

SAVAGE BETRAYAL AT HOUSE ON THE HILL!

Some "Treasure Cards" by T. Jordan Peacock

One of my favorite board games is *Betrayal at House on the Hill*, put out by Avalon Hill (<http://www.wizards.com>). Played as-is, it provides something not far from a roleplay experience if done properly, with 50 different scenarios. However, the game also has a number of goodies of interest for role-play:

- Pre-painted miniatures of the "Explorer" characters.
- Room tiles suitable for representing the layout of a strange haunted house (though not to standard 25mm miniatures scale).
- Several ideas for scenarios that could potentially be converted to Savage Worlds play.

So, that's basically what I decided to do: to make use of the box contents for a Savage Worlds scenario. However, while the game has a number of interesting items and events, they don't quite "convert" to Savage Worlds intuitively as written. To speed things along, here are "treasure cards" to represent some of these special items. (And, since the idea is to use this for roleplay, some of the cards are "unidentified" versions ... so the heroes won't know exactly what an item does until it's identified through trial and error or with the appropriate Knowledge skill.)

These aren't balanced for campaign use. They're designed more to capture the "feel" of the original board game, and to be of use for a one-shot "House on the Hill" adventure. If you want to use this as part of an ongoing campaign, the PCs should only come away with *one* Relic at most; when the heroes leave the haunted house, you can either randomly determine which relic retains its powers, or else put it up to a player vote. The other items mysteriously vanish or lose their powers once removed from the premises.

This is just a fan creation, inspired by two great games. To use it, you'll need to get your own copy of *Betrayal at House on the Hill*, plus a set of *Savage Worlds* rules - and then you'll still need a bit of work and imagination to put together your own adventure. The "House on the Hill" makes a great setting for a pulp or horror one-shot adventure, or a haunted locale for a group of paranormal investigators to go "bust some ghosts."

Good luck!





BOOK

Crammed with detailed sketches and mad ramblings.

Wt 5 lb; Book.

Reference. Spend 5 minutes to consult the book, to allow a +1 bonus to a Knowledge (Arcana) or (Occult) check even if you don't have the knowledge skill.



CRYSTAL BALL

Hazy shadows drift inside.

Wt 5 lb; Magic Item (Held).

Gaze. Spend 5 minutes; roll Spirit (no bennies). **Success:** Pick and play any Adventure Card from the deck. **Fail:** -1 to all Spirit-based rolls for 24 hours. **Botch:** -2 to all Spirit-based rolls for 24 hours.



HOLY SYMBOL

A symbol of calm and hope.

Wt 1 lb; Holy Item (Neck or Held).

Calm. Gain +1 to Spirit rolls and Guts checks.



MASK

An ancient theatrical prop.

Wt 1 lb; Magic Item (Head).

Mask. As an action, make a Spirit test to either put on or remove the mask (failure meaning you waste the action). While the mask is worn, you get +1 to Smarts-based rolls, but are at -1 to Spirit-based rolls.



MEDALLION

Inscribed with a pentagram.

Wt - lb; Unholy Jewelry (Neck).

Fearless. Failure at a Guts check causes you to be Shaken, with no further effect (or roll on the Fright Table). You gain +1 to recover from being Shaken due to fear effects.



RING

The inscription is unreadable.

Wt - lb; Magic Jewelry (Ring).

Mind Bolt. Wearer may cast *mind bolt* with any spellcasting skill; ring has 1 PP. *Mind bolt* is a *bolt* that ignores armor and cover, and can only target creatures with minds.



SKULL

It's cracked and missing teeth.

Wt 1 lb; Unholy Item (Held).

Divert. If you take "damage" to mental characteristics (Sma or Spi), such as from *Brain Damage* on the Injury Table, you may divert the damage to physical (Agy, Str, or Vig) instead.



SPEAR

It seethes with power.

Wt 5 lb; Magic Spear.

Dam Str+d6; Min Str d6; Parry 1; Reach 1; 2-hand; Range 6/12/24 (thrown).

Fly True. When thrown, +2 Throwing.



SPIRIT BOARD

Cracked and coated in dust.

Wt 1 lb; Magic Item (Held).

Omen. Spend 5 minutes to consult the spirit board. Gain a benny, or trade in one Adventure Card for a replacement. The GM gets one benny.

OMEN ITEM CARDS (IDENTIFIED)

To use with Savage Worlds adventures inspired by the Avalon Hill board game. **Held:** "Held" items must be held in hand to gain the benefit; you can't use one while also wielding a two-handed weapon, for instance. **Holy/Unholy:** Certain unholy supernatural creatures can't handle Holy items. Characters with Miracles Arcane Background, if generally good, can't use Unholy items; those who are evil can't use Holy items. "Magic" items aren't picky.

