OCCURS WHEN THE ZOMBIE IS ENCOUNTERED.

IF THE ZOMBIE IS A GRAY ZOMBIE, THE SEEKER MAKES A PHYSICAL ROLL VERSUS THE ZOMBIE'S VITALITY ROLL BEFORE THE COMBAT OCCURS. IF THE ROLL IS FAILED, THE ZOMBIE ADDS D6 TO IT'S PHYSICAL AND VITALITY FOR THE REST OF THE COMBAT. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ZOMBIE PERISHES, IT MAKES A LUCK ROLL VERSUS 6. IF THE ROLL SUCCEEDS, THE ZOMBIE SURVIVES AND ANOTHER PHYSICAL COMBAT OCCURS. IF THE ROLL FAILS, THE ZOMBIE DOES NOT SURVIVE. IF THE ZOMBIE SURVIVES, IT'S DAMAGE AND TRAUMA BECOMES 0 BEFORE THE COMBAT OCCURS.

IF THE ZOMBIE PERISHES AND DOES NOT SURVIVE, THE SEEKER GAINS 3 ADVANCE POINTS. IF THE ZOMBIE PERISHES AND SURVIVES, THE SEEKER GAINS 1 ADVANCE POINT.



SKULL

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE SKULL:

PHYSICAL = ROLL A D6
SPIRITUAL = ROLL A D6
INVESTIGATION = ROLL A D6
LUCK = ROLL A D6
VITALITY = ROLL A D6
FRIGHT = ROLL A D8
RUN = ROLL A D4
HIDE = ROLL A D6

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE SKULL WHEN USING ATTRIBUTES:

PHYSICAL = +D8
SPIRITUAL = +D6
INVESTIGATION = +D6
LUCK = +D6
VITALITY = +D6
FRIGHT = +D6
RUN = +D4
HIDE = +D6

WHEN A NEW SKULL OCCURS, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS 6, THE SKULL IS A SCREAMING SKULL AND ADDS 3 TO ALL OF IT'S ATTRIBUTES. OTHERWISE, THE SKULL IS NOT A SCREAMING SKULL.

IF THE ROOM A SKULL OCCURS IN IS A CEMETERY, CRYPT, OR ALTAR ROOM, THE SKULL ROLLS AN ADDITIONAL +D6 WHEN MAKING AN ATTRIBUTE ROLL.

A PHYSICAL COMBAT OCCURS WHEN THE SKULL IS ENCOUNTERED.

IF THE SKULL IS A SCREAMING SKULL, THE SEEKER MAKES A SPIRITUAL ROLL VERSUS THE SKULL'S SPIRITUAL ROLL BEFORE THE COMBAT OCCURS. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE SKULL PERISHES, THE SEEKER GAINS 3 ADVANCE POINTS. IF THE SKULL PERISHES AND IS A SCREAMING SKULL, THE SEEKER MAKES A VITALITY ROLL VERSUS THE SKULL'S SPIRITUAL ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.



CULTIST

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE CULTIST:

PHYSICAL = ROLL A D8
SPIRITUAL = ROLL A D8
INVESTIGATION = ROLL A D8
LUCK = ROLL A D8
VITALITY = ROLL A D6
FRIGHT = ROLL A D4
RUN = ROLL A D6
HIDE = ROLL A D6

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE CULTIST WHEN USING ATTRIBUTES:

PHYSICAL = +D4 UNARMED
SPIRITUAL = +D6
INVESTIGATION = +D6
LUCK = +D6
VITALITY = +D6
FRIGHT = +D4
RUN = +D6
HIDE = +D6

WHEN A NEW CULTIST OCCURS, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS 1, THE CULTIST IS UNARMED. OTHERWISE, THE CULTIST HAS 1 WEAPON WHICH THEY WILL USE IN COMBAT.

WHEN A NEW CULTIST OCCURS, DRAW A CARD TO ROLL A D12. IF THE DIE ROLL IS A 12, THE CULTIST HAS A MYSTIC WEAPON INSTEAD OF BEING UNARMED OR HAVING 1 WEAPON. OTHERWISE, THE CULTIST STAYS UNARMED OR HAS 1 WEAPON.

IF THE ROOM A CULTIST OCCURS IN IS AN ALTAR ROOM, THE CULTIST ROLLS AN ADDITIONAL +D4 WHEN MAKING AN ATTRIBUTE ROLL.

A FRIGHT CHALLENGE DOES NOT OCCUR WHEN THE SEEKER ENCOUNTERS A CULTIST.

A PHYSICAL COMBAT OCCURS WHEN THE CULTIST IS ENCOUNTERED.

IF THE CULTIST PERISHES, THE SEEKER GAINS 4 ADVANCE POINTS AND ANY WEAPON THE CULTIST HAD.



DOLL

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE DOLL:

PHYSICAL = ROLL A D4
SPIRITUAL = ROLL A D6
INVESTIGATION = ROLL A D6
LUCK = ROLL A D6
VITALITY = ROLL A D4
FRIGHT = ROLL A D4
RUN = ROLL A D4
HIDE = ROLL A D6

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE DOLL WHEN USING ATTRIBUTES:

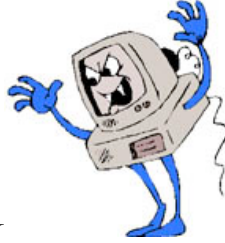
PHYSICAL = +D8
SPIRITUAL = +D6
INVESTIGATION = +D6
LUCK = +D6
VITALITY = +D6
FRIGHT = +D6
RUN = +D4
HIDE = +D8

WHEN A NEW DOLL OCCURS, DRAW A CARD TO ROLL A D6. IF THE DIE ROLL IS 6, THE DOLL IS A DEVIL DOLL AND ADDS 4 TO ALL OF IT'S ATTRIBUTES. OTHERWISE, THE DOLL IS NOT A DEVIL DOLL.

A PHYSICAL COMBAT COMBAT OCCURS WHEN THE DOLL IS ENCOUNTERED.

IF THE DOLL IS A DEVIL DOLL, THE SEEKER RECEIVES 1 TRAUMA FOR EVERY 1 DAMAGE THE DOLL RECEIVES IN PHYSICAL COMBAT WITH THE SEEKER .

IF THE DOLL PERISHES, THE SEEKER GAINS 4 ADVANCE POINTS. IF THE DOLL PERISHES AND IS A DEVIL DOLL, THE SEEKER GAINS AN ADDITIONAL 4 ADVANCE POINTS AND SUBTRACTS AN AMOUNT FROM THEIR TRAUMA EQUAL TO THE AMOUNT OF TRAUMA RECEIVED IN COMBAT WITH THE DOLL.



CHANGELING

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE CHANGELING:

**PHYSICAL = ROLL A D4
SPIRITUAL = ROLL A D6
INVESTIGATION = ROLL A D8
LUCK = ROLL A D6
VITALITY = ROLL A D6
FRIGHT = ROLL A D6
RUN = ROLL A D4
HIDE = ROLL A D8**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE CHANGELING WHEN USING ATTRIBUTES:

**PHYSICAL = +D12
SPIRITUAL = +D6
INVESTIGATION = +D8
LUCK = +D6
VITALITY = +D8
FRIGHT = +D12
RUN = +D12
HIDE = +D12**

WHEN A NEW CHANGELING OCCURS, DRAW A CARD TO ROLL A D12. IF THE DIE ROLL IS A 12, DRAW A CARD TO ROLL A D40 FOR ANOTHER MONSTER TO OCCUR IN PLACE OF THE CHANGELING. OTHERWISE, NO MONSTER OCCURS IN PLACE OF THE CHANGELING.

A PHYSICAL COMBAT OCCURS WHEN THE CHANGELING IS ENCOUNTERED.

BEFORE THE COMBAT OCCURS, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS THE CHANGELING'S HIDE ROLL. IF THE ROLL FAILS, FOR THE REST OF THE COMBAT THE CHANGELING ADDS AN AMOUNT TO IT'S PHYSICAL EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE CHANGELING PERISHES, THE SEEKER GAINS 5 ADVANCE POINT.

IMP



USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE IMP:

**PHYSICAL = ROLL A D4
SPIRITUAL = ROLL A D8
INVESTIGATION = ROLL A D8
LUCK = ROLL A D8
VITALITY = ROLL A D4
FRIGHT = ROLL A D6
RUN = ROLL A D6
HIDE = ROLL A D8**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE IMP WHEN USING ATTRIBUTES:

**PHYSICAL = +D8
SPIRITUAL = +D8
INVESTIGATION = +D8
LUCK = +D8
VITALITY = +D6
FRIGHT = +D6
RUN = +D6
HIDE = +D6**

WHEN A NEW IMP OCCURS, THE SEEKER MAKES A LUCK ROLL VERSUS THE IMP'S LUCK ROLL. IF THE ROLL FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR LUCK FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

A PHYSICAL COMBAT OCCURS WHEN THE IMP IS ENCOUNTERED.

BEFORE THE COMBAT OCCURS, THE SEEKER MAKES A LUCK ROLL VERSUS THE IMP'S SPIRITUAL ROLL. IF THE ROLL FAILS, FOR THE REST OF THE COMBAT THE SEEKER WILL SUBTRACT AN AMOUNT FROM THEIR PHYSICAL EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE IMP PERISHES, THE SEEKER GAINS 5 ADVANCE POINTS AND MAKES A VITALITY ROLL VERSUS THE IMP'S LUCK ROLL. IF THE ROLL FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR VITALITY FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE. IF THE ROLL SUCCEEDS, THE SEEKER ADDS 1 TO THEIR LUCK FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE.



