



BETRAYAL AT BALDUR'S GATE

A HORROR EXPERIENCE FOR 3-6 ADVENTURERS

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DUNGEONS & DRAGONS

12+



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GAME COMPONENTS

- 1 rulebook
- 2 haunt books
(*Traitor's Tome* and *Secrets of Survival*)
- 42 tiles, including:
 - 13 building tiles
 - 14 street tiles
 - 15 catacomb tiles
- 1 Elfsong Tavern/Inner Chamber/Kitchen start tile
- 1 Catacomb Landing/Kitchen Basement start tile
- 6 plastic adventurer figures
- 6 two-sided adventurer cards
- 30 plastic clips
- 8 dice
- 1 Turn/Damage track
- 86 cards, including:
 - 45 event cards
 - 22 item cards
 - 13 omen cards
 - 6 player aid cards
- 215 tokens, including:
 - 62 small teardrop monster tokens
(blue, gold, orange, rose, teal)
 - 54 square adventurer power, event, haunt,
item, and obstacle tokens
 - 36 circular adventurer tokens
 - 18 small teardrop NPC tokens
(indigo, magenta)
 - 18 triangular quest tokens
 - 14 pentagonal item & item pile tokens
 - 13 large circular monster tokens

GAME OVERVIEW

Baldur's Gate is cursed. The shadow of Bhaal has covered the city, and now the god of murder is whispering to those who would carve a path of bloody mayhem in his name. As if in answer to Bhaal's dark presence, monsters and other horrors crawl out of the sewers and shadows, shuffling along the streets and alleyways looking for prey.

You have been called upon by the Harpers to stop the evil that has infected the city. Joining forces with other heroes from all walks of life, you enter Baldur's Gate with your companions, ready to do whatever it takes to banish Bhaal and his followers to the shadows. Are you strong enough to resist Bhaal's corruption, or will one of you succumb to his madness?

In *Betrayal at Baldur's Gate*[™], each player plays an **adventurer** investigating the city of Baldur's Gate. As you explore the seedy corners of the city, you discover new **tiles** (buildings, streets, and

catacombs). Each time you enter a new tile, you might find something . . . or something might find *you*. Adventurers change over the course of the game (for better or worse), depending on how they deal with the city's surprises. The city is different each time you step out of the relative safety of the Elfsong Tavern.

At some random point during the game, one adventurer triggers a scenario called a **haunt**. When the haunt is revealed, one adventurer becomes a traitor bent on defeating their former companions. The rest of the adventurers become **heroes** struggling to survive. From then on, the game is a fight between the traitor and the heroes—often to the death.

This game has fifty haunts, and each one tells a different story. All of them are yours to explore as you live or die in Baldur's Gate.

OBJECT OF THE GAME

Explore the city of Baldur's Gate and make your adventurer stronger until the haunt begins. After that, your goal is to complete your side's victory condition first, either as a traitor or a hero.

ALREADY FAMILIAR WITH *BETRAYAL AT HOUSE ON THE HILL*?

Here are the Big Changes:

A new haunt roll: When you make a haunt roll, roll dice *equal* to the number of omen cards already revealed. If you roll *6 or higher* (6+), the haunt is triggered.

A new way to determine first player: Everyone takes a player aid card at the start of the game. Whoever has the card with the lowest number goes first!

Adventurers: Instead of explorers, this game has adventurers. Adventurers each have a unique **adventurer power** that can be used throughout the game.

City levels: Instead of 3 floors in the house, the city of Baldur's Gate has 2 levels: **city** and **catacomb**. The city level includes **building tiles** and **street tiles**, while the catacomb level includes **catacomb tiles**.

Tile stacks: At the start of the game, lay out the 2 longer starting tiles and separate the rest of the tiles by the color of their backs, creating 3 stacks of tiles.

Doorway color matters when exiting: When you exit a tile, look at the color of the doorway. The tile you discover will come from the tile stack with that color.

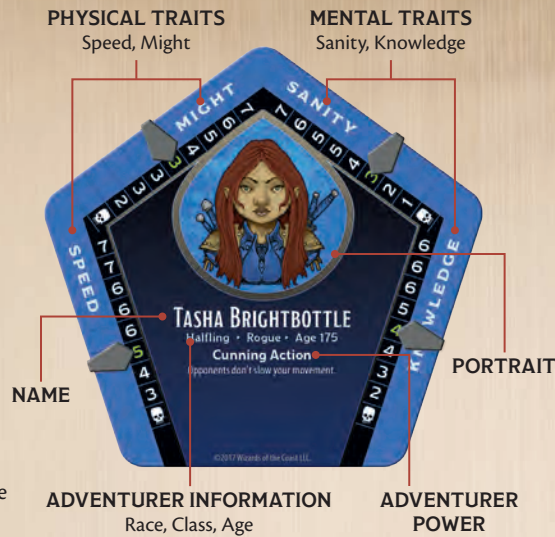
Sewer grates: Sewer grates allow a one-way drop to the Catacomb Landing tile.

Stairs: The Kitchen and Weapon Shop tiles have **stairs** that connect to their matching basement tiles. Both the Kitchen and the Kitchen Basement are on the board at the start of the game, which will allow you to travel between them. To use the stairs on the Weapon Shop or the Weapon Shop Basement, you'll need to find both of those tiles.

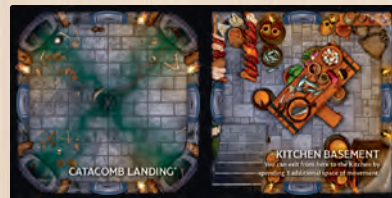
Stealing: You can steal an item or omen if you would deal 2 or more points of any type of damage, not just physical damage.

SETUP

- ♦ **Set aside the *Traitor's Tome* and *Secrets of Survival* haunt books.** You'll use them after the haunt is revealed.
- ♦ **Each player chooses an adventurer card.** There's a different adventurer on each side of an adventurer card. Pick one.
- ♦ **Attach 4 plastic clips to your adventurer card.** Each one should point to one of the adventurer's starting values for Might, Speed, Knowledge, and Sanity. The starting value is colored green.
- ♦ **Shuffle the omen cards and put them face down in a stack where everyone can reach them.** Do the same with the item cards and the event cards.



CITY LEVEL START TILE



CATACOMB LEVEL START TILE

- ♦ **Find the 2 longer starting tiles** (shown above): the Elfsong Tavern/Inner Chamber/Kitchen tile, and the Catacomb Landing/Kitchen Basement tile.
- ♦ **Separate the rest of the tiles** by their back and shuffle each of the 3 stacks. Put the 3 stacks face-down where everyone can reach them.
- ♦ **Each player puts his or her adventurer's plastic figure on the Elfsong Tavern.** (Each adventurer figure's primary color matches the color of the portrait on their adventurer card.)
- ♦ **Put the dice in a pile** within easy reach.
- ♦ **See who goes first.** Randomly distribute the player aid cards (numbered 1–6), one to each player. The player who has the lowest-numbered card will take the first turn. Players take turns going to the left following the first adventurer.



After setup, the table should look something like this.

HOW TO PLAY

Starting with the first player and going to the left, each player takes a turn exploring the city.

After the haunt begins, the game follows a slightly different order (see "Haunt Setup", page 13).

TRAITS

Each adventurer has four **traits**, shown as lines of numbers on the adventurer card: **Might, Speed, Knowledge, and Sanity**. Might and Speed are **physical** traits, while Knowledge and Sanity are **mental** traits.

Many cards, tiles, and other game effects adjust your traits up and down. When an effect increases or decreases a trait, you slide the plastic clip as many spaces as the effect says. For example, Azadeh Rashka's starting Might is 3. If an effect increases her Might by 2, you would slide the clip 2 spaces toward the maximum value, raising her Might to 4. Each trait has a **maximum value**, the highest number in the line, which can't be exceeded even if an effect would increase it.

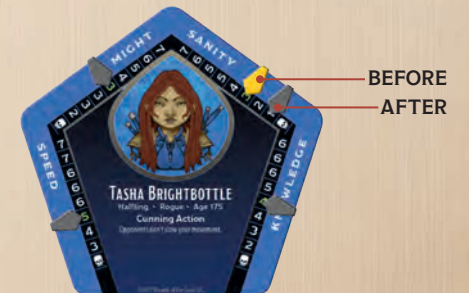


Each trait also has a **skull symbol** below its lowest number in the line. Once the haunt begins, if any of your traits drops to the skull symbol, your

A Note on Terminology: For simplicity's sake, these rules use "you" to refer to the character taking the action or affected by the card or tile, whether an adventurer (which includes heroes and the traitor) or a monster. Rules that affect a particular kind of character (such as an adventurer) use that term.

adventurer dies. Before the haunt starts, no one can die—that is, no trait can go below its lowest number in the line (it stays at the lowest number instead).

Tasha Brightbottle's starting Sanity is 3. If an effect reduces her Sanity by 2, you would slide the clip 2 spaces toward the skull symbol, dropping her Sanity to 1. (If her Sanity drops by more than 2, Tasha will die unless the haunt has not yet begun.)



Damage: Many cards, tiles, and other game effects can inflict damage to your adventurer. When you take **physical damage**, you can divide it between Might and Speed as you choose. You slide the clips for those traits a total number of spaces equal to the amount of damage you took. **Mental damage** works just like physical damage, but you divide the damage as you choose between Knowledge and Sanity instead.

ON YOUR TURN

You can perform 6 different kinds of actions during each of your turns. You can perform these actions in any order, as often as each type allows in a turn.

- ♦ **Move** (page 6).
- ♦ **Discover** a new tile (page 7).
- ♦ **Use** item and omen cards (page 9).
- ♦ **Attempt a die roll** (page 10).
- ♦ **Use your adventurer power** (page 10).
- ♦ **Make an attack** - after the haunt starts (page 10).

If you drew an omen card before the haunt starts, you must **make a haunt roll** at the end of your turn (see "Making a Haunt Roll," page 12).

What type of tile am I on?

Some effects care about what type of tile your adventurer is on. In general, building tiles have red/brown wood flooring, street tiles have tan cobblestone flooring, and catacomb tiles have blueish gray stone flooring. These floor colors mirror the colors on the backs of the tiles and the door frames for ease of recognition.

MOVE

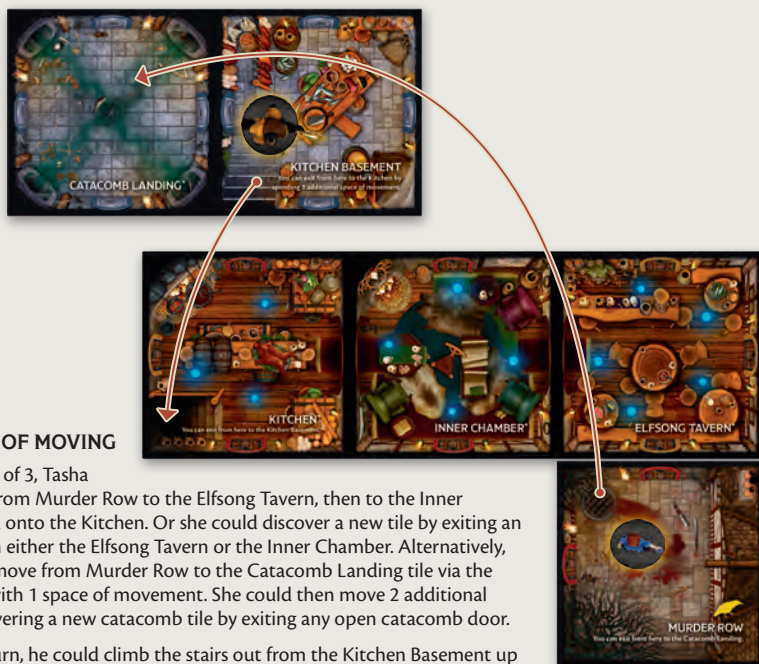
On your turn, you can **move** up to a number of spaces (tiles) equal to your adventurer's current **Speed**. You can perform actions (such as using an item or attacking) in the middle of your movement. However, whenever a game effect makes you draw a card for any reason, you must stop moving for the rest of your turn.

Moving Between Levels

In *Betrayal at Baldur's Gate*, there are two levels of the city. The city level (which is where you start the game) contains building and street tiles, while the catacomb level contains only catacomb tiles.

There are two ways to get between the catacomb level and the city level: **sewer grates** and **stairs**. Sewer grates are one-way routes from certain street tiles on the city level to the Catacomb Landing on the catacomb level. Stairs (like the ones on the Kitchen and the Kitchen Basement) are two-way routes between two specific tiles.

Jumping down a sewer grate costs 1 space of movement, just like travelling between adjacent connected tiles, but travelling between two tiles with matching stairs costs 2 spaces of movement.



EXAMPLES OF MOVING

With a Speed of 3, Tasha could move from Murder Row to the Elfsong Tavern, then to the Inner Chamber and onto the Kitchen. Or she could discover a new tile by exiting an open door on either the Elfsong Tavern or the Inner Chamber. Alternatively, Tasha could move from Murder Row to the Catacomb Landing tile via the sewer grate with 1 space of movement. She could then move 2 additional spaces, discovering a new catacomb tile by exiting any open catacomb door.

On Aldan's turn, he could climb the stairs out from the Kitchen Basement up to the Kitchen with 2 spaces of movement, continuing if he had any Speed left.

DISCOVER A NEW TILE

When your adventurer exits through a doorway, and there isn't a tile on the other side, look at the color of the doorway you are exiting from. Find the next tile in the stack that has the same color as the door you are exiting from (red for building tiles, yellow for street tiles, and blue for catacomb tiles) and turn it over. Connect it to the doorway you just exited. Then move onto that tile. You have **discovered** it.

When you connect the tile, the color of the doorways you attach doesn't matter.

Add each new tile as logically as you can, creating connected tiles by connecting doors whenever possible. If it's impossible to match up all doors, you instead create a **false feature**, such as a blocked alley or boarded-up door (not uncommon in a city as old as Baldur's Gate).

You can't move through false features.

You can move through a door if it connects to another door on an adjacent tile. **Doors are always open.**

Some tiles have symbols, representing an omen, item, or event card (see "Drawing Event, Item, and Omen Cards," page 8. Tiles also might have rules text printed on them, which applies each time

an adventurer enters (or, in some cases, exits) the tile. If a tile has both rules text and a symbol, draw the card for the symbol first. Then follow the instructions on the tile.

Some tiles affect movement. A few tiles have additional rules, which are clarified in "Special Tiles" on page 20.

Do I have to match doors by color?

Doorway color matters only when exiting, as it dictates which type of tile you find. When placing a tile, you can connect any open doorway on the tile to the door you exited, no matter the color or size.

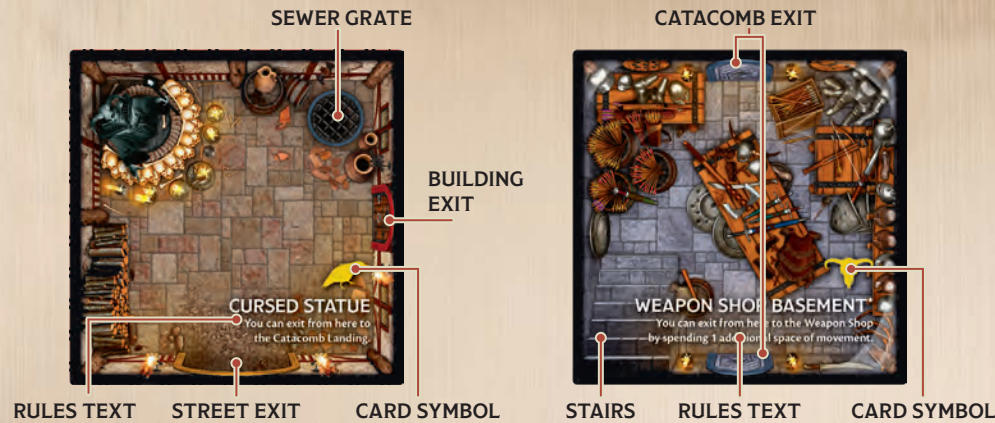
Can I Seal Off a Level by Placing a Tile?

You can't place a tile in such a way that it seals off a level (that is, leaves no way to connect other tiles to that level). If the only possible placement of a tile would seal off a level, discard that tile and draw new ones from the same stack until you draw one that leaves a free doorway once it is placed. If all the remaining tiles of that type would seal off the level, then the person whose turn it is rearranges the level until there are more free doorways.



DISCOVERING A NEW TILE

Vort Dormall is exiting via the yellow street exit, so you will draw the next tile from the yellow street tile stack and attach it to the door he exited from.



What Happens if We Get to the End of a Stack of Tiles?

If you go through a whole stack of a certain type of tile, shuffle any tiles of that type you previously set aside and start a new stack with them, then continue with the new stack. If you run out of tiles for the catacomb level, you can't discover any more tiles on that level—you've found them all. However, if you run out of tiles for buildings or streets on the city level, you can discover building tiles where there should be street tiles and vice versa.

Drawing Event, Item, and Omen Cards

Some tiles have **symbols** printed on them that match symbols on the cards. The first time you discover a tile with a symbol, you must end your move on that tile and draw the appropriate card. Only the first player to discover the tile draws the card (and ends their movement there).

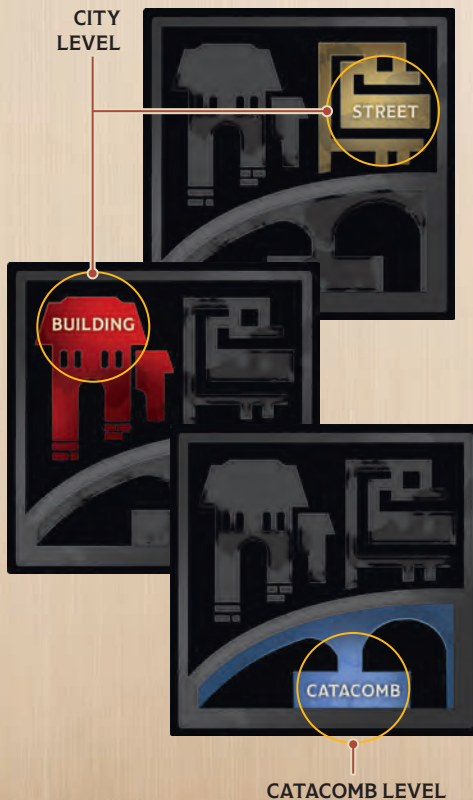
If the tile has an **event** symbol (a spiral), draw an event card. Read it out loud. Follow its instructions, which might require you to attempt a die roll. Then discard the card unless it says otherwise or has an ongoing effect.

If the tile has an **item** symbol (a bull's head), draw an item card. Read it out loud. Place it face up in front of you; you now control the item. (You're carrying or wearing it.) You can use the item once immediately and once on each of your turns, unless the card says otherwise.

If the tile has an **omen** symbol (a raven), draw an omen card. Read it out loud. Place it face up in front of you; you now control the omen. You might have to do something immediately. At the end of your turn, if the haunt has not yet begun, you must make a **haunt roll**. (See "Making a Haunt Roll," page 12.)

If you discover a new tile because of a tile's or card's effect, and that new tile has a symbol on it, you draw the appropriate card for that new tile. If a tile is added to the board through some other means (such as a haunt's instructions), the first player who enters that tile does not draw a card.

Even though your movement ends when you draw a card, you can still take other actions on that turn (such as using an item).



USE ITEM AND OMEN CARDS

All adventurers can use items. Some monsters can too, if the haunt's rules allow it. You can use each item once at any point during your turn. **Most omen cards are treated like items:** You keep the card in front of you and use it just like an item. There's no limit to the number of items you can carry.

For each item, an adventurer (or monster that can carry items) can perform **only one** of the following actions with that item during a turn.

- ♦ **Drop** the item. (If you do, put a pentagonal Item Pile token on that tile and the pile of cards and/or tokens—if dropping more than one—near the tile.) Another adventurer (or you, for that matter) can later pick up some or all of the items in the pile.
- ♦ **Pick up** the item. If you are picking up items from a pile, you can pick up as many as you want. Remove the Item Pile token if all items are picked up.
- ♦ **Trade** the item by giving it to another adventurer on the same tile (assuming you both agree).
- ♦ **Steal** an item an opponent controls (see "Special Attacks," page 11).
- ♦ **Use** the item. Using an item means making any attack or die roll with it or taking any other action in which the item is involved in any way. For example, an adventurer couldn't attack with the Crossbow and then trade it to another adventurer on the same turn.

If an item would adjust one of your traits above the maximum number for the trait printed on your adventurer card, make a note of how much that item puts that trait "over the top." If you lose that item, you lose from that "over the top" number, not from the printed maximum. For example, if an item adds 2 to your Might, but you gain only 1 Might before hitting the maximum, you'd lose only 1 from your maximum Might if you later lose that item.

Some items can be traded (or stolen with an attack—see "Special Attacks," page 11), but they can't be dropped or picked up. The item card's text will state whether you can take a certain action with that item.

Weapons: The Berserker Axe, Book of Spells, Crossbow, Explosive Runes (event), Javelin of Lightning, Necklace of Fireballs, and Ring of the Ram are **weapons**. Weapons can be used only while making an attack, not while defending (see "Make an Attack," page 10). You can use only one weapon per attack, but you can carry more than one. Using a weapon during an attack is optional.

Companions: The Figurine of Wondrous Power, Homunculus, and Meenlock omen cards are **companions** that follow the adventurer who controls them. Companion omens don't have physical or mental traits. They only way you lose control of a companion is if you die. It remains on the tile where you died.

Item and Quest Tokens

Many haunts put one or more pentagonal item tokens or triangular quest tokens in the city, which have special rules for their use. Unless the haunt says otherwise, item tokens and quest tokens can be traded, dropped, or stolen just like item and omen cards.



How Do I Track Once-per-Game Effects?

Sometimes adventurer powers (Wild Shape for example), tiles (such as the Beloved Ranger Statue), or cards (like Figurine of Wondrous Power) have things that each player can do once per game. If you would like to track the use of those features, you can use the circular adventurer tokens that match the portrait of your adventurer.

ATTEMPT A DIE ROLL

Many times during the game, you'll need to roll one or more **dice**. Each die has faces with 0, 1, or 2 dots.

There's no limit to how many times in a turn you can roll dice. For example, you might need to make a die roll for a card you drew by moving onto a tile that also requires a die roll. You can't, however, attempt the same roll more than once per turn. (For example, you can't keep rolling on the same turn to try to find an item in the Forgotten Cache, or for a haunt-specific roll.)

If a card, tile, or other game effect instructs you to roll a specific number of dice, do so and add the number of dots on each die to get the **result** of the die roll. Then do what the effect says for that result.

Trait Rolls: Sometimes a card, tile, or haunt tells you to attempt a roll based on one of your adventurer's traits (Might, Speed, Knowledge, or Sanity). When that happens, roll dice equal to the number your adventurer *currently* has in that trait. For example, if you must attempt a Sanity 3+ roll, and you currently have a Sanity of 4, roll 4 dice and add the dots together to get the result. If you rolled 3 or more dots, you succeeded. Whether you succeed or fail, the card or tile's text will tell you the results of your attempt.

An attack roll isn't a trait roll, even though it involves Might or some other trait (see "Make an Attack," below).

Task Rolls: Some haunts require you to make a roll to succeed at a particular task (such as searching for clues). You can attempt only one such roll per turn. That's true even if different types of rolls could satisfy that task (such as either a Knowledge roll or a Sanity roll to search for clues).

Damage Rolls: If an effect says to "take 1 die of physical damage," roll a die. You distribute damage between Might and/or Speed as you choose, equal to the number of dots rolled. For effects that inflict more than 1 die of damage, simply add the dots on all the dice you roll. Taking mental damage works the same way, except that you distribute the damage between Knowledge and Sanity as you choose.

USE YOUR ADVENTURER POWER

Each adventurer has a unique **power** that they can use throughout the game. While some (like Gretchen Titchwillow's Wild Shape) are limited to once per game, most adventurer powers can be used once during each of your turns, if the right situation presents itself. Some (like Aldan Pyrite's Protection) can be used at any time. See "Adventurer Powers" on page 19 for any expanded information on the powers.

MAKE AN ATTACK

You can't attack anyone until after the haunt starts.

Once during your turn, you can attack an **opponent** on the same tile. (An opponent is an adventurer or monster that wants to stop your movement or interfere with you.) When you make an attack, roll a number of dice equal to your Might. Your opponent rolls the same trait for defense. Whoever rolls the higher result defeats that opponent and inflicts **physical damage** against the other adventurer or monster. The amount of damage equals the difference between the two rolls. (For example, if you roll a 6 on your Might roll and your opponent rolls a 5, you would inflict 1 point of physical damage.) If there's a tie, no one gets hurt.

Defending is not attacking: When rolling defense against an attack, you cannot use any power, effect, or card that benefits you "when attacking" (including weapons).

Sometimes an effect lets you make an attack with a trait other than Might. You do this the same way as a Might attack, except you and your opponent use the other trait. For example, if you make a Speed attack, you and your opponent roll dice based on Speed. Speed attacks also deal physical damage.

When an effect lets you attack with Sanity or Knowledge, then you inflict **mental damage**.

You can't use a trait to attack an opponent who doesn't have that trait. For instance, if a monster doesn't have Sanity, you can't make a Sanity attack against it.

Sometimes when you defeat your opponent, you do something other than inflicting damage. For instance, you might be able to steal an item (see "Special Attacks," below).

Monsters are only **stunned** when you defeat them, not killed, unless a haunt specifies otherwise (see "How Monsters Work," page 15). You can attack a stunned monster if there's another benefit from doing so (such as stealing an item from it or killing it with a special item). Stunned monsters still roll dice to defend, but an attacking hero who loses won't take damage.

You can make a **haunt-specific action** (as described in the haunt's rules) and still attack on your turn, unless the action specifies it is used instead of attacking normally.

What Happens if the Rules in the Book and the Rules on a Card Conflict?

If this happens, use the rules on the card. If multiple cards conflict, discuss the conflict and come to the best logical conclusion on how the rules should be interpreted.

Special Attacks

Distance Attacks: The Crossbow's effect is an example of a distance attack. It allows you to attack someone on another tile within your **line of sight**: a path that leads through an uninterrupted straight line of doors. You take no damage if the subject of your distance attack defeats you. Some monsters can also make distance attacks.

Stealing Items: If you attack a character on your tile and would inflict 2 or more points of damage, you can steal an item or omen instead of inflicting the damage. (The item's or omen's card says if it can't be stolen.) You can't steal an item or omen by making a distance attack.

What Happens if Two Effects Happen at the Same Time?

*If this happens, the active player's effects from cards, powers, and so on **always** take priority. For example, say the active player is attempting an attack to steal an item from a defender who controls the Figurine of Wondrous Power omen card. The defender can't use the omen card's power to ignore damage until the active player decides if they are going to steal an item instead of inflicting damage.*

Example of Combat

Let's say your adventurer, Avrixis Mizzrym, just attacked a Cultist of Bhaal. She has a Might of 4, so you roll 4 dice for her attack. You get a 5 on your attack roll. The traitor rolls an 8 for the Cultist's defense! Avrixis has to take 3 points of physical damage. You choose to lower her Might 2 spaces (to 3) and her Speed 1 space (it stays at 4) by sliding the plastic clips to the new numbers. Avrixis is still alive, but she's hurt!

THE HAUNT

Once the haunt begins, the game changes dramatically. Now it's a desperate struggle to win before your opponent does!

MAKING A HAUNT ROLL

Before the haunt starts, each time you draw an omen card, you must roll a number of dice equal to the number of omens revealed. This is called a **haunt roll**. If the result of the roll is 6 or higher (6+), the haunt starts. The player who starts the haunt with this roll is called the **haunt revealer**.

For example, if you draw an omen card on your turn, and it's the fifth omen card drawn during the game, you need to roll 5 dice and get a result of 6 or higher on your haunt roll to start the haunt.

After the haunt starts, if you discover a tile with an omen symbol, you still draw an omen card, but you don't make a haunt roll.

REVEALING THE HAUNT

When a player makes a haunt roll and starts the haunt, that player (the haunt revealer) looks at the **haunt chart** on the first two pages of the *Traitor's Tome* booklet. The chart shows which haunt has been revealed—and who is the traitor.


The chart lists omen cards across the top and tiles along the left side. Look at the name of the omen card that was drawn before the haunt roll and the tile that the haunt revealer's adventurer was on when the omen was drawn. Find the corresponding haunt number. This is the haunt you're going to play.

The haunt's entry below the chart states which player becomes the **traitor**. Give the *Traitor's Tome* to that player. The haunt revealer is not necessarily the traitor.

Special Cases: If two or more people could be the traitor, and one of them is the haunt revealer, then that person is the traitor. If neither one is the haunt revealer, then the next player to the haunt revealer's left is the traitor.

	Berserker Axe	Book of Spells	Cursed Armor	Deck of Many Things	Dimensional Shackles	Eye of Vecna	Figurine of Wondrous Power	Homunculus	Iron F of Tu
Arcane Retreat	12	28	13	50	11	41	41	25	13
Beast's Lair	12	8	5	50	3	3	5	5	8
Cursed Statue	2	39	48	43	14	21	48	48	2
Executioner's Block	14	42	16	47	14	30	2	32	16
Gladiator Pit	9	7	41	17	11	21	7	45	21
Haunted Alley	27	42	13	43	14	30	45	27	13
House of Blood	18	45	26	43	33	30	26	18	46
Kobold Hideout	9	39	15	15	3	3	7	32	15
Murder Row	20	37	20	45	33	37	37	4	20
Neglected Shrine	6	39	10	47	6	21	10	32	10
Sacrificial Chamber	9	39	35	47	1	21	36		

Optional Rule: Selecting the Haunt

This optional rule lets you avoid repeating haunts you've already played. If you consult the chart and get a haunt that you've revealed already and you don't want to play again, look for the next tile with an omen symbol  that is closest to the haunt revealer's adventurer figure.

Match that tile to the original omen on the chart to find a new haunt number. Continue going from tile to tile in this way until you find

a haunt that you haven't played yet. If you find one that you haven't played, move the haunt revealer's adventurer figure to that tile before beginning the haunt.


If you get through all the placed tiles without success, reveal the next omen card and consult the chart based on the tile the haunt revealer's adventurer figure is on. Once you find a haunt you haven't played, replace the omen that triggered the haunt roll with the last omen card tied to that haunt.

PLAYING THE HAUNT

The first turn always starts with the player to the traitor's left and continues to the left away from the traitor. Each of the heroes takes a **hero turn**. After each hero has taken a turn, the traitor takes his or her **traitor turn**. After the traitor turn, any monsters controlled by the traitor get a **monster turn**. (This means that the traitor gets two turns: one for their own actions and one for the monsters.) Then the first hero to the left of the traitor takes a turn, and so on.

The heroes and traitor are all still adventurers.

They can do the same things they did before the haunt was revealed, except they don't make further haunt rolls (even if one of them draws an omen card). The traitor must tell the heroes what they're doing each turn, but not why; the same condition applies to the heroes.

After the haunt begins, adventurers can die. If any of your adventurer's four traits moves down to the skull symbol , then that adventurer dies. Sometimes during a haunt, a hero's "death" turns that adventurer into a traitor instead. Certain haunts require something to be done a number of times equal to the number of adventurers or heroes. Unless the haunt states otherwise, that number includes any adventurers or heroes who have died during the haunt.

Sometimes the traitor is transformed or otherwise disposed of at the start of the haunt, but the traitor still gets a turn after all the heroes do. Even if the traitor dies, as long as the monsters can complete the haunt's goals, the monsters still get their turn (under the traitor's control).

During the haunt, if a hero makes a Knowledge roll to learn something and succeeds, all the other heroes learn that information as well.

Heroes and Secrets

Don't tell the traitor what your goals are, unless you're sure he or she already knows them or you're doing something required by the haunt. Sometimes you have an advantage over the traitor because that player doesn't know what you're trying to do. You can still play these haunts again and again after you know how they work, but until then, the heroes shouldn't disclose the Secrets of Survival for their haunt.

HAUNT SETUP

Do the following at the start of the haunt.

- ◆ The traitor takes the *Traitor's Tome* and leaves the room. He or she reads only the haunt that is starting now. That player also needs to know the rules described in "The Traitor's New Powers" (page 14) and "How Monsters Work" (page 15). If the player doesn't know those rules, he or she should take the rulebook when leaving the room and read those sections (or have another player explain them). The player aid card also has helpful reminders for the traitor.
- ◆ The rest of the players become **heroes**. They look up the haunt with the same number in *Secrets of Survival* and read it together. (The heroes should also briefly discuss their plan for survival.)
- ◆ When everyone is ready (including the traitor), the traitor returns to the room. The heroes and the traitor do anything the haunt tells them to do in the "Right Now" section. (For example, sometimes you'll have to put tokens on the board or draw cards.)

What Happens if a Haunt's Rules and the Regular Rules Conflict?

If this happens, use the rules in the haunt. All of these rules are in effect unless a haunt says otherwise.

Moving Past Opponents

For each opponent on a tile with it after the haunt starts, an adventurer or monster must use 1 extra space of movement to leave that tile. (Heroes and NPCs slow down the traitor and monsters, and vice versa.)

No matter how many penalties to movement you have on a turn, you can always move at least 1 space. This is also true if a monster rolls a 0 for movement (see "How Monsters Work," page 15).

Stunned monsters or stunned NPCs don't slow movement in this way.

THE TRAITOR'S NEW POWERS

When your adventurer becomes a traitor, if you are being impeded by a previously drawn event card (such as the Crawling Claw or Wererat Bite), you are freed from that effect if you would like to be. In addition, you can use the following abilities (unless a haunt says otherwise).

- ♦ **You can use any beneficial text on a tile while ignoring any harmful text.** You can pass through the Assassin's Run without rolling. You can stand on the Shrine to Bhaal without taking any damage. You can still end your turn on the Gladiator Pit and gain 1 Might.
- ♦ **You can choose not to be affected by an event card.** If you choose to be affected by the card, you do so after reading it but before making any rolls or doing any other action stated on the card. You then must accept the result of any rolls or penalties.
- ♦ **After you finish your turn, you take a monster turn with the monsters, if any.** Even if the traitor dies, you still control the monsters. (In some haunts, the monsters are still able to complete a haunt's goals after the traitor is dead.)

Haunts with no Traitor

A few of the haunts are fully cooperative, with no traitor. In those cases, play continues from the person to the left of the haunt revealer and to the left as normal. If there are monsters driven by AI in the rules, their monster turn occurs after the haunt revealer's turn each round.

Haunts with a Hidden Traitor

A few of the haunts feature a **hidden traitor**, whose identity is secret from all the other players. When a haunt calls for a hidden traitor, count out small monster tokens of one color, numbered from 1 up to the number of players. Shuffle the tokens and deal out one to each player, face down (with the "S" showing). Whoever gets the token numbered 1 is the traitor. Play continues from the person to the left of the haunt revealer and to the left as normal.

Haunts with hidden traitors do not appear in the Traitor's Tome. Instead, the goal and abilities of the traitor are described under the haunt in Secrets of Survival, which everyone reads.

Unless the haunt says otherwise, the hidden traitor can choose to be revealed at any time by turning the token numbered 1 face up. (For example, they might do this in response to a trap or a hazard, to prevent the effect or damage using normal traitor rules.)

Whenever an adventurer dies, that player turns over their token to reveal their identity. No other player (except the traitor) can reveal a face-down token at any time. You might say that you aren't a traitor, but the other players have only your word for it.

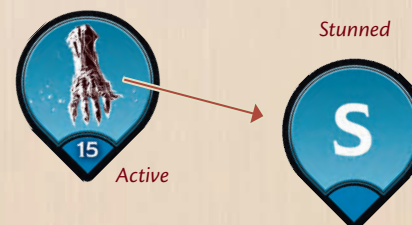
Unless the haunt says otherwise, any adventurer can attack any other adventurer at any time, under real or feigned suspicion of being the traitor. (Of course, the traitor benefits from sowing suspicion and mistrust among fellow adventurers.)

Unless the haunt says otherwise, everyone must converse only where everyone at the table can hear them; they can't leave and have side conversations elsewhere.

HOW MONSTERS WORK

Monsters behave a little differently than adventurers do. All of the following rules are in effect unless a haunt says otherwise. Each monster moves and takes all its actions before the next one goes.

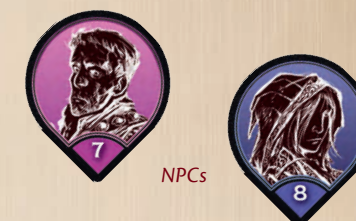
- ♦ **Monsters move differently.** At the start of a monster's turn, roll a number of dice equal to its Speed. The result is the number of spaces that monster can move that turn. For groups of the same type of monster (Goblins or Kobolds, for instance), just roll once for the whole group. Each monster of that type can move that many spaces that turn.
- ♦ **Most monsters can't be killed.** If a monster would take any damage, it is stunned and misses its next turn. When a monster is stunned, flip its token over to the side with the "S." At the end of the monster's next turn, flip it back. Stunned monsters can't slow an adventurer's movement. Even if a haunt says to do something other than stun monsters when they take damage, they can still be stunned by effects that specifically stun monsters.



- ♦ Like adventurers, **a monster can attack only once during its turn.** Monsters often use traits other than Might to attack. They can't make any of the special attacks listed on page 11 (unless a haunt says otherwise).
- ♦ Like the traitor, **monsters can ignore any harmful text on a tile.** They can use stairs and sewer grates to move between levels, or pass through the Assassin's Run without rolling. However monsters cannot benefit from text on a tile that increases a trait, such as the Gladiator Pit or the Beloved Ranger Statue.
- ♦ **Monsters can use the special movement options described on cards** (such as the Arcane Gate token from the Arcane Gate event card).
- ♦ **Monsters can't explore new tiles.**
- ♦ **Monsters can't carry items** (unless the haunt says otherwise). If a monster that is allowed to carry items is stunned, it drops all items; place an Item Pile token on the tile. The monster can't pick up the items until it has a turn in which it is no longer stunned.

HOW NPCs WORK

NPCs are characters that are added to certain haunts. They are normally under the protection of the heroes and as such are controlled by them. All of the rules for NPC tokens are listed in the haunts that require them. If they are allowed to be stunned, they follow the same stunned rules as monsters.



What Happens to My Stuff if I Die?

If you have a **companion** (the Figurine of Wondrous Power, Homunculus, or Meenlock), the companion's card stays near the tile where your adventurer died. If another adventurer moves onto the tile, he or she takes control of that companion (and takes that omen card). Any other items you have drop to the floor (even if they say they can't be dropped!). Put an Item Pile token there and set aside your cards and/or tokens near the tile. Other adventurers can go to the tile to pick up your items (and take those cards and/or tokens).

WINNING THE GAME

The first side (the traitor or the heroes) that completes its goal for the haunt wins the game. A haunt's goal is described under "You Win When..." and doesn't necessarily require killing the traitor or heroes.

At least one hero must survive for the heroes to win. However, some haunts' goals allow the traitor to win the game even after they die. For instance, the monsters that player controls might be able to win without the traitor's help.

