

# BETRAYAL

THE YULETIDE TALE

Evil Reigns in the  
Wynter's Pale

Secrets  
— of —  
Survival

12+

F5812



3-6

Includes how-to-play instructions.

# Haunts

PAGE

1 The House of Mischievous Toys	4
2 Hell's Bells	6
3 'Tis the Treeson	8
4 He Knows When You Are Sleeping	9
5 Krampusnacht	10

Haunts by Dave Chalker



RULEBOOK

See the Betrayal at House on the Hill 3rd Edition rulebook for a full token reference and other gameplay instructions.

## Token Reference



LARGE MONSTER TOKEN



1-20 SMALL MONSTER TOKENS



RUNE TOKENS



FOOD TOKEN



BLESSING TOKEN



FIRE TOKEN



SEARCHED TOKEN



TRAIT TOKENS



18 NUMBER TOKENS

# How to Play Evil Reigns in the Wynter's Pale

To play this expansion, one player must play as either Jingleklaws or the Elf. Begin the game with that character's board face up. Whenever a haunt refers to "the Stranger," it is referring to Jingleklaws or the Elf, whichever character is in the game at the time.

1. Use the scenario card from this expansion set to trigger the haunts specially designed for *Evil Reigns in the Wynter's Pale*. When you select your haunt be sure to find it in the *Evil Reigns in the Wynter's Pale* haunt books, not the haunt books for the base game.
2. Shuffle the Item and Event cards into their respective decks. Add the room tiles to the tiles for the base game.

Refer to the Betrayal at House on the Hill 3rd Edition rulebook for setup and gameplay instructions for the full game. In deciding who goes first, note that the Stranger does not have a birthday shown on their character board so they will never be selected to be the player to take the first turn.

## Variable player count



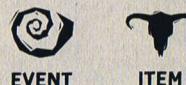
In the haunts, values for aspects of a haunt might be different for different numbers of players. For example, the traitor may have more pet hellhounds in a five-player game than they would in a three-player game. In this example that shows 1, 5, 7, and 9 as sample values, note the variable player count:

{1/5/7/9}

- 1 = three-player game
- 5 = four-player game
- 7 = five-player game
- 9 = six-player game



## Key to the symbols



EVENT



ITEM



OMEN



SPECIAL ACTION



MONSTER INFORMATION



STARTING  
(LANDING)  
TILE



IMPORTANT  
CHANGES



DEATH

## DO NOT READ ANY FURTHER

# 1

# The House of Mischievous Toys

**SCENARIO CARD: THE HOLIDAY HOUSE**

**HAUNT TRIGGER: ARMOR TRAITOR: NONE**

## READ FIRST!

### INTRODUCTION

A tiny toy suit of armor seems harmless enough, until it knocks away your hand and runs away. “You grew up and abandoned all your toys,” it yells at you with its tinny voice, “so now you’ll have to play hide and seek with us if you want to get out of here alive!”

### SETUP

1. Place the Monster Reference card to the haunt revealer’s left.
2. Take all Items and Omens from every player. Set the Armor and {4/5/6/7} of those cards of your choice aside, face up. If there are fewer cards than this, draw Item cards to make up the difference.
3. Bury any remaining Items and Omens.
4. Place one set of face up number tokens on the set aside Items and Omens, then place a matching number token in the house. These tokens represent Mischievous Toys. Each Mischievous Toy must be placed on a different Item or Omen tile. If any Mischievous Toys remain, place them on the Entrance Hall.
5. The monsters will take the first turn after setup.

### OBJECTIVE

The explorers win if they stun the Mischievous Toys and bring them all to Jingleklaws/The Elf for banishing. The explorers lose if Jingleklaws/The Elf dies.

### TOKENS NEEDED

**Small Monster Tokens –**  
Small Toys

**2 sets of Number Tokens –**  
Mischievous Toys

Once during their turn, Jingleklaws or the Elf may

#### **Banish Mischief**

When holding an Item or Omen with a number token, roll Knowledge.