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	<p>BOOK</p> <p><i>Crammed with detailed sketches and mad ramblings.</i></p> <p>Wt 5 lb; Book.</p> <p>Reference. Spend 5 minutes to consult the book.</p> <p>Unidentified. Could be magical. Knowledge (Arcana/Occult) check at -2 to identify.</p>		<p>CRYSTAL BALL</p> <p><i>Hazy shadows drift inside.</i></p> <p>Wt 5 lb; Misc. Item (Held).</p> <p>Gaze. Spend 5 minutes to gaze into the ball.</p> <p>Unidentified. Could be magical. Knowledge (Arcana/Occult) check at -2 to identify.</p>		<p>HOLY SYMBOL</p> <p><i>A symbol of calm and hope.</i></p> <p>Wt 1 lb; Misc. Item (Neck or Held).</p> <p>Unidentified. Could be magical or holy. Knowledge (Arcana/Occult) or Faith check at -2 to identify.</p>
	<p>MASK</p> <p><i>An ancient theatrical prop.</i></p> <p>Wt 1 lb; Misc. Item (Head).</p> <p>Mask. Requires an action to take off or put on.</p> <p>Unidentified. Could be magical. Knowledge (Arcana/Occult) check at -2 to identify.</p>		<p>MEDALLION</p> <p><i>Inscribed with a pentagram.</i></p> <p>Wt - lb; Jewelry (Neck).</p> <p>Unidentified. Could be magical. Knowledge (Arcana/Occult) check at -2 to identify.</p>		<p>RING</p> <p><i>The inscription is unreadable.</i></p> <p>Wt - lb; Jewelry (Ring).</p> <p>Unidentified. Could be magical. Knowledge (Arcana/Occult) check at -2 to identify.</p>
	<p>SKULL</p> <p><i>It's cracked and missing teeth.</i></p> <p>Wt 1 lb; Misc. Item (Held).</p> <p>Unidentified. Could be magical. Knowledge (Arcana/Occult) check at -2 to identify.</p>		<p>SPEAR</p> <p><i>It pulses with power.</i></p> <p>Wt 5 lb; Magic Spear.</p> <p>Dam Str+d6; Min Str d6; Parry 1; Reach 1; 2-hand; Range 3/6/12 (thrown).</p> <p>Unidentified. Could be magical. Knowledge (Arcana/Occult) check at -2 to identify.</p>		<p>SPIRIT BOARD</p> <p><i>Cracked and coated in dust.</i></p> <p>Wt 1 lb; Misc. Item (Held).</p> <p>Omen. Spend 5 minutes to consult the spirit board.</p> <p>Unidentified. Could be magical. Knowledge (Arcana/Occult) check at -2 to identify.</p>

OMEN ITEM CARDS (UNIDENTIFIED)

These cards can be used to represent items found that haven't been identified properly yet. Who knows what they'll do? For some items, a part of the body (head, wrist, neck, etc.) or else "ring." You can only benefit from one magic, lucky, holy, or unholy item per body part (and one ring per hand). Weapons must be wielded to get their special bonuses.



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ADRENALINE SHOT

The syringe's contents glow.
Wt - 1lb; Potion (Held).
Mystery Serum. Inject yourself as a free action if this is already in hand. Gain +2 to a single Trait roll this turn. One use.



AMULET OF THE AGES

Silver and bejeweled, inscribed with blessings.
Wt - 1lb; Magic Jewelry (Neck).
Blessing. +1 to all Trait rolls while worn.
Curse. Permanent -2 to all Trait rolls if this item is removed or destroyed. (Toughness 5.)



ANGEL FEATHER

It glows faintly.
Wt - 1lb; Holy Item (Token).
Blessed. Free action: expend feather after any dice are rolled or a card is drawn. Draw whatever card you want from the deck, or turn the dice over to any value you want. One use.



ARMOR

Prop armor, but still metal.
Wt 44 lb; Armor (Suit).
Armor +2, all locations.
(Corselet - 20 lb, greaves - 10 lb, vambraces - 10 lb, helmet - 4 lb.)



AXE

It has a keen edge.
Wt 2 lb; Axe.
Dam Str+d6; Min Str d6;
Range 3/6/12 (thrown).



BELL

A brass bell that makes a resonant chime when struck.
Wt 1 lb; Holy Item (Held).
Blessed. +1 to Spirit rolls.
Blessing. Action: Roll Spirit, at a cumulative -1 penalty each time you use this per session. Success: One ally gets a benny. Fail: GM gets a benny.



