# Betrayal at House on the Hill CYOA

# (Jumpchain-Compliant!)

*Nine years, three hundred and sixty four days, ten hours. That's how long you've spent in this world. It's boring, yes, isn't it? Too much like home. Today, though, you heard something interesting. There's a creaky old mansion on the top of a gnarled hill nearby, and it's been said the place is haunted. Perhaps you ought to go check it out? Certainly more fun than sitting around here posting about young women with magical powers and frilly outfits they transform into.*

*As you arrive at the gates to the mansion, you check your timepiece – 6:00 PM. It isn't even dark out yet, but the sun is rather low in the sky. To your surprise, you aren't alone – there are six others set to explore this home. An athlete, a young girl clutching her poofy dress, a small boy with a lantern in hand, a bare-midriffed woman who appears to ply a trade as a fortune teller, a woman in business attire who seems to already regret coming here, and an elder man, fidgeting with his glasses. He seems to be the only one who knows what he's doing.*

*Night falls, and the seven of you prepare to enter the house. You could swear you catch a brief glimpse of your benefactor, her face a visage of pure terror as she realizes just what you've gotten yourself into. When you turn to face her, however, she is gone, and the way to the front door open. The other six are content to check their supplies and belongings – the old man is especially particular in making sure his medicines are in order – but you feel something else. Something begins to speak.*

**“Have you wondered where your friends are? At present, they are all safe – but you're not. I have**

**a vested interest, you see, in making sure you do not leave here. You could always, of course, turn back now. Leave a sacrifice in your place, take what you would have gotten before and move on – no ghosts or zombies for you. Nobody has to know – and all it will cost is that dearest friend of yours, or perhaps your lover?"**

*Something in you recoils.* ***"It lies,"*** *shouts a voice in your head. There will be no yielding tonight – and now you know the House cannot be trusted. As you shake off the words and look down at your hand, you notice that old gift you're so used to getting – and torturing yourself to get more of.*

# *+1000 CP*

*The game is afoot, now, and it's time to take your place. You get the feeling that someone will show their true colors before the night is through. Nobody ever said it wouldn't be you.*

Section 1: Your Allies

Roll 1d8+29 for your age – you were in your twenties when you arrived, and it's been nine years since.

*Rather than choosing an identity for yourself (as this would be pointless), it behooves you to become familiar with those undertaking this journey with you.*

*Zoe Ingstrom, aged 8, is an average girl delighted by dolls - perhaps too delighted, even. She is innocent, as most children are, and surprisingly willful, but something in that giggle of hers sounds off.*

*Peter Akimoto, aged 13, has dreamed of being an entomologist his whole life. Surely there's more more than a few bugs in this old house, and bugs are his friends! No need for him to worry, right? He's also rather quick on his feet.*

*Jenny Leclerc, aged 21, has known loss before. Her time in the books has led her not only to academic success, but to clues about her mother's mysterious disappearance – clues that lead to, of all places, this house. Hopefully she won't find what she needs in your corpse.*

*Ox Bellows, aged 23, is built like a power lifter and just as dedicated to his craft – that being his own body. From dramatic poses, to 300-lb weights, he does it all. His mental development has suffered somewhat, but only due to lack of time, rather than any inherent limit on his part.*

*Madam Zostra, aged 37, has plied her sleight of hand as a fortune teller for years. Her overblown costume may, however, belie an actual power within her. As you meet her, she promises that you will meet a grim fate this night. Whether her premonition is right remains to be seen.*

*Friar Reinhardt, aged 67, is an old, nearsighted cleric with perhaps too much zeal to enter this house and purge the evil from it. Though the children see the haunting as a mere ghost story, you can tell that to this elder man, it is dead serious. His strong faith has given him a force of will none of your other accomplices can match, but his strength and speed leave much to be desired.*

*Of course, not all is as it seems. Should the Haunt at midnight have an instigator, it will be a traitor among this group. Roll 1d8 to determine who it is, or pay 50 CP to choose for yourself.*

1 – Zoe

2 – Peter

3 – Jenny

4 – Ox

5 – Zostra

6 – Reinhardt

7 – Free Pick

8 – ***You.***

*Lastly, each of your fellow Explorers can be made a Companion for a mere 200 CP per Explorer– should they survive the night, that is.*

*A note for Traitors – you will be possessed of a powerful urge to destroy your fellow Explorers, or convert them into whatever monster your Haunt makes of you, should that be the case. In the case of any Haunt that would kill you on activation, you instead assume the role of the monster that presumably replaces you.*

