

BETRAYAL

AT THE NEIBOLT HOUSE

THE EVIL OF PENNYWISE

TRAITOR'S TOME

Mike Hanlon

DO NOT READ
UNTIL THE HAUNT
SCENARIO BEGINS!

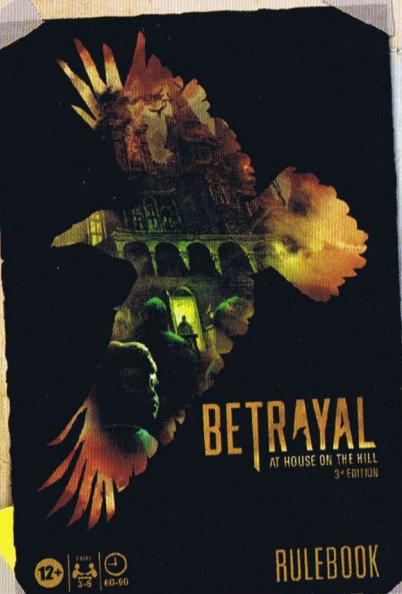
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- HENRY ON THE HUNT**
- SEPARATE NIGHTMARES**
- ALL LIVING THINGS MUST ABIDE**
- THE RITUAL OF CHÜD**
- LET'S KILL THIS CLOWN**
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KEY TO THE SYMBOLS

EVENT	ITEM	OMEN
SPECIAL ACTION	MONSTER INFORMATION	STARTING (LANDING) TILE
		IMPORTANT CHANGES
		DEATH



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

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

TOKEN REFERENCE



HERO TOKENS

GEORGIE'S GHOST



STAN'S HEAD



LARGE MONSTER TOKENS



ALTAR TOKEN



1-20 SMALL MONSTER TOKENS



SEARCHED TOKENS



RED BALLOON TOKEN



NUMBER TRACK

HENRY ON THE HUNT

SCENARIO CARD: COME HOME TO EVIL

HAUNT TRIGGER: "A POP OF RED" OR "KNIFE IN THE DARK"

TRAITOR: LOWEST MIGHT

Read First!

INTRODUCTION

You are Henry Bowers, and shortly after seeing a red balloon floating outside your psychiatric prison, you're breathing in good ol' lungfuls of freedom on the other side of its barbed-wire fence. Boy, your old knife sure came in handy to slice your way outta that place! Now you're riding shotgun next to your buddy, Patrick Hockstetter, who has a gaping hole in his cheek and a dark socket where an eyeball used to be. But the guy's still tickin'... somehow. Hockstetter drives you to the house and kills the engine. Then you creep inside and carve up your first victim real quick. You have a list, you see. A very important list. That's one down. They went down easy. Maybe the others will put up more of a fight. It told you they were there. Now you just gotta find 'em all...

SETUP

1. Place the Henry Bowers figure on your tile.
2. Tip your figure over onto the board. They are dead. You are now the traitor. Keep your items and omens, and your character board.
3. Secure the Henry Bowers overlay to your character board
You will play as Henry Bowers now. Heal any traits below their starting value.
4. Raise your Might trait until you have {5/5/6/6} Might.
5. Place the Zombie Hockstetter token on your tile.
6. Place the Monster Card to your right. The monster takes its turn before you.
7. Find each player's hero token, then randomly pick one and hide the rest.
Do not show anyone which one you have yet.

OBJECTIVE

You win when all the heroes are dead.

TOKENS NEEDED

Large Monster Token

Zombie Hockstetter

Hero Tokens

Henry Bowers' Kill List

BEFORE YOUR TURN, TAKE A TURN WITH ZOMBIE HOCKSTETTER.

- **If Hockstetter is not on the board,** The heroes place Hockstetter on any tile with an open doorway, then take a turn with the monster as normal.

THEN TAKE YOUR TURN AS HENRY BOWERS.

- Unlike a monster, you do not have to roll to move. You may use the movement speed indicated on your character board.

WHEN YOU ARE ATTACKED

- **If Zombie Hockstetter is on your tile,** you can change the target of the attack to Hockstetter instead. If you do this, it must be before anyone rolls any dice.
- **If Zombie Hockstetter is on the board but not on your tile,** you may move him up to 3 spaces toward you.

