

BETRAYAL

THE YULETIDE TALE

Evil Reigns in the
Wynter's Pale

Traitor's
Tome

DO NOT READ

UNTIL THE HAUNT SCENARIO BEGINS!

12+



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

Token Reference



LARGE MONSTER TOKENS



18 NUMBER TOKENS



1-20 SMALL MONSTER TOKENS



TRAIT TOKENS



RUNE TOKENS



SEARCHED TOKEN



FIRE TOKEN

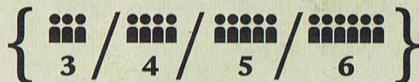


FOOD TOKEN



BLESSING TOKEN

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



MONSTER INFORMATION



STARTING (LANDING) TILE



IMPORTANT CHANGES



SPECIAL ACTION



DEATH

The House of Mischievous Toys

Scenario Card: The Holiday House

Haunt Trigger: Armor

Traitor: None

1

Important!

There is no traitor for this haunt. See the Secrets of Survival for more details.

Hell's Bells

Scenario Card: The Holiday House

Haunt Trigger: Mask or Holy Symbol

Traitor: Jingleklaws/The Elf

2

Read First!

Introduction

With the coming of night, the bells have started again, just as they have since time immemorial. But your presence in the house has finally made them change their tune. If you can just keep them ringing long enough, the darkness will take over and your ascendancy will not be confined within in a single night, and instead you can reign forever... as long as you can keep those fools who stumbled in here from stopping the terrible song.

Setup

1. Your explorer is still in the game. You are the traitor.
2. Recover all your traits to their starting values. Increase all your traits by **{1/1/2/2}**.
3. Set the number track to **{6/5/4/3}**.

Objective

You win when all of the explorers are dead or the number track reaches 0.

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

After your eons-long battle against the day and the pitiful humans who relied on it, you finally have corrupted their songs. Now the night and your power are eternal.

At the start of your turn, and whenever an explorer is defeated,

Move the number track down one number toward 0. If the track would hit 0, you win.

Once during your turn, you may

Twist the Darkness

Pick an explorer. Roll 2 dice and move them that many spaces of your choice. If they are holding a Knowledge, Might, or Speed token, they take 1 die of Mental damage.

Once during your turn, you may

Revel in the Night

If you end your turn on a tile with an unaccompanied Knowledge, Might, or Speed token, gain 1 in a trait of your choice.

If you would be killed,

Move the number track up one number, away from 0. Heal all your traits.

3

'Tis the Greeson

Scenario Card: The Holiday House **Haunt Trigger: Idol or Ring**

Traitor: Explorer to the left of Jingleklaws/The Elf

Read First!

Introduction

The pine smell becomes overwhelming. Your skin is now bristles. Your legs are now a solid stump. You are a tree. Your family are the plants of all kinds here. But your family is in pain. They have been mutilated, burnt, and covered up with embarrassing decorations. That all stops here. Once you have grown enough, you will take revenge for all the plant life sacrificed.

Setup

1. Your explorer is still in the game. You are the traitor. (Or tree-tor.)
2. Place the Monster card to your left. The monsters will take their turn after yours.
3. Heal all your traits.
4. Set aside {2/3/4/5} Small Monster tokens. This is your mistletoe kudzu. The remaining tokens will be your supply for the game.
5. Set aside {2/3/4/5} Fire tokens. These are Burning Yule Logs. The remaining tokens will be your supply for the game.
6. Place the Small Monster tokens and Fire tokens you just set aside in any of the following rooms, divided as you choose: Conservatory, Ground Floor Staircase, Hallway, Tower, Gallery, Observatory, or Graveyard. You may not put more than one token in each of these rooms, unless there are fewer of these rooms than tokens.

Objective

You win when you connect at least {5/6/7/8} room tiles together via mistletoe or all explorers are dead.

Tokens Needed

Small Monster Tokens –

Mistletoe Kudzu

Fire Tokens – Burning Yule Logs

Rune Tokens – Ornaments

When an explorer dies, place a Small Monster token in their space.

When you die, remove a Small Monster token from a tile and place your traitor there. Heal all your traits. If there are no Small Monster tokens to remove, you lose and the explorers win.

Once during your turn, you may

Rock Around

Place a Small Monster token in your space. If you have connected {5/6/7/8} rooms together in a continuous path, you win.



Monster: Mistletoe Kudzu

Might 3 Speed 3* Sanity 1 Knowledge 1

* Mistletoe kudzu cannot move. Its speed is only used for other effects.

Mistletoe kudzu is killed instead of stunned.