Section 2: Your Stats

*Let's try something different. You may be used to purchasing specific abilities, yes? That, unfortunately, will not be how it works out here. There are four statistics to keep in mind at all times – Might, Speed, Knowledge, and Sanity. In addition to whatever abilities you already possessed, you start with a 3 in all stats – the human average – and may bump each up by 1, to a maximum of 8, for 25 CP per stat boost. An 8 in Might is the strength only seen in competitions on television, and health enough to eat raw, rotten meat with little or no issue. An 8 in Speed is the swiftness of an Olympic runner with the agility of a master traceur. An 8 in Knowledge brings the equivalent of a triple doctorate and an eidetic memory. An 8 in Sanity may well be the most unassailable mind in humanity and the kind of willpower that allows one to finish a campaign speech after being shot in the chest.*

*Furthermore, you may pay 50 CP per explorer to bump all of your fellow explorers' stats by 1.*

Section 3: The House, Special Rules, and the Haunt

*What to say about the house itself? At first, only five rooms exist – the Entrance Hall, Foyer, Grand Staircase, Upper Landing, and Basement Landing. To look into the future of other rooms would be futile – for they do not exist, in any reality whatsoever, until the House generates them. With that said, there are certain rooms you might wish to discover.*

*The Larder raises an Explorer's Might by 1 should they partake of its contents, the Library divulges one Knowledge to any Explorer, the Gymnasium boosts Speed by 1, and in the same way, the Chapel raises one's Sanity. Lastly, the Mystic Elevator allows for quick transport between rooms and floors. You may guarantee the discovery of one of these rooms before the Haunt begins at midnight for the measly price of 50 CP each.*

*As for the Haunt, well. There are many ways the Haunt can transpire – about fifty ways, in fact. Most will feature a Traitor who works directly against the heroes to support the monster the House unleashes. The heroes will be working to defeat the Traitor, and vice versa. You, on the other hand, have a simpler goal – survive and remain in the House until dawn, six hours past midnight. Even if the heroes lose, you need only survive until the dawn. The heroes, should they win, will actually set you free along with themselves, and those monsters able to see reason will simply leave you alone, should you decide not to stand in their way.*

*http://www.wizards.com/avalonhill/rules/BHH_TraitorRev_120105.pdf*

*http://www.wizards.com/avalonhill/rules/BHH_SurvivalRev_120105.pdf*

*View these tables, then roll 1d50 to determine which Haunt shall descend upon you, come midnight. Alternatively, you may pay 50 CP to choose which Haunt shakes the House and all within.*

*There is more – the House is not a space as you are used to. It would not be wise to use fire or arcane fury, for the old wood will burn beneath you before you can escape – and not all open floors lead to the basement. To smash through a wall is similarly ill-advised – unless you* ***know*** *there is a room on the other side. You wouldn't want to fall outside of reality, would you?*

*Given how mutable the House's doors are, to ply the locks with any sort of special key would be a bad idea. There are, however, more stable doors. The Vault, for instance, is already a place where many items are stored – surely there would be no problem there. Should you find the Closet Door in a room (likely the Bedroom), that will work just as well. The cabinets in the Larder, and the front door of the Entrance Hall also serve your purposes well.*

*The House may not have enough power over you to render you defenseless, but it can certainly do this to your fellow explorers. Any attempt to grant them new skills or powers before the night is through will be most assuredly futile, and far be it from them to know how to use any of your belongings. Should you wish to assist them, you will need to intervene in person.*

Section 4: Items

*These items can aid you in your journey through the House – and each of your allies has something to offer for free, too. Of their offerings, however, you can only pick one.*

Spear [Zoe] – *A spear, a simple weapon meant for stabbing. Perhaps too simple, in the hands of a small child.*

Revolver [Ox] – *A six-chambered gun, sturdy and simple. It seems its aim is truer the higher your Speed is, and there is little that the bullets cannot at least stun.*

Pentagram Medallion [Peter] – *Inscribed with a pentagram, the medallion is meant to channel magic. It can easily be used in an exorcism, and protects from the house's more minor evils.*

Spirit Board [Zostra] – *A wooden board inscribed with letters, this device is meant to contact spirits. Every so often, you can gain their wisdom, but beware that they do not reveal your hiding spot to the monsters.*

Holy Symbol [Reinhardt] – *A reminder of an ancient saint, this relic is far more potent than its modesty would suggest. Its very presence makes you more sane, more relaxed, and seemingly wiser.*

Sacrificial Knife [100 CP] – *This knife grants you a slight boost in Might at the cost of your Sanity. It menaces with teeth of obsidian.*