GREMLIN

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE GREMLIN:

PHYSICAL = ROLL A D6
SPIRITUAL = ROLL A D6
INVESTIGATION = ROLL A D8
LUCK = ROLL A D8
VITALITY = ROLL A D6
FRIGHT = ROLL A D6
RUN = ROLL A D6
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE GREMLIN WHEN USING ATTRIBUTES:

PHYSICAL = +D8
SPIRITUAL = +D6
INVESTIGATION = +D8
LUCK = +D8
VITALITY = +D6
FRIGHT = +D6
RUN = +D6
HIDE = +D8

WHEN A NEW GREMLIN OCCURS, THE SEEKER MAKES A LUCK ROLL VERSUS THE GREMLIN'S LUCK ROLL. IF THE ROLL FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR RUN FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

A PHYSICAL COMBAT OCCURS WHEN THE GREMLIN IS ENCOUNTERED.

BEFORE THE COMBAT OCCURS, THE SEEKER MAKES A LUCK ROLL VERSUS THE GREMLIN'S SPIRITUAL ROLL. IF THE ROLL FAILS, FOR THE REST OF THE COMBAT THE SEEKER WILL SUBTRACT AN AMOUNT FROM THEIR VITALITY EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE GREMLIN PERISHES, THE SEEKER GAINS 6 ADVANCE POINTS AND MAKES A SPIRITUAL ROLL VERSUS THE GREMLIN'S LUCK ROLL. IF THE ROLL FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR PHYSICAL FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE. IF THE ROLL SUCCEEDS, THE SEEKER ADDS 1 TO THEIR RUN FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE.



HOBGOBLIN

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE HOBGOBLIN:

**PHYSICAL = ROLL A D8
SPIRITUAL = ROLL A D6
INVESTIGATION = ROLL A D8
LUCK = ROLL A D8
VITALITY = ROLL A D8
FRIGHT = ROLL A D8
RUN = ROLL A D6
HIDE = ROLL A D6**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE HOBGOBLIN WHEN USING ATTRIBUTES:

**PHYSICAL = +D8
SPIRITUAL = +D6
INVESTIGATION = +D8
LUCK = +D8
VITALITY = +D8
FRIGHT = +D6
RUN = +D8
HIDE = +D8**

WHEN A NEW HOBGOBLIN OCCURS, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS THE HOBGOBLIN'S HIDE ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

A PHYSICAL COMBAT OCCURS WHEN THE HOBGOBLIN IS ENCOUNTERED.

BEFORE THE COMBAT OCCURS, THE SEEKER MAKES A LUCK ROLL VERSUS THE HOBGOBLIN'S LUCK ROLL. IF THE ROLL FAILS, FOR THE REST OF THE COMBAT THE SEEKER WILL SUBTRACT AN AMOUNT FROM THEIR PHYSICAL EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE HOBGOBLIN PERISHES, THE SEEKER GAINS 6 ADVANCE POINTS AND MAKES A VITALITY ROLL VERSUS THE HOBGOBLIN'S PHYSICAL ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.



GARGOYLE

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE GARGOYLE:

PHYSICAL = ROLL A D10
SPIRITUAL = ROLL A D6
INVESTIGATION = ROLL A D8
LUCK = ROLL A D6
VITALITY = ROLL A D10
FRIGHT = ROLL A D6
RUN = ROLL A D6
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE GARGOYLE WHEN USING ATTRIBUTES:

PHYSICAL = +D10
SPIRITUAL = +D4
INVESTIGATION = +D8
LUCK = +D6
VITALITY = +D10
FRIGHT = +D8
RUN = +D12
HIDE = +D10

WHEN A NEW GARGOYLE OCCURS, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS THE GARGOYLE'S HIDE ROLL. IF THE ROLL FAILS, THE GARGOYLE ROLLS AN ADDITIONAL +D6 TO IT'S PHYSICAL IN IT'S FIRST COMBAT. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

A PHYSICAL COMBAT OCCURS WHEN THE GARGOYLE IS ENCOUNTERED.

BEFORE THE COMBAT OCCURS, THE SEEKER MAKES A PHYSICAL ROLL VERSUS THE GARGOYLE'S VITALITY ROLL. IF THE ROLL FAILS, FOR THE REST OF THE COMBAT THE GARGOYLE ADDS AN AMOUNT TO IT'S PHYSICAL EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE SEEKER MAKES A RUN ROLL TO AVOID COMBAT WITH THE GARGOYLE AND FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE SEEKER MAKES A RUN ROLL TO AVOID COMBAT WITH THE GARGOYLE AND SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE GARGOYLE RECEIVES DAMAGE IN COMBAT, SUBTRACT 1 FROM THE DAMAGE BEFORE THE GARGOYLE RECEIVES DAMAGE.

IF THE GARGOYLE PERISHES, THE SEEKER GAINS 7 ADVANCE POINTS.



CREATURE

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE CREATURE:

PHYSICAL = ROLL A D10
SPIRITUAL = ROLL A D6
INVESTIGATION = ROLL A D8
LUCK = ROLL A D6
VITALITY = ROLL A D10
FRIGHT = ROLL A D8
RUN = ROLL A D8
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE CREATURE WHEN USING ATTRIBUTES:

PHYSICAL = +D10
SPIRITUAL = +D4
INVESTIGATION = +D8
LUCK = +D6
VITALITY = +D10
FRIGHT = +D8
RUN = +D8
HIDE = +D8

WHEN A NEW CREATURE OCCURS, DRAW A CARD TO ROLL A D6, USING THE FOLLOWING TO DETERMINE IT'S CREATURE ABILITY:
DIE ROLL OF 1 = +4 TO PHYSICAL AND THE CREATURE ROLLS AN ADDITIONAL +D4 WHEN MAKING A PHYSICAL ROLL
DIE ROLL OF 2 = +4 TO VITALITY AND THE CREATURE ROLLS AN ADDITIONAL +D4 WHEN MAKING A VITALITY ROLL
DIE ROLL OF 3 = +4 TO FRIGHT AND THE CREATURE ROLLS AN ADDITIONAL +D4 WHEN MAKING A FRIGHT ROLL
DIE ROLL OF 4 = +4 TO RUN AND THE CREATURE ROLLS AN ADDITIONAL +D4 WHEN MAKING A RUN ROLL
DIE ROLL OF 5 = IF THE CREATURE RECEIVES DAMAGE IN COMBAT, SUBTRACT 1 FROM THE DAMAGE BEFORE THE CREATURE RECEIVES DAMAGE.

DIE ROLL OF 6 = +4 TO ALL ATTRIBUTES AND THE CREATURE ROLLS AN ADDITIONAL +D4 WHEN MAKING AN ATTRIBUTE ROLL

A PHYSICAL COMBAT OCCURS WHEN THE CREATURE IS ENCOUNTERED.

IF THE CREATURE PERISHES, THE SEEKER GAINS 7 ADVANCE POINTS.



BRUTE

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE BRUTE:

PHYSICAL = ROLL A D12
SPIRITUAL = ROLL A D4
INVESTIGATION = ROLL A D4
LUCK = ROLL A D6
VITALITY = ROLL A D12
FRIGHT = ROLL A D6
RUN = ROLL A D8
HIDE = ROLL A D4

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE BRUTE WHEN USING ATTRIBUTES:

PHYSICAL = +D12
SPIRITUAL = +D4
INVESTIGATION = +D6
LUCK = +D4
VITALITY = +D12
FRIGHT = +D6
RUN = +D6
HIDE = +D4

WHEN A NEW BRUTE OCCURS, DRAW A CARD TO ROLL A D4, USING THE FOLLOWING TO DETERMINE IT'S BRUTE ABILITY:
DIE ROLL OF 1 = +D8 TO PHYSICAL
DIE ROLL OF 2 = +D8 TO VITALITY
DIE ROLL OF 3 = +D8 TO FRIGHT
DIE ROLL OF 4 = +D8 TO ALL ATTRIBUTES

WHEN A NEW BRUTE OCCURS, THE SEEKER MAKES A VITALITY ROLL VERSUS THE BRUTE'S VITALITY ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

A PHYSICAL COMBAT OCCURS WHEN THE BRUTE IS ENCOUNTERED.

IN PHYSICAL COMBAT, ADD 1 TO THE BRUTE'S PHYSICAL FOR EVERY 2 DAMAGE THE BRUTE HAS.

IF THE BRUTE PERISHES, THE SEEKER GAINS 8 ADVANCE POINTS.



TREE

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE TREE:

PHYSICAL = ROLL A D12
SPIRITUAL = ROLL A D6
INVESTIGATION = ROLL A D8
LUCK = ROLL A D6
VITALITY = ROLL A D20
FRIGHT = ROLL A D6
RUN = ROLL A D4
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE TREE WHEN USING ATTRIBUTES:

PHYSICAL = +D10
SPIRITUAL = +D8
INVESTIGATION = +D6
LUCK = +D6
VITALITY = +D20
FRIGHT = +D6
RUN = +D4
HIDE = +D4

WHEN A NEW TREE OCCURS, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS THE TREE'S HIDE ROLL. IF THE ROLL FAILS, THE TREE ROLLS AN ADDITIONAL +D4 TO IT'S FRIGHT ROLL WHEN THE SEEKER MAKES A FRIGHT ROLL FOR ENCOUNTERING THE TREE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ROOM A TREE OCCURS IN IS A GARDEN, THE TREE ROLLS AN ADDITIONAL +D8 WHEN MAKING AN ATTRIBUTE ROLL.