When one side completes its goals for the haunt, someone from the winning side reads the "If You Win..." section from that side's haunt book out loud.

GLOSSARY

This section defines certain game terms contained in this rulebook, the haunt booklets, and the various cards and tiles.

A game term is in **bold** the first time it appears.

adjacent: Tiles are adjacent if they share a side. Diagonal is never adjacent.

adventurer: Each player controls a character called an adventurer. Adventurers include the traitor and the heroes after the haunt begins.

adventurer card: There are six adventurer cards in the game, each with two different adventurers (one on each side of the card). An adventurer card shows the adventurer's name, portrait, traits, and other information.

adventurer figure: Each adventurer card has a matching plastic figure, whose primary color corresponds to the color of the adventurer's portrait, to represent that character in the game.

adventurer power: Each adventurer has a unique power that they can use throughout the game.


ally: An ally is a character that is on the same side as you during a haunt. Monsters and the traitor are allies, and all heroes and NPCs are allies.


attack: Adventurers (and monsters) can't attack until the haunt starts. Once during your turn after the haunt starts, you can make an attack roll against an opponent.


attack roll: You and your opponent both roll a number of dice equal to the trait used in the attack (normally *Might*). The attacker can use items that grant a benefit "when attacking." Whoever gets the higher result inflicts damage (physical if *Speed* or *Might* is used, or mental if *Knowledge* or *Sanity* is used) against the loser equal to the difference (on a tie, no one gets hurt). See "Make an Attack," page 10.

distance attack: Some weapons or special items in a haunt allow you to attack an opponent on another tile within your line of sight (see that entry, page 17). You take no damage if your attack roll is less than the opponent's.

card: There are three different types of cards: event, item, and omen. Adventurers draw cards as they discover new tiles. Whenever you draw a card, read its text out loud and follow any instructions.

event card: An event card has a spiral symbol . After following its instructions, discard the card unless it says otherwise or has an ongoing effect.

item card: An item card has a bull's head symbol . Place it face up in front of you; you now control the item. See "Use Item and Omen Cards," page 9.

omen card: An omen card has a raven symbol . Place it face up in front of you; you now control the omen. You might have to do something immediately. At the end of your turn, if the haunt has not yet started, you must make a haunt roll. Most omens are like items. See "Use Item and Omen Cards," page 9.

character: Adventurers, monsters, NPCs, and haunt-specific opponents (such as the Minotaur) are all characters.

companion: The Figurine of Wondrous Power, Homonculus, and Meenlock omen cards are companions that follow the adventurer who controls them. Companions don't have physical or mental traits.

connected: Adjacent tiles are connected if they each contain a door on the adjacent sides.

damage: Losing an attack, as well as many card, tile, and haunt effects, can cause an adventurer to take damage. Damage can be physical or mental. For each point of damage you take, you decrease the appropriate trait or combination of traits by that many spaces on your adventurer card.

physical damage: *Might* and *Speed* are physical traits. You divide physical damage as you choose between those two traits.

mental damage: *Knowledge* and *Sanity* are mental traits. You divide mental damage as you choose between those two traits.

defense: When you are attacked, you roll a number of dice equal to the trait with which you were attacked. When rolling defense, you cannot use weapons, nor can you use items that grant a benefit "when attacking."

discover: When you move through a door on a tile that doesn't have a tile connected to it, take the next tile from the stack that matches the color of the door you just went through. You must place the tile with a door adjacent to the door you just exited, and attempt to connect any other doors on the tile as much as possible. You do not need to match colored door frames; they are referenced only when exiting. The adventurer then moves onto the tile and discovers it. See "Discover a New Tile," page 7.

die roll: Many cards, tiles, and haunt rules require you to attempt a die roll of $X+$ for your adventurer, where "X" is a variable number. (For example, you might have to make a *Knowledge* roll of $4+$.) There's no limit to how many times in a turn you can roll dice, but you can't attempt the same roll more than once per turn. Each die has 0, 1, or 2 dots on it. Roll the stated number of dice and add up all the dots; if the result is equal to or greater than the stated number, the roll succeeds. See "Attempt a Die Roll," page 10.

trait roll: These die rolls are based on one of the adventurer's (or monster's) traits: *Might*, *Speed*, *Knowledge*, or *Sanity*. Roll as many dice as the character's current total in that trait (not the starting value if that trait has changed).

task roll: Some haunts require you to make a roll to succeed at a particular task (such as searching for clues). You can attempt only one such roll per turn.


door: Doors connect tiles. You can move through a door if it connects to another door on an adjacent tile. Doors are always open.

false feature: Sometimes it's not possible to match two doors on adjacent tiles. When that happens, you instead create a false feature. You can't move through false features.

haunt: An adventurer triggers the haunt scenario on a successful haunt roll. A haunt describes how to win the game and includes new rules, including monsters. During the haunt, adventurers can die. See "The Haunt," page 12.

hero: After the haunt begins, all the adventurers other than the traitor become heroes struggling to survive the perils of the city and the plans of the traitor.

traitor: After the haunt begins, one adventurer becomes a traitor who turns on their former companions. A few of the haunts feature a hidden traitor whose identity is secret from all the other players (see "Haunts with a Hidden Traitor," page 14).

haunt roll: Before the haunt begins, you must make a haunt roll at the end of your turn whenever you discover a tile with an omen symbol . Roll a number of dice equal to the number of omen cards in play. If the result is 6 or higher, the haunt begins.

haunt revealer: The player whose omen roll triggered the haunt is called the haunt revealer. The haunt revealer looks up the haunt on the Haunt Chart to see who the traitor is.

haunt-specific action: Many haunts require adventurers to take special actions. If available, you can take a haunt-specific action (normally once per turn) in addition to the other actions you can take on your turn.

item: Adventurers can carry and use item cards and many omen cards. Items can also be picked up, dropped, traded, or stolen. See "Use Item and Omen Cards," page 9.

item or quest token: Many haunts put one or more pentagonal item tokens or triangular quest tokens on tiles, which have special rules for their use. Unless the haunt says otherwise, these tokens can be traded, dropped, picked up, or stolen just like item and omen cards.

weapon: The Crossbow, Javelin of Lightning, Necklace of Fireballs, and Ring of the Ram item cards, the Berserker Axe and Book of Spells omen cards, and the Explosive Runes event card are all weapons. You can use a weapon only while making an attack, not while defending. (See "Make an Attack," page 10.) You can use only one weapon per attack, but you can carry more than one. Using a weapon during an attack is optional.

level: There are two levels in *Betrayal at Baldur's Gate*. The city level consists of building and street tiles, and is where you start the game. The catacomb level consists of catacomb tiles.

line of sight: If you can draw a path to an opponent that leads through an uninterrupted straight line of doors, you have line of sight to that opponent.

move: Each turn, adventurers and monsters can move through the city. An adventurer can move as many spaces (tiles) as his or her current Speed. Monsters roll a number of dice equal to their Speed and can move as many spaces as the result (minimum of 1). You can take actions (such as using an item or attacking) in the middle of your movement.

opponent: An opponent is a character that wants to stop your movement or interfere with you during a haunt. Monsters and the traitor are opponents of the heroes and NPCs, and vice versa. For each opponent on a tile with them after the haunt starts, an adventurer, monster, or NPC must use 1 extra space of movement to leave that tile.




sewer grate: Some street tiles have sewer grates on them. A character on that tile can move to the Catacomb Landing from that tile for 1 space of movement. Sewer grates are one-way movement options. You cannot travel from the Catacomb Landing tile to a street tile with a sewer grate. You need to use stairs to exit the catacombs.

stack: Game cards and tiles are separated by the color of their backs, shuffled, and placed face down in stacks that players draw from.

stairs: Some building and catacomb tiles have stairs that lead to other tiles. You can use the stairs only if the destination tile is in play. For example, the Kitchen has stairs that lead to the Kitchen Basement and vice versa.

steal: If you attack an opponent on your tile and would inflict 2 or more points of damage, you can steal a stealable item or omen from that opponent instead of inflicting the damage. See "Special Attacks," page 11.

stunned: Unless a haunt says otherwise, monsters usually aren't killed when defeated. If a monster would take any damage, it is instead stunned and misses its next turn. Stunned monsters can't slow an opponent's movement.

symbol: All cards have a symbol printed on them. A raven silhouette  represents an omen, a bull's head  represents an item, and a spiral  represents an event. Some tiles have symbols printed on them that match card symbols. The first adventurer to enter such a tile must stop moving there and draw the corresponding card.

tile: *Betrayal at Baldur's Gate* consists of a number of tiles that you discover and move through. Each tile counts as 1 space of movement. Building tiles (such as the Elfso ng Tavern or the Mansion), street tiles (such as the Fountain or Haunted Alley), and catacomb tiles (such as Assassin's Run or Vacated Shop) all count as tiles.

Each tile is separated into a stack sorted by the color of its back: building, street, or catacomb.

Some tiles include rules text that is triggered whenever an adventurer enters, leaves, or takes a special action on those tiles. Many tiles also have symbols that match card symbols. Only the first adventurer to discover the tile is affected by the symbol.

barrier tile: A barrier tile has two parts and can stop you from moving to the other side of the tile. Assassin's Run is an example.

token: Tokens are cardboard pieces that represent special items or features.

adventurer tokens are double-sided and have images that match the portraits of each adventurer. They are used to track once-per-game powers and tile effects.

item tokens are pentagonal, and many are also numbered.

monster tokens come in five colors and are numbered for easy tracking. Special monsters are large circular tokens with the monster's name printed on them.

NPC tokens are teardrop-shaped and used in some haunts to track NPCs (nonplayer characters) that the heroes typically have to protect. All rules related to NPC tokens are listed in haunts that feature them. NPC tokens are not monsters.

quest tokens are triangular and normally represent a goal of a haunt.

square tokens are used to represent a variety of effects, such as adventurer powers, event and item card effects, haunt-specific items, and obstacles.

trait: Each adventurer has four traits, shown as lines of numbers on the adventurer card: Might, Speed, Knowledge, and Sanity. Each trait has a starting value, which is green, and a maximum value, the highest possible number for that adventurer. See "Traits," page 5.

physical traits: Might and Speed are physical traits.

mental traits: Knowledge and Sanity are mental traits.

turn: Before the haunt starts, each player takes a turn in order, starting with the player whose player aid card has the lowest number and going to the left from there. During a turn, you can move, discover tiles, use items, use your adventurer power, and attempt die rolls. After the haunt starts, you can also make an attack once per turn.

After the haunt starts, the first turn starts with the player to the traitor's left and goes to the left from there. Each of the heroes takes a hero turn. After each hero has taken a turn, the traitor takes his or her traitor turn. After the traitor's turn, any monsters controlled by the traitor get a monster turn.

use: All adventurers can use items (and many omens), as well as some monsters. Using an item means making any attack or die roll with it or taking any other action in which the item is involved in any way. You can use an item once at any point during your turn.

within X tiles: When counting to see if something is within a number of tiles, only count routes through connected doors.



ADVENTURER POWERS

Each adventurer has a power they can use during the game. Some may require additional clarification.

Bardic Inspiration (Miska Silversong)

The only reason the Bardic Inspiration token is returned to Miska is if it is used, or the inspired adventurer dies.

Reckless Attack (Torskar Stonecleaver)

You must choose to add the dice before you roll.

Wild Shape (Gretchen Titchwillow)

The effects of your Wild Shape persist for the remainder of the game.

CARD CLARIFICATIONS

Some cards have special clarifications:

Berserker Axe: If a haunt or card rule would keep you from attacking the opponents on your tile, you may move freely.

Deck of Many Things: For each monster token on the card, subtract 1 from the result of the 4-dice roll.

Explosive Runes: If you rolled a 5+, the card is treated like a weapon item card and can be dropped, traded or stolen. You can't use another weapon while you're using the Explosive Runes.

Eye of Vecna: The Eye of Vecna affects movement. It cannot affect card or power effects that place you onto a tile, such as a haunt effect, or the Helm of Teleportation.

Holy Symbol: If you inflict only 1 point of damage with an attack and choose to inflict another point of damage with the Holy Symbol, you can't choose to steal an item instead.

Iron Flask of Tuerny: If using the flask completes both victory objectives (for example killing the last hero and the traitor simultaneously), then it is the demon who won the haunt. Read the following aloud: "Foolish mortals. Playing with things more powerful than they understand." The demon's laughter is lost in the rush of air as it leaves the Material Plane and returns to the Abyss.

SPECIAL TILES

Some tiles have rules printed on them that summarize their effects. A few of those tiles have additional rules or further explanations described in this section. Those tiles have an asterisk (*) printed beside the tile's name.

AMBUSH ALLEY

On the turn you discover the tile, you draw an event card because of the event symbol (🃏) on the tile. Then, if the event card didn't move you, since you are ending your turn on the tile, you must draw another event card. On future turns, anyone that ends their movement on Ambush Alley must draw another event card.

ASSASSIN'S RUN, FLOODED CHAMBER

These are barrier tiles. A barrier tile has two parts and can stop you from moving to the other side of the tile. Crossing a barrier requires a trait roll printed on the tile. You may attempt this roll once during your turn. Crossing the barrier doesn't count as moving a space. If you fail the roll, your movement ends. On your next turn, you may attempt another roll to cross, or you can go back the way you came.

Adventurers can't fight or interact in any way with an adventurer on the other side of the barrier. Monsters always ignore barriers, but if a monster ends its movement on a barrier tile, the traitor must decide which side of the barrier it's on.

If a tile or card causes you to land on a barrier tile, you decide which side of the tile you end up on. If the arrival requires placing a square token on the new tile, then that token is permanently on the side of the tile you chose.

CATACOMB LANDING/KITCHEN BASEMENT

The Catacomb Landing and Kitchen Basement are on the same tile, but they count as two separate tiles. Moving from one tile to a connected tile counts as 1 space of movement as normal.

ELFSONG TAVERN/INNER CHAMBER/KITCHEN

The Elfsong Tavern, Inner Chamber, and Kitchen are all on the same tile, but they count as three separate tiles. Moving from one tile to a connected tile counts as 1 space of movement as normal.

FORGOTTEN CACHE

If you are on this tile, once during each of your turns you may attempt this trait roll until you are successful, but each player can draw an item card from this tile's effect only once per game.

HOUSE OF BLOOD

If this tile lowers your Speed as you exit it, and your new Speed would mean you don't have enough movement left to leave, you still make it out. You stop moving on the tile connected to the House of Blood instead.

KITCHEN/KITCHEN BASEMENT

The Kitchen and the Kitchen Basement have stairs that connect them. Moving between them costs 2 spaces of movement instead of the normal 1.

TRADING POST

You cannot discard an omen card when using this tile, only an item card.

WEAPON SHOP/WEAPON SHOP BASEMENT

The Weapon Shop and the Weapon Shop Basement have stairs that connect them. You must have both tiles on the board to use the stairs. After that, moving between them costs 2 spaces of movement instead of the normal 1.

What if There Isn't a Rule For That?

Many hours went into playtesting this game, but it's still possible you'll run into situations where the game rules or haunt books don't clearly answer a question about game play, or you have a choice to make. Don't let that slow you down. In many cases, come to an agreement as a group for what makes the most sense and go with it. (If that doesn't work, flip a coin to decide.) Then continue your experience in Baldur's Gate.



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NOTES

NOTES



TRAITOR'S TOME

DO NOT READ
UNTIL THE HAUNT BEGINS

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DUNGEONS & DRAGONS



12+ | F3146
3-6

TRIGGERING THE HAUNT

When you trigger the haunt, use the chart below to determine which haunt you've triggered and who is the traitor based on the triggering omen and tile.

	Berserker Axe	Book of Spells	Cursed Armor	Deck of Many Things	Dimensional Shackles	Eye of Vecna	Figurine of Wondrous Power	Homunculus	Iron Flask of Tuerny	Meenlock	Pipes of Haunting	Symbol of Bhaal	Whispering Skull
Arcane Retreat	12	28	13	50	11	41	41	25	13	28	31	28	19
Beast's Lair	12	8	5	50	3	3	5	5	8	43	23	4	19
Cursed Statue	2	39	48	43	14	21	48	48	2	48	38	22	24
Executioner's Block	14	42	16	47	14	30	2	32	16	2	31	16	42
Gladiator Pit	9	7	41	17	11	21	7	45	29	4	1	22	17
Haunted Alley	27	42	13	43	14	30	45	27	13	27	31	27	20
House of Blood	18	45	26	43	33	30	26	18	40	18	26	18	24
Kobold Hideout	9	39	15	15	3	3	7	32	29	35	1	15	17
Murder Row	20	37	20	45	33	37	37	4	20	38	38	38	24
Neglected Shrine	6	39	10	47	6	21	10	32	36	6	31	22	10
Sacrificial Chamber	9	39	35	47	1	21	36	25	29	35	23	22	19
Shrine to Bhaal	12	49	35	50	11	21	49	25	49	25	23	49	36
Shrine to Gargauth	34	46	44	46	33	44	42	44	40	44	34	46	34

HAUNT # TRAITOR

1	Aldan Pyrite (fighter), or lowest Knowledge*	12	Haunt revealer	24	Haunt revealer	39	Azadeh Rashka (monk), or haunt revealer
2	Haunt revealer	13	Haunt revealer	25	Lowest Knowledge*	40	Haunt revealer
3	None (see <i>Secrets of Survival</i>)	14	None (see <i>Secrets of Survival</i>)	26	Haunt revealer	41	Haunt revealer
4	None (see <i>Secrets of Survival</i>)	15	Haunt revealer	27	None yet... (see <i>Secrets of Survival</i>)	42	Miska Silversong (bard), or lowest Knowledge*
5	Lowest Knowledge*	16	None (see <i>Secrets of Survival</i>)	28	None (see <i>Secrets of Survival</i>)	43	"Grim" Grusk Mugtug (paladin), or highest Might*
6	Gretchen Titchwillow (druid), or lowest Sanity*	17	Lia Faen Tlabbar (warlock), or haunt revealer	29	Haunt revealer	44	None yet... (see <i>Secrets of Survival</i>)
7	Lowest Sanity*	18	The adventurer with the Wererat event card, or the haunt revealer	30	None (see <i>Secrets of Survival</i>)	45	Ralvio Escanor (sorcerer), or lowest Might*
8	Haunt revealer	19	Hidden traitor (see <i>Secrets of Survival</i>)	31	Oldest adventurer (except for the haunt revealer)	46	Lowest Knowledge*
9	Each adventurer except for the haunt revealer	20	Lowest Speed*	32	Haunt revealer	47	Vort Dormall (cleric), or lowest Might*
10	Haunt revealer	21	Avrixis Mizzrym (ranger), or highest Speed*	33	Torskar Stonecleaver (barbarian), or lowest Sanity*	48	None (see <i>Secrets of Survival</i>)
11	Dhadius the Scarlet (wizard), or lowest Sanity*	22	Everyone	34	None yet... (see <i>Secrets of Survival</i>)	49	Haunt revealer
		23	Haunt revealer	35	None (see <i>Secrets of Survival</i>)	50	Tasha Brightbottle (rogue) unless she is the haunt revealer, or left of the haunt revealer
				36	None yet... (see <i>Secrets of Survival</i>)		
				37	Hidden traitor (see <i>Secrets of Survival</i>)		
				38	None (see <i>Secrets of Survival</i>)		

* If two adventurers tie in the same trait, and one of them is the haunt revealer, choose the haunt revealer. If neither player is the haunt revealer, choose the one who's closest to the left of the haunt revealer.

DO BEHOLDERS DREAM OF ELECTRIC EYE RAYS?

Your master, the beholder Brakxus, descends from above, its slimy eyestalks seeking a target.

"What is your bidding, my master?" you ask.

"Tonight, I shall dream an army, and we shall enslave this city!"

RIGHT NOW

- ◆ For this haunt, the traitor stays in the room while the heroes exit to read and discuss their strategy.
- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ Place the large Beholder monster token on your adventurer's tile.
- ◆ Get the Turn/Damage track and set the slider equal to twice the number of adventurers. This represents the Beholder's hit points.
- ◆ Set aside all of the triangular quest tokens. These represent magical barriers that prevent the Beholder from dreaming.
- ◆ Set aside a number of small monster tokens equal to the number of adventurers. These represent Beholderkin.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to stop your master by driving it insane!

YOU WIN WHEN . . .

. . . you have killed all the heroes or the number of Beholderkin on the board equals the number of adventurers.

YOU MUST DO THIS AT THE START OF YOUR TURN

If the Beholder is asleep (it's flipped to its "S" side), flip its token back over.

ALLOWING THE BEHOLDER TO SLEEP

If the Beholder can no longer sleep (because all omen tiles have quest tokens on them), instead of attacking, you may attempt a Knowledge or Sanity 4+ roll while on an omen tile to let it dream again. If you succeed, remove all quest tokens from the board.

YOU MUST DO THIS AT THE START OF THE MONSTER TURN

If there is at least one omen tile without a quest token on it, the Beholder's dreams will continue. Otherwise, if all omen tiles have quest tokens, the Beholder goes insane, as it has no way to sleep.

BEHOLDER

Might 5 Speed 3 Knowledge 6 Sanity 6

The Beholder acts first, then the Beholderkin.

SPECIAL BEHOLDER ATTACK RULES

- ◆ The Beholder can attack a target on its tile or an adjacent connected tile. When it takes an attack action, it can attack up to two targets within range. It cannot attack the same target twice. If it loses an attack against a target that is not on its tile, it takes no damage.
- ◆ If the Beholder is insane, it must attempt to attack the closest of the traitor and/or Beholderkin. Otherwise it can attack heroes within range.
- ◆ Roll 2 dice to determine which eye ray the Beholder uses with each attack. The listed effect is in addition to any damage inflicted.

0-1	Disintegration Ray: Make a Might attack.
2	Slowing Ray: Make a Speed attack. On a success, the target can move a maximum of 2 spaces on their next turn.
3	Telekinetic Ray: Make a Knowledge attack. On a success, place the target on the nearest tile with an opponent if possible.
4	Enervation Ray: Make a Sanity attack. On a success, the target rolls 1 fewer die on their next attack.

DAMAGING THE BEHOLDER

Whenever the Beholder takes damage, move the slider down the Turn/Damage track by that amount. If it reaches 0, the Beholder has been killed.

BEHOLDER DREAMING

If the Beholder ends its turn on an omen tile without a quest token, it falls asleep. Flip its token over to the stunned ("S") side. While it is sleeping, it spawns a Beholderkin. Place a small monster token on its stunned ("S") side on an adjacent tile that doesn't already contain a Beholderkin token, if possible. Then place a quest token on the Beholder's tile.

If the number of Beholderkin tokens on the board equals the number of adventurers, the traitor wins!

BEHOLDERKIN

Might 4 Speed 3 Knowledge 4 Sanity 4

IF YOU WIN . . .

You are surrounded by your master and its brood. "You have served me well," Brakxus says, as its eyes take in the corpses of your former comrades. "Soon Baldur's Gate will fall, and all will serve Brakxus!"

GLURK RISES

You finally reveal your previous self to be an illusion. It's goblin time!

RIGHT NOW

- ◆ For this haunt, the traitor stays in the room while the heroes exit to read and discuss their strategy.
- ◆ Your adventurer is still in the game but has turned traitor. You were Glurk all along, the infamous goblin overlord who seeks to enslave Baldur's Gate.
- ◆ If your Speed and/or Might traits are below their starting values, reset them to their starting values.
- ◆ Gain 2 Speed and 2 Might.
- ◆ Collect a number of small monster tokens equal to twice the number of heroes, representing Goblins. Place them on your tile.
- ◆ On a piece of paper, secretly write down a tile on the catacomb level to represent the slave pens. Keep this hidden from the heroes until you bring the first hero there and remove them from the game.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to kill you.

YOU WIN WHEN . . .

. . . all the heroes are either killed or removed from the game.

ENSLAVING A HERO

When you or your Goblins defeat a hero in combat, in addition to taking damage, that hero becomes **enslaved**. An enslaved hero must be taken to the tile you designated as the slave pens to be removed from the game. If they are freed before they reach the slave pens, they are returned to their player's control.

Once a hero is enslaved, lay their adventurer figure on its side.

MOVING AN ENSLAVED HERO

Whenever you or a Goblin exits a tile containing an enslaved hero, you may move the hero as well. Each Goblin can carry only one hero at a time, but it can pass them off to another Goblin, which can then move the hero again. Thus an enslaved hero can be moved multiple times per monster turn.

As soon as an enslaved hero is moved onto the slave pens tile, remove them from the game. They have been sacrificed to Maglubiyet.

CALLING MORE GOBLINS

Instead of moving during your traitor turn, you may roll 2 dice, then put that many Goblin tokens on your tile or any tile(s) containing a Goblin.

GOBLIN

Might 1 Speed 3 Knowledge 2 Sanity 2

SPECIAL GOBLIN MOB ATTACK RULES

Two or more Goblins on the same tile can add their Might scores together to make a single mob attack roll against a hero on that tile (maximum of 8 dice).

If the Goblins lose, distribute any damage inflicted among the participating Goblins (no more than 1 point each). Stun each Goblin that takes damage in this way.

IF YOU WIN . . .

You stand defiant with your swarm of goblins, all united under your iron fist, their eyes filled with bloodlust and awaiting your commands. Buildings are ablaze and the sounds of people in panic fill your pointy ears with glee. You shriek with goblin fury, "Tonight we crush the humans! Tonight we feast on the bones of Baldur's Gate!"



HULKING VENGEANCE

This haunt has no traitor—only heroes.
You are all trying to stop the rampaging Umber Hulk.
The rest of the rules for this haunt are in *Secrets of Survival*.

TROLL HUNT!

This haunt has no traitor—just heroes.
All the heroes are working together to defeat the Troll.
The rest of the rules for this haunt are in *Secrets of Survival*.



LABYRINTH

Your monstrous instincts arise, and fill your being with rage and the desire for blood.

Intruders have entered your labyrinth.

RIGHT NOW

- ◆ For this haunt, the traitor stays in the room while the heroes exit to read and discuss their strategy.
- ◆ You have been killed by the Minotaur, your body moved to a far-off area of the labyrinth. Remove your adventurer figure from the board and discard all cards under your control. You are now playing the Minotaur.
- ◆ Get the large Minotaur monster token and collect a number of small monster tokens equal to the number of adventurers + 1 (representing the hit points of the Minotaur). Also get a triangular quest token (representing the labyrinth key).
- ◆ Get the Turn/Damage track and place the slider on 5.
- ◆ If there are fewer than 8 catacomb tiles on the board (including the Catacomb Landing/Kitchen Basement start tile), draw and place tiles from the catacomb stack until there are 8 catacomb tiles on the board.
- ◆ You may rearrange all of the catacomb tiles in any order you want, placing the quest token on a tile as far from the Kitchen Basement as possible. Tiles must be placed in such a way that no tile is cut off from the Kitchen Basement, and there is at least one open doorway on the catacomb level. Place the Minotaur token on any catacomb tile (probably near the key).

WHAT YOU KNOW ABOUT THE HEROES

They have entered your domain to steal one of the keys to your labyrinth and undo all of your work. Unfortunately for them, you know your labyrinth better than anyone.

YOU WIN WHEN . . .

. . . the Turn/Damage track reaches 0 while you are still alive and the key has not been returned to the city level. You also win if all the heroes have been killed.

YOU MUST DO THIS AT THE START OF YOUR TURN

Move the slider on the Turn/Damage track down to the next lowest number. If the slider reaches 0, you win!

REARRANGING THE LABYRINTH

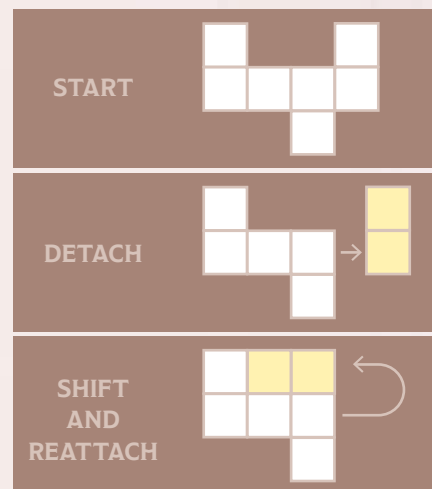
Once during your turn, you may make a Sanity check and rotate or shift (see below) up to as many tiles as the result to rearrange the labyrinth. Once you have completed rearranging the labyrinth, make sure that no tile is cut off from the Kitchen Basement, and there is at least one open doorway.

ROTATING A TILE

To rotate a tile, pick it up, turn it one or more sides, and place it back down where it began.

SHIFTING A TILE

To shift a tile (or group of tiles at once) detach one tile from adjacent connected tile and move it to another door on the same tile. If detaching a tile also detaches a group of tiles beyond it, you may connect any tile in that detached group to the previously connected tile. This counts as one shift.



MINOTAUR

Might 6 Speed 3 Knowledge 3 Sanity 3

SPECIAL CHARGING ATTACK RULES

Instead of moving and attacking normally, you may make a charging attack once per turn. If the heroes have collected the key, your rage allows you to now charge twice per turn.

To charge, move in a straight direction through open doors, as far as you like regardless of Speed, making an attack against each hero whose tile you enter or exit (one attack per hero per charge).

DAMAGING THE MINOTAUR

Ignore the normal stun rules for monsters. If the Minotaur takes 2 or more damage from a single effect (normally an attack), remove a small monster token from in front of you. If you don't have a small monster token to remove, the Minotaur is killed and the heroes win!

IF YOU WIN . . .

Your rage subsides as you pull your greataxe from the pile of gore that was once a "hero." No matter—the labyrinth will always claim more fools to slake your thirst for slaughter.



THE GULTHIAS TREE

The derelict shrine would be a sad sight if not for the rich foliage that marks nature's resolve to reclaim its purchase on this artificial space. You wander toward a moss-covered altar, drawn by an urge to kneel before it. There you reach down and unearth a mass of roots. At once, whispers fill your mind and you're struck by visions of an unnaturally gnarled tree of magnificent proportions. It drinks darkness from the very soil beneath your feet, rising from an unseen grotto underground. The vines that long ago took over this place caress your ankles, sending shivers up your legs. The whispers from before are clear to you now as you utter them aloud. "Sow the seeds . . . sow the seeds of the Gulthias Tree."

RIGHT NOW

- ◆ For this haunt, the traitor stays in the room while the heroes exit to read and discuss their strategy.
- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ If your Might and/or Knowledge are below their starting values, reset them to their starting values.
- ◆ Gain 1 Might and 2 Knowledge.
- ◆ Collect some small monster tokens and put them in a pile near the board, representing Vine Blights.
- ◆ Collect the square Obstacle tokens and set aside 3 of them (or 4 if there are 5 or more adventurers). These represent Branches.
- ◆ Place the Branch tokens on the board so that each is at least 4 tiles away from the others. Treat any sewer grate tiles as connected to the Catacomb Landing, and paired tiles with stairs (such as the Kitchen and the Kitchen Basement) as connected to each other. If that isn't possible, draw and place tiles of the appropriate level until there are enough to place all the Branch tokens. Then place 2 Vine Blight tokens on each tile containing a Branch.

WHAT YOU KNOW ABOUT THE HEROES

They're trying to cut down the Branches and prune back your Vine Blights, preventing the growth of the Gulthias Tree.

YOU WIN WHEN . . .

. . . 2 Branches are connected by unstunned Vine Blights, or all the heroes are killed.

YOU MUST DO THIS AT THE END OF EACH ADVENTURER'S TURN

Remove any Vine Blights that aren't connected to a Branch from the board. To be connected, each tile between the Vine Blight and a Branch (including the Branch's tile) must contain a Vine Blight.

Then, move each stunned Vine Blight 1 tile closer to the Branch it is connected to. If this movement causes any Vine Blights to become unconnected, they also each move 1 tile closer to the previously connected Branch.

CONNECTING BRANCHES

To connect Branches, there must be at least 1 unstunned Vine Blight on each of the tiles containing those Branches, and on every tile in between. Treat any sewer grate tiles as connected to the Catacomb Landing, and paired tiles with stairs as connected to each other, for this purpose.

CULTIVATING MORE BRANCHES

Instead of attacking, you may coax a new Branch into the world. You must be on a tile that is at least 4 tiles away from existing Branch tokens. Attempt a Knowledge 4+ roll, increasing the difficulty by 1 for every hero on your tile. If successful, place a new Branch token and 2 stunned Vine Blights on your tile.

Branches cannot move once placed. They are considered opponents to the heroes for purposes of attacks, but they do not impede movement.

VINE BLIGHT

Might 3 Speed 1 Knowledge 2 Sanity 2

GROWING MORE VINE BLIGHTS

During the monster turn, Vine Blights may multiply if 2 or more are on the same tile. Instead of attacking, 2 Vine Blights on a tile may combine their Might values to attempt a Might roll of 6+. If successful, place another Vine Blight token on the tile. It cannot move, attack, or multiply on the turn it is created.

PROTECTING THE BRANCHES

Heroes will attempt to destroy Branches with Might 5+ rolls. However, every 2 unstunned Vine Blights on a Branch's tile increases the difficulty of this roll by 1.

IF YOU WIN . . .

Having fulfilled your part, you turn your palms out in supplication, and the vines wrap around your body in an unholy embrace. You become one with the dark horror, seeing through the eyes of the Gulthias Tree. Slithering creepers cover the walls of Baldur's Gate in an all-consuming hunger. The sweet slumber of death comes to everything in your path.



TONIGHT'S SPECIAL: BRAINS!

Up to now you have been warping the minds of your so-called companions so that they do not see what you really are: a mind flayer. With the arrival of your intellect devourers, you no longer need to keep up this sham, and you can get down to the real business of eating tasty brains!

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor. You were a Mind Flayer in disguise!
- ◆ If your Knowledge and/or Sanity are below their starting values, reset them to their starting values.
- ◆ Gain 2 Knowledge and 2 Sanity.
- ◆ Collect a number of small monster tokens equal to the number of adventurers. These are your Intellect Devourers. Place each on any tile that doesn't contain a hero or another Intellect Devourer.

WHAT YOU KNOW ABOUT THE HEROES

They are searching for clues to where your elder brain sleeps. You have to stop them.

YOU WIN WHEN . . .

. . . there are no more heroes. They have either been killed or turned into traitors by your Intellect Devourers.

SPECIAL MIND FLAYER ATTACK RULES

You may attack with Knowledge, inflicting mental damage. Your opponent defends with Knowledge. When you kill a hero, you extract and devour their brain. Yummy! If you do, and your Knowledge is below its starting value, reset it to its starting value. Then gain 2 Knowledge.

INTELLECT DEVOURER

Might 3 Speed 3 Knowledge 5

SPECIAL INTELLECT DEVOURER ATTACK RULES

The Intellect Devourers may attack with Knowledge and inflict mental damage, and the opponent defends with Knowledge. If an Intellect Devourer defeats a hero by 3 or more, instead of taking damage, that hero becomes a traitor. Their new goal is to kill the other heroes. Read the following aloud:

You feel a tickle in the back of your skull, and then a flash of intense pain as the intellect devourer magically devours your brain. Before your body can fall to the floor, the intellect devourer teleports into your now empty skull, taking control of your body. You are now a traitor. Welcome to the team.

IF YOU WIN . . .

Nom! Nom! Nom! Crunchy skulls, fleshy brains. It's good to be a mind flayer!

STAKING YOUR CLAIM

The charade has gone on long enough. They suspect nothing. You can reveal your true self—a vampire! The streets are reverberating with the beating hearts of a hundred mortal souls, and your terrible thirst cannot wait. It's feeding time!

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ You are a Vampire. You cannot die unless the adventurers destroy your coffin. Only then can you be killed for good.
- ◆ If your Might and/or Speed are below their starting values, reset them to their starting values.
- ◆ Gain 2 Might and 2 Speed.
- ◆ Find the square Coffin token. Then collect a number of square Obstacle tokens equal to the number of heroes.
- ◆ Draw the top tile off any stack and connect it to the board normally (ignore any icon or text on the card). Then pile the Obstacle tokens on the tile, with the Coffin token on top.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to destroy your coffin. Once they do, they will truly be able to kill you. Perhaps you should enjoy these Innocent Bystanders so you can gain the strength you need to take them on.

YOU WIN WHEN . . .

. . . you have killed all the Innocent Bystanders (NPC tokens), or all of the heroes.

SPECIAL VAMPIRE ATTACK RULES

When you kill an Innocent Bystander or a hero, you drink their blood and gain 1 Might.

KILLING INNOCENT BYSTANDERS

If you attack an Innocent Bystander (NPC token) and win, you kill the Innocent Bystander. Remove its token from the board.

CLOUD OF MIST

Once per game, instead of moving normally, you may polymorph into a cloud of mist. If you do, remove your adventurer figure from the board and place it on any tile currently in play.

RE-FORMING AT YOUR COFFIN

If you would be killed, and the square Coffin token is still on the board, move your adventurer figure to the Coffin's tile. Reset your traits to their starting values, then gain 2 Might and 2 Speed. If you are killed and the Coffin token is not on the board, the heroes win!

IF YOU WIN . . .

Your last victim slumps to the floor like a sack of flour. Your thirst finally slaked, you skulk off into the shadows. You can return to your coffin, until the next time the madness for blood drives you to hunt once again.



ALONE AGAINST THE DEAD

You feel your life force dwindle as Myrkul, the god of the undead, robs your vital essence and leaves you only with the mindless obedience of undeath. But there is one of you who hasn't embraced the gift, and your god won't take no for an answer.

RIGHT NOW

- ◆ For this haunt, the traitors stay in the room while the hero exits to read and plan their strategy.
- ◆ Your adventurers are still in the game but have all turned traitor.
- ◆ Collect 6 small monster tokens, representing Undead Minions. Place 3 tokens, 1 at a time, on any tile. They can't be placed on the hero's tile, or on a tile with another Undead Minion. Set aside the remaining tokens within reach of the traitors.
- ◆ Each traitor must choose one of the followers of Myrkul below to play for the remainder of the game. Make sure to announce which one you are, using the follower's read-aloud text, when you start your first turn! Multiple traitors can pick the same follower so long as at least one of each has been chosen.
 - Necromancer
 - Zombie Hulk
 - Skeleton Warrior

YOU WIN WHEN . . .
... the hero is killed.

TRAITORS GO FIRST

This haunt doesn't follow the normal rules. Instead, the traitor to the left of the hero takes the first turn. Each other traitor gets a traitor turn, then the monsters (Undead Minions) get a monster turn before the hero takes their first turn.

WHAT YOU KNOW ABOUT THE HERO

They are attempting to reach the Elfsong Tavern, the last vestige of civilization within the city. You need to stop them from reaching their goal.

SPECIAL UNDEAD MINION RULES

If there is no Necromancer in play, the traitors collectively control the Undead Minions during the monster turn (after the last traitor's turn).

UNDEAD MINION

Might 2 Speed 1

NECROMANCER

A completely insane maker of undead minions.

Gain 1 Sanity and 1 Knowledge.

SPECIAL NECROMANCER RULES

- ◆ Instead of attacking, you may create an Undead Minion. Place 1 of the small monster tokens, representing the Undead Minion, anywhere on the board except for the hero's tile. There can never be more than 6 Undead Minions on the board.
- ◆ You control all Undead Minions during the monster turn.