Ring [200 CP] – *A normal ring, to the eyes, but with the strength of your mind, it is more. The incorporeal can now be touched, as where before only your Might could avail you, you may now attack*

*with Sanity.*

Dog [50 CP] – *A small dog, somewhat mangy but still sane. It has not been here long at all, but it does seem to like you. The extra strength of arms is handy, and companionship is good for one's sanity.*

Girl [100 CP] – *A small girl, panicked and bruised. She has not even spent a full night in the House when you meet her, and already it has taken its toll. Someone must protect her. Surely the knowledge she reveals to you will bolster you against the madness of these halls.*

Madman [100 CP] – *A raving madman, foaming at the mouth and eyes bloodshot. He seems to have found some miniscule comfort in your presence. His ravings disquiet you, but at least you are stronger.*

Dynamite [200 CP] – *A red stick that fits in your hand. So much power contained within this tiny cylinder. With just a spark, you could release it – but careful not to stand too close, or move too slowly once it explodes.*

Skull [400 CP] – *An old, crumbling skull, peculiar in its function – while you hold it, attacks upon your mind are redirected to your body. They'll hurt just as much, but that is a small price to pay.*

Idol [200 CP] – *The clay idol whispers to you. It offers you power, knowledge, and safety in a pinch. Beseech it, if you will, but keep your eyes fixed on how your mind slips away.*

Blood Dagger [200 CP] – *A wicked knife, rife with tubes and fasteners. Though it slows you whenever it is used, it seems to draw on your blood for strength in battle. Perhaps you should use it sparingly – you only have but so much blood, after all.*

Dark Dice [200 CP] – *These dice are strange indeed. When your time of need comes, you may stake your life on them, rolling to increase your chances of victory or flight – but know that these will only be as lucky as you were before your trek from home began. Should you roll the wrong numbers, your reward will be swift and painful – and might well seal your doom.*

Crystal Ball [400 CP] – *A potent sphere indeed, for it can, of all the items in the House, peer into the House's future. You may see what sort of treasures the House holds now, in the future. Peer too deeply, however, and you will witness a realm of torment.*

Healing Salve [100 CP] – *The House means to incapacitate its victims. Some of this substance might help mitigate those effects. Your allies will appreciate a timely use.*

Medical Kit [200 CP] – *The Healing Salve does its job well, but this can do its job again and again. Perhaps you wish to ensure your allies' survival?*

Medallion [200 CP] – *Put it on and find yourself slightly better at just about everything you could already do. A word of advice, however – taking it off will be far more difficult.*

Book [200 CP] – *A book of secrets, and knowledge unfathomable. You feel more intelligent just holdin it. It goes well with the Bell and the Candle, you think.*

Puzzle Box [400 CP] – *Something useful is in here, but you are not quite sure what. At least, not yet. Maybe it will come in handy distracting the monsters that come after you.*

Bell [200 CP] – *A clear sound to focus on. Focus can keep the mind safe where little else can. Plus, what is a candlelight read without music?*

Candle [200 CP] – *A light in the darkness. You should always read and listen with a bit of light like this nearby – who knows what a book or bell might hold, after all?*

Pickpocket's Gloves [100 CP] – *No thief would be caught dead without these. How easy is it to slip a hand into someone's pocket when they can't feel your hands?*

Mask [200 CP] – *The mask holds secrets – perhaps you wish to know? It will cost you much of what makes you yourself – and it takes a great will indeed to remove this.*

Section 5: Drawbacks and Ending

You may gain up to +600 CP from the Drawbacks you choose here. Any further ones are just for flavor.

Clatter [+0 CP] – *Clatter, clatter, fwip, fwip. Those sounds keep ringing through the house. Everything feels strangely flat. You look down at your hands and realize they are painted. Great eyes watch you from above. Perhaps this truly is a game – but you are the piece, not the player.*

Incompetent Heroes [+100 CP] – *Fools, all of them. They cannot even tell a ghost from a bedsheet. The children know nothing. The palm reader is a fraud. The bookish girl refuses to believe. The priest's faith blinds him to his enemies' nature. The meathead is exactly as stated. You will find no competent aid among them – you should hope you can survive until dawn. Should you be the Traitor, well. I hope you enjoy gullibility.*

He Knows [+100 CP] – *The traitor is savvy. He has walked these halls before. Careful that you do not fall prey to his wits and wiles, for that will surely be your downfall. Should you be the Traitor, however, the tables turn – the heroes know exactly what to do now.*

Where's An Item Room When You Need One? [+100 CP] – *The Vault is sealed shut, and none may enter. Besides what you buy, your friends will find nothing of use – at least, nothing without a price. The Omens still lay throughout the house, but there will be no Revolver or Dynamite to save you.*