WHEN YOU KILL THE HERO MATCHING YOUR CURRENT HERO TOKEN

- Reveal that token and heal one of your traits, then choose a new random token from among the remaining heroes.

AT THE END OF YOUR TURN

- If you didn't attack a hero, take 1 Mental damage.



Monster: Zombie Hockstetter

You recognize the animated corpse before you, one of Henry's lackeys from way back when. But now, about half of his face is missing.

Might 5 Speed 4 Sanity 4 Knowledge 5

Hockstetter cannot attack.

If Hockstetter takes any damage, remove him from the board.

Once during your turn, you may

⑤ Give Henry Bowers a Hand

- While on the same tile as Bowers, you have two options:
- Use any remaining moves you have to move Bowers that many tiles instead.
- Reveal the top card of the Item deck and give that card to Bowers.

IF YOU WIN

You're sweating and drenched in blood, but that was the final name on your list! That last one put up a real fight, too. But what a rush! They'll float now, deep down in the bowels of Derry, just like all the others. Just like Georgie. As the authorities show up to take you away, you're sated and smiling. You've done all It asked of you. But maybe you'll get a new list someday.

SEPARATE NIGHTMARES

SCENARIO CARD: COME HOME TO EVIL

HAUNT TRIGGER: "A STRETCHING HALL" OR "BLOOD TENDRILS"

TRAITOR: HAUNT REVEALER

Read First!

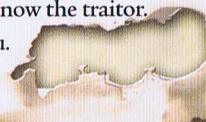


INTRODUCTION

The walls around you begin to bubble and bulge and burst, releasing a putrid liquid along with—tiny monsters, or gigantic insects? You try to run but you quickly realize you’re trapped in a glass room with no doors... a terrarium of sorts, as if you were dropped into the monsters’ habitat to feed them. Pure, unadulterated fear runs through your veins as you slump against the wall and await your fate. Slime-covered and hissing, the creatures descend.

SETUP

1. Place five small monster tokens on the tile you were on. These are the Tiny Terrors that ate you.
2. Remove your figure from the board. You have been consumed. You are now the traitor.
3. Place the Monster Card to your left. The monsters take a turn instead of you.
4. Return the Event deck to the box.



OBJECTIVE

You win when all the heroes are dead.

TOKENS NEEDED

All Large Monster Tokens

Huge Horrors

Small Monster Tokens

Tiny Terrors

IF YOU WIN

Well, devouring them was fun while it lasted. The last one was particularly tasty—their terror gave their bone marrow such a rich and a savory flavor. Your work here is done, time to go back to sleep and wait for the next batch of so-called heroes to challenge you, as if you won’t dwell here until the end of time.

THIS HOUSE IS MOVING, MAKE IT STOP...

- All tiles are now on the Ground Floor. The other regions (Basement and Upper Floor) no longer exist. However, tiles or cards that move you to the Basement Landing still do.
- Any connected tiles (such as the Upper Landing and the Ground Floor staircase or the Graveyard and the Underground Cavern) remain connected.
- The Mystic Elevator only moves on a roll of 2 or 4.

INSTEAD OF YOUR TURN

- Take a turn with the Tiny Terrors, then take a turn with the Huge Horrors. Roll Speed individually for each Huge Horror.

AT THE END OF YOUR TURN

- If a Huge Horror or group of Tiny Terrors is not in line of sight to any hero, you can move them to another tile that isn’t in line of sight to any hero.

WHEN A HERO EXPLORES:

- They always take the top tile of the tile stack, regardless of region. After they enter the room, and before they do anything else, refer to the tables on the next page.
- **Find the room and describe the terror that awaits them.**
- If you cannot find the tile in the tables on the next page, tell them, “Nothing happens. Looks like you’re safe, for now.” Then they continue resolving any effects from discovering the room.



Monster: Tiny Terrors

Might **up to 6** Speed **5** Sanity **3** Knowledge **2**

Move all Tiny Terrors before attacking with any of them.

Tiny Terrors on the same tile attack and defend as a group. Their Might is equal to the number of terrors on the tile, up to 6.

Tiny Terrors cannot be stunned, but whenever they attack or defend, remove one Tiny Terror.