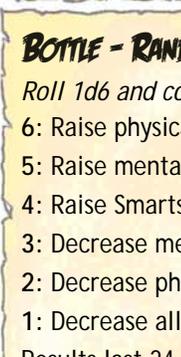
BLOOD DAGGER

A nasty weapon; needles and tubes plunge into your veins.
Wt 1 lb; Unholy Dagger.
Dam Str+d6+3; Fighting +3.
Blood Strike. Each time you attack, take 2d6 damage that ignores armor.
Symbiote. If removed, take 2d6 damage.



BOTTLE

An opaque vial of black liquid.
Wt - 1lb; Potion (Held).
Potion. Action to consume (one use). See accompanying chart for effects. If any ability is lowered below d4, you are paralyzed (Str, Agi, Vig) or unconscious (Spi, Sma).



BOTTLE - RANDOM EFFECT CHART

Roll 1d6 and consult the following chart.
6: Raise physical (Str, Agi, Vig) by 1 step.
5: Raise mental (Sma, Spi) by 1 step.
4: Raise Smarts, lower Vigor by 1 step.
3: Decrease mental (Sma, Spi) by 1 step.
2: Decrease physical (Str, Agi, Vig) by 1 step.
1: Decrease all abilities by 1 step.
Results last 24 hours or until full night's rest.

ITEM CARDS (IDENTIFIED)

To use with Savage Worlds adventures inspired by the Avalon Hill board game. Tokens: A "token" item just needs to be in your possession; it doesn't need to be worn or held to get its power, and doesn't even require an action to use (unless specified otherwise). Potions: "Potions" include salves, elixirs, etc. They're usually alchemical concoctions, with one use.



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3: Decrease mental (Sma, Spi) by 1 step.
2: Decrease physical (Str, Agi, Vig) by 1 step.
1: Decrease all abilities by 1 step.
Results last 24 hours or until full night's rest.



CANDLE

The shadows shift eerily.
Wt - lb; Holy Item (Held).
Light. Casts light in 6" radius.
Blessed. +1 to resist hostile supernatural effects.
Ritual. If you also hold the *Bell* and first read from the *Book* (taking 5 minutes), you gain +1 to a spellcasting roll.



DRUIDIC CHARM

A handmade lucky charm.
Wt - lb; Magic Jewelry (Wrist).
Dodge. +1 Parry; enemy ranged attacks are at -1 to hit you.
Dispel. Expend this item as a free action. All supernatural enemies within 12" must pass Spirit rolls or be Shaken. The charm then breaks.



DYNAMITE

3 sticks, with fuses.
Wt 3 lb; Grenade.
Dam 2d6 per stick;
Range 4/8/12. +1" radius,
+1" damage per extra stick.
Explosion - Medium Burst.
Sticks [3]: _____



HEALING SALVE

A viscous herbal paste.
Wt - lb; Potion (Held).
Healing. 5 minutes to use.
Make a Healing check at +2.
Heal one Wound or one step of Ability damage per Success and Raise. One use.



HEALING SALVE

A viscous herbal paste.
Wt - lb; Potion (Held).
Healing. 5 minutes to use.
Make a Healing check at +2.
Heal one Wound or one step of Ability damage per Success and Raise. One use.



LUCKY STONE

For some reason, it feels lucky.
Wt - lb; Lucky Item (Token).
Lucky. After you make a roll or card draw of any kind (trait roll, damage, random effect, etc.), you can expend this item to reroll or re-draw, taking the better result. One use.



MEDICAL KIT

A doctor's bag of supplies.
Wt 3 lb; Tools/Supplies.
Healing. Spend 5 minutes and make a Healing check. Heal 1 Wound or 1 step of Ability damage per Success and Raise. On a roll of "1" on the Healing skill (regardless of Wild Die), the kit is used up.

ITEM CARDS (IDENTIFIED)

To use with Savage Worlds adventures inspired by the Avalon Hill board game. **Lucky:** Lucky items aren't truly "magical." They confer their benefits largely because the wielder *believes* them to be lucky. Hence, a lucky item is usually identified as such on sight by anyone who believes in such things. (Doubting Thomases need not apply.)



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MYSTIC COIN

It bears strange markings.
Wt - 1lb; Lucky Item (Held).

Flip. Action; roll a die. **Even:** Gain a benny. (You can't get another benny from this item until you've spent this "free" benny.) **Odd:** The GM gets a benny.



PUZZLE BOX

It consists of sliding pieces.
Wt 1 lb; Container.