A PHYSICAL COMBAT OCCURS WHEN THE TREE IS ENCOUNTERED.

IF THE SEEKER MAKES A RUN ROLL TO AVOID COMBAT WITH THE TREE AND FAILS, THE SEEKER RECEIVES D4 DAMAGE. IF THE SEEKER MAKES A RUN ROLL TO AVOID COMBAT WITH THE TREE AND SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE TREE PERISHES, THE SEEKER GAINS 8 ADVANCE POINTS.



BANSHEE

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE BANSHEE:

PHYSICAL = ROLL A D6
SPIRITUAL = ROLL A D8
INVESTIGATION = ROLL A D8
LUCK = ROLL A D8
VITALITY = ROLL A D6
FRIGHT = ROLL A D8
RUN = ROLL A D6
HIDE = ROLL A D6

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE BANSHEE WHEN USING ATTRIBUTES:

PHYSICAL = +D6
SPIRITUAL = +D12
INVESTIGATION = +D8
LUCK = +D8
VITALITY = +D6
FRIGHT = +D8
RUN = +D8
HIDE = +D6

WHEN A NEW BANSHEE OCCURS, THE SEEKER MAKES A SPIRITUAL ROLL VERSUS THE BANSHEE'S SPIRITUAL ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

A PHYSICAL COMBAT OCCURS WHEN THE BANSHEE IS ENCOUNTERED.

BEFORE THE COMBAT OCCURS, THE SEEKER MAKES A VITALITY ROLL VERSUS THE BANSHEE'S SPIRITUAL ROLL. IF THE ROLL FAILS, FOR THE REST OF THE COMBAT THE SEEKER WILL SUBTRACT AN AMOUNT FROM THEIR PHYSICAL EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, FOR THE REST OF THE COMBAT THE SEEKER ADDS AN AMOUNT TO THEIR PHYSICAL EQUAL TO THE AMOUNT THE ROLL SUCCEEDED BY.

IF THE BANSHEE PERISHES, THE SEEKER GAINS 9 ADVANCE POINTS AND MAKES A SPIRITUAL ROLL VERSUS THE BANSHEE'S SPIRITUAL ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.



GHOUL

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE GHOUL:

PHYSICAL = ROLL A D10
SPIRITUAL = ROLL A D8
INVESTIGATION = ROLL A D8
LUCK = ROLL A D8
VITALITY = ROLL A D8
FRIGHT = ROLL A D10
RUN = ROLL A D8
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE GHOUL WHEN USING ATTRIBUTES:

PHYSICAL = +D10
SPIRITUAL = +D8
INVESTIGATION = +D8
LUCK = +D6
VITALITY = +D8
FRIGHT = +D8
RUN = +D8
HIDE = +D8

WHEN A NEW GHOUL OCCURS, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS THE GHOUL'S HIDE ROLL. IF THE ROLL FAILS, FOR THE REST OF THE ENCOUNTER THE SEEKER SUBTRACTS AN AMOUNT FROM THEIR RUN EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ROOM A GHOUL OCCURS IN IS A CEMETERY, THE GHOUL ROLLS AN ADDITIONAL +D6 WHEN MAKING AN ATTRIBUTE ROLL.

A PHYSICAL COMBAT OCCURS WHEN THE GHOUL IS ENCOUNTERED.

IF THE SEEKER RECEIVES DAMAGE IN COMBAT WITH THE GHOUL, THEY MAKE A LUCK ROLL VERSUS THE GHOUL'S LUCK ROLL. IF THE ROLL FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR RUN FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE GHOUL PERISHES, THE SEEKER GAINS 9 ADVANCE POINTS.



MUMMY

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE MUMMY:

PHYSICAL = ROLL A D10
SPIRITUAL = ROLL A D8
INVESTIGATION = ROLL A D6
LUCK = ROLL A D8
VITALITY = ROLL A D10
FRIGHT = ROLL A D8
RUN = ROLL A D6
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE MUMMY WHEN USING ATTRIBUTES:

PHYSICAL = +D12
SPIRITUAL = +D8
INVESTIGATION = +D6
LUCK = +D8
VITALITY = +D10
FRIGHT = +D10
RUN = +D6
HIDE = +D8

IF THE ROOM A MUMMY OCCURS IN IS A CRYPT, THE MUMMY ROLLS AN ADDITIONAL +D8 WHEN MAKING AN ATTRIBUTE ROLL.

A PHYSICAL COMBAT OCCURS WHEN THE MUMMY IS ENCOUNTERED.

IF THE SEEKER RECEIVES DAMAGE IN COMBAT WITH THE MUMMY, THEY MAKE A VITALITY ROLL VERSUS THE MUMMY'S VITALITY ROLL. IF THE ROLL FAILS, THE SEEKER SUBTRACTS 1 FROM THEIR VITALITY FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE MUMMY PERISHES, THE SEEKER GAINS 10 ADVANCE POINTS AND MAKES A LUCK ROLL VERSUS THE MUMMY'S LUCK ROLL. IF THE ROLL FAILS, THE SEEKER SUBTRACTS 1 FROM ALL OF THEIR ATTRIBUTES FOR THE REST OF THIS VISIT TO THE HAUNTED HOUSE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.



REVENANT

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE REVENANT:

PHYSICAL = ROLL A D12
SPIRITUAL = ROLL A D8
INVESTIGATION = ROLL A D8
LUCK = ROLL A D6
VITALITY = ROLL A D12
FRIGHT = ROLL A D10
RUN = ROLL A D6
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE REVENANT WHEN USING ATTRIBUTES:

PHYSICAL = +D12
SPIRITUAL = +D6
INVESTIGATION = +D8
LUCK = +D8
VITALITY = +D12
FRIGHT = +D10
RUN = +D6
HIDE = +D8

WHEN A NEW REVENANT OCCURS, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS THE REVENANT'S HIDE ROLL. IF THE ROLL FAILS, FOR THE REST OF THE ENCOUNTER THE SEEKER SUBTRACTS AN AMOUNT FROM THEIR HIDE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

A PHYSICAL COMBAT OCCURS WHEN THE REVENANT IS ENCOUNTERED.

IF THE SEEKER RECEIVES DAMAGE IN COMBAT WITH THE REVENANT, THEY MAKE A PHYSICAL ROLL VERSUS THE REVENANT'S VITALITY ROLL. IF THE ROLL FAILS, THE SEEKER CANNOT RUN OR HIDE TO AVOID COMBAT WITH THE REVENANT FOR THE REST OF THE ENCOUNTER. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE SEEKER MAKES A RUN ROLL TO AVOID COMBAT WITH THE REVENANT, IT IS VERSUS THE REVENANT'S HIDE ROLL INSTEAD OF IT'S RUN ROLL.

IF THE REVENANT PERISHES, THE SEEKER GAINS 10 ADVANCE POINTS AND MAKES A PHYSICAL ROLL VERSUS THE REVENANT'S VITALITY ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.



CREEP

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE CREEP:

PHYSICAL = ROLL A D8
SPIRITUAL = ROLL A D6
INVESTIGATION = ROLL A D8
LUCK = ROLL A D8
VITALITY = ROLL A D8
FRIGHT = ROLL A D12
RUN = ROLL A D8
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE CREEP WHEN USING ATTRIBUTES:

PHYSICAL = +D8
SPIRITUAL = +D6
INVESTIGATION = +D8
LUCK = +D6
VITALITY = +D8
FRIGHT = +D12
RUN = +D8
HIDE = +D8

IF THE ROOM A CREEP OCCURS IN IS A CELLAR OR ATTIC, THE CREEP ROLLS AN ADDITIONAL +D4 WHEN MAKING AN ATTRIBUTE ROLL.

A SPIRITUAL COMBAT OCCURS WHEN THE CREEP IS ENCOUNTERED.

BEFORE THE COMBAT OCCURS, THE SEEKER MAKES A FRIGHT ROLL VERSUS THE CREEP'S FRIGHT ROLL. IF THE ROLL FAILS, FOR THE REST OF THE COMBAT THE SEEKER WILL SUBTRACT AN AMOUNT FROM THEIR SPIRITUAL EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, FOR THE REST OF THE COMBAT THE SEEKER ADDS AN AMOUNT TO THEIR SPIRITUAL EQUAL TO THE AMOUNT THE ROLL SUCCEEDED BY.

IF THE CREEP PERISHES, THE SEEKER GAINS 11 ADVANCE POINTS AND MAKES A FRIGHT ROLL VERSUS THE CREEP'S FRIGHT ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.



SHADOW

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE SHADOW:

**PHYSICAL = ROLL A D4
SPIRITUAL = ROLL A D8
INVESTIGATION = ROLL A D6
LUCK = ROLL A D8
VITALITY = ROLL A D6
FRIGHT = ROLL A D4
RUN = ROLL A D8
HIDE = ROLL A D12**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE SHADOW WHEN USING ATTRIBUTES:

**PHYSICAL = +D4
SPIRITUAL = +D8
INVESTIGATION = +D6
LUCK = +D8
VITALITY = +D6
FRIGHT = +D8
RUN = +D8
HIDE = +D12**

WHEN A NEW SHADOW OCCURS, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS THE SHADOW'S HIDE ROLL. IF THE ROLL FAILS, FOR THE REST OF THE ENCOUNTER THE SEEKER SUBTRACTS AN AMOUNT FROM THEIR SPIRITUAL EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ROOM A SHADOW OCCURS IN IS AN ALCOVE, THE SHADOW ROLLS AN ADDITIONAL +D4 WHEN MAKING AN ATTRIBUTE ROLL.