ZOMBIE HULK

A groaning tower of dead flesh that spews acid.

Gain 3 Might and lower your Speed to 1 step above the skull symbol.

SPECIAL ZOMBIE HULK ATTACK RULES

Once per game, if the hero is within 2 tiles of you and is within your line of sight, you may use Might to attack them with a stream of acidic vomit. If the hero is on another tile and you lose the attack, you don't take damage.

SKELETON WARRIOR

A once-great warrior reduced to bones and cruelty.

Reset any trait that is below its starting value to its starting value, then gain 1 in each trait.

SPECIAL SKELETON WARRIOR RULES

If you are not killed, reset any trait that is below its starting value to its starting value at the start of your next turn.

IF YOU WIN . . .

"Rise! Rise and live again!" You cry out to the dark forces until the corpses of your former friends begin to twitch and convulse, more dead flesh to join the faceless ranks of the horde. Your master, Myrkul, will be pleased.

RABBLE ROUSERS

Once word spread of the treasure map, dissent in the city grew. Most of your allies were oblivious to the public outcry, whether by choice or by ignorance. But you listened. Some things should be left alone. This shrine must not be defiled.

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.

WHAT YOU KNOW ABOUT THE HEROES

The treasure at the Neglected Shrine is cursed, but your allies have ignored the Citizens' warnings.

DANGEROUS TREASURE

The Citizens (small monsters) are willing to sacrifice their lives to keep the Chest closed. If a hero ends their turn on the Neglected Shrine catacomb tile without a Citizen token on it, they will open the Chest, whether you are there or not. Use the Citizens to block them, while you try to stop your former allies.

YOU WIN WHEN . . .

... all the heroes are killed.

CITIZEN

Might 2 Speed 1 Knowledge 3 Sanity 3

SPECIAL CITIZEN MOB ATTACK RULE

Multiple Citizens may combine their Might to make one attack against a single hero (maximum of 8 dice). If they lose, distribute the damage among as many of the contributing Citizens as possible, 1 point apiece.

IF YOU WIN . . .

The last of your greedy compatriots falls, bewilderment in their eyes at your decision to join the citizens and keep the chest sealed. Whatever was hidden in there, the will of the people has been upheld. That doesn't make you a turncoat . . . does it?

Don't read beyond this point unless the heroes complete their goal of opening the treasure chest.

READ THE FOLLOWING ALOUD AFTER THE HEROES READ THEIR "IF YOU WIN" TEXT:

As the chest is opened, a stone statue along the walkway cracks and falls apart, leaving a medusa where it stood, screeching for revenge. The citizens tried to tell you the shrine shouldn't be desecrated, but you didn't listen. Now look at what you've done. You've unleashed your death!

RIGHT NOW

- ◆ Place the large Medusa monster token on the Neglected Shrine tile. It acts during the monster turn, which occurs after your turn.
- ◆ You are no longer a traitor. You count as a hero and need to work with your remaining allies to stop the Medusa.
- ◆ Remove the Chest token from the Neglected Shrine and all the small monster tokens from the board as the Citizens flee.
- ◆ Place a number of square Obstacle tokens under the Medusa equal to half the number of adventurers still alive, rounded up. These move with the Medusa.
- ◆ Turn order continues from the left of the player who opened the Chest.

YOU MUST DO THIS AT THE START OF EACH HERO'S TURN

A hero who starts their turn on the same tile as the Medusa must succeed on a Knowledge or Sanity roll of 4+ or become petrified, killing them instantly.

USING REFLECTIVE ITEMS

A hero who controls one or more reflective items may add 1 die to their roll against becoming petrified (maximum of 8 dice), and 1 die to their attack and defense rolls against the Medusa.

The following item and omen cards count as reflective items:

- ◆ **Items:** Helm of Teleportation, Locket, Necklace of Fireballs, Potion of Giant Strength, Potion of Healing, Potion of Invisibility, Potion of Speed, Shiny Rock
- ◆ **Omens:** Berserker Axe, Dimensional Shackles, Figurine of Wondrous Power

MEDUSA

Might 5 Speed 2 Knowledge 5 Sanity 5

DAMAGING THE MEDUSA

If a hero wins while attacking or defending against the Medusa, remove 1 of the Obstacle tokens under its token instead of stunning it. If there is no Obstacle token to remove, the heroes win!

IF THE HEROES WIN . . .

You dodged a crossbow bolt on this one and have learned a valuable lesson. Best etch it in stone.

IF THE HEROES LOSE . . .

The needs of the many always outweigh the needs of the few. Perhaps you should heed that logic the next time greed takes hold!



YOU'LL HAVE THE HOUSE SLAAD WITH THAT

Your patience has been rewarded. Three months have finally passed, and the gestation within these perfect incubators is complete. You should probably instill panic in their hearts so they flounder in desperation while your tadpoles prepare to burst from their corpses.

"Ah, the time has come! It's been months since I 'saved' you fools from those 'red bullywugs' that almost killed you all in the Cloak Wood. Thank you for welcoming me into your group. You are now feeling the stir of the tadpoles within your warm, meaty torsos. I recommend you make their birth more comfortable by removing your gear and lying on your backs. You'll have the privilege of watching in awe as they chew and burst into your world amid a fountain of gore."

That should distract them.

RIGHT NOW

- ◆ You have revealed yourself to be a monstrous frog-like aberration: a Death Slaad. Remove your figure from the game and replace it with the large Death Slaad monster token.
- ◆ Drop all your items on your tile.
- ◆ Collect a number of pentagonal Item tokens equal to the number of heroes, representing your Fireball spells, and place them on your adventurer card.
- ◆ Read the opening text in quotes to the heroes.

WHAT YOU KNOW ABOUT THE HEROES

They are hosts for your kin, and you must help the hatchlings burst free by killing them before they can collect Cure Disease scrolls that will destroy your kin!

YOU WIN WHEN . . .

. . . all the heroes are killed.

DEATH SLAAD

Might 6 Speed 3 Knowledge 6 Sanity 4

SPECIAL DEATH SLAAD RULES

Fireball: Instead of attacking normally, you may discard a Fireball token from your adventurer card, choosing your tile or any tile within 1 spaces of it. Roll 5 dice to attack each adventurer on the targeted tile. They defend using Speed. If you lose the attack against adventurers on a different tile, you take no damage.

SLAAD TADPOLE

Might 2 Speed 3 Knowledge 1 Sanity 1

SPECIAL SLAAD TADPOLE RULES

- ◆ If a Slaad Tadpole is defeated, it's killed instead of being stunned.
- ◆ If the Death Slaad is destroyed, the Slaad Tadpoles' traits change as noted below.

SLAAD TADPOLE (without Death Slaad in play)

Might 4 Speed 3 Knowledge 4 Sanity 2

IF YOU WIN . . .

Finally, the hosts have fallen and given birth to your kin. That was a fun diversion, but the real glee is still to come. This was just one group of many you've seeded with your last red slaad incursion. Within the day, and the weeks ahead, you will have whole new clutches of blue slaadi who will spread the chaos phage, and then more red slaadi that will infect hosts with eggs. The greens that result from spellcasters? Task them with reconnaissance of the surrounding realms. Baldur's Gate will be the first of many wonderful spawning pits.

BLACKRAZOR

YOU WIN WHEN . . .

. . . all the heroes are killed.

DEVOUR SOUL

Every time you kill a hero, you gain 2 in a trait of your choice.

A CURSED WEAPON

Blackrazor (the token plus the Berserker Axe omen card) cannot be dropped, traded, or stolen until the traitor is killed. If a hero attempts to use the Shiny Rock item card to steal Blackrazor, discard the Shiny Rock card and roll a die:

2	Blackrazor is conflicted. You take 1 point of physical damage.
1	You spit on the rock. It's oddly still shiny.
0	The hero hears laughter in their mind. They take 1 point of mental damage.

SPECIAL ATTACK RULES

If another hero kills you without the correct loun stone in their possession, they become the new owner of Blackrazor and become the new traitor. Hand them the *Traitor's Tome* and the Berserker Axe omen card with the Blackrazor token. They must now follow all rules in this booklet (including the "Right Now" section).

IF YOU WIN . . .

Perhaps Keraptis was right in trying to keep Blackrazor locked away. After all, once wielded, the sword's hunger has proven devastating to all those who cross its path. Its curse has sown much chaos and discord in its time—and now sows even more.

Whelm and Wave were never this problematic . . .

Whatever location this originally was, it appears to have been converted into a secret, abandoned arena. Here, surrounded by the remains of past carnage, there rests a shimmering, black-bladed sword. Only when you pick up this sword do you realize your mistake. It was not dropped here by any accident of battle—it is the singular cause of this battle.

As Blackrazor dominates your will, you are filled with a bloodthirsty hunger for souls, starting with those of your former allies.

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ Place the square Blackrazor token on your Berserker Axe omen card to represent the sword Blackrazor.
- ◆ You have been dominated by Blackrazor. If any of your traits are below their starting values, reset them to their starting values.
- ◆ Gain 2 Might and 1 Speed.
- ◆ As Blackrazor's owner, you cannot pick up, steal, or use loun Stones. If any are already in your possession, you must drop them. If you lose control of an loun Stone, you retain its bonus to your traits, if any.

WHAT YOU KNOW ABOUT THE HEROES

They are searching for an loun Stone that will circumvent Blackrazor's curse, and then will try to defeat you.



JUIBLEX COMMANDS

As you lift your fingers from your newest treasure, you leave behind a long trail of glistening slime. "It is time ..." says the voice in your head, the one that spurred you along in your darkest moments. "Time to feeeeeeed."

You know that voice to be Juiblex, the Faceless Lord. Not only has he blessed you with the gift of slime, but he has granted you control of some gelatinous cubes, prized minions that are eager to dissolve the flesh of your previous companions.

A wet, dripping smile spreads across your face, for you know that as they feed, so too does Juiblex, your demon lord.

RIGHT NOW

- ◆ For this haunt, the traitor stays in the room while the heroes exit to read and discuss their strategy.
- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ If your Might and/or Knowledge are below their starting values, reset them to their starting values.
- ◆ Gain 2 Might and 2 Knowledge.
- ◆ Juiblex has tasked you with destroying the heroes and has granted you several Gelatinous Cubes to help. Get a piece of paper and choose a number of tiles equal to the number of heroes. None of those tiles can contain heroes if possible. These are where your Gelatinous Cubes are lying in wait, invisible to the heroes. Write down the names of the tiles and keep the paper secret.
- ◆ Collect a number of small monster tokens equal to the number of tiles you chose. These represent your Gelatinous Cubes, but don't put them on the board just yet.

WHAT YOU KNOW ABOUT THE HEROES

The heroes are trying to stop you from presenting their carcasses as an offering to Juiblex. They don't know about your Gelatinous Cubes. Yet.

YOU WIN WHEN . . .

. . . all the heroes are killed.

GELATINOUS CUBE

Might 6 Speed 2

GELATINOUS CUBE MOVEMENT

Don't roll normally for the Gelatinous Cubes' movement. Instead, they can always move up to 2 spaces during their monster turn.

- ◆ Before the Cubes are revealed, refer to your paper to keep track of where they are, updating the list of tiles each turn if you choose to move them.
- ◆ Once they are revealed, you may simply move their monster tokens. Ignore any movement limitations, but move any heroes on their tile with them.

ENGULFED

A hero who enters a tile with a Gelatinous Cube takes 1 point of physical damage. They can leave the tile only with a successful Speed roll at the start of their turn, as noted below.

YOU MUST DO THIS AT THE START OF EACH HERO'S TURN

A hero who starts their turn on a tile with a Gelatinous Cube must attempt a Speed 4+ roll. On a success, the hero immediately moves 1 tile away from the Cube and may then move normally. On a failure, the hero takes 1 point of physical damage and remains on the tile.

REVEALING A GELATINOUS CUBE

The first time a hero is on the same tile as a Gelatinous Cube, read the following aloud:

As your armor begins to sizzle, you realize that you've become partially stuck in a gelatinous cube. You won't last long in this acid bath.

- ◆ **On a hero turn:** Whenever a hero enters a tile with an invisible Gelatinous Cube, immediately tell that player to stop, and place a small monster token on the hero's tile. The hero takes 1 point of physical damage, then may continue their turn. (However, the hero can't leave the tile unless they succeed on the Speed roll above or destroy the Gelatinous Cube.)
- ◆ **On a monster turn:** If you move a hidden Gelatinous Cube onto a tile with a hero, immediately place a small monster token on that tile. The hero takes 1 point of physical damage. The Gelatinous Cube may then attack or continue moving if it has any movement left.

GELATINOUS CUBES STOP HERO MOVEMENT

A hero can only move onto a tile with a Gelatinous Cube (which would then cause them to become engulfed). They cannot move off the tile unless they succeed at the Speed roll at the start of their turn, or that Gelatinous Cube is destroyed. You can move freely through tiles with Gelatinous Cubes.

DESTROYING A GELATINOUS CUBE

Whenever a hero would stun a Gelatinous Cube, instead remove its token from the board, and that player draws the top card of the item deck.

FEEDING ON THE FLESH OF HEROES

Each time a hero is killed, either by you or a Gelatinous Cube, you feel Juiblex's blessing course through you. Gain 1 in any trait.

IF YOU WIN . . .

As the last bones of your friends sizzle and dissolve, you feel the urge to commune. You melt into a puddle of ooze and slither down the grate, a thrill coursing through your protoplasm as you go to merge with your faceless lord.



THE BATTLE FOR BALDUR'S GATE

The puny humans of the Sword Coast continue to defy the will of Tiamat. Sometimes, a display of unfettered strength is needed to remind them of the tenuous nature of their existence.

This haunt has no traitor—only heroes. You are all trying to stop the rampaging Dragon.

The Dragon acts at the end of the haunt revealer's turn. Use the following guidelines to manage its actions and attacks.

DRAGON

Might 8 Speed 3 Knowledge 6 Sanity 5

SPECIAL DRAGON RULES

When you activate the Dragon, follow these steps in order:

1. Move
2. Check for the breath weapon
3. Attack

1. **Move.** Roll the Dragon's Speed dice normally. It takes the shortest path toward the closest hero or Ballista, moving via adjacent tiles, whether or not they are connected. If a hero and a Ballista are both equally far, the Dragon moves toward the Ballista's tile. The Dragon can move to the Catacomb Landing from any sewer grate tile, and vice versa, but it can travel via the sewers only once per turn.
2. **Check for the Breath Weapon.** Roll a die. If the result is 2, the dragon attacks with its breath weapon. Otherwise it attacks normally.
3. **Attack.** The Dragon can attack normally or by using its breath weapon.

Breath Weapon: Roll a single Might attack against all heroes and Ballistas that are on the Dragon's tile and along a straight line of tiles in a single direction away from it (even if they are not connected or there are empty tile locations in between). This line of tiles must include a Ballista if possible. If not, the Dragon targets a line that contains the most heroes. If it loses this attack, it takes no damage from heroes or Ballistas that are not on its tile.

Normal Attack: The Dragon attacks a target or moves again, following these rules:

- ◆ If there is a Ballista on its tile, the Dragon makes a Might attack against it.
- ◆ If there is no Ballista on its tile, the Dragon makes a Might attack against the hero on its tile with the lowest Might.
- ◆ If neither a Ballista nor a hero is on its tile, the dragon rolls its Speed and moves again.

IF THE DRAGON WINS . . .

As the last hero falls, so too does the city of Baldur's Gate. These feckless mortals have once again been taught that they are but pawns in the dragons' game. Soon they will realize that Tiamat's last excursion to the Sword Coast was merely a preview of the true devastation to come.

VERMIN SWEEP

They think you're just going to swallow your pride and skulk in the sewers. But now you have an army, and it's time to enact your revenge! All those nobles who turned up their noses at you will find their world going up in flames, and maybe you'll collect a few of those upturned noses while you're at it.

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ You are now in control of all the Kobolds, who look to you as their supreme leader.
- ◆ Set aside a number of small monster tokens equal to 4 times the number of adventurers and place them in a pile near the board. These represent your starting army of Kobolds. (You can collect more later if needed.)
- ◆ Roll a number of dice equal to the number of adventurers, then place that many Kobold tokens on the Kobold Hideout tile.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to trap your precious Kobolds and thwart your plans. You need to keep them busy and prevent them from setting too many traps.

YOU WIN WHEN . . .

. . . a number of Kobolds equal to twice the number of starting adventurers reach the Mansion building tile, or when all the heroes are killed.

YOU MUST DO THIS AT THE START OF YOUR TURN

Roll a number of dice equal to the number of adventurers, then place that many Kobolds on the Kobold Hideout tile.

KOBOLD

Might 1 Speed 4 Knowledge 2 Sanity 2

SPECIAL KOBOLD MOB ATTACK RULES

Two or more Kobolds on the same tile can add their Might scores together to make a single mob attack roll against a hero on that tile (maximum of 8 dice).

If the Kobolds lose, distribute any damage inflicted among the participating Kobolds (no more than 1 point each). Stun each Kobold that takes damage in this way.

REACHING THE MANSION

At the end of the monster turn, Kobolds on the Mansion tile pillage it and disappear. Collect any Kobolds on the Mansion tile, even if they are stunned. Place them on your adventurer card (keeping them separate from your available Kobold tokens). If you have collected a number of Kobolds equal to twice the number of starting adventurers, you win!

IF YOU WIN . . .

You and your kobold army walk away in slow motion as the buildings behind you erupt into flames. The cries of the nobles are the sweet symphony of a revenge fulfilled. Maybe now they will think twice before callously stepping on those less fortunate with their velvet slippers and perfumed feet.



NEED A HAND?

This haunt has no traitors—only heroes. You are all trying to escape the Crawling Claws. The rest of the rules for this haunt are in *Secrets of Survival*.



AN EYE IN THE SKY

Finally, the time has come to strike. The revealing light of Khirad is strong in the sky. You slip away from your companions and prepare the summons. With this ritual, you will tap into Khirad's power and steal the secrets that your companions have so jealously kept from you.

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ If your Knowledge is below its starting value, reset it to its starting value.
- ◆ Gain 2 Knowledge.
- ◆ Collect a number of small monster tokens equal to the number of adventurers. Place them, 1 at a time, on any catacomb tile. Each token represents a Gibbering Moulder, a babbling being of madness. Spread these tokens out as much as possible, 1 per tile (preferably those that connect with the city level).

WHAT YOU KNOW ABOUT THE HEROES

You seek to drain the knowledge from your former allies' minds. However, they must be on the city level for Khirad's light to affect them. They are trying to stop your connection to Khirad by placing Anti-Magic Wards (triangular quest tokens) on the catacomb level. Use your Gibbering Moulders to send them back to Khirad and clean up the mess they are making.

YOU WIN WHEN . . .

. . . the heroes are killed before they place all of their Anti-Magic Wards.

HOW TO CLEAR THE WARDS

During your turn, you may attempt a Knowledge 3+ roll while on a city-level omen tile. If successful, remove 1 Anti-Magic Ward from any tile and place the token back in the pile near the board. If you rolled 5+, you may make one additional attempt this turn. You can clear Anti-Magic Wards no more than twice during your turn, even if you roll 5+ on the second attempt.

ATTACKING THEIR MINDS

When you attack a hero, you may roll Knowledge instead of Might. If you do, the opponent defends with Knowledge and takes mental damage if they lose.

YOU MUST DO THIS AT THE START OF THE MONSTER TURN

If there are more adventurers than Gibbering Moulders on the board, place Gibbering Moulders 1 at a time on catacomb tiles until they equal the number of adventurers.

YOU MUST DO THIS AT THE END OF THE MONSTER TURN

Each hero on a building or street tile rolls 1 die and takes that much mental damage.

GIBBERING MOUTHER

Might 3 Speed 2 Sanity 3*

*See special attack rules

DESTROYING A GIBBERING MOUTHER

If a hero defeats a Gibbering Moulder with an attack, remove the monster token from the board and that hero gains 1 Sanity. A hero cannot gain Sanity in this way while defending against a Gibbering Moulder's attacks.

SPECIAL GIBBERING MOUTHER MOVEMENT RULES

Gibbering Moulders cannot leave the catacomb level. In addition, a Gibbering Moulder that moves must do so before it attacks.

SPECIAL GIBBERING MOUTHER ATTACK RULES

Each hero on the catacomb level is attacked with Sanity by all Gibbering Moulders on their tile. Roll 3 dice for the attack, plus 2 per additional Gibbering Moulder on the tile (maximum of 8 dice). If you win the attack, the babbling drives the hero away. Instead of inflicting damage, place the hero on a city-level tile of your choice. If you lose, remove 1 Gibbering Moulder from the hero's tile.

IF YOU WIN . . .

The light of Khirad lays your companions' secrets bare before you. With this knowledge, you can bend them to your will through blackmail, threats, or worse. The best minions are those with the most to lose, and your former companions stand to lose everything.



RATS ON A PIER

Ah, to be a wererat! Garbage, food scraps, sewer water, bugs, rotten meat—all of it smells like a gourmet banquet. You can almost taste it. Ever since that rat bit you, your standards of edibility have fallen lower and lower until any kind of offal or trash will do. And now that the full moon is out, you're extra hungry! Since your former allies have all that frustrating armor on (and those pointy, stabby weapons), perhaps you should feed on the soft, well-fed, delicious citizens of Baldur's Gate instead. As you head out to find your supper, you notice that others of your kind are also out on the town looking for easy prey. It's going to be a wererat dinner party!

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ If your Might is below its starting value, reset it to its starting value.
- ◆ Gain 2 Might.
- ◆ Collect a number of small monster tokens equal to the number of adventurers, representing Wererats.
- ◆ Place each Wererat token, 1 at a time, on any tile without another Wererat token (if possible) that is on the outer circle of city-level tiles. (The heroes rearranged the city level while you were out of the room.)
- ◆ Discard the Wererat event card if you control it. Your traits don't change as a result.

WHAT YOU KNOW ABOUT THE HEROES

They think they can protect the Citizens of Baldur's Gate (represented by NPC tokens) from your kind by shuttling them to ships waiting at the Waterfront street tile. They will learn that you have better plans for the city's future.

YOU WIN WHEN . . .

. . . you have turned a number of Citizens into Wererats equal to half the starting adventurers (rounded down) + 1.

SPECIAL CITIZEN RULES

- ◆ The Citizens act under the control of the heroes during an NPC turn, which occurs after the last hero's turn and before your turn.
- ◆ NPCs are allies of the heroes and opponents to you.
- ◆ Citizens add 1 die to their defense rolls for each hero on their tile (maximum of 8 dice).

TURNING A CITIZEN

If you or another Wererat attacks a stunned Citizen and wins, remove the NPC token from the board and place it near your adventurer card.

Place a small monster token on the NPC's previous tile, representing a new Wererat. New Wererats can't move or attack on the turn they are created.

If you have collected a number of NPC tokens equal to half the starting adventurers (rounded down) + 1, you've won!

WERERAT

Might 4 Speed 3 Knowledge 3 Sanity 3

IF YOU WIN . . .

When your prey is that delightful combination of slow and delicious, you know you are living the dream. Now with all your newfound (and well-fed) wererat friends, why not make Baldur's Gate your new warren? All it takes is a bite and you've got another addition to the family. Out with the humans! In with the rats!

THICK AS THIEVES

This haunt uses the hidden traitor rules described on page 14 of the rulebook. The rest of the rules for this haunt are in *Secrets of Survival*.



THEY HIDE AMONG US

It's time. Time to enact the master plan that you and your kind have been plotting for many years. You've impersonated this filth long enough, and now you and your kin will take control of Baldur's Gate once and for all. All that stands in your way is this ragged band of miscreants and fools.

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor and is now a Doppelganger.
- ◆ Raise your Speed by 2 as you stretch into your natural form.
- ◆ Collect square Obstacle tokens numbered 1 to 2+ the number of heroes. These represent Treasure Chests. Shuffle them and, without looking at the numbers, place them face down on any tiles that you want (1 token per tile if possible).

WHAT YOU KNOW ABOUT THE HEROES

They are trying to kill the Doppelgangers. You need to replace the heroes with more.

YOU WIN WHEN . . .

. . . all the heroes are either killed or replaced with Doppelgangers.

YOU MUST DO THIS AT THE END OF EACH HERO'S TURN

At the end of a hero's turn, if you are on that hero's tile, both of you must take the *Traitor's Tome* and the dice and go into another room. Once away from the other players, if the hero isn't an unrevealed Doppelganger, make an attack against that hero. If you win, inform the player that their hero has been replaced by a Doppelganger (and let them read the next two sections before you return). If you lose, the hero isn't replaced.

REVEALING AS A DOPPELGANGER

The player of a hero that has been replaced by a Doppelganger should try to keep up the illusion until they reveal themselves by making an attack on a hero at an opportune moment. Once a hero is revealed as a Doppelganger, they gain 2 Speed and can ignore negative text, like any other traitor.

DOPPELGANGER SPEED

If playing as a revealed Doppelganger, you may attack with Speed instead of Might.

KILLING A DOPPELGANGER

When a hero is killed, their player must reveal to the group if that hero was a Doppelganger. If you are killed, but there are other Doppelgangers in play, take one of those players into

another room, hand them the *Traitor's Tome*, and let them know if there are any other unrevealed Doppelgangers. When that player returns to the table, they reveal their hero as a Doppelganger (if they haven't already). They then follow all the rules for this haunt in the *Traitor's Tome* except for the "Right Now" section.

OPENING A TREASURE CHEST

You may attempt a Might, Speed, or Knowledge roll of 3+ to open a Treasure Chest on your tile. If you succeed, flip the token over and announce the number and what was found.

TREASURE CHESTS

When any adventurer opens a Treasure Chest, look at the number and inform the other players what was found, then discard the token unless it was the Medallion of Thoughts.

1–2	Mimic! (See below)
3	Medallion of Thoughts. This grants the wielder 2 additional dice on any attack or defense roll (maximum of 8 dice), and also makes them immune to being replaced by a Doppelganger if they are a hero. Keep the Treasure Chest token on your adventurer card. It can be traded, dropped or stolen just like any other item.
4+	Item. Discard the Treasure Chest token and draw the top card of the item deck.

REVEALING A MIMIC

When a Treasure Chest token is revealed as a Mimic, read the following:

The chest begins to creak open with a wet slurp. As you try to view its contents, you realize you're looking into a toothy mouth. The treasure chest is alive, and it goes for your throat!

Discard the Treasure Chest token and replace it with a small monster token to represent the Mimic. If there is a hero on that tile, you may have the Mimic immediately attack them. Otherwise it acts on the next monster turn.

MIMIC

Might 5 Speed 2

IF YOU WIN . . .

You never tire of the horrified look of surprise on your victims' faces as you transform back into your true shape before dealing the fatal blow. Now that the heroes are out of the way, the rest of Baldur's Gate is prime for the plucking.

PRISCILLA

Underneath a heap of bloodstained rags, something shiny and metallic catches your eye. You see that the shiny thing is some kind of tool. It has a curved, serrated blade, and carved in curly, swirly letters on the ivory handle is the name "Priscilla." As you twirl it about in your hands, wondering what it could possibly be for, you feel a presence—a feeling like a long-lost friend. Suddenly, a lilting voice bubbles up within you, filling you with a giddy warmth. "Oh, mercy me, where are my manners? My name is Priscilla, and you must be my new friend! We're going to have such fun!"

Suddenly it all makes sense! This shiny tool is an eye-gouger, and Priscilla will show you precisely how to use it. She's so wonderful, smart, and witty, and you want to be just like her.

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ You are filled with the urge to gouge out eyeballs with your new tool. Seek out your friends and take their shiny Eyes so you can look at them all day long.
- ◆ You must be quick to collect those eyeballs! Gain 1 in a trait of your choice for each hero in the game.

WHAT YOU KNOW ABOUT THE HEROES

All your friends are either coming after you or running away to that horrid place where the bad thing happened. Priscilla says it's a silly game that naughty people play. She says that eyes are windows to the soul, and all your friends have such *naughty* eyes.

SPECIAL ATTACK RULES

- ◆ Instead of attacking normally, if you are on the same tile as another adventurer, you may make a Speed attack to gouge out an eyeball. Your opponent defends with Speed. If you inflict 2 or more damage with that attack, in addition to dealing the damage, collect an Eye token from their adventurer card.
- ◆ If you take both of a hero's Eye tokens, that hero is dead.
- ◆ You can be killed only by the heroes completing the ritual. If any of your traits would drop to the skull symbol, raise it to the step just above the skull.

KILLING A HERO

If you deal enough damage to kill a hero, collect all the Eye tokens on their adventurer card.

YOU WIN WHEN . . .

. . . you have collected a number of Eye tokens equal to the number of heroes that started the haunt.

IF YOU WIN . . .

You look up from your latest work. It's really top-quality stuff! You got your friend's lovely eyes out of those horrid, bloody sockets. All better now!

Wiping the strands of gore off your eye-gouger, you start to get up when you catch your reflection in a pane of glass. You know, you have such a captivating face—some might say an honest face. And such lovely eyes. They're so expressive, so filled with curiosity. Maybe you need to get a closer look at them. Priscilla agrees. She loves eyes.



BATTLE OF THE BHAALSPAWN

It has always been wriggling in the back of your mind like a worm, gnawing on your soul—this urge to dominate all others in your quest for supremacy. It has been part of you for as long as you can remember, and now it is surging forward, pushing you to kill for your father: Bhaal, the god of murder. As you finally embrace your true nature, a Bhaalspawn, you can feel the presence of others like you coming nearer. Your father has called a family reunion. Let them come—you will drown them in oceans of their own blood and claim your father's prize: to be the last Bhaalspawn standing!

RIGHT NOW

- ◆ All adventurers are still in the game, but you have all turned traitor.
- ◆ Beginning with the haunt revealer and going to the left, each player draws an item card. Continue around the table until each player has drawn 3 new items, or there are no more item cards in the deck.
- ◆ The haunt begins with the haunt revealer taking another turn. Turn order then proceeds to the left.

WHAT YOU KNOW ABOUT YOUR FELLOW TRAITORS

They are all Bhaalspawn, and they are hunting you down.

YOU WIN WHEN . . .

. . . you are the last Bhaalspawn alive.

IF YOU WIN . . .

You utter a bloodcurdling cry of victory that echoes through the streets of Baldur's Gate. Scores of murdered corpses litter the dark alleys and cellars of the city, splayed out in a carnival of grotesquery that your father will find most pleasing. Bhaal wants his name to strike fear into the hearts of pathetic mortals, and through your butchery tonight, you have made him cackle with delight. The battle of the Bhaalspawn is over and you shall take your place at his right hand, having proven your worth in blood and fury!

THE PIPER OF BHAAL

You dig through your pack to find your precious pipes. You put them to your lips and begin to play the Dance of the Starving Rats, a herky-jerky tune that always brings the big, hungry rats rushing up from the sewers to feed. The song makes you want to dance your saucy caper of glee, and seeing all your starving friends come pouring out of the drains to devour the populace makes you gyrate with delight!

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ If any of your traits are below their starting values, reset them to their starting values, then gain 1 in a trait of your choice for each hero in the game.
- ◆ Place a number of small monster tokens (representing Rat Swarms) equal to twice the number of heroes onto the board. You cannot place a Rat Swarm token on a tile with a hero, or another Rat Swarm token if possible.

WHAT YOU KNOW ABOUT THE HEROES

They must be consumed and reduced to shiny bones!

YOU WIN WHEN . . .

. . . all the heroes are dead.

CALLING THE RATS

Before you move, you may call the rats to you. Roll 1 die and pick up that many non-stunned Rat Swarms from within 2 tiles of you. After you move, place those tokens on your tile.

SPECIAL ATTACK RULES

- ◆ If a hero is within 2 tiles of you, you may play your music instead of attacking. If you do, they must succeed on a Knowledge 4+ roll or become enthralled by your music.
- ◆ If a hero becomes enthralled, tip their adventurer figure on its side. They must succeed on a Knowledge 4+ roll at the start of their next turn, or they lose their turn.

RAT SWARM

Might 3

SPECIAL RAT SWARM MOVEMENT RULES

Rat Swarms do not roll for movement. Instead, they can move up to 2 tiles per turn, ignoring any movement restrictions from heroes.

SPECIAL RAT SWARM ATTACK RULES

Rat Swarms do not attack normally. Instead, each time a Rat Swarm would leave a tile with one or more heroes, it may attack a hero on that tile. An enthralled hero rolls only half their Might dice to defend (round down).

IF YOU WIN . . .

Squeaks of feasting delight muffle the last cries of your former compatriots as they are devoured alive by swarms of vermin. You toot a few more notes on your pipes as you skip away down the street. Bhaal will be most pleased with all these shiny new bones!



A PUFFLEBIRD IN THE HAND . . .

Bhaal, the god of murder, whispers in your head. "Drabin Pufflebird. He's in the catacombs, cowering in fear. Hunt him down and gut him like a trout. Cut out his tongue and spread his innards about in a merry carnival so that others of his noble ilk will fear the name of Bhaal and know their place."

"I will silence him, my lord," you say as you draw your blade. "Before the sun rises, Pufflebird will be a corpse."

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ Gain 2 Might.
- ◆ Collect a number of small monster tokens equal to the number of heroes. For each hero, put 1 small monster token (representing a Cultist of Bhaal) on their tile.

WHAT YOU KNOW ABOUT THE HEROES

The heroes are attempting to shepherd Drabin Pufflebird (represented by an NPC token) to safety for the Harpers. You have to kill Drabin before he reaches the Mansion building tile and talks.

YOU WIN WHEN . . .

. . . you have killed Drabin Pufflebird.

CULTIST OF BHAAL

Might 4 Speed 3 Knowledge 3 Sanity 3

KILLING THE CULTISTS

If a Cultist of Bhaal takes any damage, instead of stunning it, remove it from the game.

SPECIAL ATTACK RULES

Both you and the Cultists of Bhaal can attack with either Might or Sanity.

LORD OF MURDER

Gain 1 Sanity or Might whenever a hero or Cultist of Bhaal is killed.

IF YOU WIN . . .

You clean off your blade and admire your handiwork. Drabin Pufflebird lies dead in a fantastic display of artistry and gore that will strike fear into the hearts of the populace. Bhaal will be pleased as his name is whispered in tones of dread throughout the city.

With your mission complete, you return to your duties and await the summons of your bloodstained god.

FOR THE GLORY OF TYR

It was all going according to plan. They had no idea their ranks had been infiltrated by a lich. But now that those paladins have gotten too close to your phylactery, it's time for you to reveal yourself.

You know the Paladins of Tyr and their flunkies are hunting you, and they are close to finding your phylactery. If you can feed on enough life force to gain back your strength, and dominate enough feeble adventurers to serve you, you can protect your phylactery and insure your immortality.

RIGHT NOW

- ◆ For this haunt, the traitor stays in the room while the heroes exit to read and discuss their strategy.
- ◆ Your adventurer is still in the game but has turned traitor. You are now the Lich.
- ◆ If your Speed and/or Knowledge are below their starting values, reset them to their starting values.
- ◆ Gain 1 Speed and 2 Knowledge.
- ◆ Collect square Obstacle tokens numbered from 1 to the number of adventurers. These represent the different places the Paladin battled the Lich.
- ◆ Place each Obstacle token face down on any tile without another Obstacle token if possible. You may look at the numbers and reference the table to the right before you place them.
- ◆ Set aside 3 small monster tokens, representing Skeletons.
- ◆ Place your adventurer figure on any tile.

WHAT YOU KNOW ABOUT THE HEROES

They are hunting you and your precious Phylactery.

YOU WIN WHEN . . .

. . . all the heroes are killed or dominated.

IMMORTALITY

Until the heroes find your Phylactery, you cannot die. If any of your traits would drop to the skull symbol, instead reset it to the lowest value above the skull symbol.

HEROES SEARCHING THE BATTLEFIELD

The heroes may attempt Knowledge 3+ rolls while on tiles with Obstacle tokens. If a hero succeeds on this roll, you must inform them what they find based on the number of the token revealed. Once revealed, Obstacle tokens are removed from the game.

1	They find and destroy your Phylactery. You can now be killed!
2, 4, 6	A skeleton warrior animates! Place a Skeleton token on the tile and immediately make an attack with it against that hero. Skeletons will activate again during the monster turn.
3, 5	They find an item left behind by the Paladin. That hero draws an item card.

SKELETON

Might 3 Speed 2 Knowledge 2 Sanity 2

SPECIAL ATTACK RULES

You may use Knowledge instead of Might to attack a hero, who defends with Knowledge. If you win that attack, instead of inflicting damage, you stun the hero. Tip their adventurer figure on its side.

ADDITIONAL ATTACK RULES

In addition to attacking normally each turn, if you are on a tile with a stunned hero, you may make one of the following special attacks:

- ◆ **Life Drain:** Roll 2 dice. On a result of 3+, the hero is drained and killed. Gain 1 in each of your traits.
- ◆ **Dominate:** Make a Knowledge attack. If you win, stand the adventurer figure upright. That hero is now dominated and must assist you for as long as they are dominated. On their turn, they should make choices as if they were a traitor, attempting to slow or kill heroes if possible. They also count as opponents of the heroes and your ally for purposes of movement.

If all heroes are killed or dominated, you win!

IF YOU WIN . . .

The Paladins of Tyr and their bumbling adventurer friends have been foiled. Soon Baldur's Gate will become your personal necropolis, and its citizens will be your undead army!



CALL OF THE DRAAKHORN

You've finally been able to ditch your "companions" and find what you've really been looking for: the Orb of Dragonkind. You call upon your true compatriots, members of the Cult of the Dragon, and whisper into the orb. Almost as soon as you speak your dark request, it is answered! A green dragon flies overhead, belching foul poison. Now is the time to strike, and the riches of this city shall be yours!

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ If your Might and/or Knowledge are below their starting values, reset them to their starting values.
- ◆ Gain 2 Might and 2 Knowledge.
- ◆ Set aside 24 small monster tokens, representing the Poison sprayed from the green dragon as it strafes the city.
- ◆ Place 1 Poison token on each of the tiles on the Elfsong Tavern/Inner Chamber/Kitchen tile, and every other tile on the city level along that same straight line of tiles.
- ◆ Find the square Orb of Dragonkind token and place it on your adventurer card.
- ◆ Collect a number of pentagonal item tokens, representing Treasure Chests, equal to the number of adventurers and place them on any of the following tiles (1 token per tile):

Building Tiles	Catacomb Tiles
Smithy, Sorcerous Sundries, Storehouse, Trading Post, Weapon Shop	Forgotten Cache, Weapon Shop Basement

- ◆ If there are not enough of the named tiles on the board, search the appropriate stack for one and connect it to any open door on its level until you have placed all the Treasure Chest tokens. Shuffle the searched stack(s) afterward.

WHAT YOU KNOW ABOUT THE HEROES

They are looking to steal your Orb of Dragonkind to help them defeat your green dragon. If they steal it, you shouldn't let them keep it, as it will help them achieve victory.

YOU WIN WHEN . . .

. . . you have looted all the Treasure Chests and end your turn on the House of Blood. You also win if all the heroes are killed.