- 3+** Remove the number tokens from the Item or Omen. It now acts as the normal Item or Omen. If you have removed the last number token, you win.
- 0–2** Take 1 die of Physical damage and place the number token in the farthest away room, unstunned. *It started moving again!*



## MONSTER: MISCHIEVOUS TOYS

The Mischievous Toys have different statistics depending on what kind of Item/Omen it is. All other rules apply to them the same.

### Mischievous Toys (All Weapons)

Might 5 Speed 2 Sanity 2 Knowledge 2

### Mischievous Toys (Non-Weapon Item)

Might 3 Speed 4 Sanity 2 Knowledge 2

### Mischievous Toys (Non-Weapon Omen)

Might 2 Speed 3 Sanity 4\* Knowledge 4

\*This monster attacks using Sanity.

While stunned, the number token associated with this monster may be carried around and passed as if it were an item. You may not pick up an Item or Omen you have just stunned on your turn, and the Item or Omen card associated with the monster cannot be used.

Whenever a toy becomes unstunned during the monster's turn, each explorer in the room with it takes 2 dice of Physical damage. If it is being carried, return the number token to the tile the carrying explorer is in.

At the start of the monster's turn, if there is a explorer in the same room as the monster, it attacks that hero. (Choose if there is more than one hero.)

If there is no explorer in the room, it moves toward the nearest open door where it could reveal a new tile. Unlike normal monsters, it can explore new rooms, and if it does, place a Small Toy monster in that room (if available). Ignore all other effects (including card symbols) of that tile. If there are no more tiles to explore, the explorers lose.

## IF YOU WIN

The last toy struggles until whatever strange animating force that was driving it has left. You swear that when you get home, you'll find all your old toys and stuffed animals and make sure they're treated well, just in case.



## MONSTER: SMALL TOY

Might 3 Speed 3 Sanity 1 Knowledge 1

Small Toys are killed instead of stunned. Their Might is increased by 1 for each other toy (Small Toy or Mischievous Toy) on the same tile.

Small Toys move toward Jingleklaws or The Elf, stopping to attack any explorer they encounter.

## 2

# Hell's Bells

**SCENARIO CARD: THE HOLIDAY HOUSE****HAUNT TRIGGER: MASK OR HOLY SYMBOL TRAITOR: JINGLEKLAWS/THE ELF****READ FIRST!****INTRODUCTION**

*Bong! Bong! Bong! Bong! Bong! The sound of bells reverberates through the house just as the sun goes down. The stranger you found in the house delights in every ring as the shadows creep in from all sides. The stranger's voice whispers, "I hope you didn't have any plans for tomorrow. Because once these bells cease, this night will last forever."*

**SETUP**

- Find these room tiles: Root Cellar, Time-Lost Tree, Chapel, Soundproofed Room, Observatory, Organ Room, Tower. (If they are not already explored, find them from the room stack and place them in legal spaces not adjacent to each other, if possible. Then shuffle the remaining room tiles.)
- Place a Might token in the Chapel and Tower.
- Place a Speed token in the Root Cellar and Time-Lost Tree.
- Place a Knowledge token in the Observatory and Organ Room.
- Place the Blessing token in the Soundproofed Room.
- The player to the left of the traitor will take the first turn after setup.

**OBJECTIVE**

The heroes win when they find {3/4/5/6} bells and place them in the Soundproofed Room.

**TOKENS NEEDED****Number Track****2 Speed Tokens** – Small Bells**2 Might Tokens** – Heavy Bells**2 Knowledge Tokens** – Choir Bells**1 Blessing Token****IF YOU WIN**

All at once, the bells stop their discordant tones and then change into a more hopeful and harmonized tune. The darkness recedes and outside the first streaks of dawn flood into the house. The stranger is nowhere to be found, and you start humming along to the tune, content that the darkness has been driven back for another year.

Once during your turn, you may

**Grab a Bell That Tolls for Me**

While on a tile with a Knowledge, Might, or Speed token, make a trait roll of that type.