A SPIRITUAL COMBAT OCCURS WHEN THE SHADOW IS ENCOUNTERED.

SUBTRACT 1 FROM THE SHADOW'S TRAUMA FOR EVERY 2 TRAUMA THE SEEKER RECEIVES IN COMBAT WITH THE SHADOW.

IF THE SHADOW PERISHES, THE SEEKER GAINS 11 ADVANCE POINTS.



SHADE

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE SHADE:

PHYSICAL = ROLL A D4
SPIRITUAL = ROLL A D10
INVESTIGATION = ROLL A D6
LUCK = ROLL A D8
VITALITY = ROLL A D6
FRIGHT = ROLL A D6
RUN = ROLL A D8
HIDE = ROLL A D10

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE SHADE WHEN USING ATTRIBUTES:

PHYSICAL = +D4
SPIRITUAL = +D8
INVESTIGATION = +D6
LUCK = +D8
VITALITY = +D8
FRIGHT = +D8
RUN = +D8
HIDE = +D10

WHEN A NEW SHADE OCCURS, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS THE SHADE'S HIDE ROLL. IF THE ROLL FAILS, FOR THE REST OF THE ENCOUNTER THE SEEKER SUBTRACTS AN AMOUNT FROM THEIR VITALITY EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ROOM A SHADE OCCURS IN IS AN ALCOVE, THE SHADE ROLLS AN ADDITIONAL +D6 WHEN MAKING AN ATTRIBUTE ROLL.

A SPIRITUAL COMBAT OCCURS WHEN THE SHADE IS ENCOUNTERED.

SUBTRACT 1 FROM THE SHADE'S TRAUMA FOR EVERY 1 TRAUMA THE SEEKER RECEIVES IN COMBAT WITH THE SHADE.

IF THE SHADE PERISHES, THE SEEKER GAINS 12 ADVANCE POINTS.



SPIRIT

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE SPIRIT:

PHYSICAL = ROLL A D4
SPIRITUAL = ROLL A D8
INVESTIGATION = ROLL A D6
LUCK = ROLL A D8
VITALITY = ROLL A D8
FRIGHT = ROLL A D8
RUN = ROLL A D8
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE SPIRIT WHEN USING ATTRIBUTES:

PHYSICAL = +D4
SPIRITUAL = +D10
INVESTIGATION = +D8
LUCK = +D6
VITALITY = +D8
FRIGHT = +D8
RUN = +D8
HIDE = +D8

WHEN A NEW SPIRIT OCCURS, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS THE SPIRIT'S HIDE ROLL. IF THE ROLL FAILS, THE SPIRIT ROLLS AN ADDITIONAL +D10 TO IT'S SPIRITUAL ROLL IN IT'S FIRST COMBAT WITH THE SEEKER. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ROOM A SPIRIT OCCURS IN IS A CEMETERY, CRYPT, OR ALTAR ROOM, THE SPIRIT ROLLS AN ADDITIONAL +D6 WHEN MAKING A VITALITY ROLL.

A SPIRITUAL COMBAT OCCURS WHEN THE SPIRIT IS ENCOUNTERED.

THE SEEKER RECEIVES 1 DAMAGE FOR EVERY 1 TRAUMA THEY RECEIVE IN COMBAT WITH THE SPIRIT.

IF THE SPIRIT PERISHES, THE SEEKER GAINS 12 ADVANCE POINTS.



SPOOK

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE SPOOK:

PHYSICAL = ROLL A D4
SPIRITUAL = ROLL A D10
INVESTIGATION = ROLL A D8
LUCK = ROLL A D8
VITALITY = ROLL A D6
FRIGHT = ROLL A D10
RUN = ROLL A D8
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE SPOOK WHEN USING ATTRIBUTES:

PHYSICAL = +D4
SPIRITUAL = +D10
INVESTIGATION = +D6
LUCK = +D6
VITALITY = +D6
FRIGHT = +D10
RUN = +D8
HIDE = +D8

WHEN A NEW SPOOK OCCURS, THE SEEKER MAKES AN INVESTIGATION ROLL VERSUS THE SPOOK'S HIDE ROLL. IF THE ROLL FAILS, THE SPOOK ROLLS AN ADDITIONAL +D10 TO IT'S FRIGHT ROLL WHEN THE SEEKER MAKES A FRIGHT ROLL FOR ENCOUNTERING THE SPOOK. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ROOM A SPOOK OCCURS IN IS A CEMETERY, CRYPT, OR ALTAR ROOM, THE SPOOK ROLLS AN ADDITIONAL +D6 WHEN MAKING A VITALITY ROLL.

A SPIRITUAL COMBAT OCCURS WHEN THE SPOOK IS ENCOUNTERED.

THE SEEKER RECEIVES 1 FEAR FOR EVERY 1 TRAUMA THEY RECEIVE IN COMBAT WITH THE SPOOK.

IF THE SPOOK PERISHES, THE SEEKER GAINS 13 ADVANCE POINTS.



HAUNT

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE HAUNT:

PHYSICAL = ROLL A D6
SPIRITUAL = ROLL A D12
INVESTIGATION = ROLL A D8
LUCK = ROLL A D6
VITALITY = ROLL A D6
FRIGHT = ROLL A D10
RUN = ROLL A D10
HIDE = ROLL A D10

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE HAUNT WHEN USING ATTRIBUTES:

PHYSICAL = +D6
SPIRITUAL = +D10
INVESTIGATION = +D8
LUCK = +D8
VITALITY = +D6
FRIGHT = +D12
RUN = +D8
HIDE = +D10

WHEN A NEW HAUNT OCCURS, THE SEEKER MAKES A FRIGHT ROLL VERSUS THE HAUNT'S SPIRITUAL ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ROOM A HAUNT OCCURS IN IS A MASTER BEDROOM, THE HAUNT ROLLS AN ADDITIONAL +D8 WHEN MAKING AN ATTRIBUTE ROLL.

IF THE ROOM A HAUNT OCCURS IN IS A BEDROOM, THE HAUNT ROLLS AN ADDITIONAL +D6 WHEN MAKING AN ATTRIBUTE ROLL.

A SPIRITUAL COMBAT OCCURS WHEN THE HAUNT IS ENCOUNTERED.

IF THE HAUNT PERISHES, THE SEEKER GAINS 13 ADVANCE POINTS.



POLTERGEIST

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE POLTERGEIST:

PHYSICAL = ROLL A D6
SPIRITUAL = ROLL A D10
INVESTIGATION = ROLL A D8
LUCK = ROLL A D6
VITALITY = ROLL A D8
FRIGHT = ROLL A D12
RUN = ROLL A D8
HIDE = ROLL A D10

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE POLTERGEIST WHEN USING ATTRIBUTES:

PHYSICAL = +D6
SPIRITUAL = +D12
INVESTIGATION = +D8
LUCK = +D8
VITALITY = +D8
FRIGHT = +D10
RUN = +D10
HIDE = +D10

WHEN A NEW POLTERGEIST OCCURS, THE SEEKER MAKES A PHYSICAL ROLL VERSUS THE POLTERGEIST'S SPIRITUAL ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ROOM A POLTERGEIST OCCURS IN IS A GAME ROOM OR KITCHEN, THE POLTERGEIST ROLLS AN ADDITIONAL +D6 WHEN MAKING AN ATTRIBUTE ROLL.

IF THE ROOM A POLTERGEIST OCCURS IN IS A CONSERVATORY OR DINING ROOM, THE POLTERGEIST ROLLS AN ADDITIONAL +D4 WHEN MAKING AN ATTRIBUTE ROLL.

A SPIRITUAL COMBAT OCCURS WHEN THE POLTERGEIST IS ENCOUNTERED.

IF THE POLTERGEIST PERISHES, THE SEEKER GAINS 14 ADVANCE POINTS.



GHOST

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE GHOST:

PHYSICAL = ROLL A D6
SPIRITUAL = ROLL A D12
INVESTIGATION = ROLL A D10
LUCK = ROLL A D10
VITALITY = ROLL A D8
FRIGHT = ROLL A D10
RUN = ROLL A D10
HIDE = ROLL A D10

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE GHOST WHEN USING ATTRIBUTES:

PHYSICAL = +D6
SPIRITUAL = +D12
INVESTIGATION = +D10
LUCK = +D8
VITALITY = +D8
FRIGHT = +D10
RUN = +D10
HIDE = +D10

IF THE ROOM A GHOST OCCURS IN IS A CEMETERY, THE GHOST ROLLS AN ADDITIONAL +D6 WHEN MAKING AN ATTRIBUTE ROLL.

IF THE ROOM A GHOST OCCURS IN IS A CRYPT, THE GHOST ROLLS AN ADDITIONAL +D4 WHEN MAKING AN ATTRIBUTE ROLL.

A SPIRITUAL COMBAT OCCURS WHEN THE GHOST IS ENCOUNTERED.

BEFORE THE COMBAT OCCURS, THE SEEKER MAKES A FRIGHT ROLL VERSUS THE GHOST'S FRIGHT ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES 1 TRAUMA AND 1 FEAR. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE SEEKER MAKES A RUN ROLL TO AVOID COMBAT WITH THE GHOST AND FAILS, THE SEEKER RECEIVES 1 TRAUMA AND 1 FEAR. IF THE SEEKER MAKES A RUN ROLL TO AVOID COMBAT WITH THE GHOST AND SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE GHOST PERISHES, THE SEEKER GAINS 14 ADVANCE POINT.