Puzzle. Make a Smarts or Lockpicking check (your choice) at -2. **Success:** You get whatever's inside. **Fail:** You just can't open it (but maybe someone else can).



RABBIT'S FOOT

A fuzzy paw on a chain.
Wt - 1lb; Lucky Jewelry (Neck).

Lucky. Once per turn, you can reroll dice, but you have to keep the new result, whether better or worse. Each time you use this per session, apply a cumulative -1 penalty to subsequent rerolls.



REVOLVER

It's loaded!
Wt 2 lb; Revolver.
Dam 2d6+1; AP 1; Reload 1.
Range 12/24/48; Shots 6.
Shots [.45, x6]: _____



ROPE

Sturdy, about 50' long.
Wt 8 lb; Rope.
Rope. Holds up to 300 lbs. For every 50 lbs over that, roll 1d6 every minute (or when the rope suffers sudden stress); on a 1, the rope snaps.



SKELETON KEY

It really has a skull design on it; how morbid.
Wt - 1lb; Key.
Key. This item locks and unlocks whatever it is supposed to unlock. (Only the GM knows!)



SMELLING SALTS

Whew! Strong stuff.
Wt - 1lb; Potion (Held).
Whiff. Apply to yourself or an adjacent ally as an action. Choose one effect: restore 1 Fatigue level; restore 1 step of ability damage to Spirit or Smarts; negate magical sleep.



SMELLING SALTS

Whew! Strong stuff.
Wt - 1lb; Potion (Held).
Whiff. Apply to yourself or an adjacent ally as an action. Choose one effect: recover 1 Fatigue level; restore 1 step of ability damage to Spirit or Smarts; negate magical sleep.



TOY MONKEY

A scary little mechanical toy. When it suddenly starts up, you just know something's going to happen.
Wt 1 lb; Creepy Toy (Held).
Early Warning Device. +1 to Notice (breaks on roll of "1" on skill die); +1 vs. supernatural effects; +2 vs. surprise.

ITEM CARDS (IDENTIFIED)

To use with Savage Worlds adventures inspired by the Avalon Hill board game. **Puzzle Box:** It's up to the GM what's inside, but it should probably be something weighing 1 lb or less, and of small size.



	<p>SYRINGE <i>The syringe's contents glow.</i> Wt - 1b; Potion (Held). Mystery Serum. You can inject yourself as a free action. Unidentified. Weird Science or Knowledge (Alchemy) roll at -2 to identify.</p>		<p>SILVER AMULET <i>Silver and bejeweled, inscribed with blessings.</i> Wt - 1b; Jewelry (Neck). Unidentified. Might be magical. Knowledge (Arcana/Occult) roll at -2 to identify.</p>		<p>GLOWING FEATHER <i>It glows faintly.</i> Wt - 1b; Misc. Item. Unidentified. Might be magical. Knowledge (Arcana/Occult) or Faith roll at -2 to identify.</p>
	<p>SMALL BELL <i>A brass bell that makes a resonant chime when struck.</i> Wt 1 lb; Misc. Item. Unidentified. Might be magical. Knowledge (Arcana/Occult) or Faith roll at -2 to identify.</p>		<p>NASTY DAGGER <i>A nasty weapon; needles and tubes extend from the handle.</i> Wt 1 lb; Cursed Dagger. Dam Str+d6. Unidentified. Might be magical. Knowledge (Arcana/Occult) roll at -2 to identify.</p>		<p>UNIDENTIFIED BOTTLE <i>An opaque vial of black liquid.</i> Wt - 1b; Potion (Held). Unidentified. Weird Science or Knowledge (Alchemy) roll at -2 to identify.</p>
	<p>LIT CANDLE <i>The shadows shift eerily.</i> Wt - 1b; Holy Item (Held). Light. Casts light in 6" radius. Unidentified. Might be magical. Knowledge (Arcana/Occult) or Faith roll at -2 to identify.</p>		<p>CARVED BRACELET <i>A handmade lucky charm.</i> Wt - 1b; Jewelry (Wrist). Unidentified. Knowledge (Arcana/Occult) roll at -2 to identify.</p>		<p>PUNGENT PASTE <i>A viscous herbal paste.</i> Wt - 1b; Potion (Held). Unidentified. Weird Science or Knowledge (Alchemy) roll at -2 to identify.</p>

ITEM CARDS (UNIDENTIFIED)

These cards can be used to represent items found that haven't been identified properly yet. Who knows what they'll do? (For the rest of the item cards - mostly "lucky" or mundane items - just give the "identified" card right away.)