YOU MUST DO THIS AT THE START OF YOUR TURN

Collect a number of the set-aside Poison tokens equal to the number of starting heroes. Place each, 1 at a time, on a tile adjacent to another tile with a Poison token until you have placed them all, or all tiles on the city level have a Poison token on them.

These tokens do not act during the monster turn.

DRAGON CALLER

You are unaffected by Poison tokens.

LOOTING THE CITY

If you are on a tile with a Treasure Chest token, you may search for treasure by making a Knowledge or Speed roll of 2+. The difficulty is increased by 1 for each hero on that tile. If you succeed on this roll, take the Treasure Chest token and put it on your adventurer card, then draw an item card. Once you have collected all the Treasure Chests, if you end your turn on the House of Blood, you win!

SPECIAL ATTACK RULES

If the heroes manage to steal the Orb of Dragonkind, you can steal it back. When you attempt to steal it, you may choose to attack with Knowledge instead (the opponent defends with Knowledge). If you would inflict 2 or more points of damage, you may instead steal the Orb of Dragonkind.

IF YOU WIN . . .

Those fools. Those insects! They cowered at the might of the dragon! They could do nothing but cry and flee as you took everything right from under their noses. You look at your bags filled to the brim with jewels, gold, and magical swords. These will add nicely to the growing hoard you're building for the return of your queen, Tiamat.

RAVENLOFT CALLS



There is no traitor at the start of this haunt. All players should read the Secrets of Survival book first. Refer to the Traitor's Tome only after the traitor is revealed.

While the others spoke of Strahd terrorizing them in their dreams, you saw only power. Pure, unrivaled power. And now you want more. Memories long buried rise to the surface of your mind. You remember your master, proud and elegant on his throne, ruling over his dark realm. Strahd has dispatched you into the world to return with prey worthy of his attention.

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ Reset any of your traits that are below their starting values to their starting values.
- ◆ Gain 2 in each trait, as Strahd blesses you with great power and knowledge.
- ◆ Place the Elfsong Tavern/Inner Chamber/Kitchen tile on the city level connected to any open door (as far from the heroes as possible, as the tavern is their escape route).
- ◆ Play continues with you immediately taking another turn.

WHAT YOU KNOW ABOUT THE HEROES

The heroes have been brought to Ravenloft as prey for Strahd. You must track them down and capture them before they can escape through the Elfsong Tavern. Luckily, you have some help. Strahd has sent a swarm of bats to aid you.

YOU WIN WHEN . . .

. . . a number of heroes have been captured as shown in the following table.

Number of Heroes	Heroes to be Captured
2	1
3	2
4	2
5	3

YOU MUST DO THIS AT THE START OF YOUR TURN

The bats attack a hero of your choice. Make a Speed 3 attack against that hero. The hero defends with Speed, taking physical damage on a loss.

If you win, instead of inflicting damage, you may instead move the hero up to that many spaces.

HOW TO CAPTURE A HERO

If a hero would be killed, they are instead captured. Remove that player's adventurer figure and all items they control from play. If enough heroes have been captured, you win!

SPECIAL MOVEMENT RULES

Your memories have flooded you with a wealth of information on the secret paths within Ravenloft. When you discover a new tile, you may ignore any icons and continue moving without drawing a card.

IF YOU WIN . . .

The bats swarm around the captured heroes, lifting them into the air toward the castle that looms in the distance. Your master is having guests for dinner, and you will be richly rewarded!



THE MAD WIZARD

This haunt has no traitor—only heroes.
You are all fighting for survival against Cyric and his insane cultists.
The rest of the rules for this haunt are in *Secrets of Survival*.

BOTTLED LIGHTNING

You find a corpse lying under a pile of debris as rain drips from the streets above you. Clutched to its chest is an object wrapped in cloth. You pry the stiff fingers apart and unwrap the object to behold an iron flask.

The genie within the flask, a marid, whispers to you, "Empower me with the gift of lightning and bring me to the shrine. Kill anyone who gets in your way, and you will be rewarded well for your service." A thrill goes through you. This is the summons that you have longed for, the higher purpose that will bring you greatness!

As you grasp the flask, you realize that many will want to steal it from you and rob you of your glory and good fortune.

Those fools will taste your blade.

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ If your Might is below its starting value, reset it to its starting value.
- ◆ Gain 2 Might and lose 1 Speed. If this would cause your Speed to drop to the skull symbol, keep your marker at 1 level above the skull symbol.
- ◆ Find a number of small monster tokens equal to the number of heroes, representing Sea Spawn.
- ◆ Place 1 Sea Spawn token each on the Catacomb Landing and Kitchen Basement tiles, and then on each tile connected to them. If there aren't enough tiles for all the tokens, place the remainder on the Catacomb Landing.

WHAT YOU KNOW ABOUT THE HEROES

They are all out to steal your precious Flask!

YOU WIN WHEN . . .

. . . you empower the Iron Flask of Tuerny, then deliver it to the Neglected Shrine catacomb tile. You also win if all of the heroes are killed.

STEALING THE IRON FLASK OF TUERNY

The Iron Flask of Tuerny can be stolen just like any other item. It cannot be used to attack during this haunt.

SEA SPAWN

Might 3 Speed 4 Knowledge 2 Sanity 1

SPECIAL ATTACK RULES

Instead of attacking, a Sea Spawn may make a Speed 4+ roll to remove 1 Obstacle token from its tile.

SPECIAL MOVEMENT RULES

It costs an additional space of movement to move onto a tile with 1 or more Obstacle tokens. Sea Spawn ignore this effect.

HOW TO EMPOWER THE IRON FLASK OF TUERNY

A storm rages in the skies above Baldur's Gate. If you end your turn on a street tile and control the Iron Flask of Tuerny, you hold it aloft, reciting ancient words spoken to you by the marid within as lightning strikes it. The Flask is then empowered for the rest of the game.

USING THE EMPOWERED FLASK

While you control the Iron Flask of Tuerny, each time a Sea Spawn rolls for defense, reroll any 0s. You must keep the second result.

DELIVERING THE FLASK

While you control the empowered Iron Flask of Tuerny, you may attempt a Knowledge 4+ roll while on the Neglected Shrine to release the marid within before the Shrine is fully submerged. Add 1 to the difficulty for each hero on the tile. If you succeed, you have won.

IF YOU WIN . . .

With some help from your fishy friends, you unstopper the Iron Flask of Tuerny, freeing the marid. The genie's laugh shakes the stones of the shrine, and the voice of the mighty kraken, Slarkrethel, fills your mind. "You have done well, my slave. I will reward your obedience with power beyond your dreams!"

Sounds like you're going to be moving up in the world.



DARKNESS FALLS

This haunt has no traitor—only heroes.
You are all trying to dispel the magical darkness.
The rest of the rules for this haunt are in *Secrets of Survival*.

PIPES OF THE BANSHEE

She appeared slowly, forming out of the wall as if made of mist. You were so intent on her coalescing form that you didn't realize she was the last being you would ever set eyes on. As her horrific face came into view, it startled you out of your trance, but too late. The banshee screamed, sending your mind reeling. You attempted to cover your ears, but you were dead before your hands could respond. Now the banshee hunts for more transgressors to be stricken by her wail of death . . .

RIGHT NOW

- ◆ Your adventurer is dead. Replace your adventurer figure with the large Banshee monster token. Note your traits (below) on a piece of paper. For this haunt, they will fluctuate. Each time you raise or lower a trait (such as from an item or from taking damage), keep track of the new number. If a trait ever reaches 0, you are killed.
- ◆ Discard any event cards that were affecting your adventurer, but retain any items/omens you like, adjusting your traits as if the Banshee had picked them up.

BANSHEE

Speed 4 Knowledge 4 Sanity 6

WHAT YOU KNOW ABOUT THE HEROES

They found your Pipes of Haunting. They don't deserve such beauty. No one does. Except for you, of course.

YOU WIN WHEN . . .

. . . you gain control of the Pipes of Haunting and return it to one of the following tiles: Arcane Retreat catacomb tile, Executioner's Block street tile, Haunted Alley street tile, or Neglected Shrine catacomb tile. You also win if all the heroes are dead.

SPECIAL ATTACK RULES

The Banshee attacks with Sanity. Your opponents defend with Sanity. Any damage is dealt as mental damage.

HORRIFYING VISAGE

If a hero starts their turn within line of sight of the Banshee, they must attempt a Sanity 4+ roll. If they fail, they lose 1 Sanity.

YOUR PRETTIES

As the Banshee, you may pick up or steal items, as an adventurer would. Once per turn, you may discard an item or omen you control, hoarding it away in a safe place. If you do, you may raise one of your traits by 2 (to a maximum of 8). If you discard the Pipes of Haunting in this manner, you must kill all the heroes to win.

SPECIAL MOVEMENT RULES

You may move through any walls or false features as if they were connected doors..

IF YOU WIN . . .

You rummage through the dead adventurers' sacks of loot, finding your beautiful pipes and clutching them in your claws. Never again will you let them out of your sight!



SPHERE OF ANNIHILATION

Your master has given you a wondrous tool: a Sphere of Annihilation. As you gaze into the absolute void of the sphere, you are filled with fear . . . and elation. Like any child who is given the might of a god, you throw a few pebbles into it and watch them disappear. Laughing with growing excitement, you feed a candle into it and then a small chair—all gone, vanished into the eerie, silent orb of darkness.

You cannot believe that you now wield this immense power. Acererak will have more than his share of souls this day!

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ Reset any of your traits that are below their starting values to their starting values.
- ◆ For each hero, gain 1 in a trait of your choice.
- ◆ Get a pentagonal item token, representing the Talisman of the Sphere, and place it on your adventurer card. The Talisman allows you to control the Sphere of Annihilation, which is represented by your adventurer token. The heroes have already placed it on the board.

WHAT YOU KNOW ABOUT THE HEROES

You are trying to feed their souls to Acererak through the Sphere of Annihilation. They will be coming to take the Talisman of the Sphere from you to destroy both objects.

YOU WIN WHEN . . .

. . . all the heroes are killed.

YOU MUST DO THIS AT THE START OF YOUR TURN

If you don't have the Talisman of the Sphere and you start your turn on the same tile as the Sphere of Annihilation, you must succeed on a Speed roll of 5+ to avoid being sucked into the Sphere, obliterating you from existence. If you succeed, you may take your turn as normal. If you fail, remove your adventurer figure and all items you control from play. You have been killed.

ATTACKING THE HEROES

You can attack the heroes with Might or Knowledge. The opponent rolls the same trait to defend.

THE SPHERE OF ANNIHILATION

The Sphere is not a monster. It cannot be attacked and does not impede movement. It acts at the end of your turn, even if you are dead.

CONTROLLING THE SPHERE

The Sphere of Annihilation moves at the end of your turn and is controlled by the adventurer with the Talisman of the Sphere. If a hero has control of the Talisman of the Sphere, explain these rules to them.

- ◆ Roll 3 dice. The Sphere moves up to that many spaces (minimum 1).
- ◆ Each tile that the Sphere exits is annihilated (flip the tile over). Any tokens and/or adventurers on that tile (except for the Talisman of the Sphere and any adventurer who controls it) are removed from the game, along with any items they control.
- ◆ The Sphere stops when it enters a space with an adventurer who does not control the Talisman.

The Sphere moves as an adventurer would, going through doors and using stairs and sewer grates while their tiles remain face up. It can also move from any tile on one level to any annihilated tile on the other level, or to the Catacomb Landing (on the catacomb level) or Kitchen (on the city level) if there are no annihilated tiles on the target level yet.

ANNIHILATING A START TILE

If the Sphere annihilates a tile on the two start tiles (Elfsong Tavern/Inner Chamber/Kitchen or the Catacomb Landing/Kitchen Basement), draw a tile from the tallest stack and place it face down on top of the annihilated tile.

SPECIAL MOVEMENT RULES

Once at least 1 tile has been annihilated, the following movement rules come into play as the city begins to crumble in on itself.

MOVING THROUGH THE WRECKAGE

Annihilated tiles are considered to have doors on all sides. You can exit an annihilated tile by succeeding at a roll of 3+ using any trait. If you fail, you take 1 point of damage in that trait, but you successfully leave the tile.

You can explore from any open edge of an annihilated tile.

CLIMBING UP OR DOWN

Once per turn, you may climb up or down from any tile (including annihilated ones).

- ◆ **Climb Down:** Attempt a Speed 3+ roll while on a street or building tile, placing your adventurer figure on any annihilated catacomb-level tile (or the Catacomb Landing if none are annihilated) on a success. On a failure, you still place your figure but take 1 point of physical damage from the fall.
- ◆ **Climb Up:** Attempt a Might 3+ roll while on a catacomb tile, placing your figure on any annihilated city-level tile (or the Kitchen if none are annihilated) on a success. On a failure, you make it but take 1 point of physical damage.

IF YOU WIN . . .

"You have brought me many souls." Acererak's voice sounds like a dry wind hissing across the sands of a desert. "But one very important soul is missing. Yours."

The last thing you hear as you are engulfed by oblivion is the sound of your own maniacal laughter.



THE WILL OF YEENOGHU

It started with a ringing in your ears. As it grew, so too did the all-encompassing hunger. And your friends, they smell so . . . tasty.

The demon lord Yeenoghu has called to you. He has crushed your will and taken over your senses, driving you to rend the flesh from your companions and lay waste to civilization. Only when you have wrought enough destruction can he join you on this plane of existence. Only then will you get your true reward. Luckily, Yeenoghu sent you some new friends.

RIGHT NOW

- ◆ For this haunt, the traitor stays in the room while the heroes exit to read and discuss their strategy.
- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ Collect a number of small monster tokens (representing Gnolls) equal to twice the number of adventurers.
- ◆ Place a number of small monster tokens on the board equal to the number of adventurers. You may place them on any tile you want, but they can't be placed on a tile with a hero or another monster token. Set aside the rest.
- ◆ If the Gladiator Pit isn't already on the board, search the catacomb tile stack for it and connect it to any open doorway on the catacomb level. Shuffle that stack afterward.
- ◆ If your Might and/or Speed are below their starting values, reset them to their starting values.
- ◆ Gain 2 Might and 1 Speed. Decrease your Sanity to 1 step above the skull symbol.

WHAT YOU KNOW ABOUT THE HEROES

They are bags of flesh, waiting to be torn open. Oh look, you have claws now . . .

YOU WIN WHEN . . .

. . . all of the heroes have been killed.

SPECIAL DIMENSIONAL SHACKLES RULES

For this haunt, the Dimensional Shackles, which have been infused with the power of Yeenoghu, can be stolen.

THE CERTAINTY OF YEENOGHU

You cannot be killed by dropping your Sanity to the skull symbol. If that ever happens, return it to 1 step above the skull symbol.

THE POWER OF YEENOGHU

The Dimensional Shackles are infused with the power of Yeenoghu. Once per turn, whenever you attack while in control of the Dimensional Shackles, you may reroll any 0s.

SPECIAL MOVEMENT RULES

A hero who leaves a tile with a Gnoll on it must succeed at a Speed 3+ roll or take 1 point of physical damage.

GNOLL

Might 4* Speed 4 Sanity 1

*Gnoll rolls 1 additional die when attacking for each other Gnoll or traitor on its tile (maximum of 8 dice).

KILLING GNOLLS

Whenever a Gnoll takes any damage, instead of stunning it, remove it from the board.

CREATING MORE GNOLLS

Whenever a hero is killed, hyenas following your pack feast on their flesh. One hyena bursts in a shower of blood and gristle to transform into a Gnoll. Take one of the small monster tokens you set aside and place it on the tile the hero occupied.

IF YOU WIN . . .

As the last gnoll bursts forth in a shower of guts, you feel a savage glee rush through your body. Yeenoghu will be pleased, and soon Baldur's Gate will feel the full power of your demon lord's wrath.

TWO HEADS ARE WORSE THAN ONE



There is no traitor at the start of this haunt. All players should read the Secrets of Survival book first. Refer to the Traitor's Tome only after the traitor is revealed.

It stung a bit, cutting off your head, but it had to be done—the screaming was too much. At first, with only one head to contend with, things were much more manageable, but now Demogorgon's constant yammering is beginning to grate on your nerves.

"What's that you say? Oh, I have to chop off all the heads? Well, why didn't you say that in the first place! Let's get to chopping!"

RIGHT NOW

- ◆ If your Sanity has dropped to the skull symbol, raise it to 1 step above the skull symbol.
- ◆ Only your evil head remains.

WHAT YOU KNOW ABOUT THE HEROES

They think we're the baddies. They don't even like their evil heads, those ungrateful jerks. Chop chop!

YOU WIN WHEN . . .

. . . the majority of living adventurers have only evil heads. If there is a tie and everyone has only one head, the game continues until someone has been killed and a majority is established.

BEHEADING

If you have a weapon (Berserker Axe, Book of Spells, Crossbow, Explosive Runes, Javelin of Lightning, Necklace of Fireballs, or Ring of the Ram), you may make an attack with that weapon against a hero with two heads. If you inflict 2 or more points of physical damage with that weapon, you instead chop off their sane head and they become a traitor, just like you!

FIXING THE EXECUTIONER'S BLOCK

Once per turn, if you are on the Executioner's Block street tile and there are any Obstacle tokens on the tile, you may attempt a Speed roll of 3+ to remove 1 Obstacle token.

IF THE TRAITORS WIN . . .

To this day, the story is told about the adventurers who ran about the streets of Baldur's Gate, screaming like banshees with blades and knives, slashing at their own necks and attacking each other. The Day of the Severed Heads, the locals call it. No one knows what manner of madness gripped the adventurers, although one old man swears it was due to cursed statue of Demogorgon that he now keeps safely locked away.



A MOTHER'S FURY

This haunt has no traitor—only heroes.
You are all trying to stop the Dragon from destroying Baldur's Gate.
The rest of the rules for this haunt are in *Secrets of Survival*.

THE BIG SCORE

STOP!

There is no traitor at the start of this haunt. All players should read the Secrets of Survival book first. Refer to the Traitor's Tome only after the traitor is revealed.

You finally have the Star of Thay! Now all that stands between you and glittering gold are light-fingered thieves or a knife in the back. Move swiftly, trust no one, and untold riches will be yours!

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ Place the Star of Thay token on your adventurer card.
- ◆ Gain 1 Speed.

WHAT YOU KNOW ABOUT THE HEROES

They are all out to steal your hard-won prize. Sell it quickly before they can grab it!

YOU WIN WHEN . . .

. . . you successfully fence the Star of Thay, or you are the last adventurer alive.

THE STAR OF THAY

The Star of Thay is treated like an item and can be stolen, dropped, or traded.

IF THE STAR OF THAY IS STOLEN

You had everything you ever wanted, and you let it slip through your grasp!

- ◆ Lose 1 Speed.
- ◆ You are now a hero. Give the *Traitor's Tome* to the new owner of the Star of Thay. They follow all the instructions for this haunt, including "Right Now."

FENCING THE STAR OF THAY

If you control the Star of Thay and end your turn on the Marketplace street tile, you must attempt a Knowledge 2+ roll. Increase the difficulty of the roll by 1 for each opponent on your tile. If successful, you win! If you fail, gain 1 Knowledge.

IF YOU WIN . . .

You put the Star of Thay on the table. After a quick examination, the fence pushes the biggest sack of gold you've ever seen right into your thieving hands. You quickly stuff it into your bag of holding and cackle with glee. You're rich!



A KILLER AMONG US

This haunt uses a variant of the hidden traitor rules described on page 14 of the rulebook and explained in more detail in the *Secrets of Survival* booklet. All players read this haunt in the *Secrets of Survival* booklet.

FIRE IN THE SKY

This haunt has no traitor—just heroes. You're all trying to rescue the citizens of Baldur's Gate. The rest of the rules for this haunt are in *Secrets of Survival*.



THE DEATH CURSE

Ras Nsi has sent you from the jungles of Chult to sow panic and discord among the citizens of Baldur's Gate. Now that a group of adventurers are onto you, you reveal yourself as a yuan-ti pureblood and prepare for battle. You must dispatch these fools who oppose you, so you can move northward to the city of Waterdeep and continue your mission.

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ If any of your traits are below their starting values, reset them to their starting values.
- ◆ Gain 1 in a trait of your choice for each hero in the game as you reveal yourself to be a Yuan-ti.
- ◆ Collect a number of small monster tokens equal to the number of adventurers and place them on any tiles you wish (1 token per tile if possible). These represent Snakes that are under your control.

WHAT YOU KNOW ABOUT THE HEROES

They have figured out that you have infiltrated their ranks and are searching for clues as to why. Stop them from collecting the clues by killing them. Steal any useful clues they do find to keep them from being delivered to the Elfsong Tavern.

YOU WIN WHEN . . .

. . . all of the heroes are killed, either by the death curse or by your hands. Ras Nsi will be happy either way.

YOU MUST DO THIS AT THE START OF EACH HERO'S TURN

The heroes are looking for the triangular quest tokens numbered 1 and 2, representing clues to your master's plot. At the start of each of their turns, look at a single face-down quest token. You may then pick another face-down quest token, remove both from view and place them down on the tiles they previously occupied. (You might end up keeping them in their original places, or swapping places. Either way, it's fun to psych the heroes out as you move the tokens around.)

SOWING CONFUSION

Instead of attacking during your turn, you may instead confuse the heroes by leaving fake clues along their trail. Take a random quest token from the box and pick up a face-down quest token from the board (without looking at it). Remove both tokens from view. Randomize them, and without looking at them, 1 of them face down on the tile that you just removed a token from, placing the other face down on any other tile.

YOU MUST DO THIS AT THE END OF YOUR TURN

At the end of your turn, unless you control the Book of Spells, take 1 point of physical damage from the death curse. This damage cannot be prevented by any other effect.

GAINING CLUES

Once the heroes reveal clue 1 or 2, they take control of it and can try to deliver it to their contact at the Elfsong Tavern. You can steal a clue that an adventurer controls, or pick up one that is face up, to keep them from achieving their goal.

SNAKE

Might 2 Speed 3

IF YOU WIN . . .

You pick up the book of spells and can practically taste the weave of magic flowing through it. Now it's time to don your disguise and head to the city of Waterdeep. Ras Nsi and Acererak need more souls.

INFERNAL MACHINE

INFERNAL MACHINE

Might 2*

*See special attack rules.

The Machine cannot take damage and cannot be stunned.

REARRANGING THE CITY

At any point during your turn, you may begin to rearrange the city to your liking.

You may either move 1 city-level tile, by removing it from its location and connecting it to an open door on the city level, or swap 2 city-level-tiles. You cannot cut off any tiles from the rest of the level, and there must be at least one open door on the level after you have moved the tiles.

You can rotate tiles by 1 or more sides before connecting them. Any heroes and tokens on that tile move with the tile.

Note: You cannot move the Elfsong Tavern/Inner Chamber/Kitchen tile, or the tile you are on, in this way.

SPECIAL MOVEMENT RULES

The Machine has dug into the ground on your tile, sending its tendrils throughout Baldur's Gate. You cannot move, but you can move tiles as above, keeping the meddlesome fleshies from reaching you with those pages of code that make you hurt.

SPECIAL ATTACK RULES

Instead of attacking normally, you roll Might once to attack all heroes on the board.

Before you attack, count the number of street tiles that are adjacent to your tile. For each such tile, add 1 die to your Might roll.

Before you attack the first time, read the following aloud:

You feel a rumble and look up to see the walls bend toward you. The street rolls in a wave as the Machine lifts it up and brings it crashing down on itself!

IF YOU WIN . . .

The Machine hums on. You have proven the superiority of mechanical thought and metal sinew. To be certain, future excursions will be made against you, but your power supply is fresh and your sentience has secured control over this section of the city. So let them come; they too will be added to the Machine.

You approach the Machine with wonderment for how such a thing could have ever been devised. Its controls hum beneath your hand, mechanical energy coursing along its 60 levers, 40 dials, and 20 switches. Who can say what will result from testing any of them, whether singly or in combination? It is obvious to you the Machine will demonstrate some clear and profound effect upon the world.

Now, after you pressed just a single button, the Machine rumbles fully to life. Its first act—to reach out its cables, and pull you within its massive frame . . .

RIGHT NOW

- ◆ For this haunt, the traitor stays in the room while the heroes exit to read and discuss their strategy.
- ◆ Remove your adventurer figure from the game and drop all your items. Place the large Infernal Machine monster token on your tile. You have been subsumed by the Machine and integrated into its matrix.
- ◆ Set aside a number of triangular quest tokens equal to the number of adventurers. These represent the arcane instructions the heroes need to disable the Machine. Place the tokens on tiles of your choice, no more than 1 per tile if possible.

WHAT YOU KNOW ABOUT THE HEROES

They need to collect and deliver the instructions to deactivate the Machine.

YOU WIN WHEN . . .

. . . all the heroes are killed.



HAIL OLHYDRA!

It's only when you touch her strange blue-green symbol that you appreciate the fathomless beauty and power of Olhydra, Princess of Evil Water. She is ready to return, but to do so requires this world be made more suited for her arrival—it must be completely inundated, and its inhabitants drowned. As water pours from the portal and rises over your head, a watery whispering fills your mind. "Defend the portal at all costs. My reward will be great."

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor, transformed into a Morkoth.
- ◆ If your Might and/or Sanity are below their starting values, reset those traits to their starting values.
- ◆ Gain 2 Might and 2 Sanity.
- ◆ Get a triangular quest token (representing the Portal to the Elemental Plane of Water) and a small monster token (representing the flood). Place them on the triggering omen tile. That tile is now flooded.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to construct the Apparatus of Kwalish, which they'll use to submerge into the flood to reach and close the Portal. While in the Apparatus, they are safe from drowning, which is no fun. Rip them out of their tin can and into the depths of your master's wrath!

YOU WIN WHEN . . .

. . . all the heroes are either killed or turned to Morkoths. You also win if every tile on the board is flooded.

FLOODED TILES

Small monster tokens represent the flowing flood. A tile with a small monster token on it is considered to be flooded. These are only markers and will not act as small monsters.

YOU MUST DO THIS AT THE END OF EACH ADVENTURER'S TURN

Each Morkoth that is still alive places a small monster token, representing the flood, on a tile as dictated below.

1. If there are tiles on the catacomb level that are not yet flooded, place 1 small monster token on 1 catacomb tile that is adjacent and connected to a flooded tile. That tile is now flooded.
2. If all the tiles on the catacomb level are flooded, place 1 small monster token on 1 tile on the city level. The tile must either contain a sewer grate or stairs, or be adjacent to an already flooded tile.

DROWNING HEROES

When a hero starts their turn on a flooded tile, if they are not also on the tile with the Apparatus of Kwalish, they must succeed at a Speed 4+ roll or drown. When a hero drowns, they reset their traits to their starting values and transform into a Morkoth to join you in your quest as a traitor. Hand them the *Traitor's Tome* to review. They should follow the rules for this haunt, except for the "Right Now" section.

SPECIAL MOVEMENT RULES

You cannot willingly leave flooded tiles. If you are forced off a flooded tile, at the end of your turn you must place your adventurer figure on the nearest such tile.

SPECIAL ATTACK RULES

You may hypnotize heroes and make them follow your commands. Instead of attacking normally, make a Sanity attack against any hero within line of sight, even if they are in the Apparatus of Kwalish. You take no damage if they win and are not on your tile.

If you succeed, instead of inflicting damage, you may move the hero up to that many tiles in a direction you choose, following the normal movement rules. If this causes the hero to leave the Apparatus's tile, they will no longer be under its protection. (This is a perfect way to try to drown a hero.)

IF YOU WIN . . .

You have served Olhydra well—the portal to the Elemental Plane of Water remains open. The Princess of Evil Water surges forth, stretching her watery tendrils into Baldur's Gate, where you will continue to serve as new leader for her Cult of the Crashing Wave. Under your command, who knows how far her tendrils will reach?



RUST MONSTERS TO THE RESCUE!

As the armor wraps itself around you, it immediately becomes evident that it is a product of technology from far beyond this world. You find that it allows you to move powerfully, almost weightlessly, but you have absolutely no idea how to extricate yourself. Then a grating voice speaks from within your helmet. "Multiple intruders. Activating defense systems."

Rectangles, diamonds, and circles in red, yellow, and green flash across your glass faceplate and align themselves over your allies. The armor jerks into action and catapults you toward your friends.

"Get out of the way!" you scream helplessly, as the voice within the helmet yells, "Fire at will!"

RIGHT NOW

- ◆ Your adventurer is still in the game but is trapped within the armor and has unwillingly turned traitor.
- ◆ Drop all your items on your tile (as if you just died) as the armor snaps violently into place. You can no longer collect new items or omens. If you would, they immediately drop onto your tile.
- ◆ If your Speed is below its starting value, reset it to its starting value, then gain 2 Speed.
- ◆ Collect 3 small triangular quest tokens, representing Stasis, and 3 small monster tokens, representing Rust Monsters. Sort them into pairs, with the quest tokens on top.
- ◆ Choose a tile on your level, as far from you as possible, and put the first pair of tokens on that tile. Then choose two more tiles on the level you do not currently occupy, as far as possible from the exits to that level, and place the other token pairs on each of those tiles.

WHAT YOU KNOW ABOUT THE HEROES

You are both attempting to achieve the same goal: releasing you from the power armor. You may freely communicate your plight to your fellow adventurers ("Help! I'm trapped in here!") though it's quite possible they won't believe you, especially when you start shooting at them!

YOU WIN WHEN . . .

. . . you are freed from the power armor before the slider on the Turn/Damage track reaches 0.

YOU LOSE WHEN . . .

. . . the Turn/Damage track reaches 0, or all the Rust Monsters are disintegrated.

YOU MUST DO THIS AT THE START OF YOUR TURN

If you are in power shutdown mode (your adventurer figure has been tipped over), stand your figure upright. You cannot move this turn.



SPECIAL MOVEMENT RULES

The armor is in control of your movement and attacks, and it has two primary goals: stay away from the Rust Monsters and kill as many heroes as possible. When you move, you must do so in a manner that accomplishes those two goals most efficiently. You cannot discover new tiles. Your movement is still slowed by opponents normally.

SPECIAL ATTACK RULES

You attack each opponent (hero and Rust Monster) within line of sight. You make the attack with Speed instead of Might, and the opponent defends with Speed. If you attack an opponent who is not on the same tile as you and you lose, you take no damage.

- ◆ If you win the attack, consult the list below to see which ray is triggered based on the damage that would have been inflicted.

1–2 **Blaster Ray:** Inflict 2 physical damage.

3–4 **Paralysis Ray:** The opponent takes 2 points of Speed damage and is put into stasis. If the opponent is a hero, tip their adventurer figure over. If it is a Rust Monster, put a Stasis token on top of it.

5+ **Disintegration Ray:** Remove the opponent from the game (including Rust Monsters). At the end of your turn, gain 1 Speed. If you disintegrate the last Rust Monster, you have destroyed your only chance at rescue and everyone loses.

POWER SHUTDOWN MODE

You take no damage while wearing the armor. However, if any effect (attack or otherwise) would inflict 2 or more damage to you, the armor goes into power shutdown, even if you're in the middle of multiple attacks. Tip your figure on its side and end your turn. You still roll defense normally when in power shutdown mode.

IF YOU'RE FREED. . .

The armor falls away, and you are released from its metallic embrace just as you were getting the hang of things. Sure, it cost the lives of a few of your allies, but there's no denying the strength it granted, its powerful armaments, and its helpful carrying capacity. Oh well, easy come, easy go.

IF YOU RUN OUT OF TIME OR DISINTEGRATE ALL RUST MONSTERS . . .

Your allies have failed to release you from this armored sarcophagus. Here you shall remain. At least the armor seems able to supply your vital needs . . . well, for a millennium or so. On the bright side, as far as corpses go, you'll be pretty well preserved.

STICKLEBACK

You are the monster known as Stickleback. Blind and groping, you seek minds to warp with your illusions and desires, for only then can you feed on the raw energies of imagination. You send out mind ticklers to find fresh minds you can infect with your fantasies. The mind ticklers will lead you to your victims.

RIGHT NOW

- ◆ Your adventurer is dead, consumed by the monster Stickleback.
- ◆ Remove your adventurer figure from the board and replace it with the large Stickleback monster token. Discard all items under your control.
- ◆ Collect a number of small monster tokens, representing Mind Ticklers, equal to the number of adventurers. Place them, 1 at a time in order, on an omen tile, an item tile, and an event tile, repeating until all are placed. You can't place a Mind Tickler token on a tile with another Mind Tickler unless you run out of eligible tiles.
- ◆ The game begins with the Mind Ticklers' monster turn, then play proceeds with the player to your left.

YOU WIN WHEN . . .

. . . all the heroes are killed.

STICKLEBACK

Might 5 Speed 5 Knowledge 7 Sanity 6

SPECIAL MOVEMENT RULES

Stickleback is blind. You cannot move during your turn unless a Mind Tickler is attached to a hero.

SPECIAL ATTACK RULES

Instead of attacking normally, you may attack a hero within 2 tiles of you, using Sanity instead of Might (the hero defends with Sanity and takes mental damage on a loss). If the hero wins and is not on your tile, you take no damage. Stickleback can attack even if there are no Mind Ticklers attached to heroes.

MIND TICKLERS

A Mind Tickler is an evil spirit and cannot be attacked.

SPECIAL MIND TICKLER MOVEMENT RULES

During its monster turn, each Mind Tickler can move up to 4 tiles.

SPECIAL MIND TICKLER ATTACK RULES

A Mind Tickler attacks the hero on its tile with the lowest Sanity who doesn't already have an attached Mind Tickler. That hero must attempt a Sanity 4+ roll. If they fail, the Mind Tickler attaches to them. Place the small monster token on their adventurer card. Each hero can have only 1 Mind Tickler attached to them at a time (they don't like each other).

Once attached, a Mind Tickler cannot be removed except by a Mushroom effect.

IF YOU WIN . . .

You cackle as the last hero falls limply to the ground before you, lost inside your dream of madness. You now call to the Far Realm, beckoning more freakish creatures from your warped dimension to come and feed on this plane of material desires.

There is plenty here for all.

BY THE LIGHT OF THE PALE MOON



There is no traitor at the start of this haunt. All players should read the Secrets of Survival book first. Refer to the Traitor's Tome only after the traitor is revealed.

You suddenly feel a bit odd. Then your insides feel all squirmy. You look around in a panic—then your body erupts in a mass of wriggling tentacles and eyestalks. The Dark Servant of Bhaal gestating inside of you splits your skin like a squid wriggling out of a wet paper bag. Your newfound frame slops awkwardly onto the damp cobblestone streets as you begin your endless search for food.

RIGHT NOW

- ◆ Your adventurer is dead, subsumed by the Dark Servant of Bhaal. Remove your adventurer figure and place the large Servant of Bhaal monster token on your tile.
- ◆ Collect a number of small monster tokens equal to the number of adventurers and place them anywhere on the board, 1 token per tile if possible. These represent Cultists who are keeping you protected.

YOU WIN WHEN . . .

. . . all the heroes are killed.

SERVANT OF BHAAL

Might 5 Speed 3 Knowledge 5 Sanity 5

PROTECTION SPELLS

As long as there is at least 1 unstunned Cultist on the board, you ignore any damage dealt to you.

YOU MUST READ THIS ALOUD THE FIRST TIME A CULTIST IS STUNNED

The cultist stops chanting as a wave of magic passes over them. They look straight ahead, fear evident in their eyes. You hear a scream from the Dark Servant of Bhaal as the cultist turns to stone.

SPECIAL MOVEMENT RULES FOR THE SERVANT OF BHAAL

You roll your Speed to move, like other monsters. At any point during your turn (including during movement), you may sacrifice a Cultist, whether it is stunned or not. Remove the Cultist token from its tile and place the Servant of Bhaal there.

SPECIAL ATTACK RULES FOR THE SERVANT OF BHAAL

You may make a single attack against any or all heroes on your tile. You choose whether to attack with Might or Sanity (opponents defend with the same trait), but you must attack each hero on the tile with the same trait.

CULTIST

Speed 3 Knowledge 2 Sanity 2

SPECIAL CULTIST RULES

The Cultists are concentrating on casting protection spells to keep you protected. Because of that, they cannot move and do not attack during their monster turn.

STUNNED CULTISTS

Once a Cultist is stunned, it doesn't flip back over during the monster turn. You cannot be damaged until all of the Cultists are stunned. Once they are all stunned, the next time a hero defeats you with an attack or defense roll, you die.

IF YOU ARE KILLED

If you are defeated by a hero and all Cultists are stunned, you must both make Sanity rolls. If your result is higher, that hero becomes the next incarnation of the Servant of Bhaal. That player now becomes the traitor, following all instructions in this booklet, but they don't place new Cultists. If your result is lower, the heroes win.

IF YOU WIN . . .

You stand over your last victim, satiated for the moment, your mouth parts dripping with fresh blood. Your eyestalks turn to the moon, drinking in its baleful light, while the streets of Baldur's Gate call to you, filling you with the joy of slaughter.



FOREVER MEAD

Gosh, this mead sure is delicious. Urk!

As you say goodbye to Faerûn, you wake up to realize that it was all a game! Sitting across the table from people who are familiar yet strange all at once, you realize you are in control of a game they call "Dungeons & Dragons" as the "Dungeon Master" or "DM"—the storyteller behind the game. You better play along . . .

RIGHT NOW

- ◆ For this haunt, the traitor stays in the room while the heroes exit to read and discuss their strategy.
- ◆ Remove your adventurer figure from the game. You have died.
- ◆ For the rest of this haunt, you will be taking on the role of the DM, guiding the heroes through their experience as they try to survive. As the DM, you can be as descriptive as you like when narrating the actions that the heroes take and the outcome of those actions. Have fun!
- ◆ Collect a number of triangular quest tokens equal to the number of heroes + 3. These represent Potions the heroes may drink to try and cure themselves of their poison.
- ◆ Get a piece of paper and secretly write down each token's number.
 - Write a plus (+) symbol next to a number of tokens equal to the number of heroes. These are **potions of vitality**.
 - Write an X (X) next to 1 token's number. This is a **potion of poison** that will kill whoever drinks it!
 - Write a dash (-) next to the other 2 numbers. These are **diluted antidotes** that only help for a short period.
- ◆ Place each Potion token face down on a tile without another Potion token if possible.
- ◆ Draw a number of event cards equal to the number of heroes + 1. This is your **hand of fate**.

WHAT YOU KNOW ABOUT THE HEROES

The heroes are desperately searching for a cure to their poisoning. They can find a variety of Potions that can help, hurt, or do nothing at all as they continue to take damage from the poison as dictated by the Turn/Damage track. Meanwhile you, as the DM, determine what happens to the heroes each turn!

YOU WIN WHEN . . .

. . . all the heroes are killed. Hey, the game has to have an epic resolution, right?

YOU MUST DO THIS AT THE START OF EACH HERO'S TURN

Select an event card from your **hand of fate** for that hero. Read the flavor text on the card and help them resolve the event card as if they drew it. Then draw a new event card into your hand.

YOU MUST DO THIS AT THE START OF YOUR TURN

Move the slider up 1 step on the Turn/Damage track.