PHANTOM

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE PHANTOM:

**PHYSICAL = ROLL A D8
SPIRITUAL = ROLL A D20
INVESTIGATION = ROLL A D12
LUCK = ROLL A D10
VITALITY = ROLL A D10
FRIGHT = ROLL A D12
RUN = ROLL A D10
HIDE = ROLL A D8**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE PHANTOM WHEN USING ATTRIBUTES:

**PHYSICAL = +D8
SPIRITUAL = +D12
INVESTIGATION = +D10
LUCK = +D10
VITALITY = +D10
FRIGHT = +D12
RUN = +D12
HIDE = +D8**

WHEN A NEW PHANTOM OCCURS, THE SEEKER MAKES A SPIRITUAL ROLL VERSUS THE PHANTOM'S LUCK ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES FEAR EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE PHANTOM RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL SUCCEEDED BY.

IF THE ROOM A PHANTOM OCCURS IN IS A FOYER, THE PHANTOM ROLLS AN ADDITIONAL +D12 WHEN MAKING AN ATTRIBUTE ROLL.

IF THE ROOM A PHANTOM OCCURS IN IS A SECRET PASSAGE, THE PHANTOM ROLLS AN ADDITIONAL +D6 WHEN MAKING AN ATTRIBUTE ROLL.

A SPIRITUAL COMBAT OCCURS WHEN THE PHANTOM IS ENCOUNTERED.

IF THE PHANTOM PERISHES, THE SEEKER GAINS 15 ADVANCE POINTS.



SPECTRE

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE SPECTRE:

PHYSICAL = ROLL A D8
SPIRITUAL = ROLL A D12
INVESTIGATION = ROLL A D10
LUCK = ROLL A D12
VITALITY = ROLL A D12
FRIGHT = ROLL A D12
RUN = ROLL A D12
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE SPECTRE WHEN USING ATTRIBUTES:

PHYSICAL = +D8
SPIRITUAL = +D20
INVESTIGATION = +D12
LUCK = +D12
VITALITY = +D12
FRIGHT = +D12
RUN = +D10
HIDE = +D8

WHEN A NEW SPECTRE OCCURS, THE SEEKER MAKES A SPIRITUAL ROLL VERSUS THE SPECTRE'S LUCK ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SPECTRE RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL SUCCEEDED BY.

IF THE ROOM A SPECTRE OCCURS IN IS A LIBRARY, THE SPECTRE ROLLS AN ADDITIONAL +D12 WHEN MAKING A VITALITY ROLL.

IF THE ROOM A SPECTRE OCCURS IN IS A STUDY, THE SPECTRE ROLLS AN ADDITIONAL +D6 WHEN MAKING A VITALITY ROLL.

A SPIRITUAL COMBAT OCCURS WHEN THE SPECTRE IS ENCOUNTERED.

IF THE SPECTRE PERISHES, THE SEEKER GAINS 15 ADVANCE POINTS.



HAG

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE HAG:

PHYSICAL = ROLL A D4
SPIRITUAL = ROLL A D12
INVESTIGATION = ROLL A D8
LUCK = ROLL A D12
VITALITY = ROLL A D8
FRIGHT = ROLL A D8
RUN = ROLL A D6
HIDE = ROLL A D6

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE HAG WHEN USING ATTRIBUTES:

PHYSICAL = +D6
SPIRITUAL = +D12
INVESTIGATION = +D8
LUCK = +D12
VITALITY = +D6
FRIGHT = +D8
RUN = +D6
HIDE = +D6

WHEN A NEW HAG OCCURS, THE SEEKER MAKES A LUCK ROLL VERSUS THE HAG'S LUCK ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES 1 DAMAGE, 1 TRAUMA, AND 1 FEAR. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

A SPIRITUAL COMBAT AND A PHYSICAL COMBAT OCCUR WHEN THE HAG IS ENCOUNTERED. FIRST, A SPIRITUAL COMBAT, THEN A PHYSICAL COMBAT, CONTINUING TO VARY BETWEEN THE TWO UNTIL THE SEEKER EITHER AVOIDS COMBAT OR PERISHES, OR IF THE HAG PERISHES.

IF THE HAG PERISHES, THE SEEKER GAINS 16 ADVANCE POINTS AND RECEIVES 1 DAMAGE, 1 TRAUMA, AND 1 FEAR.



WITCH

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE WITCH:

PHYSICAL = ROLL A D6
SPIRITUAL = ROLL A D10
INVESTIGATION = ROLL A D10
LUCK = ROLL A D12
VITALITY = ROLL A D6
FRIGHT = ROLL A D8
RUN = ROLL A D8
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE WITCH WHEN USING ATTRIBUTES:

PHYSICAL = +D6
SPIRITUAL = +D10
INVESTIGATION = +D10
LUCK = +D10
VITALITY = +D8
FRIGHT = +D6
RUN = +D8
HIDE = +D8

WHEN A NEW WITCH OCCURS, THE SEEKER MAKES A LUCK ROLL VERSUS THE WITCH'S LUCK ROLL. IF THE ROLL FAILS, FOR THE REST OF THE ENCOUNTER THE SEEKER SUBTRACTS AN AMOUNT FROM THEIR ATTRIBUTES EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

A SPIRITUAL COMBAT AND A PHYSICAL COMBAT OCCUR WHEN THE WITCH IS ENCOUNTERED. FIRST, A SPIRITUAL COMBAT, THEN A PHYSICAL COMBAT, CONTINUING TO VARY BETWEEN THE TWO UNTIL THE SEEKER EITHER AVOIDS COMBAT OR PERISHES, OR IF THE WITCH PERISHES.

BEFORE THE SPIRITUAL COMBAT OCCURS, THE SEEKER MAKES A LUCK ROLL VERSUS THE WITCH'S LUCK ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES D6 TRAUMA. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE WITCH PERISHES, THE SEEKER GAINS 16 ADVANCE POINTS AND 1 MYSTIC ITEM.



WARLOCK

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE WARLOCK:

**PHYSICAL = ROLL A D8
SPIRITUAL = ROLL A D10
INVESTIGATION = ROLL A D12
LUCK = ROLL A D10
VITALITY = ROLL A D8
FRIGHT = ROLL A D6
RUN = ROLL A D8
HIDE = ROLL A D8**

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE WARLOCK WHEN USING ATTRIBUTES:

**PHYSICAL = +D6
SPIRITUAL = +D12
INVESTIGATION = +D12
LUCK = +D12
VITALITY = +D8
FRIGHT = +D8
RUN = +D8
HIDE = +D8**

WHEN A NEW WARLOCK OCCURS, THE SEEKER MAKES A LUCK ROLL VERSUS THE WARLOCK'S LUCK ROLL. IF THE ROLL FAILS, FOR THE REST OF THE ENCOUNTER THE WARLOCK ADDS AN AMOUNT TO IT'S ATTRIBUTES EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

A SPIRITUAL COMBAT AND A PHYSICAL COMBAT OCCUR WHEN THE WARLOCK IS ENCOUNTERED. FIRST, A SPIRITUAL COMBAT, THEN A PHYSICAL COMBAT, CONTINUING TO VARY BETWEEN THE TWO UNTIL THE SEEKER EITHER AVOIDS COMBAT OR PERISHES, OR IF THE WARLOCK PERISHES.

BEFORE THE PHYSICAL COMBAT OCCURS, THE SEEKER MAKES A LUCK ROLL VERSUS THE WARLOCK'S LUCK ROLL. IF THE ROLL FAILS, THE SEEKER RECEIVES D6 DAMAGE. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE WARLOCK PERISHES, THE SEEKER GAINS 17 ADVANCE POINTS AND 1 MYSTIC ITEM.



PUMPKINHEAD *

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE PUMPKINHEAD:

PHYSICAL = ROLL A D10
SPIRITUAL = ROLL A D10
INVESTIGATION = ROLL A D10
LUCK = ROLL A D10
VITALITY = ROLL A D10
FRIGHT = ROLL A D10
RUN = ROLL A D10
HIDE = ROLL A D10

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE PUMPKINHEAD WHEN USING ATTRIBUTES:

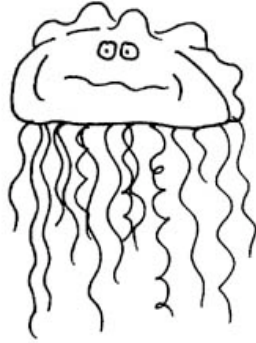
PHYSICAL = +D10
SPIRITUAL = +D10
INVESTIGATION = +D10
LUCK = +D10
VITALITY = +D10
FRIGHT = +D10
RUN = +D10
HIDE = +D10

WHEN A NEW PUMPKINHEAD OCCURS, THE SEEKER MAKES A LUCK ROLL VERSUS THE PUMPKINHEAD'S LUCK ROLL. IF THE ROLL FAILS, FOR THE REST OF THE ENCOUNTER THE SEEKER SUBTRACTS AN AMOUNT FROM THEIR PHYSICAL AND SPIRITUAL EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ROOM A PUMPKINHEAD OCCURS IN IS A GARDEN, THE PUMPKINHEAD ROLLS AN ADDITIONAL +D10 WHEN MAKING AN ATTRIBUTE ROLL.

A SPIRITUAL COMBAT AND A PHYSICAL COMBAT OCCUR WHEN THE PUMPKINHEAD IS ENCOUNTERED. FIRST, A SPIRITUAL COMBAT, THEN A PHYSICAL COMBAT, CONTINUING TO VARY BETWEEN THE TWO UNTIL THE SEEKER EITHER AVOIDS COMBAT OR PERISHES, OR IF THE PUMPKINHEAD PERISHES.