**3+** Place that token on your character card. This token can be given, taken, etc., as if it were an Item.

**0–2** Take 1 die of mental damage. *The ringing is too loud!*

Once during your turn, you may

**Stop the Music**

If you have a Knowledge, Might, or Speed token on your character card and are standing in the Soundproofed Room, place it in the room. Then, if there are {3/4/5/6} tokens there, you win!



# PROCLAMATION

In governance of the custom of the Yuletide, let it be known that this official law shall be in effect in perpetuity.

The term of service of our beloved Jingleklaus will be determined by the duration of the orbit of the blue planet known as Neptune around Helios. Upon completion of the orbit, the sitting Jingleklaus will use powers bestowed by the Universal Authority of the Yuletide to designate a successor. The emplacement will be accomplished by ingestion of a magical tincture, the properties of which will cause an immediate transformation to the guise of Jingleklaus. At this time, all special powers will be conferred, including the ability to see into the inner souls of humans.

## 3

## 'Tis the Treeson

**SCENARIO CARD: THE HOLIDAY HOUSE****HAUNT TRIGGER: IDOL OR RING****TRAITOR: EXPLORER TO THE LEFT OF JINGLEKLAWS/THE ELF****READ FIRST!****INTRODUCTION**

*What's this that you've found? Some kind of decorative ornament? That's a strange thing to find here. Maybe it fell off this pine tree. Oh, and there's mistletoe above me, how romantic. Hey, do those yule logs near the fireplace look like they're moving to you? And just how many plants does one abandoned house have?*

**SETUP**

1. Set aside {4/5/6/7} rune tokens and return the rest to the box.
2. The player to the left of the traitor will take the first turn after setup.

**OBJECTIVE**

The heroes win when they gather enough decorations from breaking down Omens and Items and then use them to decorate the tree.

**TOKENS NEEDED**

**Small Monster Tokens** –

Mistletoe Kudu

**Fire Tokens** – Burning Yule Logs

**Rune Tokens** – Ornaments

**IF YOU WIN**

*The last ornament is placed, and each one lights up and begins blinking in a calming pattern. The rest of the flora in the house has ceased moving. While the decorations look nice enough, maybe it's time to leave.*

Once during your turn, you may

**Rustle Around**

If you are on the same tile as a Small Monster token, roll your Speed.

- 3+** Draw either an Item or Omen card, your choice. *I think I found something under all this growth...*

- 0–2** Take 1 Physical damage.

Once during your turn, you may

**Create Ornament**

If you have an Item or Omen in your possession that is not a weapon or the Dog, you may attempt to turn it into an ornament. Make a Knowledge roll.

- 3+** Bury the Item or Omen. Place a rune token on your character card. This token can be given, taken, etc., as if it were an Item. *This will look nice on a tree.*

- 0–2** Nothing happens.

Once during your turn, you may

**Decorate the Tree**

If you have a rune token and are in the same room as the traitor, make a Speed roll.

- 3+** Move the rune token from your character card to theirs. If they have {3/4/5/6} rune tokens on their character card, you win.

- 0–2** Take 1 die of Physical damage.

# He Knows When You Are Sleeping

SCENARIO CARD: THE HOLIDAY HOUSE

HAUNT TRIGGER: BOOK OR SKULL

TRAITOR: JINGLEKLAWS/THE ELF

## READ FIRST!

4

### INTRODUCTION

*"There's something inscribed here... the heading says Naughty List and... weird, all of our names are on it?"*

### SETUP

1. If they are not already out, find the Kitchen and Larder from the room tile stack, place them in any legal placements, and then shuffle the remaining room tiles.
2. Take 5 Food tokens and place them divided as you choose between the Kitchen and Larder tiles.
3. Set aside the rune tokens.
4. The player to the left of the traitor will take the first turn after setup.

### OBJECTIVE

The heroes win when the traitor is dead.

### TOKENS NEEDED

**Food Tokens** – Offering of Food

**Small Monster Tokens** – Coal Creatures

**Rune Tokens** – Gifts Given

### IF YOU WIN

*"Oh for goodness sake!" cries the traitor before disappearing up the chimney from whence they came. You'll never think about this season the same way again. You will be sure to leave out milk and cookies at night though.*

Once during your turn, you may

#### These Look Tasty

If you are on the same tile as a Food token, you may pick one up and place it on your character tile. This token may be given, taken, etc., as if it were an Item. *This glass of milk gives me an idea...*

Once during your turn, you may

#### Make an Offering

Place a Food token from your character onto your tile if it doesn't already have one.