TESTING A POTION

A hero on the Arcane Retreat catacomb tile may attempt a Knowledge roll to discern what type of Potion they have. You must give them the information corresponding to the result of the roll depending on the mark by that token's number.

0-2	The hero learns nothing. Tell them something innocuous like "It smells of elderberries."
3-4	You must tell the hero if that Potion is a potion of poison (X). Otherwise, tell them something innocuous.
5+	You must tell the hero exactly what that Potion is.

DRINKING A POTION

When a hero drinks a Potion, read the following aloud depending on mark by that token's number.

Potion of Vitality (+): "You drink the potion and immediately feel a wave of warmth pass through your body. Shaking your head from side to side and stretching your shoulders, you feel the effects of the poison begin to wash away. You're cured! You no longer take damage from the poison."

Diluted Antidote (-): "You drink the potion and feel a bit queasy. Then alternating waves of nausea and lightheadedness begin to spin your stomach and wobble your knees. After riding it out with some deep breaths, you feel a bit better. You're not worse off, that's for sure. But you're not healed either. Your character takes half damage from the poison, rounded down, at the end of this turn."

Potion of Poison (X): "You have chosen . . . poorly. The moment you swallow the tincture, the sweet berry taste changes to pain. As your vision goes dark, you realize that drinking an additional dose of poison was probably not a good idea. Alas, you die and collapse in a pathetic heap. Remove your adventurer figure from the board and drop all your items on your tile."

IF YOU WIN . . .

Anyone want to play again?

MASTER OF ILLUSION

You've set up the portal, cloaked it in illusions, and duped some buffoonish adventurers into helping you. Now your mission for the Red Wizards is nearly complete. You lift the ancient tome from the bloody shrine of the Lord Who Watches, and recognize the fiendish symbols scrawled all over it.

The rumors were true! It was here! A Book of Keeping—a powerful tome that contains the secrets and true names of otherworldly fiends known as yugoloths. You can now call them from the plane of Gehenna to Baldur's Gate! Your reward from your master will be most generous, you're sure of it.

But first, you must find their names in the book, and evade or defeat the others. All too easy for a master of illusion.

RIGHT NOW

- ◆ For this haunt, the traitor stays in the room while the heroes exit to read and discuss their strategy.
- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ If your Knowledge and/or Speed are below their starting values, reset them to their starting values.
- ◆ Gain 1 Knowledge.
- ◆ Collect a number of square Obstacle tokens, representing Illusions, equal to twice the number of heroes.
- ◆ Choose one of the Illusion tokens and write its number down secretly on a piece of paper. That is the Illusion concealing the Portal.
- ◆ Place 1 Illusion token on each tile on the board that is connected to only 1 other tile. You cannot place tokens on the Catacomb Landing/Kitchen Basement tile, or the Elfsong Tavern/Inner Chamber/Kitchen tile. If there aren't enough such tiles, draw a tile from any stack and connect it to a single tile on that level until you can place all the tokens.
- ◆ Get a triangular quest token, representing the Portal, and place it near the board.
- ◆ Get the Turn/Damage track and place the slider on the number of adventurers + 2.
- ◆ You cannot discover new tiles.

WHAT YOU KNOW ABOUT THE HEROES

They are trying to find the Portal and close it. You have placed Illusions over many areas of the city to conceal its location. Call the fiends or stop the heroes before they find and close the Portal.

YOU WIN WHEN . . .

. . . the Turn/Damage track reaches 0, or when all the heroes are killed.

YOU MUST DO THIS AT THE START OF YOUR TURN

Move the slider down 1 step on the Turn/Damage track. Once it reaches 0, you have called forth the fiends and won!

DISPELLING YOUR ILLUSIONS

Once during their turn, a hero may attempt a Sanity 4+ roll to dispel one of your Illusions. If the hero fails, lower the slider on the Turn/Damage track 1 more step as they have wasted precious time.

If they succeed at dispelling the Illusion that you noted, reveal your note and let them know they have found the Portal. Then place the quest token on that tile.

SPECIAL DEFENSE RULES

You have distorted your form with a *blur* spell. Whenever you would be attacked, you may roll 1 die. If you roll a 0, the attack doesn't occur. If your opponent would have discarded a card during the attack, they do not discard the card.

SPECIAL ATTACK RULES

Instead of attacking normally, you may attack a hero within 1 tile using a *phantasmal killer* spell, rolling Knowledge (the defender also rolls Knowledge and takes mental damage on a loss). If the defender wins and is not on your tile, you take no damage.

PORTAL MANIPULATION

Once during your turn, you may pick up 2 Illusion tokens from the board, mix them up, and return them face down, 1 at a time, to the same tiles.

IF YOU WIN . . .

The portal crackles with energy, and a hellscape appears. In moments, terrifying fiends pour out into Baldur's Gate, scurrying into the shadows or using magic to conceal themselves. A fox-headed fiend approaches and bares a toothy grin of approval at you. "You have done well. Your master should be pleased. Come with me, and we can discuss your role in our glorious plan." It presents a clawed hand. You take hold of it and disappear in a puff of sulfur.



THE MARK OF BAPHOMET

Pain, like none you have ever felt before, racks your being. You watch in horror as thick fur covers your body and large black claws emerge from your fingers. The sound of bones contorting and reshaping themselves barely drowns out your screams as large twisted horns burst from your skull. You now bear the Mark of Baphomet. The pain of your transformation ends, replaced by the pure agony of absolute hunger. You inhale deeply and catch the scent of prey-fear. It is time to hunt.

RIGHT NOW

- ◆ For this haunt, the traitor stays in the room while the heroes exit to read and discuss their strategy.
- ◆ You are the mortal vessel for Baphomet, awoken and transformed into a Minotaur. Remove your adventurer figure from the board, replacing it with the large Minotaur monster token.
- ◆ Drop all your items on your tile.
- ◆ Take the Deck of Many Things omen card from the player who triggered the haunt. Remove the top 3 cards from the omen deck without looking at them, then shuffle the Deck of Many Things into the cards remaining in the deck. Then replace the 3 cards you removed back on top of the deck.

WHAT YOU KNOW ABOUT THE HEROES

The heroes want to banish you back to your endless slumber. You must hunt them down and devour them like the prey they are.

YOU WIN WHEN . . .

. . . all the heroes are killed.

YOU MUST DO THIS ON YOUR TURN

Roll your Speed and move up to the result (minimum of 1 space), attacking all heroes on the tiles you enter. You can attack each hero only once per turn even if you enter their tile again that turn.

MINOTAUR

Might 6 Speed 4

SPECIAL MINOTAUR RULES

Heroes cannot attack you unless they use a weapon or control the Deck of Many Things.

UNSTOPPABLE

If you start your turn stunned, flip your token face up and take your turn normally. Your Might is reduced to 5 for the remainder of that turn.

IF YOU WIN . . .

Never have you dined so well on such varied offerings. And yet, a new scent attracts your attention. The spoiled lands of the civilized races lie before you, waiting to be ravaged. It's time to weed out the weak and bring this realm under the iron hoof of your master, Baphomet.

DEMON SLAYERS

This haunt has no traitor—only heroes. You are all trying to disrupt the demon-summoning ritual. The rest of the rules for this haunt are in *Secrets of Survival*.



THE DARK LIGHT OF BHAAL

Now where is that wine cellar? If you only had a light source down here. Hello, what's this? An oil lantern. Just what you need. You pick it up, and it suddenly illuminates. An eerie red light shines from within. Mumbling voices echo in your ears, their tone dark and their words barely discernible. You raise the lantern to identify their source, and find yourself face to face with a tall, muscular man with a red kerchief knotted around his neck.

The imposing figure leans toward you, a tiny version of the lantern's flame dancing in each of his eyes. He says, "By this red flame you shall lead your friends to me. Each will fall by the hand of the other, 'til all are mine!" The flame dances. Your eyes fill with visions of mayhem and gore. Your ears ring with the screams of the dying. The tang of blood is on your lips. Yet you feel strangely alive, more and more so as you stare into the beautiful, horrible flame.

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ If any of your traits are below their starting values, reset them to their starting values.
- ◆ Gain 1 in each trait.
- ◆ Find the square Lantern token and place it on your adventurer card. Be careful; it can be stolen.
- ◆ Set aside a number of square Obstacle tokens equal to the number of heroes. These mark heroes who are enchanted by the Lantern.

WHAT YOU KNOW ABOUT THE HEROES

They want to complete a ritual to cut your connection to Bhaal, and then snuff out your Lantern. That seems rude. Best snuff them out first.

YOU WIN WHEN . . .

. . . all the heroes are killed.

USING THE LANTERN

Once during your turn, you may use the Lantern to enchant a hero and compel them to go on a murderous rampage for you. You must control the Lantern token to use it.

Make a Sanity attack against a hero on your tile, using your own Sanity or the Sanity of the Lantern (4), whichever is higher. The hero defends with Sanity. If you win, the defending hero becomes enchanted by the Lantern. Place an Obstacle token on their adventurer card.

Immediately after enchanting a hero, you may have them attack another hero on their tile (even though it's not their turn). You dictate which weapons and/or items they use with that attack.

MY LANTERN!

Each time a hero gains control of the Lantern, gain 1 Might.

ENCHANTED HEROES

A hero enchanted by the Lantern is under your control. At the start of their turn, they must attempt a Sanity 4+ or Knowledge 4+ roll to break the enchantment. If they fail, they take 1 point of mental damage, and they are compelled to follow your orders. You can tell them where to move and who to attack, and they must execute those instructions to the best of their ability. They can do anything else as they wish on their turn.

IF YOU WIN . . .

They're dead! All dead! But you've never felt so alive. Time to search out more victims for the glory of Bhaal.

DOWN TO THE WIRE

Closer. Nearly there. Just a few more steps. You can almost feel the gold in your hands. Then your "friend" suddenly stops mid-stride to examine the hidden tripwire you so carefully strung. It could have been so easy, but your former allies have proven more observant than you anticipated.

You sigh with exasperation and utter a few choice words in thieves' cant as you quickly duck down an alley and slip away. You will have that deck, and after you've fenced it, you'll live like royalty! As soon as they realize you're gone, they'll be coming for you—but that's okay. They won't be so lucky next time.

RIGHT NOW

- ◆ Your adventurer is still in the game but has turned traitor.
- ◆ Choose an open door on the board. Draw the top tile of the corresponding stack and connect it to that door. Then move your adventurer figure to that tile. Do not draw a card for the new tile.
- ◆ Collect a pile of monster tokens of different colors. Then, for each of the heroes, separate out 1 even-numbered token of one color, representing a trap, and 1 odd-numbered token of the same color, representing a dud. (Look at the list on the right to see what each trap does.) You should now have a pile of multicolored tokens equal to twice the number of heroes separated out.
- ◆ Place each of the separated tokens onto any tile you like with the number side down. You can place only 1 token per tile. If there aren't enough tiles, you can't place all of your tokens.
- ◆ You may look at the face-down tokens anytime, but the heroes cannot.

WHAT YOU KNOW ABOUT THE HEROES

You've tipped your hand, and now they're coming for you. If the heroes have the Deck of Many Things, steal it back!

YOU WIN WHEN . . .

. . . you end your turn on the Elfsong Tavern and control the Deck of Many Things, handing it off to your contacts. You also win if all of the heroes are killed.

TRAP EXPERT

You may exit tiles containing face-down small monster tokens without triggering them.

HOW TO SET TRAPS

During your turn, you may place 2 odd-numbered (dud) tokens and 1 even-numbered (trap) token with the number side down on any tiles within 1 tile of your adventurer, as long as it doesn't already have a token on it. You can set traps before, during, or after you move on your turn.

WHEN A TRAP IS TRIGGERED

A trap's effect depends on the number on the token.

2	Arrow Trap: Leave the token in place with the number up. The hero who triggered the trap takes 2 dice +1 physical damage but may still exit the tile. Heroes on this trap's tile must attempt to disable or avoid it on future turns.
4	Net Snare: Remove the token and put it in front of the player who triggered the trap. Their hero cannot move. They attack and defend against Might attacks with 2 fewer dice (minimum of 1 die) while they have this token. Once during their turn, they may try to break out by attempting a Might 5+ roll. Others may help by taking an action on their turn to make the same Might roll. Discard the token once they break out.
6	Explosive Trap: Make a Speed 4 attack against all adventurers on that tile. Defenders roll with Speed. All adventurers that are within 1 tile of the token take 1 point of physical damage. Then remove the token.
•	All odd-numbered tokens are duds—they do nothing. When a dud is revealed, remove the token from the board.

IF YOU WIN . . .

Your heart is pounding. This is it: the big score. You approach the black-hooded man wearing scarlet gloves and whisper the password. He stands up and leads the way through an inconspicuous door to the fence—and your brand-new, shiny golden future.







SECRETS OF SURVIVAL

DO NOT READ UNTIL THE HAUNT BEGINS

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DUNGEONS & DRAGONS

12+

F3146

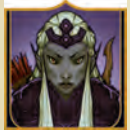


BETRAYAL AT BALDUR'S GATE: CHARACTER BIOS



**LIA FAEN TLABBAR
(DROW WARLOCK)**

Once a favorite of her house, Lia, like any high born drow, enjoyed a life of cruelty and treachery as she schemed and plotted within the city of Menzoberranzan. However, she let her ambition get the better of her and wound up incurring the wrath of her Matron Mother. Lia was forced to flee for her life into the vast unknown tunnels and caverns of the Underdark. There, alone and starving, she first heard the whispers of Zargon, who showed her things that took her mind to depths she never knew were possible. Zargon led her to the surface and spoke to her about a great purpose: to gain enough power to bring him through a portal into this world. Lia told Zargon that gaining power here would not be a problem—she found most surface dwellers lacked the drow's will to dominate. Lia now sees opportunity for an elf of her abilities within Baldur's Gate. In a city with so many scoundrels and schemers, surely she can establish a base of power here. Then it's just a matter of awaiting the whispers of Zargon to guide her next move.



**AVRIXIS MIZZRYM
(DROW RANGER)**

Avrixis Mizzrym is a ranger of House Mizzrym, skilled in a multitude of weapons and death-dealing methods. Avrixis also serves as a negotiator for her house because she's smart as a whip and ruthless to boot; when verbal threats don't work, she has no problem backing them up with actual steel. Avrixis has been sent by her matron mother to Baldur's Gate to open up an alliance with the fat merchants and wealthy nobles of the city. But what her matron mother doesn't know is that Avrixis has come up with some plans of her own. She has taken a twisted liking to this surface realm with its multitude of gullible targets. It didn't take her long to discover that their senses had been dulled by their secure existence, and their bodies softened by their pampered lives. Here, Avrixis sees a golden opportunity to dominate and rule as a matron mother in her own right. Why grovel and serve in Menzoberranzan when she can be a dark queen here in Baldur's Gate?



**DHADIUS THE SCARLET
(HUMAN WIZARD)**

Dhadius is a mage of legendary status and acclaim (at least, in his own mind), who sees everyone else as intellectual worms. Being an egomaniac, he seeks out esoteric lore and rare magical secrets so he may know things that the "common fools" do not. Dhadius hails from Luskan in the north, where he is a member of the Arcane Brotherhood, an infamous group of wizards. He joined them only recently and hasn't been taken as seriously by the others as he thinks he should be, which is why he has come to Baldur's Gate. He's determined to make his indelible mark of greatness here, and let it be known far and wide that he is a wizard to be respected and feared. If Dhadius gets what he wants, he will ascend to the lofty heights of wizarding society, and all will speak his name in hushed tones of reverence. Maybe he'll even show that Elminster a thing or two.



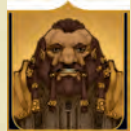
**RALVIO ESCANOR
(HUMAN SORCERER)**

Patience, practice, and studying. These are principles a wizard must obey to unlock the secrets of the Weave, gain full respect for its intricacies, and have the wisdom to use its tremendous power. To Ralvio, though, these are all nonsense terms. Being a sorcerer, Ralvio was born with a magical silver spoon in his mouth—an innate ability to shoot all kinds of awesome spells from the hip without all the stupid slog and toil associated with actual learning. He has not read a single wizarding scroll, nor has he had to pore through piles of books like some page-flipping, pointy-hat fool looking for a particular spell. Sure, sometimes his magic can be... well, unpredictable. To be honest, he's exploded some stuff (and people) and set a few unintended things on fire, but a little chaos never hurt anyone, right? Whenever a bout of "spontaneity" surges in his magic, Ralvio usually winds up having to leave town in a hurry, but that's okay since the world is his playground. Now Ralvio has arrived in Baldur's Gate, surrounded by all kinds of things to occupy his weaselly mind. He doesn't know what he'll find in the city, but hopefully it will keep him entertained until his next surge of chaos!



**TORSKAR STONECLEAVER
(DWARF BARBARIAN)**

Torskar is a crude, unpleasant, and bloodthirsty brute. He has two loves: fighting and getting paid. However, he is prone to bouts of "madness" when he is slightly more thoughtful, philosophical, and almost pleasant to be around. This side, though rare, is quickly overshadowed by his bloodlust. Torskar has problems working well with others and communicating effectively—he prefers to cleave his way through any bumps in the road (especially party members who rub him the wrong way). He doesn't mind conflict with party members. That just means he gets to bash more skulls, and if one of them... well, dies, he doesn't have to split the earnings. Bonus! It's the promise of a big payoff that brings Torskar to Baldur's Gate. He has heard that there's no better place to dirty one's hands for both business and pleasure. Torskar isn't looking for anything in particular, but if he can get a powerful weapon or slay a great beast, he'll be happier than he's been in quite some time.



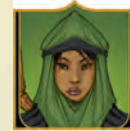
**ALDAN PYRITE
(DWARF FIGHTER)**

Some people are defined by a single drive, and for Aldan, that drive is greed. The simple desire to want something he doesn't have consumes his thoughts. Some people would go mad from such obsession, but for Aldan, it keeps him sharp and focused. When Aldan wants something, he'll go to any depths to get it, forge any alliance, and slay any foe. That's what has kept him alive and dangerous for all these years. But he isn't all business. Aldan has a softer side, but sadly, that part of his persona has been imprisoned by an evil genie. There's little hope of ever getting it back, but that's why Aldan tries so hard. Finding his lost self has brought Aldan to Baldur's Gate. He doesn't know where it is, but that doesn't matter. The fact that he doesn't have it gives him all the drive he needs.



**AZADEH RASHKA
(HUMAN MONK)**

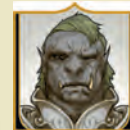
Azadeh grew up like a lot of impoverished kids in Baldur's Gate—hanging with gangs and skulking through the Lower City like a pack of jackals, picking pockets and stealing food. Sometimes they'd get caught, but as the saying goes, "You don't have to outrun the city watch, you just have to outrun your friends." The streets of Baldur's Gate are hard, and Azadeh has learned to rely on herself first and others second. After being left for dead by her so-called friends, Azadeh was found and healed by a monk. Her mentor taught Azadeh to hone and focus her emotions into her muscles and fists, until she could pulverize wood and smash stones into powder. Azadeh threw herself into training like no other alley rat saved from the streets. Now, hardened through discipline, she walks Baldur's Gate with the swagger of someone who knows the pleasure of smiting foes directly, who has finally stepped out of the shadows to look danger in the face and punch it so hard that its teeth rattle.



**MISKA SILVERSONG
(HUMAN BARD)**

Miska Silversong was born for the stage. She could sing before she could talk and dance before she could walk. It was as though her life was moving to the beat of some amazing song that only she could hear. Miska also got the adventuring bug, and as soon as she could, she set off with her lute, songbook, and sword to write epic poems and songs of glory. She explored the Sword Coast, drifting like a leaf on the breeze. She moved from village to town, from town to city, meeting all sorts of characters and telling all kinds of tales. It wasn't long before she gained a reputation as a stalwart companion, good to have in a scrap. In the thick of battle, she inspired those around her with rousing ballads, then returned to the local tavern to retell their exploits.

Now Miska has entered Baldur's Gate knowing full well that some kind of godlike supernatural danger is afoot. It's great stuff for a song, but in the back of her mind, Miska suspects this adventure could be really bad for her health.



**"GRIM" GRUSK MUGTUG
(HALF-ORC OATHBREAKER
PALADIN)**

Grusk has been a victim of unfortunate circumstances all his life—so much so that many who knew him thought he was a "favorite" of Beshaba, the goddess of bad luck. Despite this, he believed in righteousness for the weak and needy and became a paladin of Tyr, the god of justice. But during an ill-fated expedition, Grusk was betrayed by someone he trusted, and it cost the lives of his comrades. Former friends demanded his head, and he wound up with his neck on the block. In that moment of torment, he broke his sacred oath to Tyr and swore allegiance to the forces of evil. Instantly his dark prayer was answered, and a swarm of carnivorous flies devoured his would-be executioners and delivered Grusk from his fate.

Now, his face twisted by a permanent scowl, "Grim" has arrived at Baldur's Gate. Here he hopes to forget his past and unburden his soul, which teeters on the brink of

the Abyss. Grusk has taken a liking to the city; for once, he's found a group of adventurers almost as miserable as him, desperate folk who seek to change their fate. Together they'll do it, or die trying—unless the darkness overwhelms them all.



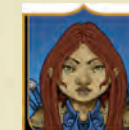
**VORT DORMAL
(HALF-ORC CLERIC)**

Being a cleric means being chosen by a deity to uphold their values and follow their edicts. For some, it is a constant challenge to stand firm in one's convictions in the face of danger. However, Vort simply laughs as he cleaves his sword into the closest thing. When you believe that the world is a chaotic mess, and your pathetic life can be snuffed out at a moment's notice, you follow Talos the Stormlord. That god doesn't care for politics or justice—only that you slash your way through life, letting the chips (and heads) fall as they may. Vort lives in the moment, taking what he can, when he can. Perhaps that is why he has come to Baldur's Gate. He sees the city as the embodiment of his ideals: a moral cesspool where anything can happen, and where you can do anything if you truly want it.



**GRETCHEN TITCHWILLOW
(HALFLING DRUID)**

It all started when Gretchen wandered into a grove of willow trees just outside Waterdeep. Gretchen never cared much for the hustle and noise of the big city; she loved nature and its creatures, and the silence and gentleness of the woods. She would walk among the slender trunks and relax under the boughs, watching the dragonflies buzz about her head. That's when the willows began talking to her. They told her many secrets and showed her many things that only willows know. Gretchen spent the next year sitting in the willow grove, listening to their whisperings and marveling at their stories. At the end of the year, the great willow offered up a gem as big as her fist. Gretchen took the gem, and now she has the voices of the willows within her head, giving her guidance and purpose. She wanders far and wide, and the voices give her wise council—the latest being to go to Baldur's Gate, use her gifts to destroy the evil that is growing there, and then plant a willow tree.



**TASHA BRIGHTBOTTLE
(HALFLING ROGUE)**

Tasha is grateful for being born a halfling. She got to grow up in a relaxing community, where she was respected for being deft and plucky, and because she is short and can easily blend into crowds, she's the perfect assassin! Tasha learned early in life that sometimes one has to get their hands really bloody to get the job done. It was no wonder that she soon joined the Zhentarim—they always need her kind of skills, they respect the work she does, and they wear the coolest clothes. When not on assignment, Tasha likes to wander around towns and cities in the guise of a courier to gather intel and gauge potential threats to the Black Network. This hobby is what brings her to Baldur's Gate: a city rife with wicked secrets and nefarious agendas, perfect for some expert snooping.

DO BEHOLDERS DREAM OF ELECTRIC EYE RAYS?

You've dealt with beholders before, and it's never a picnic. They're supremely intelligent, paranoid, and psychotic—not a good combination. The scorch marks and piles of ash are telltale signs that this beholder has become agitated and is looking to spawn more of its kind. Best thing to do is to make sure this thing can't dream any more aberrations into existence.

RIGHT NOW

Leave the room. For this haunt, the traitor stays with the game board until both sides indicate they are ready.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor is a minion of the Beholder Brakxus, who is now roaming around Baldur's Gate, finding places to dream and create an army of Beholderkin!

YOU WIN WHEN . . .

. . . you have destroyed the Beholder and all Beholderkin.

STOPPING THE BEHOLDER'S DREAMS

If you're on the Beholder's tile, you can attempt to stop the Beholder from dreaming. Instead of attacking, you may attempt a Knowledge or Sanity roll opposed by the Beholder's roll with the same trait. If you win, the Beholder can't sleep. Place a triangular quest token on every tile with an omen symbol, representing a magical barrier that prevents the Beholder from dreaming. Inform the traitor that the Beholder can't sleep and has started to go insane.

SPECIAL ATTACK RULES

When you defeat a Beholderkin, it is stunned unless you inflict 2 or more damage to it. If you do, remove the monster token from the board and draw an item card.

STOCK UP

Whenever you have the opportunity to draw an item card, you may draw 3 item cards, choose one, and put the others on the bottom of the stack in any order.

IF YOU WIN . . .

You dust yourself off and kick a beholderkin corpse into a drain pipe. Brakxus was one tough customer, but teamwork and toughness won this day. You figure that after this, the nobles of Baldur's Gate will pay top coin for adventurers of your caliber, and you are ready to reap the rewards. Things are finally looking up!

GLURK RISES

Employing a powerful illusion, the ruler of the goblin underworld, Glurk, was disguised as your friend the whole time. But now the charade is over, and Glurk has revealed his true form. Shrieking commands, he is making his move, unleashing his goblin horde to seize bloody dominion over Baldur's Gate!

RIGHT NOW

Leave the room. For this haunt, the traitor stays with the game board until both sides indicate they are ready.

WHAT YOU KNOW ABOUT THE TRAITOR

Glurk and his Goblins are looking to enslave everyone in Baldur's Gate. They have secret slave pens hidden somewhere within Baldur's Gate.

YOU WIN WHEN . . .

. . . you kill Glurk and end his dreams of power before he kills or enslaves all of you!

GOBLIN SLAVERS

When a hero becomes enslaved, the traitor tips that adventurer figure onto its side. An enslaved hero who is moved to the slave pens (a secret tile designated by the traitor) will be removed from the game as a sacrifice to Maglubiyet.

YOU MUST DO THIS AT THE START OF AN ENSLAVED HERO'S TURN

If your hero is enslaved (tipped over) and has not yet reached the slave pens, you must attempt a Speed 3+ roll to free yourself. If you succeed, stand your adventurer figure upright and take your turn normally. On a failure, you lose your turn.

Increase the difficulty of the roll by 1 for every non-stunned Goblin on your hero's tile, and decrease the difficulty by 1 for every non-enslaved hero on that tile.

FREEING ENSLAVED HEROES

- ◆ Any non-enslaved hero can free an enslaved hero by stunning all the Goblins on the enslaved hero's tile.
- ◆ When an enslaved hero is freed, stand their adventurer figure upright. They will not need to make a Speed roll at the start of their turn unless they are enslaved again before then.

IF YOU WIN . . .

Glurk curses like a sailor, displaying a level of mastery that leaves you both stunned and appalled, before he falls face down in the muck, dead.

After poking his corpse to make sure of his demise, you wade through the scores of defeated goblins, back to the Elfsong Tavern to slake your thirst. You open the door to cheers and rousing chants of "Goblin Slayer!" You've had some good days, but this day you've really earned your flagon of ale!



HULKING VENGEANCE

A Red Wizard of Thay stands before you, weaving a spell of domination and cackling with wicked delight. You have heard of these wizards, known for their great power and penchant for evil deeds.

"Your temple of Umberlee has something I want, so it's time for you to meet my pet!" The wizard cackles as an umber hulk claws up through the ground to join him. You know that a domination spell only lasts for so long, but can you stop this monster before it destroys the temple?

RIGHT NOW

- ◆ Place the large Umber Hulk monster token on the triggering omen tile.
- ◆ If the Temple of Umberlee tile is not on the board, search the building stack to find it, then connect it to any open door on the city level. If there are no open building doors available, you may connect it to a street door. Reshuffle the building stack afterward.
- ◆ Collect a number of square Obstacle tokens equal to half the number of adventurers (rounded up). Place them on the Temple of Umberlee tile. These represent the defenses protecting the ancient spell scroll within the temple.
- ◆ Set aside a pile of triangular quest tokens. These represent the magical and mundane means by which you shore up the temple defenses.
- ◆ Get the Turn/Damage track and set the slider equal to the number of adventurers + 1. This represents the time until the wizard's *dominate monster* spell wears off.

WHAT YOU KNOW ABOUT THE MONSTER

The Umber Hulk is smashing toward the Temple of Umberlee in a spell-fueled fury, under the control of the Red Wizard. You must try to keep it from damaging the temple defenses until the wizard's spell wears off. If the defenses (Obstacle tokens) within the temple are destroyed, the wizard will achieve his goal and the heroes will lose!

YOU MUST DO THIS AT THE START OF EACH HERO'S TURN

If you start your turn on the same tile as the Umber Hulk, you must attempt a Knowledge roll to resist the monster's confusing gaze:

5+	Take your turn as normal.
3-4	You move 1 tile away and skip the rest of your turn. You cannot discover a new tile by moving this way.
0-2	You must attack a hero within range, moving to their tile if able and using the strongest attack possible.

ACTIVATING THE UMBER HULK

The Umber Hulk activates during the monster turn, which is after the haunt revealer's turn.

UMBER HULK

Might 7 Speed 6 Knowledge 3 Sanity 4

SPECIAL UMBER HULK MOVEMENT RULES

The Umber Hulk can move between all adjacent tiles on a level, even if they are not connected by doors. It can use all stairs but can also move from the Catacomb Landing to any street tile with a sewer grate using 1 space of movement. It always takes the shortest route toward the Temple of Umberlee. Once it is on that tile, it does not voluntarily move.

SPECIAL UMBER HULK DAMAGE RULES

If the Umber Hulk takes any amount of damage, instead of stunning it, place a quest token on the Temple of Umberlee tile.

DESTROYING A DEFENSE

If the Umber Hulk is on the Temple of Umberlee at the end of its turn, it attempts a Might roll to destroy the temple defenses (Obstacle tokens). Subtract 1 from the result for every quest token on the tile, then remove all the quest tokens from the tile.

4+	Remove 1 Obstacle token.
12+	Remove all Obstacle tokens.

If all Obstacle tokens have been removed, the temple defenses are destroyed and the heroes lose.

YOU MUST DO THIS AT THE END OF THE MONSTER TURN

Move the slider on the Turn/Damage track down to the next lowest number. If the slider reaches 0, and there is still an Obstacle token on the Temple of Umberlee tile, the heroes have won!

SHORING UP THE TEMPLE

On your turn, instead of attacking, you may attempt to shore up the Temple of Umberlee to protect it against the rampaging Umber Hulk. Make a Knowledge 4+ roll while on the Temple of Umberlee. If you succeed, put a quest token on the tile.

YOU WIN WHEN . . .

. . . the Turn/Damage track reaches 0 and there is at least 1 Obstacle token still on the Temple of Umberlee tile.

YOU LOSE WHEN . . .

. . . all heroes are killed, or the last Obstacle token is removed from the Temple of Umberlee.

IF YOU WIN . . .

The domination spell sputters and dies. The Red Wizard shrieks, "How dare you thwart the Red Wizards of Thay? For this your skulls will—" His rant is cut short by the crushing grasp of the umber hulk's massive claw. In a thunder of rubble and dust, the umber hulk and the flailing wizard disappear into the earth. The temple is saved!

IF YOU LOSE . . .

The Red Wizard rides off triumphantly on his umber hulk, the spell scroll in hand. "At last I have the Scroll of Umberlee! For this the Zulkirs of Thay will grant me an audience, and Red Wizards henceforth shall chant my name!"



TROLL HUNT!

When a troll is on the loose, there's no question who to call. However, a troll favored by Beshaba is a new one for your crew. In any case, it's time to get busy with some fire.

RIGHT NOW

- ◆ Place the large Troll monster token on the triggering omen tile.
- ◆ Set aside a number of triangular quest tokens equal to the number of adventurers. These represent Alchemist's Fire.
- ◆ Get the Turn/Damage track. Place two sliders on it: one on the top, representing the Troll's maximum hit points, and one on the bottom, representing its current hit points. Set both sliders to the number of adventurers + 1.
- ◆ Set aside the circular adventurer tokens to mark tiles where Alchemist's Fire has been found. Keep them in a pile near the board.

WHAT YOU KNOW

A Troll is rampaging about the city. You've got to put it down for good.

YOU WIN WHEN . . .

. . . you reduce the Troll's hit points (the bottom slider on the Turn/Damage track) to 0.

YOU MUST DO THIS AT THE START OF YOUR TURN

Roll 4 dice to determine how Beshaba, the goddess of ill fortune, "blesses" you this turn:

0-2	Lightning strikes! Each hero on a street tile must succeed at a Speed 4+ roll or take 1 die of physical damage.
3-4	A fire breaks out! Each hero on a building tile must succeed at a Knowledge 4+ roll to put it out or take 1 die of physical damage. If the Troll is on a building tile, roll a die. On a 1 or a 2, the troll takes 1 point of fire damage (see "Damaging the Troll" below).
5-6	Rocks fall! Each hero on a catacomb tile must succeed at a Might 4+ roll or take 1 die of physical damage.
7-8	Terrible luck! Lightning strikes, a fire breaks out, and rocks fall as noted above.

OBTAINING ALCHEMIST'S FIRE

If you are on a building tile that doesn't have an adventurer token on it, you may attempt a Knowledge or Speed roll of If you succeed, you obtain a bottle

Alchemist's Fire. Put 1 triangular quest token on your adventurer card, representing the Alchemist's Fire. Then put an adventurer token on your tile, showing that this tile has been searched.

Each hero can only carry 1 Alchemist's Fire token at a time, and only 1 such token can be found on each building tile.

HOW TO USE ALCHEMIST'S FIRE

You may discard an Alchemist's Fire token to attack the Troll with Speed instead of Might (the Troll defends with Speed). You can make this attack if you are within 3 tiles of the Troll and in line of sight to it. If you lose this attack and the Troll is on another tile, you don't take any damage. If the Troll takes any damage, treat it as fire damage as noted below.

DAMAGING THE TROLL

If the troll takes any damage, move the bottom slider down the Turn/Damage track by that amount. If it takes fire damage, lower both the bottom and top sliders by that amount. If the bottom slider reaches 0, the heroes have won!

Damage inflicted by the following cards is treated as fire damage: Book of Spells, Explosive Runes, Necklace of Fireballs, and Iron Flask of Tuerny.

YOU MUST DO THIS AT THE END OF YOUR TURN

The Troll takes a monster turn at the end of each hero turn and is controlled by the heroes, following these rules.

1. At the start of its turn, if the Troll didn't take any fire damage on the previous hero's turn, move the slider on the bottom of the Turn/Damage track up 1 step. It cannot move higher than the slider on the top of the track.
2. The Troll moves via the shortest path to the closest hero.
3. If the Troll ends its turn on a tile with any heroes, it attacks one of them.

TROLL

Might 4 Speed 4 Sanity 4

IF YOU WIN . . .

You never get tired of seeing trolls go up in a blaze of glory, and with all of this Beshaba nonsense, this one's all the more sweet.

IF YOU LOSE . . .

There's failing, and then there's "getting smashed by a troll" failing. You have achieved the latter in spades.



LABYRINTH

Click. Click. Click. You wake up to see the walls rearranging themselves around you into a convoluted labyrinth. As they grind to a halt, you hear a monstrous bellow that rattles the walls and makes your heart freeze in fear.

"Minotaur!" Your ally looks at you, wide-eyed and shaking. "We're trapped in the catacombs with it. If we don't find the key, we're done for!" As you stare down the darkened hallway, you feel that wobbly, sinking sensation that all prey experience in their final moments.

RIGHT NOW

- ◆ Leave the room. For this haunt, the traitor stays with the game board until both sides indicate they are ready.
- ◆ When you return, put all heroes on the Catacomb Landing tile.

WHAT YOU KNOW ABOUT THE TRAITOR

The Minotaur is waiting for you in its labyrinth. You need to get out alive before the labyrinth locks forever.

YOU WIN WHEN . . .

. . . you collect the triangular quest token (representing the key to the labyrinth) and return it to the city level before the Turn/Damage track gets to 0. You also win if the Minotaur is killed.

LOCKDOWN

Until you obtain the key and unlock the labyrinth, no hero can exit the catacomb level by any means.

HOW TO COLLECT THE KEY

A hero can attempt a Knowledge or Sanity 4+ roll while on the tile with the key to collect it from a lockbox. Increase the difficulty by 1 if the Minotaur is within line of sight.

If the key is later dropped (perhaps due to a hero dying), any other hero can pick it up without a roll.

UNLOCKING THE LABYRINTH

If you are on a tile with an exit to the city level and you have the key, you may attempt a Speed roll of 3+ to unlock the labyrinth. Increase the difficulty by 1 if the Minotaur is within line of sight. Once the labyrinth has been unlocked, the heroes may exit the catacomb level normally for the rest of the game.

RETURNING THE KEY

If a hero ends their turn on the city level and in possession of the key before the Turn/Damage track reaches 0, the heroes win!

IF YOU WIN . . .

You scramble into the Elfsong Tavern, gasping from your mad-dash escape from the labyrinth, and locate your Harper contact. "There's a big mess to clean up," you say as you slap the key into her waiting hand. "I hope you destroy that labyrinth as soon as you can. Getting lost in there was no picnic."



THE GULTHIAS TREE

You swat away the overhanging foliage before tripping on a thick vine underfoot. Nature has overtaken the surrounding statuary and what looks to be the remains of an altar, where one of your adventuring party kneels. In the periphery of your vision, you can almost swear you see the vines move—but that's ridiculous. At the altar, something falls from your companion's hand, shattering upon impact on the stone floor. It doesn't seem to faze your friend, who starts to mutter something about "sowing seeds" before wandering off. It's an odd time to talk about gardening...

RIGHT NOW

Leave the room. For this haunt, the traitor stays with the board until both sides indicate they are ready.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor is possessed by the spirit of a mad druid tasked with cultivating an all-consuming, evil tree. Their goal is to use Vine Blights to connect Branches, strengthening the Gulthias Tree so it can take over Baldur's Gate.

YOU WIN WHEN . . .

. . . the traitor has been killed and all Branches are destroyed, stopping the spread of the evil tree.

CONNECTING BRANCHES

For the purposes of connecting Branches, treat any sewer grate tiles as connected to the Catacomb Landing, and paired tiles with stairs as connected to each other. If there is at least 1 unstunned Vine Blight on every tile between and including 2 Branch tiles, the traitor will win!

PRUNING THE VINE BLIGHTS

At the end of each turn, any Vine Blights that aren't connected to a Branch are removed from the board.

As well, each stunned Vine Blight shrinks back 1 tile closer to the Branch it is connected to. If this movement causes any Vine Blights to become unconnected, they also each move 1 tile closer to the previously connected Branch.

DESTROYING BRANCHES

You may attempt to destroy a Branch with a Might roll of 5+. Treat this roll as an attack (so, for example, weapons that use Might rolls can be used with it), but you take no damage if you fail. Increase the difficulty of the roll by 1 for every 2 unstunned Vine Blights on the tile. On a success, you destroy the Branch. If it was the last one on the board, you win as soon as the traitor is killed!

IF YOU WIN . . .