IF THE PUMPKINHEAD PERISHES, THE SEEKER GAINS 17 ADVANCE POINTS.



SHAMBLER

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE SHAMBLER:

PHYSICAL = ROLL A D20
SPIRITUAL = ROLL A D4
INVESTIGATION = ROLL A D4
LUCK = ROLL A D20
VITALITY = ROLL A D20
FRIGHT = ROLL A D20
RUN = ROLL A D4
HIDE = ROLL A D4

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE SHAMBLER WHEN USING ATTRIBUTES:

PHYSICAL = +D12
SPIRITUAL = +D12
INVESTIGATION = +D12
LUCK = +D4
VITALITY = +D12
FRIGHT = +D4
RUN = +D20
HIDE = +D8

WHEN A NEW SHAMBLER OCCURS, THE SEEKER MAKES A FRIGHT ROLL VERSUS THE SHAMBLER'S FRIGHT ROLL. IF THE ROLL FAILS, FOR THE REST OF THE ENCOUNTER THE SEEKER MUST ATTEMPT TO AVOID COMBAT WITH THE SHAMBLER BY RUNNING AND HIDING. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

A PHYSICAL COMBAT AND A SPIRITUAL COMBAT OCCUR WHEN THE SHAMBLER IS ENCOUNTERED. FIRST, A PHYSICAL COMBAT, THEN A SPIRITUAL COMBAT, CONTINUING TO VARY BETWEEN THE TWO UNTIL THE SEEKER EITHER AVOIDS COMBAT OR PERISHES, OR IF THE SHAMBLER PERISHES.

IF THE SEEKER PERISHES IN COMBAT WITH THE SHAMBLER, THEY WILL AUTOMATICALLY FAIL AT THEIR LUCK ROLL TO SURVIVE WITHOUT HAVING TO MAKE A ROLL.

IF THE SHAMBLER PERISHES, THE SEEKER GAINS 18 ADVANCE POINTS AND 1 MYSTIC ITEM.



VAMPIRE

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE VAMPIRE:

PHYSICAL = ROLL A D12
SPIRITUAL = ROLL A D12
INVESTIGATION = ROLL A D10
LUCK = ROLL A D10
VITALITY = ROLL A D12
FRIGHT = ROLL A D8
RUN = ROLL A D10
HIDE = ROLL A D10

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE VAMPIRE WHEN USING ATTRIBUTES:

PHYSICAL = +D12
SPIRITUAL = +D12
INVESTIGATION = +D10
LUCK = +D10
VITALITY = +D12
FRIGHT = +D12
RUN = +D10
HIDE = +D10

IF THE ROOM A VAMPIRE OCCURS IN IS A CRYPT, THE VAMPIRE ROLLS AN ADDITIONAL +D12 WHEN MAKING A VITALITY ROLL.

IF THE ROOM A VAMPIRE OCCURS IN IS A CEMETERY, THE VAMPIRE ROLLS AN ADDITIONAL +D6 WHEN MAKING A VITALITY ROLL.

A SPIRITUAL COMBAT AND A PHYSICAL COMBAT OCCUR WHEN THE VAMPIRE IS ENCOUNTERED. FIRST, A SPIRITUAL COMBAT, THEN A PHYSICAL COMBAT, CONTINUING TO VARY BETWEEN THE TWO UNTIL THE SEEKER EITHER AVOIDS COMBAT OR PERISHES, OR IF THE VAMPIRE PERISHES.

SUBTRACT 1 FROM THE VAMPIRE'S TRAUMA FOR EVERY 1 TRAUMA THE SEEKER RECEIVES IN COMBAT WITH THE VAMPIRE.

SUBTRACT 1 FROM THE VAMPIRE'S DAMAGE FOR EVERY 1 DAMAGE THE SEEKER RECEIVES IN COMBAT WITH THE VAMPIRE.

IF THE VAMPIRE PERISHES, THE SEEKER GAINS 18 ADVANCE POINTS.



DEMON

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE DEMON:

PHYSICAL = ROLL A D12
SPIRITUAL = ROLL A D20
INVESTIGATION = ROLL A D8
LUCK = ROLL A D12
VITALITY = ROLL A D12
FRIGHT = ROLL A D10
RUN = ROLL A D10
HIDE = ROLL A D8

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE DEMON WHEN USING ATTRIBUTES:

PHYSICAL = +D12
SPIRITUAL = +D20
INVESTIGATION = +D10
LUCK = +D10
VITALITY = +D12
FRIGHT = +D12
RUN = +D8
HIDE = +D10

WHEN A NEW DEMON OCCURS, THE SEEKER MAKES A SPIRITUAL ROLL VERSUS A D20. IF THE ROLL FAILS, THE SEEKER RECEIVES TRAUMA EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ROOM A DEMON OCCURS IN IS AN ALTAR ROOM, THE DEMON ROLLS AN ADDITIONAL +D12 WHEN MAKING A PHYSICAL ROLL AND AN ADDITIONAL +D6 WHEN MAKING A VITALITY ROLL.

A PHYSICAL COMBAT AND A SPIRITUAL COMBAT OCCURS WHEN THE DEMON IS ENCOUNTERED. FIRST, A PHYSICAL COMBAT, THEN A SPIRITUAL COMBAT, CONTINUING TO VARY BETWEEN THE TWO UNTIL THE SEEKER EITHER AVOIDS COMBAT OR PERISHES, OR IF THE DEMON PERISHES.

IF THE DEMON PERISHES, THE SEEKER GAINS 19 ADVANCE POINTS.



DEVIL

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE DEVIL:

PHYSICAL = ROLL A D20
SPIRITUAL = ROLL A D12
INVESTIGATION = ROLL A D10
LUCK = ROLL A D10
VITALITY = ROLL A D12
FRIGHT = ROLL A D12
RUN = ROLL A D8
HIDE = ROLL A D10

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE DEVIL WHEN USING ATTRIBUTES:

PHYSICAL = +D20
SPIRITUAL = +D12
INVESTIGATION = +D8
LUCK = +D12
VITALITY = +D12
FRIGHT = +D10
RUN = +D10
HIDE = +D8

WHEN A NEW DEVIL OCCURS, THE SEEKER MAKES A PHYSICAL ROLL VERSUS A D20. IF THE ROLL FAILS, THE SEEKER RECEIVES DAMAGE EQUAL TO THE AMOUNT THE ROLL FAILED BY. IF THE ROLL SUCCEEDS, THE SEEKER GAINS 1 ADVANCE POINT.

IF THE ROOM A DEVIL OCCURS IN IS AN ALTAR ROOM, THE DEVIL ROLLS AN ADDITIONAL +D12 WHEN MAKING A SPIRITUAL ROLL AND AN ADDITIONAL +D6 WHEN MAKING A VITALITY ROLL.

A PHYSICAL COMBAT AND A SPIRITUAL COMBAT OCCURS WHEN THE DEVIL IS ENCOUNTERED. FIRST, A PHYSICAL COMBAT, THEN A SPIRITUAL COMBAT, CONTINUING TO VARY BETWEEN THE TWO UNTIL THE SEEKER EITHER AVOIDS COMBAT OR PERISHES, OR IF THE DEVIL PERISHES.

IF THE DEVIL PERISHES, THE SEEKER GAINS 19 ADVANCE POINTS AND 1 MYSTIC ITEM.



REAPER

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE REAPER:

PHYSICAL = ROLL A D12
SPIRITUAL = ROLL A D12
INVESTIGATION = ROLL A D12
LUCK = ROLL A D12
VITALITY = ROLL A D12
FRIGHT = ROLL A D12
RUN = ROLL A D12
HIDE = ROLL A D12

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE REAPER WHEN USING ATTRIBUTES:

PHYSICAL = +D12
SPIRITUAL = +D12
INVESTIGATION = +D12
LUCK = +D12
VITALITY = +D12
FRIGHT = +D12
RUN = +D12
HIDE = +D12

A PHYSICAL COMBAT AND A SPIRITUAL COMBAT OCCURS WHEN THE REAPER IS ENCOUNTERED. FIRST, A PHYSICAL COMBAT, THEN A SPIRITUAL COMBAT, CONTINUING TO VARY BETWEEN THE TWO UNTIL THE SEEKER EITHER AVOIDS COMBAT OR PERISHES, OR IF THE REAPER PERISHES.

IF THE SEEKER RECEIVES DAMAGE OR TRAUMA IN COMBAT WITH THE REAPER, THE SEEKER PERISHES AND WILL AUTOMATICALLY FAIL AT THEIR LUCK ROLL TO SURVIVE WITHOUT HAVING TO MAKE A ROLL.

IF THE REAPER PERISHES, THE SEEKER GAINS 20 ADVANCE POINTS.