If the traitor ever moves onto a tile with a Food token, the traitor rolls Sanity.

- 4+ The traitor takes 1 die of Mental damage. The next attack against the traitor rolls one extra die. Return the Food token to the supply.
- 0–3 The traitor takes 2 dice of Mental damage. The next attack against the traitor rolls two extra dice. Return the Food token to the supply.

Once during your turn, you may

#### A Nice Gift

Give an Item card to another explorer on your tile. Remove all Small Monster tokens on the tile with you. Place a rune token on that Item; it can no longer be given or taken by another hero. *Hey, no re-gifting.*

Once during your turn, you may

#### Scrounge Up More Food

If you are on the Kitchen or Larder with no Food tokens on that tile, and if there are Food tokens in the supply, make a Knowledge roll.

- 3+ Add a Food token to your tile. You cannot pick it up this turn.
- 0–2 Nothing happens. *You expect me to bake cookies at a time like this?*

# Krampusnacht

**SCENARIO CARD: THE HOLIDAY HOUSE**

**HAUNT TRIGGER: DAGGER OR DOG**

**TRAITOR: EXPLORER TO THE LEFT OF JINGLEKLAWS/THE ELF**

## READ FIRST!

### INTRODUCTION

A strange glint comes into your friend's eye as the omen begins to blacken and spark—almost as if it were made of charcoal. Soon that omen changes into an inky goo that travels into your friend, warping them into a creature of rock and flame. "The Krampus has found me," whispers the stranger, "and he is here to take everything."

### SETUP

1. Bury all omens.
2. Take the two sets of number tokens from the box from **1** to **{4/5/6/7}**.
3. Lay out **{4/5/6/7}** Item cards face up from the top of the deck. Shuffle one set of number tokens face down and put them on each of those Items without looking at them. If there aren't enough Items, explorers must bury Items of their choice until there are enough in the deck.
4. Using the other set of number tokens, give one at random to each explorer face up. Return the unused token to the box.
5. Set aside **5** Searched tokens.
6. The player to the left of the traitor will take the first turn after setup.

### OBJECTIVE

The heroes win when each of them has received the perfect gift (a specific Item).

### TOKENS NEEDED

Searched Tokens

Two sets of Number Tokens

Demon Token – Krampus

### WHENEVER A HERO RECEIVES AN ITEM FROM ANOTHER HERO,

if that Item has a matching number tile to the receiving hero, turn both those number tokens face down. Those items can no longer be stolen by the traitor.

### IF YOU WOULD LOSE ITEMS WITH A TOKEN BY OTHER MEANS (LIKE BURYING AN ITEM TO USE IT),

flip your number token face up, and place the number token on the Item being lost on a new Item drawn from the deck and set aside.

### IF AT ANY TIME EACH OF THE NUMBER TOKENS ARE TURNED FACE DOWN, THE EXPLORERS WIN.

Once during your turn, you may

### Find a Present

While on a tile with an Item symbol or the Armory, if that tile doesn't have a Searched token, make a Knowledge roll.

- 3+ Place a Searched token on the tile, if one is available. Take an Item of your choice, either a set aside Item or one from the top of the deck. If you take one with a number token, flip the number face up. *Surely THIS will be the perfect gift!*

- 0–2 Nothing happens. *Nah, nothing in here but junk.*

### IF YOU DIE

If you have a face up number token, give your number token to a surviving hero. All number tokens must still be turned face down in order for the explorers to win.

### IF YOU WIN

*"You got me exactly what I wanted!"  
As if those words were a magic spell,  
the Krampus creature begins to  
contort and twist until it crumbles to  
ashes in the air, which are promptly  
sucked up through the chimney. The  
house goes quiet for a few seconds,  
until you can't help but ask "So what  
else did you get me?"*

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