The last branch of the Gulthias Tree splinters apart, and the vines shrivel around you. You collapse by the hacked remains of the tree stump to gather your breath. There you notice black sap oozing forth at the base of the ruined branch. Upon closer inspection, you're horrified to discover the slick pool is blood. Recoiling, you whisper a prayer to your chosen god. You can take solace in the fact that whatever dark terror lurks beneath Baldur's Gate, it has been beaten back . . . at least for today.

TONIGHT'S SPECIAL: BRAINS!

Who you thought was your adventuring companion was actually a mind flayer, hidden by powerful, mind-warping illusions. Now the monster and its minions want to eat your brains!

RIGHT NOW

- ◆ Collect a number of triangular quest tokens equal to the number of adventurers and set them aside near the board. These represent clues you discover as a team.
- ◆ Set aside 13 square Obstacle tokens and put them near the board.

WHAT YOU KNOW ABOUT THE TRAITOR AND THE MONSTERS

There's an elder brain hiding in Baldur's Gate. Before you can take it down, you must first find the clues that will lead you to it. Hot on your trail is the Mind Flayer. Oh, and don't forget about those Intellect Devourers. They like to eat brains, and yours smell tasty.

YOU WIN WHEN . . .

. . . you find all the set-aside quest tokens. You also win if you kill the Mind Flayer.

DETERMINE THE MIND FLAYER'S STRATEGY

If you stun an Intellect Devourer, you've learned more about what the traitor is up to. Gain 1 Knowledge.

FIND THE CLUES

You can search for clues on an omen tile that doesn't have an Obstacle token by attempting a Knowledge 5+ roll. If you succeed, put an Obstacle token on the tile and put a quest token on the Elfsong Tavern. When all the set-aside quest tokens are on the Elfsong Tavern, you have discovered where the elder brain rests and the heroes win!

IF YOU WIN . . .

The mind flayer's face-tentacles wriggle grotesquely as it expires. You try to gather your thoughts, still scrambled from its psionic attack. When you come to your senses, you have flash of a vision. An elder brain floats in a vat of nutrient brine, a horrific creature that controls the illithids' hive mind, and it's lurking somewhere in Baldur's Gate! If you can find out where it is and destroy it, that would really teach these brain-eating freaks not to set foot in your town!

Time to gather at the Elfsong Tavern and rally the forces for the hunt.



STAKING YOUR CLAIM

Something is stalking the streets of Baldur's Gate, leaving behind blanched corpses for the night watch to find. The latest victim lies slumped in a dark alley, so you push through the gawking crowd and look at the pale figure lying in a stream of scarlet. It doesn't take more than a glance to know that this is the work of a vampire. It must be targeting the innocent and the unwary for its nightly feasts. Someone must put an end to this fiend!

RIGHT NOW

Collect a number of NPC tokens equal to the number of heroes + 1, representing Innocent Bystanders. For each token, draw the top tile of any stack and connect it to the board normally (ignore any icon or text on the card). Then place an Innocent Bystander token on that tile.

WHAT YOU KNOW ABOUT THE TRAITOR

The streets are being stalked by a Vampire who is killing Innocent Bystanders. Even if you kill the Vampire, it will just retreat to its coffin and re-form, so you must destroy that first to finish the monster for good!

YOU WIN WHEN . . .

. . . you destroy the coffin and kill the Vampire.

YOU LOSE WHEN . . .

. . . all of the Innocent Bystanders are dead. You also lose if all the heroes die.

INNOCENT BYSTANDER

Might 2

SPECIAL INNOCENT BYSTANDER RULES

- ◆ Innocent Bystanders cannot move or attack, but they still roll defense.
- ◆ For every hero on their tile, Innocent Bystanders add 1 die to their defense rolls.

KILLING INNOCENT BYSTANDERS

If the Vampire attacks an Innocent Bystander and wins, the Innocent Bystander is killed. Remove that NPC token from the board.

DESTROYING THE COFFIN

If you are on the tile with the Coffin token, you may attempt a Might or Sanity 4+ roll to damage the Vampire's coffin. If you succeed, remove a square token from the bottom of its stack. Once you remove the last square token (the Coffin) from the stack, the coffin is destroyed and the Vampire will have nowhere to go once it's killed. Now, when you kill the Vampire, you win!

IF YOU WIN . . .

You drive the stake into the monster's heart. It screeches and scrabbles about as it swiftly crumbles into a satisfying pile of dust before your eyes. Good riddance, fiend! Baldur's Gate will sleep safe this night.

ALONE AGAINST THE DEAD

The god Myrkul has infested the streets with a terrible plague, transforming the citizens of Baldur's Gate into legions of undead minions. As you evade scores of the shambling zombies and skittering skeletons, you wonder if only you have evaded the curse.

You must take stock and choose wisely what you need to survive. The horde is closing in, and your chances of escape are dwindling fast.

RIGHT NOW

- ◆ Leave the room. For this haunt, the traitors stay with the game board until both sides indicate they are ready.
- ◆ When you return, for each traitor, you can choose one of the following:
 - Draw the top 2 cards of the item deck and keep one of them, discarding the other.
 - Gain 1 in two different traits.

TRAITORS GO FIRST

This haunt doesn't follow the normal rules. Instead the traitor to your left takes the first turn. Each other traitor gets a traitor turn, then the monsters get a monster turn before you get your first hero turn.

WHAT YOU KNOW ABOUT THE TRAITORS

They are all undead slaves in the service of Myrkul. They seek only to increase their ranks.

YOU WIN WHEN . . .

. . . you end your turn on the Elfsong Tavern tile.

IF YOU WIN . . .

You run like a rabid cat through the narrow streets, slipping on cobblestones and scrambling around corners, all the while avoiding the rotting claws and gnashing teeth. You launch yourself at the door of the Elfsong Tavern and slam it behind you. As you turn about, a cheer goes up from its occupants.

"Huzzah! The luck of Tymora is with you!" the barkeep says as he hands you a mug of ale. "It's good you've made it. Why not wait this one out with the living, friend?"



RABBLE ROUSERS

The man in the black cloak unfurls a map before you. "The treasure is hidden here." He points to a place on the map with a bony finger. "Yours for the taking."

It's like a turkey, prime for plucking, but one of your fuddy-duddy allies has joined the citizens of Baldur's Gate to argue that you shouldn't open the treasure because of some dumb superstition. You can see them massing just outside the window. Wait, was that a pitchfork?

Civilians don't understand what it's like to be an adventurer, risking your hide every day for a pittance. You aren't passing up this chance to retire as rich as a god, and a few merchants with sticks aren't going to keep you from your reward.

RIGHT NOW

- ◆ Place all the heroes on the Elfsong Tavern.
- ◆ Place a square Chest token on the Neglected Shrine catacomb tile.
- ◆ Collect a number of small monster tokens equal to 3 times the number of adventurers, representing the Citizens of Baldur's Gate. Place 1 token on the Neglected Shrine and then place the rest, 1 per tile, on each tile surrounding the Elfsong Tavern (excluding the Elfsong Tavern itself), moving outward in a circular fashion. If you run out of tiles, distribute the remaining tokens as close to the Elfsong Tavern as possible.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor and the Citizens of Baldur's Gate are trying to keep you away from the treasure that you've rightly earned.

YOU WIN WHEN . . .

. . . you open the Chest.

CLEARING THE CITIZENS

If a Citizen takes any damage, remove the token from the board.

OPENING THE CHEST

If any hero ends their turn on the Neglected Shrine tile without a Citizen token on it, the heroes open the Chest and win!

The traitor does not count as a Citizen.

IF YOU WIN . . .

Finally, the treasure is yours! Now you can pay other adventurers to quest for your needs while you relax in luxury.

YOU'LL HAVE THE HOUSE SLAAD WITH THAT

You all suddenly cry out in anguish, your chests racked with pain. It feels as though your heart will burst. Nearby, one of your companions leers at you, seemingly unaffected as their smile stretches impossibly wide, showing dozens of sharp teeth. Their form shudders into that of a dark gray humanoid amphibian—a death slaad! With a deep, frog-like croak of triumph, they announce that you will soon perish, as a slaad tadpole that has been placed in your chest begins to devour you from the inside.

RIGHT NOW

- ◆ Each hero places a small monster token on their adventurer card that represents a Slaad Tadpole trying to eat its way out of their chest.
- ◆ If the Arcane Retreat catacomb tile and/or the Sorcerous Sundries and Warehouse building tiles are not on the board, search the appropriate tile stacks for them, then connect them to the board normally. If there are no building doors available, you can attach building tiles to street doors. Shuffle the stacks afterward.
- ◆ Collect a number of the following tokens equal to the number of heroes: square Spell Scroll tokens (representing Cure Disease Scrolls) and triangular quest tokens (representing Banishment Scrolls). Place them in a pile near the board.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor is a Death Slaad who has made you hosts to parasites writhing within you. If you let it or even one Slaad Tadpole survive, they will create more of their kind.

YOU WIN WHEN . . .

. . . the Death Slaad and all the Slaad Tadpoles have been destroyed, and any remaining heroes are no longer hosts.

YOU MUST DO THIS AT THE END OF YOUR TURN

If you still have a Slaad Tadpole token on your adventurer card, you must succeed at a Might 3+ roll or take 1 point each of Might, Speed, and Sanity damage. If this damage kills you, the Slaad Tadpole bursts from your chest as you die.

WHEN A HERO DIES

When a hero with a Slaad Tadpole token on their adventurer card dies, place that token on the tile they occupied.

HOW TO ACQUIRE A SPELL SCROLL

Once each turn, if you are on the Arcane Retreat, Sorcerous Sundries, or Warehouse tile, you may attempt a Speed roll to find a Spell Scroll on that tile.

3+	You find a Cure Disease Scroll (square Spell Scroll token).
5+	You find either a Cure Disease Scroll (square Spell Scroll token) or a Banishment Scroll (triangular quest token).

If you find a token, collect it from the pile near the board and place it on your adventurer card. You can carry only 1 of each token at a time.

KILLING TADPOLES WITH THE CURE DISEASE SCROLL

Once each turn, if you have a Cure Disease Scroll, you may use it on yourself or another hero on your tile to remove the Slaad Tadpole token from that player's adventurer card, destroying it. You can also use it to destroy a Slaad Tadpole on your tile (removing it from the board). Using the Spell Scroll destroys it (discard the token), but you can use it on the same turn that you acquire it.

KILLING THE DEATH SLAAD WITH THE BANISHMENT SCROLL

Instead of attacking normally, if you have a Banishment Scroll, you may use it to attempt a Sanity attack against the Death Slaad on your tile (it rolls Sanity in defense). If the Death Slaad is stunned, this attack automatically succeeds. Using the Spell Scroll destroys it (discard the token), but you can use it on the same turn that you acquire it.

If you defeat the Death Slaad with this Sanity attack, it is sent back to the Ever-Changing Chaos of Limbo. Remove that token from the board. It counts as destroyed.

KILLING THE DEATH SLAAD NORMALLY

If you attack the Death Slaad while it is stunned, it defends with only half of its dice (rounded down) unless you are attacking with the Banishment Scroll as above. If you defeat it while stunned, you kill it with a coup de grace. If the Slaad Tadpoles have all been killed, you win the game!

IF YOU WIN . . .

Finally, the croaking chaos has been silenced and the threat has been purged from what's left of your once-merry band. You try to calm down, but the pain in your chest still lingers. That thing grew inside of you for months—and you never knew. Are you certain you're cured? Why is your heart still beating so fast?

Why can't you catch your breath? Just get outside and get some fresh air. That should it. Just breathe. It's over now. It has to be.



BLACKRAZOR

The cursed sword Blackrazor once lay hidden beneath White Plume Mountain, stolen by the wizard Keraptis. Upon its recovery, its new owners brought it here to Baldur's Gate, where the sword's corrupting influence caused its owners to turn against each other. The same tragic events have now been set in place once again. Your former ally has succumbed to Blackrazor's curse and now uses the dreaded sword to hunt down the rest of you.

RIGHT NOW

- ◆ Collect a number of triangular quest tokens, numbered from 1 to the number of adventurers, and turn them face down. These represent Ioun Stones.
- ◆ Randomize the pile of face-down quest tokens and place them on tiles in the following order, 1 at a time, until you run out of tokens: event tiles, omen tiles, item tiles, other tiles. They can't be placed on tiles with an adventurer or another Ioun Stone unless you run out of eligible tiles.

WHAT YOU KNOW ABOUT THE TRAITOR

They have been corrupted by Blackrazor and must be stopped. You may attempt to attack the traitor at any time, but killing them puts you at risk of succumbing to the sword's curse. The only protection is to first find the proper Ioun Stone so you can break the vicious cycle of Blackrazor.

YOU WIN WHEN . . .

. . . you kill the owner of Blackrazor without acquiring the curse yourself.

HOW TO COLLECT IOUN STONES

If you are on a tile with an Ioun Stone token, once per turn you may attempt a Knowledge 3+ roll to pick it up like a dropped item.

Look at the number on the token to determine which Ioun Stone you found:

1	Leadership (pink and green): You gain immunity to the curse of Blackrazor. If you kill the traitor while you control this Ioun Stone, the heroes win!
2	Mastery (pale green): Look at the top 3 cards of the item deck. Choose one card to keep, discarding the rest, then discard this token.
3	Strength (pale blue): If your Might is below your starting value, reset it to its starting value. Then gain 2 Might. Discard this token after using it.
4	Agility (deep red): If your Speed is below its starting value, reset it to its starting value. Then gain 2 Speed. Discard this token after using it.
5	Intellect (scarlet and blue): If your Knowledge is below its starting value, reset it to its starting value. Then gain 2 Knowledge. Discard this token after using it.
6	Insight (incandescent blue): If your Sanity is below its starting value, reset it to its starting value. Then gain 2 Sanity. Discard this token after using it.

You can choose not to use an Ioun Stone right away. You can use it later or trade it to another player.

SPECIAL ATTACK RULES

If you kill the owner of Blackrazor without the Leadership Ioun Stone in your possession, you inherit its curse and become the new traitor. Follow the rules for this haunt in the *Traitor's Tome* booklet (including the "Right Now" section).

IF YOU WIN . . .

Blackrazor falls harmlessly to the ground. Although it calls out for a new owner—with promises to make them feared and powerful beyond their pathetic comprehension—no one has dared reach for its hilt . . . yet.

JUIBLEX COMMANDS

You suddenly realize that the acrid trail of slime throughout the city leads back to your ally, who now stands in the shadows.

"Don't be alarmed," they say, moving into the light. "I am merely taking on a more elegant form." Your former ally's skin sags and sloughs off in grayish dollops as the horrible form shuffles toward you. It coughs out a laugh that sends gobs of spittle flying to sizzle and smoke as they hit the floor.

"Come, embrace me. Embrace Juiblex," the thing that was once your friend says, extending its flaccid, dripping arms toward you.

RIGHT NOW

Leave the room. For this haunt, the traitor stays with the game board until both sides indicate they are ready.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor is a cultist of Juiblex, the demon lord of slimes and oozes. They must be stopped before they can complete whatever plan Juiblex has in store for you.

YOU WIN WHEN . . .

. . . the traitor is destroyed. Simple, right?

IF YOU WIN . . .

The traitor's scream of defiance turns into a pathetic gurgling as the bubbly remains of their face melt off their skull. In a matter of seconds, all that is left of the traitor's body is a steaming pile of liquefied offal. As you look around, you can see something dark and slick slithering away from you along the cracks and grout of the walls.

"Take that, Juiblex, you filthy freak!" you yell, raising your sword in defiance. "Don't come back unless you want some more!"



THE BATTLE FOR BALDUR'S GATE

VERMIN SWEEP

You are brought into a long hall, where you see Ulder Ravengard of the Flaming Fist standing before a map of the city. "Bad news," he says. "Our scouts tell us that we will be under dragon attack within the hour. We planned for this possibility, but we never truly thought it would happen. I have chosen you to play a crucial role in the city's defense. The survival of Baldur's Gate depends on what we do in the next few minutes."

RIGHT NOW

- ◆ Get the Turn/Damage track and place the slider at twice the number of adventurers, representing the Dragon's hit points.
- ◆ Collect the 3 square Ballista tokens and place them near the board.
- ◆ Place the large Dragon monster token on the Elfsong Tavern tile.
- ◆ Play begins to the left of the haunt revealer.

WHAT YOU KNOW

Ballistas are hidden around the city to thwart threats of this magnitude. Find them and prepare for battle; here comes the Dragon!

YOU WIN WHEN . . .

. . . you reduce the Dragon's hit points to 0.

YOU LOSE WHEN . . .

. . . all the heroes are killed.

YOU MUST DO THIS AT THE END OF THE HAUNT REVEALER'S TURN

The haunt revealer refers to this haunt in the *Traitor's Tome* and activates the Dragon according to the rules there.

HOW TO FIND A BALLISTA

The Ballistas were hidden so an approaching threat wouldn't see that the city was defended. Whenever you discover a new city-level tile with an icon (event, item, or omen), instead of drawing a card for that tile, you may instead place one of the Ballista tokens on the new tile.

You cannot find Ballistas on the catacomb level. If there are no more city-level tiles and you haven't placed all 3 Ballistas yet, place any remaining Ballista tokens as far from the Dragon as possible.

BALLISTA

Might 7*

*See special attack rules

SPECIAL BALLISTA ATTACK RULES

You can attack with a Ballista only if the Dragon is on the city level.

Instead of attacking normally, a hero on a tile with a Ballista can make a distance attack against the Dragon using the Ballista's Might. Count the number of tiles between the Ballista and the Dragon and subtract that number from the Ballista's Might before rolling.

If the Dragon is on the Ballista's tile and wins, the Ballista is destroyed and each hero on the tile takes 2 points of physical damage.

DEFENDING ON A BALLISTA'S TILE

When the Dragon attacks a tile containing a Ballista, heroes on that tile do not roll defense normally. Instead they each take 1 point of physical damage. Then roll defense for the Ballista normally. If the Ballista takes any damage, it is destroyed and each hero on the tile takes 2 additional points of physical damage.

Remove a destroyed Ballista from the game. If all 3 Ballistas have been destroyed, no more can be found. It's up to the heroes to defeat the Dragon now.

If you win this defense roll, the Dragon doesn't take any damage. You're lucky the Ballista survived.

HOW TO DEFEAT THE DRAGON

Whenever you inflict damage against the Dragon, move the slider down the Turn/Damage track by that amount. If it reaches 0, you win!

IF YOU WIN . . .

With a great roar, the dragon launches itself into the sky, blood streaming from its wounds. As it disappears into the night, a cheer rises from the citizens. Let the celebrations begin!

"Sure, we've always had a rat problem," the rat catcher says as she spits in the gutter and adjusts her sack of dead vermin. "But now we've got ourselves a kobold problem. Gonna have to catch 'em."

She scowls as she hands you each some kobold traps. "Don't muck it up! The nobility have been on me to keep those little blighters off the streets and out of their business. If you catch enough of 'em, they'll get the hint and scatter."

RIGHT NOW

- ◆ If the Mansion is not on the board, search the building tile stack for it and connect it to the board normally. If there are no open building doors available, you can attach it to an open street door. Shuffle that stack afterward.
- ◆ Set aside a pile of square Obstacle tokens, representing Kobold Traps, and place them near the board.

WHAT YOU KNOW ABOUT THE TRAITOR AND THE MONSTERS

One of your compatriots has become the leader of a gang of Kobolds, and their only goal is to destroy the opulent Mansion. You need to slow the Kobolds by getting in their way and attacking them. You can also set traps in their path to stop them from achieving their goal.

YOU WIN WHEN . . .

. . . you trap a number of Kobolds equal to twice the number of starting adventurers.

SETTING KOBOLD TRAPS

Once during your turn, you may attempt a Speed 3+ roll to set a trap. If you succeed, place a Kobold Trap token on your tile.

TRAPPING A KOBOLD

Whenever a Kobold starts its turn (even if stunned) on a tile with one or more Kobold Traps, or moves onto such a tile, roll 1 die:

2	Trapped! Remove the Kobold token from the tile and set it aside.
1	Stunned! Flip the Kobold token to its stunned ("S") side. (It will flip back over at the end of its next turn as normal.)
0	The trap has failed! Remove a Kobold Trap token from the tile. If that was the last Kobold Trap on the tile, do not roll for any other Kobolds on that tile that have not yet rolled this turn.

Once you've set aside as many Kobold tokens as twice the number of starting adventurers, the heroes win!

IF YOU WIN . . .

You look out over the streets of Baldur's Gate. Not a kobold in sight.

"Nicely done, adventurers." The rat catcher hands you a sack of coins while admiring your handiwork. "Nicely done."



NEED A HAND?

You hear a strange scuttling noise around you. Shadows dart here and there, just at the edge of your vision. Suddenly, you feel someone grab you from behind. You whirl, but though you still feel a hand clinging to you, you see no one. The grip tightens, dropping you to your knees in pain as a small horde of severed hands, walking on their fingers, emerge from the shadows to surround you.

RIGHT NOW

- ◆ Each hero places a small monster token, representing a Crawling Claw, on their tile and on each tile adjacent to it (even if it's not connected).
- ◆ Set aside a pile of additional small monster tokens near the board.
- ◆ Collect some square Obstacle tokens and pile them near the board to represent your fortifications.
- ◆ Play begins to the left of the haunt revealer.

WHAT YOU KNOW

Someone has unleashed a swarm of Crawling Claws with one goal: your death! You must protect your friends and create safe zones before the monsters can complete their mission. Be careful; the Crawling Claws are fast!

YOU WIN WHEN . . .

. . . all heroes are on tiles without Crawling Claws and are completely protected by fortifications. This goal must be completed before half of the heroes (rounded down) have been killed.

CRAWLING CLAW

Might 1 Speed 2 Knowledge 1 Sanity 2

DAMAGING CRAWLING CLAWS

If a Crawling Claw takes any damage, instead of stunning it, remove it from the board.

SPECIAL ATTACK RULES

Before rolling, choose how many Crawling Claws you wish to attack. Make a single attack roll. The player to your right defends with the Crawling Claws' combined traits (maximum of 8 dice). Destroy 1 Crawling Claw for each point of damage inflicted if you win.

HOW TO BUILD A FORTIFICATION

Once during your turn, you may attempt a Knowledge 4+ roll to fortify a doorway, stairway, or sewer grate on your tile. If you succeed, place an Obstacle token over one of those exits. Exits

with Obstacle tokens are closed off and cannot be moved through by Crawling Claws or heroes unless destroyed (see below).

After placing the token, if at least half the heroes are tiles without Crawling Claws, and are also cut off from any other Crawling Claws on the board, you win!

DESTROYING A FORTIFICATION

You may remove an Obstacle token that is on an exit on your tile at any point during your turn. Be careful, though—now that it's down, the Crawling Claws can come in too!

YOU MUST DO THIS AT THE START OF YOUR TURN

At the start of each hero's turn, the Crawling Claws take the following steps in order:

1. Attack the active hero.
 2. Move toward the closest hero.
 3. Spawn new Crawling Claws.
1. **Attack the active hero.** All Crawling Claws on the hero's tile combine their Might to make a single attack (maximum of 8 dice). The player to the right of the active hero rolls for the Crawling Claws. If there are more than 8 Crawling Claws on the tile, they attack in waves of 8 at a time until they have all attacked. If the hero wins any of the rolls, destroy 1 Crawling Claw for each point of damage inflicted. On a loss, the hero takes damage as normal.
 2. **Move toward the closest hero.** Each Crawling Claw that is not on a hero's tile moves toward the closest hero. If a Crawling Claw has no direct route to a hero because of fortifications, it does not move.
 3. **Spawn new Crawling Claws.** Roll dice equal to the number of heroes still alive, then collect that many small monster tokens from the pile near the board. Place them, 1 at a time, on tiles that do not contain a Crawling Claw or a hero.

If all tiles contain Crawling Claws or heroes, place a new tile connected to an open door as close to a hero as possible. Place the remaining Crawling Claws on that tile.

IF YOU WIN . . .

They say that a crawling claw is the severed hand of a murderer animated by dark magic. You survived this onslaught, but you have yet to meet their master.

AN EYE IN THE SKY

A distant shriek echoes above you, drawing your eyes upward to a clear, dark night sky filled with stars. To your horror, in the space of a few breaths, those stars begin to disappear one by one until only a single, baleful blue orb remains. Despite the vast distance to the star, you can feel its power boring into your mind.

RIGHT NOW

Collect 2 triangular quest tokens per adventurer and set them aside in a pile near the board. These represent Anti-Magic Wards that must be placed on the catacomb level.

WHAT YOU KNOW ABOUT THE TRAITOR

They have made a pact with a strange entity, the star Khirad. Khirad grants knowledge, but the lore it offers rarely brings the seeker to a good end. In this case, the traitor has gained the ability to search through your minds for a secret they desire. You need to place Anti-Magic Wards to stop them, but the Gibbering Mouters roaming the catacomb level will attempt to slow you down and force you back to the city level.

YOU WIN WHEN . . .

. . . all the set-aside quest tokens are on catacomb tiles.

YOU MUST DO THIS AT THE END OF YOUR TURN

- ◆ If you end your turn on a city-level tile, the baleful light of Khirad racks your mind. Roll 1 die and take that much mental damage.
- ◆ If you end your turn on a catacomb tile without a Gibbering Mouter or an Anti-Magic Ward, take one of the quest tokens from the pile near the board and place it on your tile.

DESTROYING A GIBBERING MOUTHER

If you attack and defeat a Gibbering Mouter, remove the monster token from the board and gain 1 Sanity. You can't gain Sanity in this way while defending.

IF YOU WIN . . .

A single beam from the lone blue star reaches out to a building nearby, probing and seeking. Suddenly, you hear a sharp, keening wail that is sickeningly cut short. Apparently Khirad has grown weary of its minion and will have to find another city to plague. This one is defended by heroes.



RATS ON A PIER

You've seen rats before, hiding in hay bales and sneaking around in granaries. You've also seen some ungodly fat sewer rats since you've been in Baldur's Gate. But you've never actually seen a wererat—at least, up to now. Maybe it's just a trick of the full moon, but tonight it seems that every person you run into has a tuft of fur sticking out of their tabard or a twitchy, whiskery nose poking out of their hooded cloak.

RIGHT NOW

- ◆ Collect a number of NPC tokens of the same color equal to the number of adventurers. These represent the Citizens of Baldur's Gate.
- ◆ Distribute the Citizen tokens as evenly as possible on the Elfsong Tavern/Inner Chamber/Kitchen tile.
- ◆ If the Waterfront street tile is on the board, remove it and set it aside. Then, if one or more tiles are now cut off from the rest of the board, reveal street and/or building tiles until you find a tile that can take the place of the Waterfront, and connect it to the city level. If the Waterfront isn't on the board, search the street tile stack for it and set the tile aside. Shuffle that stack afterward.
- ◆ One at a time, draw tiles to build out the remainder of the city level as best you can, making sure that no tiles are cut off from the rest of the level. Treat the Elfsong Tavern/Inner Chamber/Kitchen start tile as the center of the city, and place new tiles as evenly around that tile as possible.
- ◆ Once all city-level tiles have been placed, connect the Waterfront tile to the open doorway on the city level that is as far from the Elfsong Tavern as possible.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor has been infected with lycanthropy, and they have given in to their primal urges. Now they are out for blood. You have to protect the Citizens of Baldur's Gate!

YOU WIN WHEN . . .

. . . all of the Wererats and the traitor have been killed, or you have rescued a number of Citizens equal to half the starting adventurers, rounded up.

CITIZEN

Might 2 Speed 2 Knowledge 2 Sanity 2

SPECIAL CITIZEN RULES

- ◆ Citizens are under the control of the heroes and activate on an NPC turn, which occurs after the last hero's turn and before the traitor's turn.
- ◆ Citizens follow all the same rules as monsters, except they are allies of the heroes and opponents of the traitor.
- ◆ Citizens add 1 die to their defense rolls for each hero on their tile.

RESCUING CITIZENS

Whenever a Citizen moves onto the Waterfront tile, remove the NPC token from the board and place it near your adventurer card.

If the heroes as a group have collected a number of NPC tokens equal to half the starting adventurers (rounded up), you win!

IF YOU WIN . . .

In a frenzy of gnashing teeth, clashing steel, and enraged squeaking, you manage to get the last of the citizens to safety. Now you have a whole new respect for ushers at the Field of Triumph.

Later on, over a mug of ale at the Elfsong Tavern, you're listening to Bloffo the Bard slurring his off-color halfling sea shanties while you tend to your wounds.

Hey, wait a minute! How does lycanthropy spread?

THICK AS THIEVES

You hear a commotion behind you and whirl around to spot an insidious figure who is holding the jade skull you were just carrying. "How did you—" you start, but your focus quickly moves to the skull, which is whispering, "Bhaaaal . . ." The cloaked figure gloats. "Bhaal needs this far more than you do."

You realize you've just been robbed by cultists of Bhaal! But how did they know of this item? The only explanation is that one of your party alerted them!

Before you can respond, the skull disappears in a puff of smoke. The cultist glares at you as he pulls out a dagger.

RIGHT NOW

- ◆ If the Shrine to Bhaal is not on the board, search the catacomb tile stack for it. Connect it to an open catacomb door as far from the Kitchen Basement as possible. Shuffle that stack afterward.
- ◆ Distribute small monster tokens among the players following the hidden traitor rules on page 14 of the rulebook. The adventurer with the token numbered 1 is the traitor.
- ◆ Collect another group of small monster tokens equal to the number of adventurers. These represent Cultists. Place 1 Cultist token on each tile with an adventurer.
- ◆ The haunt revealer loses control of the Whispering Skull omen card and places it near the board. Each other player discards a random card from among their items and omens that can be stolen.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor is among you and most assuredly a cultist of Bhaal. Your job is to bring the Whispering Skull to your Harper contact in the Elfsong Tavern before it disappears again.

THE HEROES WIN WHEN . . .

. . . at the end of the haunt revealer's turn, a hero controls the Whispering Skull on the Elfsong Tavern. You also win if the traitor is killed.

THE TRAITOR WINS WHEN . . .

. . . at the end of the haunt revealer's turn, the revealed traitor controls the Whispering Skull on the Shrine to Bhaal. **The traitor can't win on the same round that they are revealed.**

YOU MUST DO THIS AT THE END OF THE HAUNT REVEALER'S TURN

If neither side has achieved its victory condition, the Cultists take their monster turn. After rolling their Speed, each Cultist moves toward the closest hero and attacks (if able) with Speed; the hero defends with Speed.

If a Cultist deals 2 or more points of damage, instead of taking damage, the defender must discard a stealable item card or omen card of their choice. If they can't, they take the damage. If the Whispering Skull omen card is discarded, instead place it near the board.

CULTIST

Might 3 Speed 4 Knowledge 2 Sanity 2

SPECIAL CULTIST RULES

Since they slink into the shadows, Cultists do not slow the movement of adventurers.

THE FICKLE SKULL

Whenever an adventurer would gain a new item card or omen card by any means (including stealing one from another player), they must first roll a number of dice based on the level they're on: 4 dice for the city level, or 5 dice for the catacomb level. On a roll of 5+, they instead take control of the Whispering Skull omen card, even if it is under the control of another player!

REVEALING AS THE TRAITOR

If you have the monster token numbered 1, you can always reveal it at any time to act openly as the traitor (ignoring negative tile and card effects as noted in the rules). You then gain 2 Speed and now control the Cultists, choosing how they move and attack during their monster turn. You may also attack with Speed instead of Might.

KILLING AN ADVENTURER

When an adventurer is killed, they reveal their face-down token. If the traitor is killed, the heroes win!

IF THE HEROES WIN . . .

You've successfully prevented the cultists from summoning Bhaal. For now . . .

IF THE TRAITOR WINS . . .

Now that the ritual is complete, Bhaal will be brought to this world and his cultists will be more powerful than ever! Too bad for your so-called friends that they didn't see the path sooner.



THEY HIDE AMONG US

Your friend's features suddenly shift and blur, revealing an alien humanoid form—a doppelganger. You've heard of them but never seen one up close; now that you have, it will haunt your dreams for years to come. Before you have a chance to wonder how long it has been impersonating your friend, it pulls out two daggers. "Soon my kind will take over Baldur's Gate. But first, we need to deal with the rest of you."

WHAT YOU KNOW ABOUT THE TRAITOR

The Doppelganger has been masquerading as your friend. Now it's trying to replace you and your party with others like itself. Where did you put that Medallion of Thoughts?

YOU WIN WHEN . . .

. . . the last Doppelganger has been killed.

FIND THE MEDALLION OF THOUGHTS

You have a Medallion of Thoughts stashed around here somewhere. That will help you fight the Doppelganger. But first you have to find it.

OPENING A TREASURE CHEST

There are a number of square Obstacle tokens, representing Treasure Chests, on the board. You may attempt a Might, Speed, or Knowledge roll of 3+ to open a Treasure Chest, on your tile. If you succeed, flip it over and announce the number. The traitor will let you know if you found the Medallion of Thoughts token or not.

USING THE MEDALLION OF THOUGHTS

An adventurer with the Medallion of Thoughts token rolls 2 additional dice on any attack or defense roll (maximum of 8 dice). If they are a hero, they cannot be replaced with a Doppelganger.

IF YOU WIN . . .

"You haven't seen the last of us!" the doppelganger shrieks, "We are legion!"

"You are so dead!" you say as you take off its head with one blow, putting an end to the monstrous threat.

However, that night at the Elfsong Tavern, you can't help but look at everyone with just a little more suspicion than normal, and your hand rarely strays from your weapon's hilt.

PRISCILLA

The old geezer swills his ale and snorts a beery laugh in your face.

"Hah! Priscilla is coming for all of you ninny-muggins unless you put her wicked spirit to rest!"

"How do we do that, old geezer?" you ask, pushing another ale at his grizzled whiskers and looking over your shoulder. You don't have time for this.

"Go to the place where Priscilla was hung. That's where you can put her soul to rest!"

"Old man, where was she hung?"

"The fountain." he replies, laughing. "Both her eyes popped right out of her head, SPLISH SPLOSH!"

RIGHT NOW

- ◆ Each hero puts 2 small monster tokens, representing Eyes, on their adventurer card.
- ◆ If the Holy Symbol item card is in the discard pile, or is discarded during the haunt, shuffle it back into the item deck.

WHAT YOU KNOW ABOUT THE TRAITOR

They have become possessed by the evil spirit of Priscilla the Eye-Gouger, a serial killer who stalked the streets of Baldur's Gate long ago, leaving a trail of eyeless corpses in her wake. Cover your eyes—she's coming for them!

YOU WIN WHEN . . .

. . . you complete the ritual and put Priscilla's soul to rest.

EYES, EYES EVERYWHERE

If the traitor gouges out one of your eyes, you must give them 1 of your Eye tokens and lose 1 Sanity. If you lose both Eye tokens, you die.

COMPLETING THE RITUAL

All remaining heroes must either be on the Fountain street tile or on Priscilla's tile for the ritual to be attempted.

A hero on the Fountain tile may attempt to complete the ritual in one of two ways:

1. If you are the Bard, Cleric, Druid, Paladin, Sorcerer, Warlock, or Wizard, attempt a Sanity 4+ roll.
2. If you are any other class, attempt a Sanity 4+ roll while you control the Holy Symbol item card.

If you succeed on your roll, you complete the ritual and win!

IF YOU WIN . . .

You hear a shriek as the ghostly image of a hanged woman appears, seemingly trapped within the waters of the fountain.

"It's Priscilla! The spittin' image of her," you hear a toothless onlooker gasp. The townsfolk huddle in alleys or flee from the scene in fright as the eyeless ghost writhes on her phantom noose. A chill runs down your spine when the spirit's corpse-white hands reach out to snatch up two glistening eyeballs resting on the fountain ledge. As you blink, unsure if your eyes are playing tricks on you, a bolt of light streaks from above and dissolves the poor wretch in a blinding flash.

"You did good, sonny," the toothless one says. "Her troubled soul is finally at rest."



BATTLE OF THE BHAALSPAWN

This haunt has no heroes—only traitors.
You are all trying to kill each other.
The rest of the rules for this haunt are in the *Traitor's Tome*.

THE PIPER OF BHAAL

You hear a strange piping echo through the streets, an eerie sound that somehow grates on your nerves. Then you begin to hear it—a chittering from inside the walls, a scratching of tiny claws, scurrying through the drainpipes and scabbling up through the sewers. It's the sound of desperation. The sound of mindless hunger.

RIGHT NOW

◆ Tip all of your adventurer figures over. You are enthralled by the Piper.

WHAT YOU KNOW ABOUT THE TRAITOR

Your compatriot has become the Piper of Bhaal and has mobilized an army of starving vermin to strip the flesh from your bones.

YOU WIN WHEN . . .

. . . the traitor is dead.

YOU MUST DO THIS AT THE START OF YOUR TURN

If your hero has become enthralled (their figure is tipped over) by the Piper's music, you must attempt a Knowledge 4+ roll. If you succeed, stand your figure right-side up and continue your turn as normal. If you fail, you still stand your figure right-side up, but you lose your turn.

IF YOU WIN . . .

You stand victorious over the Piper of Bhaal. After making sure that there are no rats up your pant leg or in your tunic, you kick those wretched-sounding pipes into the gutter where they belong. The streets are covered with dead rats and, in a few days' time, Baldur's Gate will sure smell awful. With some elbow grease and a wagonload of burlap sacks, though, it can all be cleaned up. Right now, it's back to the Elfsong for a celebratory flagon!



A PUFFLEBIRD IN THE HAND . . .

You have received word from the Harpers that Drabin Pufflebird, a noble who claims to have information about members of a secret murder cult, is hiding in the catacombs and is in need of extraction. He'll respond only to someone bearing the badge of the Harpers.

RIGHT NOW

- ◆ Put an NPC token, representing Drabin Pufflebird, on the catacomb-level tile as far from the Kitchen Basement as possible.
- ◆ Collect a number of item tokens, representing Harper badges, equal to the number of heroes. Place them on the Elfsong Tavern tile.
- ◆ You must escort Drabin Pufflebird to the Mansion. If you haven't found the Mansion building tile yet, you'll need to keep him safe until you do!

WHAT YOU KNOW ABOUT THE TRAITOR AND THE MONSTERS

The Cultists of Bhaal will stop at nothing to silence Drabin Pufflebird. Best be on the lookout.

YOU WIN WHEN . . .

. . . Drabin Pufflebird is on the Mansion building tile at the end of the active player's turn.

RETRIEVING A HARPER BADGE

Drabin refuses to leave the catacombs until he's convinced that the Harpers sent you. On your turn, if you are on the Elfsong Tavern tile, you may pick up any number of item tokens, representing Harper badges. The traitor cannot collect Harper badges.

DRABIN PUFFLEBIRD

Might 4 Sanity 3

SPECIAL DRABIN PUFFLEBIRD RULES

- ◆ Drabin cannot attack.
- ◆ When rolling defense, Drabin adds 1 die for each hero on his tile (maximum of 8 dice). If Drabin takes 2 or more damage from an attack, he dies.