(Don't read this part aloud unless a player uses Dynamite.)

If the Dynamite is used on the Tiny Terrors, do not roll. They are all removed.



Monster: Huge Horrors

Might **5** Speed **4** Sanity **4** Knowledge **4**

Huge Horrors cannot be stunned while attacking.

The **Zombie** and **Construct** add +1 to the result of their Might rolls.

The **Ghost** and **Ghost Shark** can move through walls and cannot be stunned when defending.

The **Faceless Man** and **Demon** attack with Sanity.

The **Giant Hair Monster** and **Giant Wasp** attack with Speed.

MONSTER ROOMS

- When a hero explores and reveals one of these rooms, place the indicated monster tokens on their tile.
- If all 20 Tiny Terrors tokens are already in play, you may take the required number of Tiny Terrors from any other tile(s) and place them on the hero's tile.

ARMORY – 4 TINY TERRORS

The swords, axes, and maces mounted on the wall clatter loudly as they break free and sail toward you.

BALLOOM – GHOST

A strange and eerie waltz plays as transparent beings materialize and dance around you. Then, the record scratches. They all turn to you.

CONSERVATORY – 4 TINY TERRORS

The plant life around you looks placid enough... until vines whip up from underground and wrap around your ankles.

CRAWLSPACE – 3 TINY TERRORS

In the pitch-black space, all you can hear is the scuttle of claws—all around you.

DINING ROOM – 4 TINY TERRORS

You smell the stench as soon as you enter... the table is fully laid with a rotting meal. Creatures that turn your stomach emerge from the fare.

GRAVEYARD – 5 TINY TERRORS

The dirt beneath your feet groans as human remains—skulls, spines, teeth, toes—emerge and scurry toward you on insectile legs.

JUNK ROOM – CONSTRUCT

Nothing to see here, just a bunch of trash. Wait a minute, are the piles... looking at you?

KITCHEN – ZOMBIE

You hear a rhythmic chop, chop, chop... the putrid corpse making divots in the counter with a rusty knife turns, ready to make you its next meal.

LARDER – 4 TINY TERRORS

Gristly animal fat oozes out of the rattling drawers. You ready yourself for whatever else is inside.

NURSERY – 5 TINY TERRORS

A hushed lullaby echoes off the walls as you hear something stirring in the crib. Many somethings. They are wailing. They are hungry.

ORGAN ROOM – 4 TINY TERRORS

Discordant notes escape the organ's rattling pipes. There seems to be something living in each one of them, making their way up... and out.

PRIMARY BEDROOM – GIANT HAIR MONSTER

You hear thumping coming from the closet and take shelter under the bed. Then, you feel something long and silky brush your right cheek. You're not alone.

RITUAL ROOM – DEMON

Dried blood colors the floor and altar... all that remains of a ritual gone horribly wrong. You hear a guttural moaning above you and look up. What killed them hasn't left.

SPECIMEN ROOM – GIANT WASP

An impressive collection of glass-encased insects lines the walls. Suddenly, the largest wasp you've ever seen comes to life and smashes against the glass repeatedly until it shatters.

STATUARY CORRIDOR – FACELESS MAN

You hear the sound of stone crumbling and see a life-size statue step off its pedestal, effortlessly wielding a massive marble blade. It advances.

TOWER – 5 TINY TERRORS

As you climb the tower, the incessant beating of wings stops you in your tracks. A loud buzzing moves toward you, unmistakably an incoming swarm.

UNDERGROUND CAVERN – 6 TINY TERRORS

For a while, all you can hear is intermittent dripping and your own footsteps. Then, a spine-chilling screech from deep within. Several screeches.

UNDERGROUND LAKE – GHOST SHARK

A small ripple disrupts the lake's placid surface. Beneath it, an enormous shadow appears. Then a protruding shark fin, almost ten feet high.

NIGHTMARE ROOMS

- When a hero explores and reveals one of these rooms, they must make the indicated roll before resolving any other effects. If they fail the roll, they don't resolve any effects from discovering the tile.

BLOODY ROOM

Gallons of blood burst through every crack—from under the door, between walls, gaps in the ceiling. It fills the room, threatening to drown you.

Make a Might roll.