Drip [+200 CP] – *Drip, drip, drip. The sound takes its toll on your mind. The heroes can avoid it outside of the room with the leak, but you are not so lucky. Drip, drip, drip. You grow madder and madder by the hour. Soon, your mind will shatter, and the House will have you for its own. Drip, drip, drip. How long can you hold on?*

We Are Alike, You And I [+200 CP] – *He who fights monsters should take care that he does not become one. When the clock strikes midnight and the Haunt begins, you shall become the creature you fear or despise most – provided, of course, that it is inhuman. There's no quicker way to be assumed a traitor, after all.*

Another Haunt [+200 CP, can be taken up to three times] – *The House is especially interested in making sure you don't leave. It also doesn't trust you not to aid the heroes at every opportunity – so it has a plan to make sure they die. It will simply unleash multiple Haunts at once. Roll 1d50 on the Haunt table each time you choose this, and if you get a result that is the same as your original Haunt or a Haunt you have already rolled, reroll until a new Haunt is rolled.*

Victory Or Death [+300 CP] – *No longer is it enough to survive until the rays of the sun free you from the House – now you must defeat the odds. The heroes, your fellow explorers, must be totally victorious – should even one of them die or fall to madness, you will fail. Unless, of course, you are yourself the Traitor. In such a case, the game turns – you must ensure that every single hero dies. Should even one escape (and in this case, one of them will always start very close to freedom when the Haunt arrives), your quest will be at an end.*

No Such Luck [+300 CP] – *The House might normally grant you boons, should you reach certain rooms. That, however, is not the case now. There will be no Vault, no Closet, no Library, no Chapel, no Larder, and no Gymnasium. The Mystic Elevator will lead you nowhere, for it will never appear. No beneficial Events shall come to you now. The only good news will be no news at all, and the Crypt, Graveyard, Furnace, Tower, and Collapsed Room await you eagerly.*

You Again [+300 CP] – *An old enemy, within or without, drawn from your very nightmares, stalks the halls of the House now. He or she will seek you out when the Haunt begins – and should anyone stand in his or her way, they will meet an untimely end. The clock is ticking. You need only make it to dawn – but are you sure you have that long to live?*

The Greatest Betrayal Of All [+600 CP] – *As you enter the House, you hear a shriek from behind you – a voice you know all too well. You catch a brief glimpse of your old benefactor – but something is wrong with her eyes. As you turn to face her, she vanishes without a trace. Within a minute, the sounds of howling laughter and the sight of a mad grin burn themselves into your mind. It is then that you feel the might seep from your body and into the ravenous House. Once you put the pieces together, it all clicks – your benefactor is not herself. The House has managed the unthinkable – seizing on her brief moment of fear, it has hooked into her very being and assumed direct control. Should its gambit, leaving you powerless and without that storage room of yours, succeed, all will be lost. The monsters are stronger now, and faster – perhaps too fast for the heroes. This time, the Haunt will seek you out, whether you intervene or not, and it will not stop until your very soul is torn from you.*

Regardless of what choices you made during this Jump, you have one final choice to make as you leave.

Go Home – the House has proven the last straw for you – you return home with all that you own.

Stay Here – without the House, this world is little different from your own. Surely with all you have gained, you could make a good liing here.

Move On – no mere haunted House will stop your eternal quest. You and all you own shall move on to

the next world.

NOTES

1. Should the Girl, Dog, Madman, or any of your fellow explorers be changed, but not killed by the Haunt, taking them as Companions will take them as they are upon the Haunt's completion. Unfavorable changes will, at least, be possible to undo now.
2. Don't try blowing up the front door to escape. The space outside of reality is not a nice place, and you wouldn't like it there.
3. The House lies, do not listen to its promises.
4. The heroes *should* be fine in most cases, provided no Drawbacks are taken.
5. You do *not* lose your powers upon entering the House unless you take The Greatest Betrayal Of All.
6. Stats stack with perks similar to themselves just as normal.
7. The allies whose offered items you do not take will keep these items for themselves.
8. Should you roll a Haunt that does not begin with a Traitor, the explorer your roll declared to be the Traitor will be the first to succumb to madness. Should you roll a Haunt that has no Traitor at all, then there is simply no Traitor – unless you roll an additional Haunt which does have one.
9. If you take an additional Haunt, then take Victory or Death, then for the heroes to win, they must achieve victory over all concurrent Haunts.
10. If a Haunt describes an enemy as being un-killable prior to the use of a certain method, assume this to be true. Nothing, however, says you cannot make removing their invulnerability easier for your allies.