Once during your turn, you may

Kiss of Death

Attack an explorer on your tile using Speed. If you beat their roll, instead of dealing damage, you may add a Small Monster token (if available) to your tile or to an adjacent tile.

If You Win

The plant-killers here have been stopped. But there are so many more of your plant family out there getting chopped down, burnt, and desecrated by decorations. Time to make them all pay.



Monster: Burning Yule Log

Might 3 Speed 3 Sanity 1 Knowledge 1

Whenever the yule log attacks, if none of the dice in the roll are blank, place a new fire token (if available) in its space in addition to any other effects. The new token cannot act this turn. Burning Yule Logs are killed instead of stunned.

4

He Knows When You Are Sleeping

Scenario Card: The Holiday House **Haunt Trigger: Book or Skull**
Traitor: Jingleklaws/The Elf

Read First!

Introduction

You've seen enough. These children are naughty and need to be punished. This has been your role since the humans first emerged from their caves into the seasons of light and dark. They will know their punishment from your gaze, and you will purge this place of the naughty. There is no place for them to hide, for you see all.

Setup

1. Your explorer is still in the game. You are the traitor.
2. If you do not already have it, take the Omen card that triggered this haunt.
3. Recover all your traits to their starting values. Increase all your traits by **{1/1/2/2}**.
4. If you have fewer than **{2/3/4/5}** Item cards, draw cards from the deck until you have that number.
5. Place the Monster card to your left. The monsters will take their turn after yours.
6. For each explorer, place a Small Monster token in the same tile as them.

Objective

You win when all heroes are dead.

Tokens Needed

Food Tokens – Offering of Food

Small Monster Tokens –

Coal Creatures

Rune Tokens – Gifts Given

At the start of your turn,

If you are within line of sight of a Food token, you must move toward it this turn, and cannot move away from it until it is gone.

Once during your turn, you may

Gaze of Ho-Ho-Horror

Attack an explorer within your line of sight using Knowledge. After the attack, you may bury one Item in your possession to place a Coal Creature monster in the room with them, in addition to any damage inflicted from the attack. If there are no more Small Monster tokens available, you may move one existing token to that room instead.

You'd better not shout, and you'd better not cry.



If You Win

Your consciousness expands over the whole world. Punishing the naughty here was only the beginning. Billions of names are on your list, and you've got work to do.

Monster: Coal Creature

Might 4 Speed 2 Sanity 2 Knowledge 2

When you attack, after resolving damage (if any), roll one die. The target of the attack must bury an Item if that die rolled a 1, or bury two items if that die rolled a 2. If they don't have enough Items to bury, they take 1 general damage for each missing Item.

Krampusnacht

5

Scenario Card: The Holiday House Haunt Trigger: Dagger or Dog

Traitor: Explorer to the left of Jingleklaws/The Elf

Read First!

Introduction

All this giving, giving, giving! You can't take it anymore. Everything here should be yours. As your thoughts and body are taken over by the creature known as the Krampus, you know that you won't stop until you have taken it all.

Setup

1. Your explorer has died. You now control the Krampus, the demon of selfish taking. Place the Demon Large Monster token where you died. Remove your explorer from the game. Bury any Items and Omens that your explorer had before they were killed.
2. After all Omens are buried, draw {1/2/3/4} from the Omen deck face down without looking at them.
3. Place the Monster card to your left. The monster will take its turn in place of yours.

Objective

You win when you consume {4/5/6/7} Items or all heroes are dead.

Tokens Needed

Searched Tokens

Two sets of Number Tokens

Demon Token – Krampus

If You Win

Can you believe all these pathetic creatures were so focused on giving to each other? They had to learn the hard way that greed is the only good. And having stopped the giving spirit, you're free to venture out and take everything you deserve.



Monster: Krampus

Might 5 Speed 4 Sanity 4 Knowledge 4

When you defeat an explorer in combat, you may take one of their items in addition to dealing damage. You may only take items that do not match their number tokens. Additionally, whenever an explorer dies, you take their items, regardless of how or why they died.

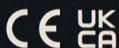
If you do take an Item, place it face down next to your Monster card. Then, if you have {4/5/6/7} Item cards, you win. If you take an Item card with a number token this way, draw a new Item card, place it face up near the others, and place the number token on the new Item. Then randomly redistribute the number tokens on the cards face down.

Once during your turn, you may

Mine! Mine! MINE!

If you are on a tile with an Omen symbol, draw a card from the top of that deck face down without looking at it. On any future roll, before seeing the result, you may bury any number of Item or Omen cards you have in order to add that many dice to the roll.

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