5+ Continue your turn.

0-4 Take 1 die of Mental damage. End your turn.

FURNACE ROOM

The furnace door creaks open, and everything in the room starts to move toward the roaring flames... including your possessions.

Make a Knowledge roll.

4+ Continue your turn

0-3 Bury an item or omen. End your turn.

CATACOMBS

You've been walking for what feels like days, but don't feel any closer to escaping the bowels of this place.

Make a Knowledge roll.

5+ Continue your turn.

0-4 Take 2 Physical damage. End your turn.

LABORATORY

The lab equipment looks like it hasn't been touched in decades... that is, until the beakers and test tubes start to bubble and explode, filling the room with toxic fumes.

Make a Speed roll.

5+ Continue your turn.

0-4 Take 1 Physical damage. End your turn.

CHARRED ROOM

The door slams shut behind you and the room bursts into flames. What will kill you first, the smoke or the fire?

Make a Speed roll.

5+ Continue your turn.

0-4 Take 1 die of Physical damage. End your turn.

LAUNDRY CHUTE

You see no other option as you launch yourself down the shoot. You immediately realize your mistake as you endlessly tumble head over heels, slamming into every curve of the metal tube.

Make a Knowledge roll.

6+ Continue your turn.

0-5 Do not leave this tile. End your turn.

CHASM

You encounter a makeshift bridge of brittle-looking boards laid over a dark chasm. You take a deep breath. One foot in front of the other.

Make a Speed roll.

5+ Continue your turn.

0-4 Take 1 Mental damage. End your turn.

OBSERVATORY

Longing to remember a world outside of this house, you dare to peek through the telescope. Three glowing, orange lights are moving toward you.

Make a Knowledge roll.

5+ Continue your turn.

0-4 Take 2 Mental damage. End your turn.

COLLAPSED ROOM

A deep rumble shakes the foundation of the house, and soil begins to pour in from the ceiling, filling the room. The floor beneath your feet disappears.

Make a Might roll.

5+ Continue your turn.

0-4 Take 1 Physical damage. End your turn.

OPERATING THEATRE

Exhausted, you take a seat on the operating table. The table's straps whip out and seize your wrists and ankles, forcing you to become the next patient.

Make a Might roll.

5+ Continue your turn.

0-4 Take 1 die of Physical damage. End your turn.

CRAMPED PASSAGEWAY

The passageway seems to get smaller as you go, as if the walls are closing in. It's not your imagination—the walls are closing in!

Make a Speed roll.

5+ Continue your turn.

0-4 Take 1 Physical damage. End your turn.

VAULT

To your dismay, you hear the heavy metal door behind you scrape across the floor and slam shut. The lock clicks. Great, how are you going to get out of this one?

Make a Knowledge roll.

5+ Continue your turn.

0-4 Take 1 Mental damage. End your turn.

ALL LIVING THINGS MUST ABIDE

SCENARIO CARD: COME HOME TO EVIL

HAUNT TRIGGER: TIME TO SINK!" OR "THAT'S A GOOD BOY"

TRAITOR: HAUNT REVEALER

Read First!

INTRODUCTION

Hiding behind a large pillar, you think you're safe as you hear Pennywise scuttle past in his spider form. But your sigh of relief is a little too loud. Click, click, click... he's coming back, getting closer now. He peers into your hiding place with a grin that reveals all those layers of razor-sharp, gray teeth. That smile is the last thing you ever see.

SETUP

1. Remove your figure from the board. Bury your items and omens. You are now the traitor.
2. Find the large monster tokens for Stan's Head, Demon, Demon Dog, Georgie's Ghost, Zombie, Ghost Shark, Werewolf, and Vampire. These are It's many forms.
3. Place the Monster Card to your left. The monster takes its turn instead of you.

OBJECTIVE

You win when all the heroes are dead.

Tokens Needed

Large Monster Tokens

Stan's Head, Demon, Demon Dog, Georgie's Ghost, Zombie, Ghost Shark, Werewolf, Vampire

Number Track

It's remaining forms

Searched Tokens

Revealed weaknesses

IF YOU WIN

Is that... all of them?