BOOGEYMAN

USE THE FOLLOWING TABLE FOR THE DICE TO ROLL TO DETERMINE THE ATTRIBUTES FOR THE BOOGEYMAN:

PHYSICAL = ROLL A D20
SPIRITUAL = ROLL A D20
INVESTIGATION = ROLL A D20
LUCK = ROLL A D20
VITALITY = ROLL A D20
FRIGHT = ROLL A D20
RUN = ROLL A D20
HIDE = ROLL A D20

USE THE FOLLOWING TABLE FOR THE DIE ROLLED BY THE BOOGEYMAN WHEN USING ATTRIBUTES:

PHYSICAL = +D20
SPIRITUAL = +D20
INVESTIGATION = +D20
LUCK = +D20
VITALITY = +D20
FRIGHT = +D20
RUN = +D20
HIDE = +D20

A PHYSICAL COMBAT AND A SPIRITUAL COMBAT OCCURS WHEN THE BOOGEYMAN IS ENCOUNTERED. FIRST, A PHYSICAL COMBAT, THEN A SPIRITUAL COMBAT, CONTINUING TO VARY BETWEEN THE TWO UNTIL THE SEEKER EITHER AVOIDS COMBAT OR PERISHES, OR IF THE BOOGEYMAN PERISHES.

IF THE BOOGEYMAN PERISHES, THE SEEKER GAINS 20 ADVANCE POINTS AND 1 MYSTIC ITEM.



WEAPONS

WEAPONS ARE USED BY SOME SEEKERS IN PHYSICAL COMBAT. WEAPONS ARE ALSO USED FOR ALL PHYSICAL CHALLENGES.

WHEN A SEEKER FIRST ENCOUNTERS A WEAPON, THE WEAPON MAY BE CLAIMED BY THE SEEKER UNLESS THERE IS A MONSTER IN THE ROOM, IN WHICH CASE THE MONSTER MUST PERISH IN ORDER FOR THE WEAPON TO BE CLAIMED. ONCE A WEAPON IS CLAIMED BY A SEEKER, THAT SEEKER MAY USE THE WEAPON UNTIL THE SEEKER PERISHES OR OTHERWISE LOSES THE WEAPON. ONLY 1 WEAPON MAY BE USED PER COMBAT OR PHYSICAL CHALLENGE.

WHEN RANDOMLY DETERMINING A WEAPON, DRAW A CARD TO ROLL A D10, USING THE FOLLOWING TABLE TO DETERMINE WHAT TYPE OF WEAPON IT IS:

DIE ROLL OF 1, 2, 3, OR 4 = KNIFE

DIE ROLL OF 5, 6, OR 7 = SWORD

DIE ROLL OF 8 OR 9 = AXE

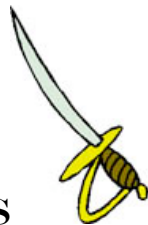
DIE ROLL OF 10 = GUN

WHEN USING A WEAPON, THE SEEKER DRAWS A CARD TO ROLL A DIE TO ADD IT TO THEIR PHYSICAL IN PHYSICAL COMBAT OR IN PHYSICAL CHALLENGES. THIS DIE IS USED INSTEAD OF THE UNARMED PHYSICAL DIE FOR THE SEEKER. USE THE FOLLOWING TO DETERMINE THE DIE ROLLED WHEN USING A WEAPON:



KNIVES

+D6 TO PHYSICAL IN COMBAT



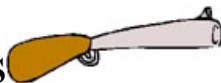
SWORDS

+D8 TO PHYSICAL IN COMBAT



AXES

+D10 TO PHYSICAL IN COMBAT



GUNS

+D12 TO PHYSICAL IN COMBAT



MYSTIC ITEMS

MYSTIC ITEMS ARE SUPERNATURAL OBJECTS WHICH CAN BE USED BY SEEKERS AS THEY EXPLORE HAUNTED HOUSES.

IF A MYSTIC ITEM OCCURS IN A ROOM OR BY OTHER MEANS, DRAW A CARD TO ROLL A D12, USING THE FOLLOWING TABLE TO DETERMINE WHAT TYPE OF MYSTIC ITEM IT IS:

**DIE ROLL OF 1 = MYSTIC WEAPON
DIE ROLL OF 2 = MYSTIC WEAPON
DIE ROLL OF 3 = MYSTIC WEAPON
DIE ROLL OF 4 = MYSTIC WEAPON
DIE ROLL OF 5 = MYSTIC WEAPON
DIE ROLL OF 6 = MYSTIC WEAPON
DIE ROLL OF 7 = MYSTIC CANDLE
DIE ROLL OF 8 = MYSTIC CROSS
DIE ROLL OF 9 = MYSTIC GLASSES
DIE ROLL OF 10 = MYSTIC LAMP
DIE ROLL OF 11 = MYSTIC SCROLL
DIE ROLL OF 12 = MYSTIC TORCH**

EACH TYPE OF MYSTIC ITEM HAS IT'S OWN DESCRIPTION THAT WILL INSTRUCT A SEEKER HOW TO USE THE MYSTIC ITEM.

WHEN A SEEKER FIRST ENCOUNTERS A MYSTIC ITEM, THE MYSTIC ITEM MAY BE CLAIMED BY THE SEEKER UNLESS THERE IS A MONSTER IN THE ROOM, IN WHICH CASE THE MONSTER MUST PERISH IN ORDER FOR THE MYSTIC ITEM TO BE CLAIMED. ONCE A MYSTIC ITEM IS CLAIMED BY A SEEKER, THAT SEEKER MAY USE THE MYSTIC ITEM UNTIL THE SEEKER PERISHES OR OTHERWISE LOSES THE MYSTIC ITEM.

WHEN A SEEKER PERISHES OR MAKES A LUCK ROLL TO AVOID PERISHING (THUS LOSING ALL MYSTIC ITEMS), THE MYSTIC ITEMS THAT WERE CLAIMED BY THE SEEKER REMAIN IN THE HAUNTED HOUSE IN THE ROOM THE SEEKER PERISHED IN (OR MADE A LUCK ROLL TO AVOID PERISHING IN).

A SEEKER MAY NOT USE MORE THAN 1 OF THE SAME TYPE OF MYSTIC ITEM AT A TIME. ALL MYSTIC WEAPONS ARE CONSIDERED TO BE THE SAME TYPE OF MYSTIC ITEM.

MYSTIC WEAPONS



MYSTIC WEAPONS FOLLOW THE SAME RULES AS WEAPONS. A SEEKER THAT CANNOT USE ANY WEAPONS CANNOT USE WEAPONS OR MYSTIC WEAPONS.

TO DETERMINE WHAT TYPE OF WEAPON THE MYSTIC WEAPON IS, DRAW A CARD TO ROLL A D10 FOR RANDOMLY DETERMINING A WEAPON (SEE WEAPONS). AFTER IT IS DETERMINED WHAT TYPE OF WEAPON THE MYSTIC WEAPON IS, DRAW A CARD TO ROLL A D8, USING THE FOLLOWING TO DETERMINE IT'S MYSTIC ABILITY:

DIE ROLL OF 1 = PHYSICAL COMBAT BONUS

DIE ROLL OF 2 = PHYSICAL COMBAT BONUS

DIE ROLL OF 3 = SPIRITUAL COMBAT BONUS

DIE ROLL OF 4 = SPIRITUAL COMBAT BONUS

DIE ROLL OF 5 = PHYSICAL COMBATS SPIRITUAL

DIE ROLL OF 6 = SPIRITUAL COMBATS PHYSICAL

DIE ROLL OF 7 = MONSTER SLAYER

DIE ROLL OF 8 = VAMPYRIC

PHYSICAL COMBAT BONUS WHEN THE SEEKER CLAIMS THE MYSTIC WEAPON, DRAW A CARD TO ROLL A D6. THE RESULT OF THE DIE ROLL IS ADDED TO THE SEEKER'S PHYSICAL WHEN THE SEEKER USES THE MYSTIC WEAPON IN PHYSICAL COMBAT.

SPIRITUAL COMBAT BONUS WHEN THE SEEKER CLAIMS THE MYSTIC WEAPON, DRAW A CARD TO ROLL A D6. THE RESULT OF THE DIE ROLL IS ADDED TO THE SEEKER'S SPIRITUAL WHEN THE SEEKER USES THE MYSTIC WEAPON IN SPIRITUAL COMBAT. ONLY THE ADDITION IS USED BY THE SEEKER IN SPIRITUAL COMBAT; THE SEEKER STILL ROLLS THE SAME DIE THEY USE FOR SPIRITUAL COMBAT.

PHYSICAL COMBATS SPIRITUAL WHEN THE SEEKER IS IN SPIRITUAL COMBAT AND USES THE MYSTIC WEAPON, THE SEEKER MAY CHOOSE TO USE THEIR PHYSICAL ATTRIBUTE AND ROLL THEIR PHYSICAL DIE IN PLACE OF THEIR SPIRITUAL ATTRIBUTE AND THEIR SPIRITUAL DIE.

SPIRITUAL COMBATS PHYSICAL WHEN THE SEEKER IS IN PHYSICAL COMBAT AND USES THE MYSTIC WEAPON, THE SEEKER MAY CHOOSE TO USE THEIR SPIRITUAL ATTRIBUTE AND ROLL THEIR SPIRITUAL DIE IN PLACE OF THEIR PHYSICAL ATTRIBUTE AND THEIR PHYSICAL DIE.

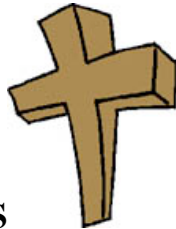
MONSTER SLAYER WHEN THE SEEKER CLAIMS THE MYSTIC WEAPON, DRAW A CARD TO ROLL A D40 AS THOUGH A MONSTER OCCURS, THOUGH A MONSTER WILL NOT OCCUR FROM THE ROLL (SEE MONSTERS). IF THE SEEKER USES THE MYSTIC WEAPON IN COMBAT WITH A MONSTER OF THE TYPE ROLLED, THE MONSTER PERISHES AND NO COMBAT OCCURS.