SPECIAL MOVEMENT RULES

- ◆ Drabin doesn't move normally.
- ◆ Instead of moving normally, you may instead roll a number of dice equal to your Speed if you are on the same tile as Drabin and have a Harper badge. Divide the rolled total by 2, ignoring any remainder (minimum 1). That is the total number of tiles you and Drabin may move together. You are limited by normal movement restrictions when moving in this way.

KILLING THE CULTISTS

If a Cultist of Bhaal takes any damage, instead of stunning it, remove it from the game.

IF YOU WIN . . .

You burst into the mansion and rush Drabin past the shocked staff, who cluck like disturbed chickens. You slam open the door to the drawing room and push a red-faced Drabin into a luxurious velvet chair.

"You have saved my skin!" he wheezes, gasping for air after your harrowing escape through the streets of Baldur's Gate, "Mark my words, we will put an end to this cult of murderous scallywags, or my name isn't Pufflebird!"

FOR THE GLORY OF TYR

You hear a cough as a dark figure trailing blood stumbles and falls to the ground. Upon moving closer, you realize it is a mortally wounded Paladin of Tyr. He reaches for your hand; with desperation in his voice he beseeches you, "Find the phylactery, finish the hunt! The lich will never fall until you destroy it." The noble paladin breathes his last: "For the glory of Tyr."

RIGHT NOW

Leave the room. For this haunt, the traitor stays with the game board until both sides indicate they are ready.

WHAT YOU KNOW ABOUT THE TRAITOR

Your party is hunting a dreaded Lich, a powerful undead spellcaster that is immortal unless you destroy its Phylactery.

YOU WIN WHEN . . .

. . . you have found the Phylactery and killed the Lich.

SEARCH THE BATTLEFIELD

Instead of attacking, if you are on a tile with a face-down square Obstacle token, you may attempt a Knowledge 3+ roll to reveal the token. The traitor will tell you what you find. If you find the Phylactery, you immediately destroy it. The Lich can now be killed.

STUNNED AND DOMINATED

The traitor can impose two potential conditions on the heroes during this haunt: stunned and dominated.

If a hero becomes stunned, their adventurer figure is tipped over.

If a hero becomes dominated, they will act during their turn as if they were a traitor attempting to slow or kill heroes if possible. They also count as opponents of the heroes and an ally of the traitor for the purposes of movement.

SNAP OUT OF IT!

Instead of attacking, if you are on the same tile as a stunned or dominated hero, you may attempt a Knowledge roll to remove that condition from them:

Stunned: Knowledge 2+

Dominated: Knowledge 4+

On a success, that hero is no longer stunned or dominated. If their figure is tipped over, stand it upright.

IF YOU WIN . . .

The lich shrieks as you smite the phylactery, sending its evil essence to oblivion. Those who were dominated by its power are free, and they thank you profusely for saving them from an eternity of servitude. As you return to the Elfsong Tavern, the streets begin to fill with citizens cheering and congratulating you. At the tavern door, an old paladin salutes you with his blade. "A great evil has been vanquished this day, and the Paladins of Tyr are in your debt."



CALL OF THE DRAAKHORN

A large shadow sweeps across the city, followed by an acrid stench. Poison! You look up to see the unmistakable outline of a green dragon. With each flyby, a miasma of poisonous gas escapes its maw and sinks onto the city. Panic sets in as civilians and nobles alike crowd the streets, trying to escape. In the chaos, you look around and see your companion smiling as they loot an abandoned shop.

RIGHT NOW

- ◆ Set aside a number of triangular quest tokens equal to the number of adventurers, representing clues to the location of the Draakhorn. Place them in a pile near the board.
- ◆ Get the square Draakhorn token and put it near the board.
- ◆ Set aside a number of square Obstacle tokens equal to the number of heroes.

WHAT YOU KNOW ABOUT THE TRAITOR

They have found the Orb of Dragonkind and are controlling the green dragon. While it attacks the city, the traitor takes advantage of the chaos to steal from the nobles. Be wary of any tile with a small monster token, representing Poison flooding the area.

YOU WIN WHEN . . .

You have successfully stolen the Orb of Dragonkind from the traitor and activated the Draakhorn, calling good dragons to destroy the green dragon. You also win if the traitor has been killed.

HOW TO FIND A CLUE

The ancient Draakhorn is hidden somewhere in Baldur's Gate. You must first collect clues to help you find it.

To find a clue, you must succeed on a Knowledge 5+ roll on any tile that doesn't have a Poison token. If you succeed, collect a triangular quest token from the pile near the board. If you collect the last quest token from the pile, reveal the next tile in the building or street stack and connect it to the closest city-level door to the Elfsong Tavern (the door color doesn't matter). Then place the Draakhorn token on the newly placed tile.

HOW TO USE THE DRAAKHORN

You may attempt a Knowledge roll of 4+ to use the Draakhorn. If you succeed, you summon a metallic dragon to aid the city. Roll a number of dice equal to the number of starting heroes and remove that many Poison tokens from the board. Then place 1 square Obstacle token on the Elfsong Tavern from those you set aside.

Once you have placed all the set-aside Obstacle tokens on the Elfsong Tavern, the green dragon is killed. Remove all Poison tokens from the board and inform the traitor they can no longer place Poison tokens for the rest of the game. Now, if a hero controls the Orb of Dragonkind, the heroes win!

TREASURE CHESTS

The traitor is using the chaos to steal from the nobles of Baldur's Gate. You cannot interact with the Treasure Chest (item) tokens, but you can try to get in the traitor's way if you're on a Treasure Chest tile with them!

SPECIAL ATTACK RULES

When attempting to steal the Orb of Dragonkind from the traitor, you may choose to attack with Knowledge instead of Might (the traitor defends with Knowledge). If you would deal 2 or more points of damage, you may instead steal the Orb. If a hero controls the Orb of Dragonkind, as soon as you kill the green dragon with the Draakhorn, you win!

SPECIAL MOVEMENT RULES

When you exit a tile with a Poison counter, you must attempt a Speed roll of 3+. If you fail, you take 2 points of physical damage but can continue moving.

IF YOU WIN . . .

With a final booming sound from the Draakhorn, a silver dragon answers your call. The clash between chromatic and metallic dragons is an epic battle of evil versus good. As the green dragon falls from the sky, the silver dragon looks in your direction before flying off, as if thanking you for the opportunity to slay this spawn of evil.

You head back to the tavern, smiling to yourself. A silver dragon on call does have its benefits.

RAVENLOFT CALLS

Don't read beyond this point until the traitor has been revealed.

Baldur's Gate is never a vibrant place, but tonight it seems even darker and quieter than ever. Suddenly, a chill runs down your spine. A billowing mist flows from around the corner ahead of you. You cautiously move away, but more mist pours from the pathway behind you, engulfing you in an instant. As the mist clears, you find yourself someplace familiar, but at the same time, foreign. A grim castle looms atop a lonely peak in the distance.

RIGHT NOW

- ◆ This haunt has no traitor—yet. Do not read the *Traitor's Tome* until the traitor is revealed.
- ◆ Reshuffle all of the tiles on the board into their respective piles except for the Haunted Alley street tile and the Catacomb Landing/Kitchen Basement tile. Place all the adventurer figures on the Haunted Alley.
- ◆ Set aside the Elfsong Tavern/Inner Chamber/Kitchen tile. It doesn't start the haunt connected to the board.
- ◆ All players return any omen cards they control to the deck, readjusting any traits as necessary. Then reshuffle the omen deck. If adjusting traits in this way would cause one of your traits to lower to the skull symbol, instead lower the marker for that trait to one level above the skull symbol.
- ◆ Omen cards and tiles with once-per-game effects that were shuffled back into their decks/piles can be triggered and used again if revealed later.
- ◆ Play begins to the left of the haunt revealer.

WHAT YOU KNOW

You are in a shadow copy of Baldur's Gate, a phantasmal realm that the mighty vampire Strahd Von Zarovich has built to ensnare you. You've heard that Strahd loves to toy with his prey, so you'd better be prepared for anything!

Play continues as if the haunt had not yet been triggered (so no one can die yet). Each time you reveal an omen card, make a new haunt roll, needing a 4+ instead of the normal 6+. When a haunt would be triggered, the triggering player is revealed as the traitor and should read the entry for this haunt in the *Traitor's Tome*.

Strahd has visited you in your dreams, toying with your nightmares. Now he's ready to strike, and he's using the traitor to enact his plan.

RIGHT NOW

- ◆ The traitor will place the Elfsong Tavern/Inner Chamber/Kitchen tile. The Elfsong Tavern is your route back to Baldur's Gate.
- ◆ Play continues with the traitor immediately taking another turn.

WHAT YOU KNOW ABOUT THE TRAITOR

Strahd has tasked them with capturing a few new playthings for their master. Enough of you need to escape to keep the traitor from succeeding, earning the ire of Strahd.

YOU WIN WHEN . . .

. . . a number of heroes have escaped as shown in the following table. You also win if the traitor is killed before they complete their goal.

Number of Heroes	Heroes to Escape
2	2
3	2
4	3
5	3

YOU MUST DO THIS AT THE END OF YOUR TURN

Roll a die and take that much mental damage as the dreariness of Ravenloft begins to take hold.

HOW TO ESCAPE

During your turn, you may attempt a Knowledge 3+ roll while on the Elfsong Tavern. If you succeed, you escape. If enough heroes have escaped, you win!

IF YOU WIN . . .

The mists recede into the night as your head swims. You are once more in Baldur's Gate, in all its dismal glory. You never thought you'd be so happy to walk its streets. Time to head to the Elfsong!



THE MAD WIZARD

Cultists of the mad god Cyric have driven one of the wizards of Baldur's Gate insane. Now her iron golem is running amok while the cultists use the chaos as cover for a dark ritual only the wizard can stop.

"If we cure the wizard's madness, we can stop the golem and the ritual!" you say to your companions. "We must get her to Sorcerous Sundries!"

RIGHT NOW

- ◆ Get the Turn/Damage track and set the slider to 0.
- ◆ Place the large Iron Golem monster token on a catacomb-level tile as far from the Kitchen Basement as possible.
- ◆ Get an NPC token, representing the Mad Wizard, and place it on the same tile as the Iron Golem.
- ◆ Collect a number of small monster tokens equal to the number of heroes +2, representing Cultists.
- ◆ Place each Cultist, 1 at a time, on a catacomb-level tile that doesn't contain another Cultist token. If there are not enough catacomb tiles, spread out the remaining Cultists as evenly as possible.
- ◆ Play begins with the player to the haunt revealer's left.

WHAT YOU KNOW

Cyric's Cultists have started the ritual, and they might complete it any moment. There isn't much time! You must convince the Mad Wizard to go to Sorcerous Sundries where she can be cured, then stop the ritual and save Baldur's Gate. If the Sorcerous Sundries building tile isn't on the board, you must find it.

YOU WIN WHEN . . .

. . . you cure the Mad Wizard and thwart the ritual.

YOU LOSE WHEN . . .

. . . the Turn/Damage track reaches 4 (for a 5–6 player game) or 5 (for a 3–4 player game).

YOU MUST DO THIS AT THE END OF THE HAUNT REVEALER'S TURN

Move the slider on the Turn/Damage track up 1 step.

CULTIST

Might 3 Speed 3 Knowledge 2 Sanity 4

SPECIAL CULTIST RULES

The Cultists move and attack before the Iron Golem during the monster turn, which occurs after the haunt revealer's turn. Each Cultist moves toward the closest hero's tile and attacks them (if possible) using Sanity. The defender rolls Sanity, taking mental damage on a loss.

IRON GOLEM

Might 6 Speed 3

SPECIAL IRON GOLEM MOVEMENT RULES

The Iron Golem moves toward the closest hero on its monster turn, attacking if possible.

SPECIAL IRON GOLEM ATTACK RULES

If the Iron Golem has 2 or more heroes on its tile, it will breathe poison gas instead of attacking normally. All heroes on that tile must succeed at a Might 5+ roll or take 2 dice of physical damage. The Iron Golem can use this special attack only once per game.

MAD WIZARD

Speed 3

SPECIAL MAD WIZARD RULES

The Mad Wizard cannot be stunned or killed. She does not act during the monster turn and does not move until convinced otherwise.

CONVINCING THE WIZARD

If you are on the Mad Wizard's tile, you may attempt a Knowledge 5+ roll to convince her to move with the heroes.

- ◆ On a failure, the Mad Wizard casts *fireball!* All heroes and monsters within 2 tiles of the Mad Wizard must succeed at a Speed 5+ roll or take 2 dice of physical damage. The Mad Wizard is immune to this effect.
- ◆ On a success, the Mad Wizard is convinced and moves with any hero that exits her tile for the rest of the game. Now you just have to get her to Sorcerous Sundries before time runs out!

DELIVERING THE MAD WIZARD

If you are on the Sorcerous Sundries tile with the Mad Wizard, you may attempt a Sanity 4+ roll once during your turn to cure her insanity. If you fail, take 2 points of mental damage. If you succeed, the heroes win!

IF YOU WIN . . .

You help the wizard back from the brink of insanity. Realization dawns of the terrible things that happened while she was out of her mind. "I promise you I will punish those cultists and make amends. But first, I must end their ritual," she says before teleporting away. Baldur's Gate is saved!

IF YOU LOSE . . .

Strange shadows sweep through the city, and you hear unsettling laughter as they pass. You're terrified, but you laugh anyway. Then you hear a collective roar as the whole city descends into cackling madness. Baldur's Gate is doomed, which seems hilarious . . .

BOTTLED LIGHTNING

YOU WIN WHEN . . .

. . . the traitor is killed, or the Neglected Shrine tile is flooded by having 3 Obstacle tokens on it.

HOW TO START THE FLOOD

A hero on the Flooded Chamber tile may attempt a Knowledge 4+ roll to flip a switch and drain the chamber. On a success, place an Obstacle token on the Flooded Chamber tile. On every hero's turn thereafter, the water will continue to flow toward the Neglected Shrine.

YOU MUST DO THIS AT THE START OF YOUR TURN

If the flood has been started in the Flooded Chamber, roll a die and collect that many Obstacle tokens. You now continue the flow of water. To do so, starting with the Flooded Chamber and moving along the shortest path to the Neglected Shrine, place 1 Obstacle token on each tile that does not already have such a token. Continue to place tokens until you get to the Neglected Shrine or you run out of tokens. You can place multiple Obstacle tokens on the Neglected Shrine.

FLOODING THE SHRINE

If there are 3 Obstacle tokens on the Neglected Shrine, the heroes win!

SPECIAL MOVEMENT RULES

It costs an additional space of movement to move onto a tile with 1 or more Obstacle tokens.

STEALING THE IRON FLASK OF TUERNY

The Iron Flask of Tuerny can be stolen just like any other item. It cannot be used to attack during this haunt.

IF YOU WIN . . .

You have no idea what would have happened had your deluded friend succeeded, but you have a feeling it would have been some really bad—streets of blood, end of the world stuff. Time to head to the Elfsong and make merry!

You have all heard of the Iron Flask of Tuerny, a relic containing an unspeakable evil that was stolen from the Kraken Society before they could deliver it to their shrine. Rumor has it that a wizard cursed the relic so that no member of the Kraken Society could touch it. It has been traveling through the black market, moving from merchant to merchant, leaving a trail of blood and corpses in its wake as members of the Kraken Society hunt it down. Now your ally has gained possession of it and has been acting very strangely. Often you can hear them muttering about "calling the lightning" and "restoring its rightful place."

You have never seen dangerously crazy before, but this looks fairly close to what you've imagined.

RIGHT NOW

- ◆ If the Neglected Shrine and/or the Flooded Chamber tiles aren't on the board, search the catacomb tile stack for the missing tiles, then connect each of them to any open door on the catacomb level, as far from each other as possible. Shuffle that stack afterward.
- ◆ Set aside a pile of square Obstacle tokens, representing flooding, and place them near the board.

WHAT YOU KNOW ABOUT THE TRAITOR

Your former companion has fallen under the spell of the Iron Flask of Tuerny and must bring it to the Neglected Shrine. They have Sea Spawn under their control ready to slow you down. You need to stop the traitor, either by killing them or by stealing the item long enough to flood the Neglected Shrine tile.



DARKNESS FALLS

You hear an ominous chanting as the city is plunged into darkness. After the initial disorientation, you decide that this is another attempt by the worshipers of Bhaal to cause random fear among the citizenry of Baldur's Gate. Then you start to feel the effects of the darkness—a slow, thick suffocation—and realize that this is something much more serious. And there isn't much time.

"We have to gather enough material for a counterspell," says one of your allies who is versed in the mystic arts. "Search the city for spell components and bring everything you find to the tavern. Leave no stone unturned."

RIGHT NOW

- ◆ Take the Elfsong Tavern/Inner Chamber/Kitchen tile, and all of your adventurer figures, and remove them from the board. Discard any tokens or cards currently affecting the board.
- ◆ Collect all of the city-level tiles on the board and shuffle them together face down.
- ◆ Place the Elfsong Tavern/Inner Chamber/Kitchen tile face-up. Then redistribute the shuffled tiles face-down around that tile in a circular fashion (including diagonally), until you have placed them all.
- ◆ Get the Turn/Damage track and set the slider at the number equal to the number of heroes + 1. Place it in front of the haunt revealer. You'll use it to keep track of time.
- ◆ Set aside a number of square Obstacle tokens equal to the number of heroes in a pile near the board, representing spell components.
- ◆ Set aside a number of small monster tokens equal to the number of heroes in a pile near the board. These represent Cultists.

WHAT YOU KNOW ABOUT THE CULTISTS

They have cast an oppressive darkness spell that has affected the city level. You can still travel to the catacomb level. It is not affected by the spell.

YOU WIN WHEN . . .




. . . you have collected all of the set-aside Obstacle tokens and returned them to the Elfsong Tavern before the Turn/Damage track reaches 0.

YOU MUST DO THIS AT THE END OF THE HAUNT REVEALER'S TURN

Move the slider down 1 step on the Turn/Damage track. If it reaches 0, the Cultists have completed their ritual and the heroes lose.

HOW TO SEARCH THE CITY

You may explore face-down tiles in the same way as you discover new tiles. Move through an open door on a revealed tile and flip the attached tile face up. Connect any open doors to previously discovered doors if possible.

- ◆ If the discovered tile has an item symbol  or an omen symbol , and there are still set-aside Obstacle tokens, place 1 of those tokens on the tile. Then draw the card for that tile normally. If there are not enough omen cards available, draw an item card instead.
- ◆ If the discovered tile has an event symbol , and there are still set-aside small monster tokens, place 1 of those tokens on the tile, representing a Cultist. Then draw an event card normally.

NO DEAD ENDS

If the city level ever becomes completely blocked off because you cannot connect any revealed tiles to face-down tiles or open spaces, remove the last such "dead end" tile revealed without discovering it. Then draw and place the top tile from either the building or the street stack instead.

COLLECTING COMPONENTS

You can pick up, trade, or drop an Obstacle token just like you would any item. If you deliver all of the Obstacle tokens to the Elfsong Tavern before the Turn/Damage track reaches 0, you win!

CULTIST

Might 3 Speed 4 Knowledge 4 Sanity 4

SPECIAL CULTIST ATTACK RULES

The Cultists act during the monster turn, which is after the haunt revealer's turn. Each Cultist moves to a tile that has the most heroes within line of sight (and without heroes on it if possible). It then makes a Knowledge attack against every hero within its line of sight (the opponents defend with Knowledge). If it loses the attack, it takes no damage from heroes not on its tile.

IF YOU WIN . . .

Gasping for air, you dump the components onto the table. Your mind reels, and you struggle to maintain consciousness while you form the counterspell. As the occupants of the tavern fall unconscious one by one, you chant the arcane words. In a burst of color and light, the darkness is dispelled!

Later you learn that several key officials were murdered during the darkness, throwing the city into upheaval. Something is rotten in Baldur's Gate, and it looks like the challenges are only beginning.

PIPES OF THE BANSHEE

"My precious pipes!" You hear a wail in the distance, an unearthly cry of despair that almost drives you out of your mind.

You curse under your breath. A banshee. Of course, there's a banshee in Baldur's Gate. And now she's after you.

WHAT YOU KNOW ABOUT THE TRAITOR

The Banshee is trying to get her Pipes of Haunting back. You might want to find something with a reflective surface to defend yourself with, before she finds you!

YOU WIN WHEN . . .

. . . the Banshee is destroyed.

YOU MUST DO THIS AT THE START OF YOUR TURN

If you start your turn within line of sight of the Banshee, you must attempt a Sanity 4+ roll. If you fail, you lose 1 Sanity.

SPECIAL ATTACK RULES

The Banshee has no Might value, so you can't use Might to attack her. You may attack her with Sanity, dealing any damage as mental damage.

REFLECTIVE ITEMS

If a hero with a reflective item attacks the Banshee, the Banshee rolls only half dice for defense (rounded down), but the item is destroyed.

The following items and omen cards count as reflective items:

- ◆ **Items:** Helm of Teleportation, Locket, Necklace of Fireballs, Potion of Giant Strength, Potion of Healing, Potion of Invisibility, Potion of Speed, Shiny Rock.
- ◆ **Omens:** Berserker Axe, Dimensional Shackles, Figurine of Wondrous Power

IF YOU WIN . . .

Cast in a silent scream, the banshee's face fades slowly as her writhing form dissolves into the mists around her. You have removed a powerful force from Baldur's Gate this night. The city owes you a great debt.



SPHERE OF ANNIHILATION

An eerie silence falls over you. Appearing in the near distance is an orb of pure night, darker than even Shar's blessing. It hovers perfectly still, then suddenly jerks toward a large vase. The vase vanishes in the blink of an eye, like it was never there. When the orb starts drifting your way, you realize that one of your companions isn't with you.

RIGHT NOW

Find and place one of the traitor's circular adventurer tokens on the city-level tile that is the farthest from each adventurer. This represents the Sphere of Annihilation that the traitor is using to destroy the city.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor has a pentagonal item token, representing a Talisman of the Sphere that lets them control the Sphere of Annihilation. They're looking to send everything in this city to oblivion, including you!

YOU WIN WHEN . . .

. . . you steal the Talisman of the Sphere and merge the Sphere with it, causing their mutual destruction. You also win if you are the last hero alive and you have the Talisman of the Sphere.

ATTACKING THE TRAITOR

You can attack the traitor with Might or Knowledge. They roll the same trait to defend.

YOU MUST DO THIS AT THE START OF YOUR TURN

If you don't have the Talisman of the Sphere and you start your turn on the same tile as the Sphere of Annihilation, you must succeed on a Speed roll of 5+ to avoid being sucked into the Sphere, obliterating you from existence. If you succeed, you may take your turn as normal. If you fail, remove your adventurer figure and all items you control from play. You have been killed.

THE SPHERE OF ANNIHILATION

The Sphere is not a monster. It cannot be attacked and does not impede movement. It acts at the end of the traitor's turn.

CONTROLLING THE SPHERE

The Sphere moves at the end of the traitor's turn. If you possess the Talisman of the Sphere, you direct the Sphere's movement. The traitor will explain how that works, but you'll need to steal the Talisman from them first!

HOW TO STOP THE SPHERE

If you have the Talisman of the Sphere and are on the same tile as the Sphere of Annihilation, you may attempt a Knowledge roll of 5+. If you succeed, you successfully merge the Sphere and the Talisman of the Sphere, obliterating both from existence, and the heroes win! If you fail, the Sphere blasts outward, moving you 1 tile away. You can't discover a new tile with this movement.

SPECIAL MOVEMENT RULES

Once at least 1 tile has been annihilated, the following movement rules come into play as the city begins to crumble in on itself.

MOVING THROUGH THE WRECKAGE

Annihilated tiles are flipped over. They are considered to have doors on all sides. You can exit an annihilated tile by succeeding at a roll of 3+ using any trait. If you fail, you take 1 point of damage in that trait, but you successfully leave the tile.

You can explore from any open edge of an annihilated tile.

CLIMBING UP OR DOWN

Once per turn, you may climb up or down from any tile (including annihilated ones).

◆ **Climb Down:** Attempt a Speed 3+ roll while on a street or building tile, placing your adventurer figure on any annihilated catacomb-level tile (or the Catacomb Landing if none are annihilated) on a success. On a failure, you still place your figure but take 1 point of physical damage from the fall.

◆ **Climb Up:** Attempt a Might 3+ roll while on a catacomb tile, placing your figure on any annihilated city-level tile (or the Kitchen if none are annihilated) on a success. On a failure, you make it but take 1 point of physical damage.

IF YOU WIN . . .

With the Talisman and the Sphere gone, you and the city are safe at last. Your companion was a fool to think they could control something so powerful!

THE WILL OF YEENOGHU

Your ally was complaining about a headache but has suddenly gone quiet. When you look over, the eyes that meet yours are wide and frantic. Cocking their head to the side, your former ally lets out a series of whines and bursts of insane cackling. As you back away, you hear yapping howls and mad laughter echoing along the narrow streets and alleyways. Gnolls. You draw your weapon and back away. It seems tonight was not the night to be strolling outdoors.

RIGHT NOW

Leave the room. For this haunt, the traitor stays with the game board until both sides indicate they are ready.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor has been taken over by the will of Yeenoghu, and they have a warband of Gnolls to back them up. Yeenoghu's will is simple: kill.

YOU WIN WHEN . . .

. . . all the Gnolls are killed and you either kill or release the traitor.

YOU MUST DO THIS AT THE START OF YOUR TURN

If you control the Dimensional Shackles at the start of your turn, attempt a Sanity 3+ check. If you succeed, add 1 to your Speed this turn. If you fail, take 1 point of Sanity damage.

SPECIAL DIMENSIONAL SHACKLES RULES

For this haunt, the Dimensional Shackles, which have been infused with the power of Yeenoghu, can be stolen.

HOW TO RELEASE THE TRAITOR

If you have the Dimensional Shackles and are on the Gladiator Pit catacomb tile, you can attempt a Sanity 4+ roll to destroy the omen (discarding the card) and release the traitor from Yeenoghu's hold. If you are successful, the traitor becomes a hero, losing 2 Might and 1 Speed. Your only goal at this point is to kill the remaining Gnolls.

IF THE TRAITOR IS RELEASED OR KILLED

Each Gnoll immediately moves to the closest hero's tile and attacks that hero. They continue to do this on future monster turns (which take place after the former traitor's turn). Continue to follow the "Creating More Gnolls" rule in the *Traitor's Tome*.

IF YOU WIN . . .

You look around, anticipating another attack from somewhere in the shadows, but the crazed yammering of the gnolls has gone silent. The threat has been extinguished and Yeenoghu has been thwarted for now. You drag your weary frame back to the inn, looking forward to a nice soak in the tub to wash off the stench. If you never see another one of those mangy fiends in your life, that will be a true blessing from the gods.

IF THE TRAITOR WAS RELEASED AND SURVIVED, ALSO READ:

The grip of Yeenoghu's madness slowly fades as you come to your senses. You thank your friends for their help in releasing you from this awful curse. However, while walking back to the tavern you feel a stab of savage hunger. You quickly swallow the excited giggle that almost leaps from your throat. You take a few deep breaths and try to not chase the stray cat that hisses at you from the alleyway. Maybe Yeenoghu is not done with you yet.



TWO HEADS ARE WORSE THAN ONE

"It's evil! Don't touch it!"

But the warning came too late. You and your friends had already passed around the small statue of Demogorgon, and now you are all feeling a little bit . . . odd. In the ensuing minutes, you and your friends experience an itchy lump on the shoulder that painfully grows and sprouts into an evil head! As soon as the head opens its watery eyes, it begins jabbering at you. It wants you to cut off your other head!

RIGHT NOW

- ◆ This haunt doesn't begin with a traitor—only heroes. Each hero has a chance to become a traitor during their turn.
- ◆ Collect a number of square Obstacle tokens equal to the number of adventurers and place them near the board.
- ◆ If the Executioner's Block isn't on the board, search the street tile stack for it and connect it to the closest open door to the Elfsong Tavern, even if that's not a street exit. Shuffle that stack afterward.
- ◆ If your Speed and/or Sanity is below its starting value, reset that trait to its starting value.

YOU WIN WHEN . . .

. . . the majority of living adventurers have only sane heads. If there is a tie and everyone only has one head, the game continues until someone has been killed and a majority is established.

YOU MUST DO THIS AT THE START OF YOUR TURN

If you are on the Executioner's Block or the Kitchen, refer to "Losing Your Head," below.

At the start of your turn, you must fight your evil head for control of your body. The player to your right rolls a Sanity 4 attack, adding 1 die (maximum of 8 dice) for every traitor in play (an adventurer with only an evil head remaining). You defend with Sanity. If you win, you take your turn as normal.

If you lose, lose 1 Sanity and immediately move toward the Executioner's Block via the shortest path. If there is no direct route to that tile, you must move and explore if necessary to find the most logical route to the Executioner's Block.

LOSING YOUR HEAD

If you start your turn on the Executioner's Block and lose the roll for control of your body, you must remove 1 Obstacle token from the tile. If there isn't an Obstacle token on the tile, your evil head uses the block to chop your sane head off. You are now a traitor. Refer to the *Traitor's Tome* booklet.

If you start your turn on the Kitchen and succeed on the roll for control of your body, you may attempt to chop your evil head off. Attempt a Might roll of 4+, adding 1 die (maximum of 8 dice) for every sane hero (one with only a sane head) on your tile. If you succeed, you chop your evil head off and can help other heroes as a sane hero. You ignore the roll to fight for control at the start of your turn for the rest of the haunt.

SANITY SPILL

If your Sanity drops to the skull symbol, you lose your mind and become a traitor. Refer to the *Traitor's Tome* booklet.

SABOTAGING THE EXECUTIONER'S BLOCK

Once per turn, a sane hero may attempt a Speed roll of 4+ while on the Executioner's Block to sabotage the block. On a success, place an Obstacle token on that tile.

BEHEADING

If you are a sane hero with a weapon (Berserker Axe, Book of Spells, Crossbow, Explosive Runes, Javelin of Lightning, Necklace of Fireballs, or Ring of the Ram), you may make an attack with that weapon against a hero with two heads. If you would inflict 2 or more points of physical damage, you instead chop off their evil head. That hero ignores the roll to fight for control at the start of their turn for the rest of the haunt.

IF THE HEROES WIN . . .

Finally, in a frenzied bloodbath, you hack off the last evil head, and breathe a sigh of relief. With Demogorgon's voice silenced, the curse is no more. Sane heads have prevailed!

A MOTHER'S FURY

It starts as a low rumble, barely noticeable over the noise of the city, then the sky is shattered by a thunderous flapping of wings as a stream of dragonfire sets the streets ablaze. A horrendous roar trumpets from above as an ancient red dragon circles around, preparing to attack again. Through the crowds of people running away, you spot a woman walking directly toward you. "That idiot! I told him not to touch any of them! I can't believe I let myself get talked into this." After a moment you realize what she's hauling: a dragon's egg!

RIGHT NOW

- ◆ Set aside a number of triangular quest tokens equal to twice the number of adventurers and place them near the board. These represent Dragon Eggs.
- ◆ Set aside the square Obstacle tokens to represent where Dragon Eggs have been found.
- ◆ Set aside small monster tokens to represent destroyed tiles and place them near the board.
- ◆ Place the large Dragon monster token on the tile that triggered the haunt.
- ◆ Choose one player to run the Dragon, making decisions for it and rolling its dice (see "The Dragon's Turn").
- ◆ Get the Turn/Damage track and place the slider on 5.

WHAT YOU KNOW ABOUT THE DRAGON

The enraged Dragon is destroying Baldur's Gate. You've been enlisted to find the missing Dragon Eggs before time runs out.

YOU WIN WHEN . . .

. . . the heroes have collected all of the Dragon Eggs before the Turn/Damage counter reaches 0.

HOW TO COLLECT DRAGON EGGS

Once per turn, a hero may attempt a Knowledge roll on any tile without an Obstacle token. If successful, take a Dragon Egg token from the pile near the board.

Consult the list below for the number needed to succeed:

6+	Blank tile or destroyed tile (see below)
5+	Event tile
4+	Omen tile
3+	Item tile

Once a Dragon Egg has been found, that tile can no longer be searched. Place an Obstacle token on the tile to signify that fact.

If all of the Dragon Egg tokens are under the control of heroes (there are none on tiles), you win!

Dragon Eggs are considered to be items; they can be dropped and traded.

SPECIAL MOVEMENT RULES

You must attempt a Might roll or a Speed roll of 3+ to leave a destroyed tile (a tile with a small monster token on it). If you fail, you take 1 point of physical damage but can continue moving.

THE DRAGON'S TURN

The Dragon does not have traits and cannot be attacked. It also cannot be stunned by any means.

The Dragon acts during the monster turn, which is after the haunt revealer's turn. It completes the following steps in order on each of its turns:

1. Move the Dragon up to 2 tiles toward the nearest hero, stopping when it enters a hero's tile.
 - The Dragon can move between levels via any route the heroes can use. It can also travel from the Catacomb Landing up through any tile with a sewer grate.
 - Each tile the Dragon exits is destroyed (see below).
2. Roll 2 dice. Destroy that many tiles adjacent to the dragon.
3. Inflict 3 points of physical damage against each hero on the Dragon's tile or an adjacent tile.
4. Move the slider down by 1 step on the Turn/Damage track.
 - When the slider reaches 0, the Dragon destroys the city and the heroes lose.

DESTROYING A TILE

When the Dragon destroys a tile, place a small monster token on it. Stairs, doors, and other means of exit from the tile still function. These tokens are only markers and do not function as small monsters.

IF YOU WIN . . .

In front of what once was the Elfsong Tavern, you return the gathered eggs to the dragon. Your blood turns to ice as her yellow eyes bore into you; you don't need to speak Draconic to heed this warning. The beast gently gathers her eggs and rises, the wind from her wings almost knocking you off your feet. The city is in ruins, but then again, it's not the first time you have had to rebuild.

IF YOU LOSE . . .

Baldur's Gate was once a glorious city along the Sword Coast. Now its sprawling, smoking ruin is home to one of the most dangerous dragons ever to terrorize Faerûn, and none dare enter her realm.



THE BIG SCORE

You are all hunting for the Star of Thay, a gem of enormous value. Whoever can find the gem, and get it to a waiting fence at the marketplace, can sell it to score mounds of shiny gold!

RIGHT NOW

- ◆ Get the square Star of Thay token and place it near the board.
- ◆ Play begins to the haunt revealer's left.

WHAT YOU KNOW

Everyone starts out as heroes hunting for the Star of Thay. Find it first, and you can reap the monetary rewards. But be careful—you also become a target, as all the other heroes want the same thing!

HOW TO SEARCH FOR THE STAR OF THAY

On your turn, you may attempt a Knowledge roll or a Speed roll of 7+ while on an item tile on the catacomb level. Before you roll, you may ask other heroes on your tile to help you; for each one who agrees, decrease the difficulty of the roll by 1.

If you succeed, you and each hero who helped you must attempt a Speed roll, rerolling ties. Whoever wins takes control of the Star of Thay token and becomes the traitor. They read the rules for this haunt in the *Traitor's Tome*. Everyone else who participated gains 1 Speed and 1 Might. Greed, it seems, is a powerful motivator.

Don't read beyond this point until the Star of Thay token has been found.

WHAT YOU KNOW ABOUT THE TRAITOR

They have the Star of Thay and are trying to sell it at the Marketplace street tile. Before they do, you must hunt down the traitor and steal the Star of Thay so you can sell it first!

THE STAR OF THAY

The Star of Thay is treated like an item and can be stolen, dropped, or traded.

STEALING THE STAR

If you successfully steal the Star of Thay, you become the traitor. Take the *Traitor's Tome* and follow all instructions for this haunt.

YOU WIN WHEN . . .

You can win only as the traitor or if you are the last adventurer alive.

IF YOU WIN . . .

The Star of Thay is even more wondrous than the tales say, and now you have it in your grubby mitts! Inconceivable!

A KILLER AMONG US

The members of the Watch collected you quickly and quietly. You were the last ones to see Alan Alyth, the tavern's proprietor, alive and you are now the prime suspects in his death. After hours of torturous questioning, the guards let you go, but your gut tells you that one of you did it. You owe it to Alan to solve the mystery of his demise. There's a reason he was killed, and it's up to all of you to figure that out before the traitor achieves their nefarious goal.

RIGHT NOW

- ◆ Collect a set of small monster tokens of the same color, numbered from 1 up to twice the number of adventurers, and mix them up with the numbers hidden. Each player takes 2 tokens and looks at them but doesn't show them to anyone. Whoever has the token numbered 1 is the traitor.
- ◆ Collect a number of triangular quest tokens equal to twice the number of adventurers, representing Clues. Put them in a pile near the board.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor is among you. Your job is to find the Clues and figure out who killed the tavern owner.

THE HEROES WIN WHEN . . .

. . . the traitor is killed.

THE TRAITOR WINS WHEN . . .

. . . all the heroes have been killed.

HOW TO FIND A CLUE

You have to explore the city to find Clues. Whenever you discover a tile with an event, item, or omen icon, before drawing that card, you may attempt a Knowledge 3+ roll. If successful, take a Clue token from the pile. You can drop, steal, or trade Clue tokens as you would items.

LIMITED CLUES

Once the adventurers have emptied the pile of Clue tokens, they have found all the available information. They will need to deduce who the traitor is based on what they have collectively learned.

HOW TO USE CLUES

You may discard any number of Clue tokens during your turn to do various things. The heroes want to look at each other's face-down monster tokens to ferret out the traitor. The traitor wants to collect and use the Clues to cover their tracks and sow misdirection among the other adventurers. You may use a clue on the same turn that you gained it.

- ◆ If you are on a tile with another adventurer, you may discard 1 **Clue token** to look at 1 of that adventurer's face-down monster tokens (your choice).
- ◆ If you are on a tile with another adventurer, you may discard 2 **Clue tokens** to look at both of that adventurer's face-down monster tokens simultaneously.
- ◆ If you discard 3 **Clue tokens**, you can look at 1 of any adventurer's face-down monster tokens (your choice), even if you are not on the same tile.
- ◆ **Responding:** When an adventurer on your tile would look at any of your face-down monster tokens during their turn, you may discard 1 **Clue token** to look at 1 of their face-down monster tokens at the same time.

You don't need to keep the information secret, but you can't show a monster token to anyone else.

SPECIAL ATTACK RULES

When you would inflict 2 or more damage to an adventurer, you may instead either steal 1 of their Clue tokens or look at 1 of their face-down monster tokens.

KILLING AN ADVENTURER

When an adventurer is killed, reveal both of their face-down monster tokens. Once the traitor has been killed, the heroes win!

REVEALING AS THE TRAITOR

If you have the monster token numbered 1, you can always reveal it to act openly as the traitor (ignoring negative tile and card effects as noted in the rules) at any time. Whenever you reveal yourself as a traitor, you can immediately do the following:

- ◆ Draw a number of item cards equal to the number of heroes still alive and keep half of them (round up).
- ◆ For each hero who has been killed, gain 2 in a trait of your choice.

IF THE HEROES WIN . . .

You finally figured out who Alan Alyth's killer was, but at great cost, a dark road ending in treachery, blood, and corpses.

IF THE TRAITOR WINS . . .