Already? You suppose you're feeling fairly satiated after all. Time to settle in for a 27-year-long sleep in the dark and comforting bowels of Derry. You'll awaken well-rested when there's more fear and flesh to be consumed.

AT THE START OF YOUR TURN,

- If you are stunned, you become unstunned, but can only move or attack, not both.
- If there are no large monsters on the board, randomly choose one of the remaining large monster tokens and place it on any player's tile.

WHEN YOU KILL A HERO,

- Bury their items and omens. Then, if no hero is in the same region as your monster, you may remove your monster from the board.

AT THE END OF YOUR TURN,

- If you attacked this turn, roll 1 die. The heroes must collectively take that much Mental damage, divided as they choose.

Each monster has a weakness describing how it can be stunned. You ONLY have to read a monster's weakness if a player successfully discovers it. If they do, read the weakness of only your current monster. They may accidentally stun the monster even if they don't know its weakness.



Monster: Stan's Head

Something plops out of the armoire and rolls toward you. It's your friend Stan's head! It sprouts eight legs and scuttles around before charging at you.

Might 3 Speed 6 Sanity 4 Knowledge 4

Stan's Head attacks with Speed (and the hero defends with Speed).

Stan's Head cannot be stunned except by its weakness.

Weakness: (Don't read this to players unless instructed.) Stan's Head is stunned by any successful attack that a hero makes using a weapon.



Monster: Demon Dog (Pomeranian)

What was an adorable Pomeranian just moments ago morphs into a mangy beast that foams at the mouth, towering over you on two legs.

Might 6 Speed 3 Sanity 4 Knowledge 4

The Demon Dog cannot be stunned unless you know its weakness.

Weakness: (Don't read this to players unless instructed.) The Demon Dog is stunned by any successful Speed attack a hero makes, or if you end your turn without attacking.



Monster: Ghost Shark

A humongous, spectral shark barrels toward you, teeth bared. There's no water in here, but it doesn't seem to mind.

Might 6 Speed 4 Sanity 0 Knowledge 2

The Ghost Shark cannot be stunned except by its weakness.

Weakness: (Don't read this to players unless instructed.) The Ghost Shark is automatically stunned if a hero uses Dynamite or the Angel Feather on it.



Monster: Werewolf

Don't let the fuzziness fool you, the werewolf before you means to kill. It lets out a howl that could wake the dead and extends a bloody claw in your direction.

Might 4 Speed 5 Sanity 4 Knowledge 4

The Werewolf cannot be stunned except by its weakness.

The Werewolf can attack twice a turn.

Weakness: (Don't read this to players unless instructed.) The Werewolf is stunned if it takes at least 3 damage from any successful attack a hero makes.

CONTINUE ON NEXT PAGE....



Monster: Georgie's Ghost

A little boy in a yellow raincoat stands before you. His skin is waterlogged and paper-white, and he's missing an arm. He blames you for his death.

Might 2 Speed 4 Sanity 3 Knowledge 5

Georgie's Ghost attacks with Sanity and rolls 3 extra dice on its attack.

Georgie's Ghost cannot be stunned except by its weakness.

Weakness: (Don't read this to players unless instructed.)
Georgie's Ghost is stunned by any successful Sanity attack a hero makes.



Monster: Zombie (Leper)

You see what you think is one of your friends... until you notice their unnatural posture and the gaping, festering hole where their nose should be. They lunge for you.

Might 5 Speed 4 Sanity 3 Knowledge 2

The Zombie cannot be stunned except by its weakness.

Weakness: (Don't read this to players unless instructed.)
The Zombie is stunned by any successful attack that a hero makes without using a weapon.



Monster: Vampire

A humanoid creature with pointed fangs, void-black eyes, and wormy, ashen skin appears in the blink of an eye.

Might 5 Speed 5 Sanity 3 Knowledge 5

The Vampire cannot be stunned except by its weakness.

Weakness: (Don't read this to players unless instructed.)
The Vampire is stunned by any successful attack from a player holding the Dagger, Crossbow, or Holy Symbol, or if the player uses the Angel Feather on the attack.



Monster: Demon (Mrs. Kersh)

An enormous, otherworldly woman with sallow skin and eyes that are popping out of her skull bounds toward you, arms outstretched.