VAMPYRIC FOR EVERY 2 DAMAGE A MONSTER RECEIVES WHEN IN COMBAT WITH THE SEEKER USING THE VAMPYRIC WEAPON, THE SEEKER SUBTRACTS 1 FROM THEIR DAMAGE AND TRAUMA.



MYSTIC CANDLE

THE MYSTIC CANDLE CAN ONLY BE USED ONCE, AND IT CAN BE USED AT ANY TIME. IF USED IN A ROOM WITHOUT A HAUNTING OR A MONSTER, THE SEEKER'S DAMAGE, TRAUMA, AND FEAR BECOME 0. IF USED IN A ROOM WITH A HAUNTING OR A MONSTER, THE SEEKER MAY CHOOSE TO REDUCE THEIR DAMAGE, TRAUMA, OR FEAR TO 0, CHOOSING ONLY 1. IF THE MYSTIC CANDLE IS USED, IT BECOMES USELESS AND IS DISCARDED BY THE SEEKER.



MYSTIC CROSS

WHEN THE SEEKER HAS THE MYSTIC CROSS AND MAKES A FRIGHT CHALLENGE WHEN ENCOUNTERING A MONSTER, AND THE SEEKER SUCCEEDS THE CHALLENGE BY MORE THAN 0, NO COMBAT WILL OCCUR UNLESS THE SEEKER CHOOSES (SEE FRIGHT). INSTEAD OF COMBAT, THE MONSTER WILL REMAIN IN THE ROOM BUT AVOID THE SEEKER FOR AS LONG AS THE SEEKER HAS THE MYSTIC CROSS.



MYSTIC GLASSES

THE SEEKER MAY CHOOSE TO REROLL ANY INVESTIGATION ROLL THEY MAKE FOR AS LONG AS THEY HAVE THE MYSTIC GLASSES. ONCE AN INVESTIGATION ROLL IS REROLLED, THE NEW RESULT MUST BE ACCEPTED AND CANNOT BE REROLLED. ALSO, FOR AS LONG AS THE SEEKER HAS THE MYSTIC GLASSES, NO INVESTIGATION ROLL IS MADE VERSUS A MONSTER'S HIDE ROLL. INSTEAD, THE SEEKER AUTOMATICALLY SUCCEEDS AT SUCH AN INVESTIGATION CHALLENGE WITHOUT HAVING TO MAKE A ROLL.



MYSTIC LAMP

WHEN THE SEEKER CLAIMS THE MYSTIC LAMP, A MONSTER OCCURS, BUT THE SEEKER DOES NOT ENCOUNTER IT AND COMBAT DOES NOT OCCUR (SEE MONSTERS). INSTEAD, THE MONSTER CAN FIGHT IN THE PLACE OF THE SEEKER IN ANY COMBAT FOR AS LONG AS THE SEEKER HAS THE MYSTIC LAMP. THE LAMP MONSTER'S DAMAGE AND TRAUMA IS RETAINED FROM EACH COMBAT. IF A MONSTER PERISHES IN COMBAT WITH THE LAMP MONSTER, THE SEEKER GAINS THE ADVANCE POINTS, NOT THE LAMP MONSTER. IF THE LAMP MONSTER PERISHES IN A COMBAT, THE SEEKER MUST COMBAT THE MONSTER IT PERISHED FROM, THOUGH THE SEEKER MAY CHOOSE TO RUN AS NORMAL. IF THE MONSTER PERISHES IN A COMBAT OR FIGHTS IN THE PLACE OF THE SEEKER FOR A TOTAL OF 3 COMBATS, THE MYSTIC LAMP BECOMES USELESS AND IS DISCARDED BY THE SEEKER.



MYSTIC SCROLL

WHEN THE SEEKER CLAIMS THE MYSTIC SCROLL, DRAW A CARD TO ROLL A D6 AS THOUGH CREATING A SEEKER, THOUGH NO SEEKER WILL BE CREATED (SEE SEEKERS). ONCE A SEEKER TYPE IS DETERMINED BY THE ROLL, DRAW A CARD TO ROLL A D12 AS THOUGH DETERMINING THE SEEKER TYPE'S BEGINNING ADVANCEMENT. THE SEEKER MAY USE THE DETERMINED ADVANCEMENT AS THOUGH THEY HAD GAINED IT FOR AS LONG AS THEY HAVE THE MYSTIC SCROLL, UNLESS THE SEEKER HAS ALREADY GAINED THE SAME ADVANCEMENT.



MYSTIC TORCH

WHEN THE SEEKER CLAIMS THE MYSTIC TORCH, DRAW A CARD TO ROLL A D40 AS THOUGH A MONSTER OCCURS, THOUGH A MONSTER WILL NOT OCCUR FROM THE DIE ROLL (SEE MONSTERS). IF THE SEEKER ENCOUNTERS A MONSTER OF THE TYPE ROLLED AND HAS THE MYSTIC TORCH, NO COMBAT WILL OCCUR UNLESS THE SEEKER CHOOSES. INSTEAD OF COMBAT, THE MONSTER WILL REMAIN IN THE ROOM BUT AVOID THE SEEKER FOR AS LONG AS THE SEEKER HAS THE MYSTIC TORCH.



THE END

**HAUNTED HOUSES SOLITAIRE RPG WAS CREATED, WRITTEN,
AND DESIGNED BY ERRIN FAMIGLIA. THE DICE DECKS SYSTEM
WAS CREATED BY ERRIN FAMIGLIA.**

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SEEKER CHARACTER SHEET

NAME:

SEEKER TYPE:

PHYSICAL:

SPIRITUAL:

INVESTIGATION:

LUCK:

VITALITY:

FRIGHT:

RUN:

HIDE:

DAMAGE:

TRAUMA:

FEAR:

ADVANCE POINTS:

ADVANCEMENTS:

PHYSICAL DIE:

SPIRITUAL DIE:

INVESTIGATION DIE:

LUCK DIE:

VITALITY DIE:

FRIGHT DIE:

RUN DIE:

HIDE DIE:

MYSTIC ITEMS:

WEAPONS

DICE DECKS TABLE

D4 = DRAW A CARD FROM THE 40 CARD DECK:

DRAW A HEART = DIE ROLL OF 1

DRAW A DIAMOND = DIE ROLL OF 2

DRAW A CLUB = DIE ROLL OF 3

DRAW A SPADE = DIE ROLL OF 4

D6 = DRAW A CARD FROM THE 12 CARD DECK:

DRAW A RED JACK = DIE ROLL OF 1

DRAW A BLACK JACK = DIE ROLL OF 2

DRAW A RED QUEEN = DIE ROLL OF 3

DRAW A BLACK QUEEN = DIE ROLL OF 4

DRAW A RED KING = DIE ROLL OF 5

DRAW A BLACK KING = DIE ROLL OF 6

D8 = DRAW A CARD FROM THE 40 CARD DECK:

DRAW A HEART 1 THROUGH 5 = DIE ROLL OF 1

DRAW A HEART 6 THROUGH 10 = DIE ROLL OF 2

DRAW A DIAMOND 1 THROUGH 5 = DIE ROLL OF 3

DRAW A DIAMOND 6 THROUGH 10 = DIE ROLL OF 4

DRAW A CLUB 1 THROUGH 5 = DIE ROLL OF 5

DRAW A CLUB 6 THROUGH 10 = DIE ROLL OF 6

DRAW A SPADE 1 THROUGH 5 = DIE ROLL OF 7

DRAW A SPADE 6 THROUGH 10 = DIE ROLL OF 8

D10 = DRAW A CARD FROM THE 40 CARD DECK:

THE DIE ROLL WILL BE EQUAL TO THE NUMBER ON THE CARD DRAWN

D12 = DRAW A CARD FROM THE 12 CARD DECK:

DRAW A HEART JACK = DIE ROLL OF 1

DRAW A DIAMOND JACK = DIE ROLL OF 2

DRAW A CLUB JACK = DIE ROLL OF 3

DRAW A SPADE JACK = DIE ROLL OF 4

DRAW A HEART QUEEN = DIE ROLL OF 5

DRAW A DIAMOND QUEEN = DIE ROLL OF 6

DRAW A CLUB QUEEN = DIE ROLL OF 7

DRAW A SPADE QUEEN = DIE ROLL OF 8

DRAW A HEART KING = DIE ROLL OF 9

DRAW A DIAMOND KING = DIE ROLL OF 10

DRAW A CLUB KING = DIE ROLL OF 11

DRAW A SPADE KING = DIE ROLL OF 12

D20 = DRAW A CARD FROM THE 40 CARD DECK:

IF A RED CARD IS DRAWN, THE DIE ROLL WILL BE EQUAL TO THE NUMBER ON THE CARD DRAWN

IF A BLACK CARD IS DRAWN, THE DIE ROLL WILL BE EQUAL TO 10 PLUS THE NUMBER ON THE CARD DRAWN

D40 = DRAW A CARD FROM THE 40 CARD DECK:

IF A HEART IS DRAWN, THE DIE ROLL WILL BE EQUAL TO THE NUMBER ON THE CARD DRAWN

IF A DIAMOND IS DRAWN, THE DIE ROLL WILL BE EQUAL TO 10 PLUS THE NUMBER ON THE CARD DRAWN

IF A CLUB IS DRAWN, THE DIE ROLL WILL BE EQUAL TO 20 PLUS THE NUMBER ON THE CARD DRAWN

IF A SPADE IS DRAWN, THE DIE ROLL WILL BE EQUAL TO 30 PLUS THE NUMBER ON THE CARD DRAWN