That'll teach them to ask questions and poke their noses where they don't belong. As you stalk off into the darkness, cleaning your blades, you hear a hiss of "Bhaal . . ." in the wind behind you. A smile creeps across your face. There's more work to be done.



FIRE IN THE SKY

The battle has been raging overhead for hours. What started as a display of magical power has escalated into a fiery hail of airship remnants that have pelted the city, setting it ablaze. Whatever is happening up there, you're glad you're not a part of it, but you just wish you weren't directly below it! Civilians cower in fear, not knowing which way to run. It becomes evident that you are all they have, and you quickly begin to formulate a plan. Armed with scrolls that show you how to make teleportation circles, you set out to gather as many of the beleaguered citizens as you can and whisk them to safety.

RIGHT NOW

- ◆ Collect a number of triangular quest tokens equal to twice the number of heroes, representing helpless Citizens. Place the first on the Elfsong Tavern, then on the Inner Chamber, and then on every other tile surrounding the Elfsong Tavern (including diagonally). Continue spreading out the tokens in a circular manner outward from the Elfsong Tavern until you have placed them all (1 token per tile). If you run out of empty tiles on the city level, put the remaining tokens on the Elfsong Tavern.
- ◆ Set aside the square Teleportation Circle token.
- ◆ Set aside the small monster tokens near the board to represent Fires. The small monster tokens are merely markers for this haunt and will not act as small monsters.

WHAT YOU KNOW

Below the battle in the skies, the city burns. Help rescue the Citizens before they all perish.

YOU WIN WHEN . . .

. . . you use the Teleportation Circle to rescue a number of Citizens equal to the number of starting heroes.

YOU LOSE WHEN . . .

. . . a number of Citizens equal to the number of starting heroes + 1 are killed, or all the heroes are killed.

YOU MUST DO THIS RIGHT NOW, AND AT THE START OF THE HAUNT REVEALER'S TURNS

- ◆ If there is a Citizen on a tile that contains a Fire token, they have been killed by the fire. Remove the Citizen token from the tile and stack it near the board. Ignore any Citizens carried by heroes. If the number of killed Citizens in that stack equals the number of heroes + 1, the heroes have lost.
- ◆ Roll a die for each tile on the city level that doesn't already have a Fire token on it. If the result is 0, place a Fire token on that tile.

- ◆ If every tile on the city level has a Fire token, each hero takes 2 points of physical damage as the city collapses in on itself.

HOW TO MOVE A CITIZEN

You can pick up or drop a Citizen at any point during your turn. However, you can carry only 1 Citizen at a time.

- ◆ To pick up a Citizen, you must be on their tile and succeed at a Might 3+ roll. If you do, remove the token from the tile and place it on your adventurer card.
- ◆ To drop a Citizen, remove the token from your adventurer card and place it on your tile.

MOVING THROUGH THE FIRE

Tiles with Fire tokens on them represent areas of the city that are on fire. Whenever you would exit a tile with a Fire token on it, you must roll a die. If the result is 0, you don't move (nor do you use a space of movement). Instead you take 1 point of physical damage, and if you are carrying a Citizen, you must drop the token. If you have any movement remaining, you may continue moving (rolling again to attempt to exit the fiery tile).

HOW TO CREATE THE TELEPORTATION CIRCLE

On your turn, if you are on the catacomb level, you may attempt a Knowledge roll of 6+ (or 3+ if you are the Bard, Sorcerer, or Wizard). If you are successful, get the square Teleportation Circle token and place it on your tile.

HOW TO RESCUE A CITIZEN

Once the Teleportation Circle has been created, any Citizens currently on or dropped onto its tile are instantly teleported to safety. Once you have rescued a number of Citizens equal to the number of starting heroes, you have won!

IF YOU WIN . . .

There isn't much left of the city, but they will rebuild. They always do. At least you saved everyone you could. While those on the airship are hailed as the Heroes of the Realms, the citizens you saved have seen what true heroism looks like.

IF YOU LOSE. . .

Even though you were able to rescue a few vulnerable citizens, the memories of the ones you didn't save will haunt you. Tales will be told for millennia about the airship battle above Baldur's Gate, and the group of heroes who risked it all for the helpless, but no amount of praise can soothe your feeling of bitter failure.



THE DEATH CURSE

For the past few nights, the city healers have been inundated with people afflicted by what has been called the "death curse." Even you are starting to feel the effects, like you're slowly withering away. The Harpers come to you with a desperate plea. Help them figure out the cause of the death curse, and where it is located, before it's too late.

RIGHT NOW

- ◆ Collect triangular quest tokens numbered from 1 to the number of adventurers + 2 and randomize them face down. Place them on the board, 1 per tile, starting with omen tiles. If you run out of omen tiles, place the tokens on catacomb tiles as far from the Catacomb Landing as possible. If you run out of catacomb tiles, place the tokens on the city level as far from the Elfsong Tavern as possible.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor is a Yuan-ti in disguise, and they are on the hunt to destroy you and end your mission.

YOU WIN WHEN . . .

. . . you find the clues numbered 1 and 2 and bring them to your contact in the Elfsong Tavern before you succumb to the death curse. If the traitor is killed, you may turn all the quest tokens face up to aid you in your search.

YOU MUST DO THIS AT THE END OF YOUR TURN

At the end of your turn, unless you control the Book of Spells, take 1 point of physical damage from the death curse. This damage cannot be prevented by any other effect.

HOW TO SEARCH FOR CLUES

You may attempt a Knowledge 4+ roll when on a tile with a face-down quest token to reveal its number. If you succeed, read the corresponding text below and discard the token unless it is numbered 1 or 2 (instead put it in front of you). These tokens are treated like items and can be traded, dropped, or stolen. If you drop a quest token, leave it face up on the tile.

1	You've found a note with half of what you need: "The seed has been planted in Chult; now we need more souls to help it grow. Head to the great cities to the north. Sow discord and cultivate their murderous ways. The more that fall, the more he will reward me!"
2	You've found a note with half of what you need: "Acererak's plan is proceeding, although I fear I am beginning to wither away. Is my time on this plane coming to an end?"—Ras Nsi
3+	This clue is not essential to your quest.

DELIVERING A CLUE

If you have the quest token numbered 1 or 2 and are on the Elfsong Tavern tile, you may deliver it to your contact by placing it face up near the board. If both tokens have both been delivered, the heroes win!

IF YOU WIN . . .

The Harpers have what they need, but those around you continue to succumb to the death curse. You can only hope that the Harpers can find heroes willing to go to Chult and stop the curse from destroying the world.



INFERNAL MACHINE

Rumors abound regarding a secret cabal of Gond worshipers who mechanized certain functions of Baldur's Gate: opening floodgates, managing sewer controls, even synchronizing movements among the golems and shield guardians throughout the city.

No one quite understood the method of their control. But this Machine might explain their civic influence.

Once used by Lum the Mad to build his empire, the Machine was thought lost to the ages after his defeat. Now here it stands before you, having subsumed all the tinkers who last attempted to operate it, their bodies helping fuel its further needs. All that remains is the Machine itself—a thing of profound mechanical sentience, seeking further sources of power to exert even greater control over the city.

RIGHT NOW

Leave the room. For this haunt, the traitor stays with the game board until both sides indicate they are ready.

WHAT YOU KNOW ABOUT THE TRAITOR

They have been absorbed into the Machine, which is rearranging the city to its liking in pursuit of some unknown goal. You must use the Machine's instruction pages (triangular quest tokens) to shut it down before it absorbs you too!

YOU WIN WHEN . . .

. . . you deactivate the Machine. You'll need to collect its instructions (triangular quest tokens), then enter them into the Machine.

HOW TO COLLECT THE MACHINE'S INSTRUCTIONS

As a fail-safe against the Machine, the tinkers hid pages of its arcane instructions throughout the area (represented by triangular quest tokens).

Once during your turn, if you are on a tile with 1 or more quest tokens, you may attempt a Knowledge 4+ roll. If you succeed, pick up 1 quest token from the tile and put it in front of your adventurer card. There is no limit to the number of such tokens you can carry. If you are killed, drop all tokens you have collected onto your tile. You may trade these tokens like any other item, without having to attempt a Knowledge roll.

HOW TO DEACTIVATE THE MACHINE

The pages must be fed into the Machine to deactivate it. Any hero on the tile with the Infernal Machine who controls a quest token may attempt a Knowledge roll of 4+. If successful, place the quest token on top of the Infernal Machine token and gain 1 Knowledge. Once all the quest tokens have been placed this way, the heroes win!

IF YOU WIN . . .

The Machine's hum comes to a sudden end, its dials and gauges no longer glowing with mechanical life. Wires attached to massive bell jars detach, releasing their occupants: your captured ally and tinkers alike.

As their eyes slowly blink back into recognition of their surroundings, the tinkers thank you for your efforts and are thrilled to hear that their instructions overcame the Machine.

"Yes, yes," they begin to converse amongst themselves in animated tones. "We've proven that combination works. Now let's move on to the next!"

HAIL OLHYDRA!

As you examine the carved blue-green square, you receive a vision of a great wave sweeping over the city—a wave set with opalescent eyes.

Only when you touch the symbol do you know the name behind this vision: Olhydra, Princess of Evil Water. As her gate to this world reopens, water already starts to flood through . . .

RIGHT NOW

- ◆ Get the large Apparatus of Kwalish monster token and put it near the board.
- ◆ Collect some small monster tokens (representing the flood) and place them in a pile near the board.
- ◆ Collect a number of triangular quest tokens equal to the number of heroes and place them next to the board. Keep them separate from the token the traitor will use to represent the Portal to the Elemental Plane of Water.

WHAT YOU KNOW ABOUT THE TRAITOR

Olhydra has transformed the traitor into a Morkoth, tasked with guarding her newly opened Portal. Now the catacombs are flooding, swallowing anyone who dares step into the flow. To close the Portal, you'll need to find and assemble pieces of the Apparatus of Kwalish, an ancient submersible.

YOU WIN WHEN . . .

. . . you construct the Apparatus of Kwalish, then navigate to the Portal and close it. But hurry! You must complete your goal before the city is flooded!

FLOODED TILES

Small monster tokens represent the flowing flood. A tile with a small monster token on it is considered to be flooded. These are only markers and will not act as small monsters.

YOU MUST DO THIS AT THE START OF YOUR TURN

If you start your turn on a flooded tile that doesn't also contain the Apparatus of Kwalish, you must succeed at a Speed 4+ roll or drown! If you drown, Olhydra transforms you into a Morkoth. The traitor will explain what happens (it actually tickles a bit).

HOW TO CONSTRUCT THE APPARATUS OF KWALISH

If you are on the Smithy building tile, the Trash Pile street tile, or the Weapon Shop Basement catacomb tile, you may attempt a Knowledge roll of 7+ to construct the Apparatus of Kwalish. After rolling, you may discard any number of items to add 1 to the result for every item discarded in this way. If the roll is successful, place the Apparatus of Kwalish token on your tile and read the following aloud:

As you hammer the last pipe onto the frame, you step back to marvel at this legendary machine — and to admire your own handiwork in repairing it. The Apparatus of Kwalish is a six-legged iron barrel that can submerge deep into the flood, allowing you to reach the portal and save the city. Your friend walks up, looks at you, then back at the Apparatus. 'We're getting in that thing? Not in a million tendays, friend!' Their nervous laughter soon stops, however, as water rushes into the room.

APPARATUS OF KWALISH

Might 4 Speed 3

SPECIAL APPARATUS OF KWALISH RULES

The Apparatus of Kwalish is under the control of the heroes and does not act during the monster turn.

All heroes on a tile with the Apparatus of Kwalish token are considered to be inside the Apparatus and do not roll for drowning at the start of their turns.

If you start your turn on a tile with the Apparatus of Kwalish, you must choose whether to pilot or control the Apparatus.

- ◆ **Pilot:** Roll a number of dice equal to the Apparatus's Speed. You may move your adventurer figure and the Apparatus token up to that many spaces, bringing willing heroes with you as you exit their tiles.
- ◆ **Control:** You may manipulate the Apparatus's pincer arms, allowing you to make an attack using its Might against a single enemy within 1 tile of the Apparatus.

You may instead attempt to close the Portal if you are within 1 tile of it. You must succeed at a Might 4+ roll (using the Apparatus's Might) and place 1 quest token on the Portal's tile. When the number of quest tokens on the tile equals the number of adventurers, the Portal is closed and you win!

DEFENDING AND DAMAGING THE APPARATUS

Whenever the Apparatus is attacked, one hero on its tile rolls defense for it using its appropriate trait (normally Might). If the Apparatus would take any damage, instead distribute the damage however you all agree among the heroes on its tile. If all the heroes on the Apparatus's tile die, remove the token from the board. It will need to be constructed again.

IF YOU WIN . . .

The portal to the Elemental Plane of Water has been closed and Olhydra's influence pushed back out of Baldur's Gate. You open the hatch of the Apparatus, exiting somewhat sodden but victorious.

"Anyone for a drink?" You say to a chorus of groans.



RUST MONSTERS TO THE RESCUE!

Past rumors appear to be false—that ancient, mysterious crash did not take place at the Barrier Peaks, but right here beneath the city of Baldur's Gate!

What you mistook for magical plate armor found while exploring the city is actually a piece of highly advanced technology from a ship that crashed here in ancient times. As the suit hums into life, it wraps itself around your ally, who tries to resist but is inexorably encased by the armor. You look around and notice a few unconscious rust monsters. If they can be awakened, they might find this armor quite delicious. You hear a muffled sound before a booming voice announces "Fire at Will!"

RIGHT NOW

Get the Turn/Damage track and place the slider on 6. This is the time you have left before the armor locks, sealing your ally in forever.

WHAT YOU KNOW ABOUT THE TRAITOR

You need to shut the armor down using any means possible, and those Rust Monsters look like a good place to start.

YOU WIN WHEN . . .

. . . you use one of the Rust Monsters to consume the power armor.

YOU LOSE WHEN . . .

. . . all the Rust Monsters are dead.

YOU MUST DO THIS AT THE START OF YOUR TURN

If you are trapped in stasis (your adventurer figure is tipped over), you must succeed at a Sanity 4+ roll to set your figure upright and continue your turn. Lower the difficulty by 1 for each hero on your tile.

RELEASING RUST MONSTERS

Rust Monsters start in stasis (represented by triangular quest tokens) and won't take a turn until they are released. You need to locate one of them and attempt a Knowledge roll of 5+.

- ◆ If you fail, you are accidentally trapped in stasis yourself and your turn ends. Tip your adventurer figure on its side. You can no longer act except to attempt a Sanity roll to try to free yourself as described above.
- ◆ If you succeed, remove the quest token from the Rust Monster. It will act during its next monster turn.

RUST MONSTER

Speed 3

YOU MUST DO THIS AT THE END OF THE MONSTER TURN

At the end of the monster turn, move the slider on the Turn/Damage track down 1 step. If it reaches 0, the heroes have lost.

CONTROLLING THE RUST MONSTERS

Freed Rust Monsters act during their normal monster turn (after the traitor's turn) but are not under the control of the traitor. Instead, the heroes direct their attempts to consume items. Each Rust Monster completes the following steps in order of preference. (For example, they will always move toward dropped items first, even if that means moving directly past the traitor.)

1. Move via the shortest path toward the closest dropped non-omen item (including the Caltrops item card if on a tile).
 - If a Rust Monster ends its turn on a tile with any dropped items, it consumes all of those items, which are discarded.
2. Otherwise, move via the shortest path toward the closest hero with a non-omen item.
 - If a Rust Monster ends its turn on a tile with one or more heroes and there are no dropped items on the tile, it consumes all non-omen items that one hero on that tile is carrying.
3. Otherwise, move via the shortest path toward the traitor.
 - If a Rust Monster ends its turn on the tile with the traitor and there are no other non-omen items on the board or under the heroes' control, it consumes the power armor and the heroes win!

Each Rust Monster moves and attacks separately, so you can activate one to eat the last dropped item, then move the next toward items on heroes, and so on.

WHILE IN STASIS

A hero or a Rust Monster that is attacked while in stasis still rolls defense normally.

IF YOU WIN . . .

The rust monster sets upon the power armor, the weapon blasts bouncing harmlessly off its carapace. These monsters almost seem bred for just such a contingency—one might wonder if the strange beings that created this technology also brought rust monsters to this world?

As the creature feeds, the armor corrodes until its pieces fall away from your thankful ally trapped within.



STICKLEBACK

Shadows seem to grow and move with malevolent intent. Baleful faces emerge within the mist-soaked gloom, while tiny, glowing mushrooms wriggle up from between the cobbles. Someone must have made a fatal deal with Stickleback, an alien and dangerous entity of the Far Realm that devours minds and warps worlds.

Can you banish Stickleback to its realm of madness before it seeks you out and tears your mind to shreds?

RIGHT NOW

- ◆ Place 1 square Obstacle token, representing a Magical Ward, on each omen tile. Set aside some more Obstacle tokens near the board; you might need them later.
- ◆ Place 2 triangular quest tokens, representing Mushrooms, on each item tile. Set aside some more quest tokens near the board; you might need them later.
- ◆ The game begins with the Mind Ticklers taking their monster turn, then play proceeds with the player to the traitor's left.

WHAT YOU KNOW ABOUT THE TRAITOR

Stickleback is a powerful monster that loves to trap hapless mortals in a realm of illusion and devour their minds. Stickleback is blind, and can only see its surroundings if it has a Mind Tickler attached to a victim. Best not get caught, for few survive Stickleback's psychic attack.

You must find and empower the Rose Portal so it can suck Stickleback back into its dimension, and you'll need Magical Wards to do it.

YOU WIN WHEN . . .

. . . you empower the Rose Portal street tile by delivering a number of Magical Wards to that tile equal to the number of adventurers.

YOU MUST DO THIS AT THE START OF YOUR TURN

If you have a Mind Tickler attached to you, you must attempt a Sanity 4+ roll. If you fail, take 1 point of mental damage, and you can move only 1 space this turn.

DISCOVERING NEW TILES

If you discover a new omen tile, place 1 Obstacle token, representing a new Magical Ward to collect, on the tile.

If you discover a new item tile, place 2 quest tokens, representing new Mushrooms to collect, on the tile.

MIND TICKLERS

A Mind Tickler is an evil spirit and cannot be attacked. Once it is attached to you, the only way you can remove it is with a Mushroom effect. You can have only 1 Mind Tickler attached to you at a time (they don't like each other).

EATING A MUSHROOM

Once you have collected a Mushroom token, you may use it at any time during your turn to eat the Mushroom.

Roll 4 dice for the Mushroom's effect:

8	You hiccup and disappear. Place your adventurer figure on any tile on the board.
7	You see a glimpse of the future. You may search any tile stack for a tile, shuffle the stack, and place the chosen tile on top.
5-6	You feel smarter. Gain 1 Knowledge.
3-4	The Mind Tickler detaches. Remove the Mind Tickler token from your adventurer card, placing it stunned side up on your tile.
0-2	Poison Mushroom! Take 1 point of physical damage.

You may choose an effect from a lower result instead of the one you rolled.

HOW TO EMPOWER THE ROSE PORTAL

If you are on the Rose Portal street tile, you may attempt a Knowledge 3+ roll to place 1 Magical Ward token you control on that tile. The difficulty is increased by 1 if Stickleback is on that tile. Once placed, Magical Wards on the Rose Portal cannot be picked up again. When the number of Magical Wards on the Rose Portal tile equals the number of starting adventurers, the portal is empowered and Stickleback is banished to its foul plane.

IF YOU WIN . . .

Stickleback shrieks as it is forced into the portal, its huge form crumpling and tearing, then vanishes in a flash of greenish light. You dust yourself off and look around to see that Stickleback's warping influence is gone and Baldur's Gate has returned to its former glory. Thank the gods!



BY THE LIGHT OF THE PALE MOON

You hear an ominous chant echoing through the mists: the Ritual of the Dark Servant. It makes your hair stand on end, but you can't make out where the chant is coming from. All you know is that someone has been infected by a malevolent spell that will soon warp their body into a murderous horror—the Dark Servant of Bhaal.

RIGHT NOW

- ◆ Collect a number of triangular quest tokens, representing Amulets of Protection, equal to the number of adventurers and look at the numbers. Collectively choose 1 of those tokens to be a fake amulet, then randomize and distribute the tokens face down, 1 to each player. Then, without looking at the numbers, each player places their token on the omen tile closest to their adventurer figure.
- ◆ Set aside a pile of pentagonal item tokens, representing Alchemist's Fire, and place them near the board.

WHAT YOU KNOW ABOUT THE TRAITOR

One of you is going to transform into a Dark Servant of Bhaal—a horrible fate—but you won't know who it is until the hour of the Moon of Bhaal is upon you. You need to protect yourself until it is revealed.

Once during your turn, you may attempt a Speed 3+ roll to pick up an Amulet of Protection token on your tile and look at its number. If it's the fake as determined above, discard it. If not, put it on your adventurer card.

THE MOON OF BHAAL

At the end of the haunt revealer's first turn, the adventurer who doesn't have an Amulet of Protection token transforms into the Dark Servant of Bhaal and becomes the traitor.

If two or more adventurers don't have an Amulet of Protection, each of them must make a Sanity roll. The lowest roller becomes the traitor. Reroll ties.

The traitor must now read the rules for this haunt in the *Traitor's Tome*.

Don't read beyond this point until the traitor has been revealed.

YOU MUST DO THIS WHEN THE TRAITOR IS REVEALED

- ◆ Exchange each of your Amulet of Protection tokens for a pentagonal item token, representing Alchemist's Fire. Remove any remaining Amulet of Protection tokens from the board.
- ◆ Play continues with the player to the left of the haunt revealer, no matter who became the traitor.

YOU WIN WHEN . . .

. . . you kill the Servant of Bhaal.

WHAT YOU'VE LEARNED ABOUT THE TRAITOR

Cultists of Bhaal throughout Baldur's Gate have begun chanting protection spells, empowering the Servant of Bhaal. They need to be stopped before you can defeat the Servant of Bhaal, but they can't be attacked with Might. Luckily, you happen to have some Alchemist's Fire handy . . .

ALCHEMIST'S FIRE

Once during your turn, you may discard an item or omen card that can be dropped to collect an Alchemist's Fire token in its place.

Instead of attacking normally, you may use Alchemist's Fire to target any tile up to 2 tiles away and within line of sight. Discard an Alchemist's Fire token and make a single Speed 4 attack against all adventurers and monsters on the target tile (including yourself if you're on that tile).

IF YOU WIN . . .

You sit at the Elfsong Tavern, staring into the fathomless depths of your ale. You have survived this night, but you wonder what other horrors are out there waiting for you. A halfling band starts playing a song, and it lifts your spirits for the moment, but you can't help but look out the window and catch the pale eye of the moon looking back at you.

FOREVER MEAD

You stumble upon the corpse of a dead adventurer. Unfortunately, he doesn't have anything of value besides a crystal bottle of elven design. You unstopper it and give it a sniff: Heavenly! It's evermead, the honey wine made only on the mystical isle of Evermeet. It's worth a fortune! But before you sell it, everyone should get just a little sip. It's not likely any of you will get another chance. Wait, what's that funny aftertaste?

RIGHT NOW

- ◆ Leave the room. For this haunt, the traitor stays with the game board until both sides indicate they are ready.
- ◆ You have been poisoned, and one of your companions has died, but rather than become the traitor, the player controlling that adventurer transforms into the Dungeon Master (DM)!
- ◆ The DM will place a number of triangular quest tokens around the board, representing Potions that you can drink to try and cure yourself of the poison.
- ◆ Get the Turn/Damage track and place the slider on 2. The DM will use it to keep track of the damage you take from the poison coursing through your system.

WHAT YOU KNOW ABOUT THE SITUATION

Your party has been poisoned and must find a Potion of Vitality before you perish! The DM will guide you through the remainder of this haunt, revealing events each turn that might thwart or help your efforts.

YOU WIN WHEN . . .

. . . half the starting heroes (rounded up) have been cured of the poison.

YOU MUST DO THIS AT THE START OF YOUR TURN

The DM has a hand of fate that contains event cards. At the start of each of your turns, they will select a card from their hand for you to resolve, describing its effects.

YOU MUST DO THIS AT THE END OF YOUR TURN

You must attempt a Might roll, with the target equal to the current number on the Turn/Damage track. If you fail, take 1 die of physical damage.

HOW TO FIND A POTION

Once during your turn, you may attempt a Knowledge 3+ roll while on a tile with a Potion token to search for it. If you succeed, collect the token and place it number side down in front of you. Treat Potion tokens like any other items—they may be used, traded, dropped, or stolen.

TESTING A POTION

Once during your turn, if you are on the Arcane Retreat catacomb tile, you may test a Potion you possess by attempting a Knowledge roll and letting the DM know your rolled total, as well as what numbered potion you are testing. The DM will let you know if you were able to discern anything from the test. Once you successfully test a Potion, turn its token number side up as a reminder.

DRINKING A POTION

To drink a Potion, you use it, discarding the token. You can drink a potion you haven't tested. (You are a hero, after all.) The DM will tell you what you drank. You can drink only 1 Potion per turn.

SPECIAL MOVEMENT RULES

After drinking a Potion, you can't move for the remainder of that turn or on the next turn as you recover.

IF YOU WIN . . .

You shake off the last effects of the poison and stumble back to the Elfsong Tavern. There's a happy-hour special on mead. You're tempted to raise a glass and make a toast to fallen friends, but maybe you'll just have some warm tea instead.



MASTER OF ILLUSION

The world blurs for a moment and everything becomes distorted. Then as things snap back into focus, you hear a crackling sound like distant thunder. A sulfurous odor fills your nostrils.

Your ally flickers and their form changes to reveal another—a red-robed wizard with arcane tattoos. Your ally cackles with maniacal glee. "The Book of Keeping! I've found it! Now, to summon forth my allies from Gehenna! Those fools will never reach the portal in time!"

RIGHT NOW

- ◆ Leave the room. For this haunt, the traitor stays with the board until both sides indicate they are ready.
- ◆ You cannot discover new tiles, except when dispelling Illusions (see below).

WHAT YOU KNOW ABOUT THE TRAITOR

Your ally has turned out to be a dangerous Red Wizard illusionist. They have found a powerful tome that can summon fiends known as yugoloths from a Portal hidden somewhere within the city, but they need time to research the names. They have cloaked the Portal under Illusions (Obstacle tokens), so you must investigate areas to uncover its location and shut it down.

YOU WIN WHEN . . .

. . . you dispel the correct Illusion, uncovering the Portal so you can close it before the traitor unleashes their fiends on the city. You also win if you kill the traitor.

THERE'S ONLY SO MUCH TIME

You must find and close the Portal before the traitor completes their research. At the start of the traitor's turn, and whenever you fail to dispel an Illusion, the slider on the Turn/Damage track moves down 1 step. If it reaches 0, the traitor can call the yugoloths to Baldur's Gate, and the heroes will lose.

HOW TO DISPEL ILLUSIONS

You may attempt a Sanity 4+ roll to dispel an illusion on your tile. Be careful though; if you fail, you will have wasted precious time and the Turn/Damage track will tick down.

If you succeed at the Sanity roll, do the following in order:

1. Announce the Illusion token's number and discard it.
2. Remove all other tokens and adventurer figures from the tile, then shuffle the tile back into the appropriate stack.
3. Draw a new tile from that stack and place it in the discarded tile's space.
4. Ask the traitor if the discarded token was the location of the Portal.
 - If it was, they will place a triangular quest token on the new tile, representing the Portal.
5. Place the removed figures and tokens back on the tile and resolve the tile as if you just discovered it.

RETURNING TILES

If a tile with a once-per-game effect is removed and later added back to the board, treat it as a new tile. You can use its effect again, even if you used it previously this game.

HOW TO CLOSE THE PORTAL

Once the Portal is found, it can be shut down by a hero on its tile with a successful Knowledge 4+ roll. You can't close the Portal on the same turn that you find it.

IF YOU WIN . . .

There's a loud crack as the portal winks out of existence with a sulfurous stench, and the illusory terrain melts away. Later, you raise mugs of ale in celebration. The city has been saved from a fiendish incursion, but something doesn't sit well—the traitorous master of illusion is nowhere to be found.

THE MARK OF BAPHOMET

As you look in wonder at the Deck of Many Things, one of the images begins to swirl, warping into the visage of the bellowing demon lord Baphomet. Suddenly, a scream erupts from one of your companions, who begins to horribly transform before your eyes. The scream becomes an inhuman roar, flesh warps, and bones crack, as your friend mutates into a hulking minotaur! Horrified, you run away, eventually finding a place to gather your wits. As you catch your breath, the hairs on the back of your neck rise at the terrifying sounds of the beast hunting the streets for fresh meat—and you are its most likely prey.

RIGHT NOW

- ◆ Leave the room. For this haunt, the traitor stays with the game board until both sides indicate they are ready.
- ◆ Primal fear has gripped you, triggering a flight response. Each hero drops all of their item cards and immediately moves as many spaces as their Speed allows away from the Minotaur.
- ◆ Set aside the circular adventurer tokens for each hero.

WHAT YOU KNOW ABOUT THE TRAITOR

Your former companion has been transformed into a Minotaur by the will of the demon Baphomet, lord of minotaurs. The traitor is now hunger incarnate, and only your flesh can sate their appetite.

YOU WIN WHEN . . .

. . . a hero with the Deck of Many Things successfully completes the ritual to calm the Minotaur and banish the will of Baphomet back to the Abyss.

HOW TO PERFORM THE CALMING RITUAL

The heroes must find the Deck of Many Things and use it to perform the ritual at the Neglected Shrine catacomb tile. If you control the Deck of Many Things and are on the Neglected Shrine tile, you may attempt a Knowledge 6+ roll. Add 1 die to your roll for each small monster token on the Deck of Many Things (maximum of 8 dice). If successful, you calm the beast and the heroes win!

FINDING THE DECK OF MANY THINGS

The Deck of Many Things card has been returned to the omen deck. In addition to discovering new omen tiles, you may also search existing omen tiles to draw from the omen deck. Once during your turn, you may attempt a Speed 4+ roll to draw an omen card while on an omen tile that does not contain an adventurer token. For the rest of the haunt, whenever you draw an omen card, put an adventurer token on your tile. That tile cannot be searched again for the remainder of the game.

SPECIAL ATTACK RULES

Unless you have a weapon or the Deck of Many Things, you cannot attack the Minotaur.

IF YOU WIN . . .

As you complete the ritual, each card within the Deck of Many Things glows with a holy light that washes over you, the room, and the hallways. The smell of sweet flowers and honey fills the air, riding on a warm breeze. A sense of contentment and peace replaces your tension and fear. Your companion, formerly a flesh-eating minotaur, now wanders around in a bit of a daze but is otherwise unhurt. When you look back at your hands, you see the Deck has disappeared.



DEMON SLAYERS

Cultists. You know they're in their dark sanctum somewhere, chanting their ritual to summon some twisted avatar of evil. Time's running out. Good thing you and your friends have come prepared to bash some demon-loving heads.

RIGHT NOW

- ◆ Get the Turn/Damage track and set a slider at 0 on the bottom of the track. This is the timer for the ritual.
- ◆ Collect some triangular quest tokens and place them near the board. These represent your attempts to disrupt the summoning ritual.
- ◆ Collect a number of small monster tokens, representing Cultists, equal to the number of heroes. Place 1 token on the Cursed Statue tile and the others, 1 per tile, on event tiles as close to the Cursed Statue tile as possible. If you run out of event tiles, place the remaining Cultists on the Cursed Statue.
- ◆ Play begins to the haunt revealer's left.

WHAT YOU KNOW

Cultists have set in motion a secret ritual to summon a Demon that will destroy Baldur's Gate. Your only chance is to disrupt the ritual, weakening the Demon when it ultimately arrives. The Cultists have sent some of their number to hinder your efforts.

YOU MUST DO THIS AT THE START OF EACH HERO'S TURN

Move the slider on the bottom of the Turn/Damage track up 1 step. As soon as it reaches 8, the ritual is complete!

DISRUPTING THE RITUAL

Instead of attacking, if you are on the Cursed Statue, you may attempt a Knowledge roll to disrupt the summoning ritual. Taking this action ends your turn.

0-4	You are unable to disrupt the ritual.
5+	You have done what you can to disrupt the summoning. Place a quest token on the tile, showing that you have weakened the Demon.

CULTIST

Might 3 Speed 2 Knowledge 4 Sanity 3

SPECIAL CULTIST RULES

Cultists activate during the monster turn, which occurs after the haunt revealer's turn.

Each Cultist attempts to move to a tile that is 1 connected tile away from the closest hero and then makes a distance attack against that hero (if possible) using Knowledge. The hero rolls Knowledge for defense and takes mental damage on a loss. If the hero isn't on the same tile, the Cultist takes no damage on a loss.

Don't read beyond this point until the ritual is complete (the slider on the Turn/Damage track reaches 8).

The ritual reaches a crescendo. With a great tearing sound, the fabric of reality is ripped apart to reveal a portal to the Abyss. In the jagged opening you can see smoke, fire, claws, bat-winged horrors—oh, and a terrifying demon that strides through. The mad cultists giggle and clap their hands, their dark work done. Now their master will do the rest!

RIGHT NOW

- ◆ Move the slider on the bottom of the Turn/Damage track down by the number of quest tokens on the Cursed Statue tile. This represents the Demon's power level.
- ◆ Set a new slider on the top of the Turn/Damage track at the number of quest tokens on the Cursed Statue tile + 1. This represents the Demon's hit points.
- ◆ Remove the quest tokens from the Cursed Statue tile.
- ◆ Find and place the large Servant of Bhaal monster token on the Cursed Statue tile to represent the Demon.
- ◆ Play continues with the active hero completing their turn.

YOU WIN WHEN . . .

. . . the top slider on the Turn/Damage track reaches 0.

DEMON

Might * Speed * Knowledge * Sanity *

*Each trait is equal to number of the bottom slider on the Turn/Damage track.

SPECIAL DEMON RULES

The Demon activates after the Cultists during the monster turn.

The Demon always moves via the shortest path toward the closest hero. It makes a Might attack against one hero on its tile, then continues toward the next closest hero if it still has movement left.

If the Demon takes any damage, lower the top slider on the Turn/Damage track by 1 (no matter how much damage would be inflicted). If it reaches 0, the heroes have won!

IF YOU WIN . . .

In a scream of sulfur, heat, and smoke, the demon is banished back to its own realm. Coughing on the noxious fumes, you realize that this summoning almost led to the destruction of the entire city. It's always a good thing to stomp out cultists before they get to chanting.

IF YOU LOSE . . .

The demon roars in triumph, surrounded by its toadying cultists. The Sword Coast will make a delightful addition to the layers of the Abyss!



THE DARK LIGHT OF BHAAL

There's something wrong with your friend. Their smile looks strange by the light of that lantern they're holding. What an odd color the flame is. Makes the whole room look like it's bathed in . . . blood.

RIGHT NOW

- ◆ Collect a number of triangular quest tokens equal to the number of adventurers. Then, 1 at a time, put the tokens onto any of the following tiles on the board, as long as it doesn't already have a quest token on it:

Street	Building	Catacomb
Beloved Ranger Statue, Fountain	Shrine to Gargauth, Spy's Roost	Neglected Shrine, Sacrificial Chamber

- ◆ If you cannot place all of those quest tokens because not enough of the noted tiles are on the board, search the appropriate stack for 1 of the missing tiles, and connect it to any open door on its level. Then place 1 of the quest tokens on the tile. Repeat that process until you have placed all of the quest tokens. Shuffle the stacks you searched through afterward.
- ◆ Each tile with a quest token is a ritual location.

WHAT YOU KNOW ABOUT THE TRAITOR

The traitor has developed a sudden fascination with Bhaal, the Lord of Murder, and wants to kill you all. That Lantern seems otherworldly. Perhaps you shouldn't let them keep it.

YOU WIN WHEN . . .

. . . you complete the ritual (removing the last quest token from the board) and the Lantern is under the control of a hero. You also win if you kill the traitor and have freed any enchanted heroes.

YOU MUST DO THIS AT THE START OF YOUR TURN

If you have an Obstacle token on your adventurer card, you must attempt a Sanity 4+ or Knowledge 4+ roll. If you succeed, remove the token and take your turn normally. If you fail, take 1 point of mental damage, and the traitor will inform you where you should move and who you should attack. You must follow those instructions to the best of your ability. You can do anything else as you wish on your turn.

STEALING THE LANTERN

The square Lantern token on the traitor's adventurer card is treated just like an item and can be dropped, traded, or stolen. Even if the Lantern changes hands, anyone already enchanted by it remains enchanted. If the ritual is completed while a hero controls the Lantern, you win!

COMPLETING THE RITUAL

Once during your turn, if you are on a tile with a quest token, you may attempt a Sanity 5+ roll to complete a part of the ritual. If you succeed, remove the quest token from your tile.

If you remove the last quest token on the board, the Lantern is the only connection the traitor still has to Bhaal. Once the traitor no longer controls the Lantern, you win!

IF YOU WIN . . .

A roar like a thousand angry shouts fills the room. The lantern shakes and sputters. The flame within flares to blinding brilliance and explodes. When you open your eyes, all is quiet and the lantern has disappeared, leaving what appears to be a dark bloodstain on the altar cloth.

DOWN TO THE WIRE

You freeze mid-stride. Tripwire. You look back over your shoulder and silently motion to the rest of your party to stop.

Carefully, you bend down and examine the semi-translucent strand that stretches across your path. You've seen this before. You pick up a nearby stone and drop it on the wire. An arrow rushes past, just inches from your face. That was too close . . .

Who was it that said it was a good idea to go down this path? That's when you notice your party numbers one fewer than it did earlier. You all exchange knowing nods. Someone has set you up.

RIGHT NOW

Move all heroes 2 tiles closer to the haunt revealer via the shortest route possible.

WHAT YOU KNOW ABOUT THE TRAITOR

You've retrieved an item of immeasurable value: the Deck of Many Things. It seems the traitor was ready for this eventuality and has set deadly traps to keep you busy so they can leave with it.

YOU WIN WHEN . . .

. . . the traitor has been killed before they can deliver the Deck of Many Things to their contact within Baldur's Gate. If you have the Deck of Many Things, keep it safe. If the traitor has it, steal it back and run, but watch out for the tripwires!

ENCOUNTERING A TRAP

If you would exit a tile with a small monster token on it, representing a trap, you must first attempt to disable or avoid it.

HOW TO DISABLE A TRAP

You may attempt a Knowledge 5+ roll to disable the trap on your tile. If you succeed, remove the token from the board without triggering it. Otherwise, flip the token over, triggering the trap.

HOW TO AVOID A TRAP

You may attempt a Speed 5+ roll to avoid a trap. If you succeed, you may continue moving, leaving the token face down on the tile. If you fail, end your movement and flip the token over, triggering the trap.

IF YOU WIN . . .

Pieces of a partially assembled trap clatter to the floor. Defeated, your former ally looks up at you with a smirk. "Just trying to make a little gold." A group of well-dressed bystanders gasp as your fist slams into the traitor's skull, knocking them flat as a flounder. You nod to the crowd, grab the traitor's ankles, and drag them off to face well-deserved justice.