Might 7 Speed 3 Sanity 3 Knowledge 2

The Demon cannot be stunned except by its weakness.

Weakness: (Don't read this to players unless instructed.)
If there are no heroes in the Demon's region at the end of your turn, the Demon is stunned.

Important!



4 THE RITUAL OF CHÜD

SCENARIO CARD: COME HOME TO EVIL

HAUNT TRIGGER: "SWIRLING VISIONS" OR "FLOATING LIGHTS"

TRAITOR: NONE

There is no traitor for this haunt.

5 LET'S KILL THIS CLOWN

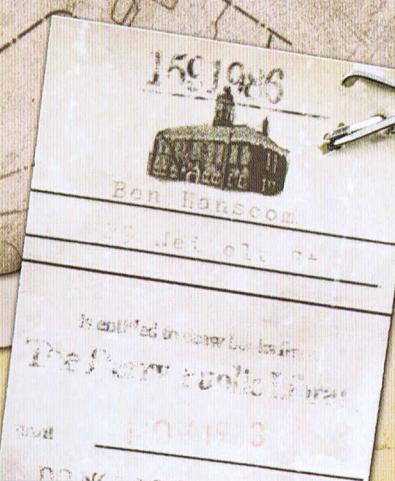
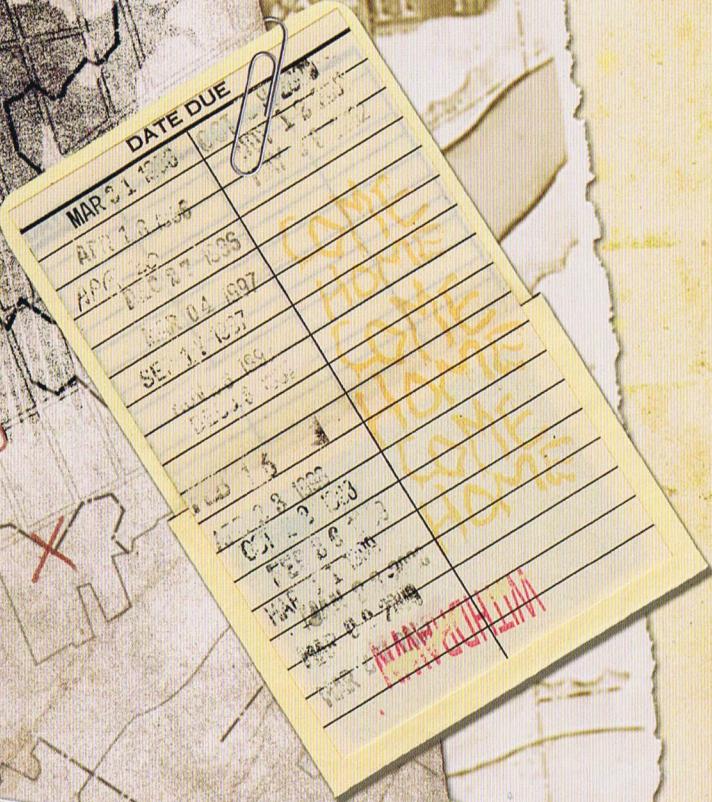
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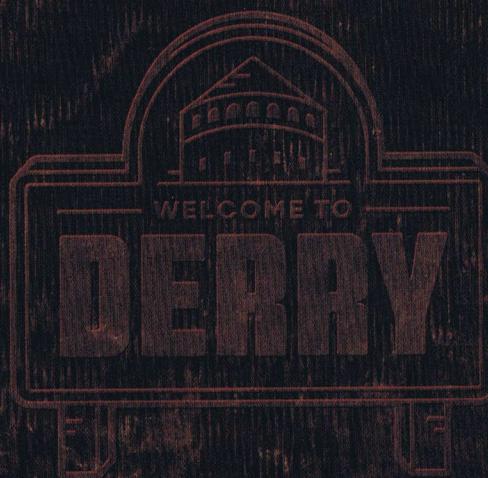
HAUNT TRIGGER: "THE EATER OF WORLDS" OR "HOMETOWN HORRORS"

TRAITOR: HIDDEN TRAITOR

There is a hidden traitor for this haunt. See the Secrets of Survival for more details.







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