
BETRAYAL
LEGACY™
RULEBOOK
AGE 12+


STOP!

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# STARTING GAME COMPONENTS

1 sealed box and 1 sealed envelope **(do not open these until instructed!)**
1 rulebook
2 haunt books (*Traitor's Tome* and *Secrets of Survival*)
1 Bleak Journal
1 sticker sheet
1 *Folium Infernum*
12 tiles (including 4 starting tiles)
1 numbered track
5 plastic family figures
5 colored plastic bases
5 Family cards
20 plastic clips
8 dice
7 Item cards
11 Event cards
1 Traitor card
1 Monster card
2 Legacy decks
1 Purgatory deck
20 tile planks

**122 tokens, including:**

20 Small Monster tokens (numbered 1 through 20)
2 Large Monster tokens
16 Rune tokens (8 matched pairs)
10 Number tokens (1 through 10)
10 Crest tokens (2 for each family)
12 Searched tokens
8 pentagonal Item Pile tokens (4 matched pairs)
8 triangular Trait tokens (2 each of Speed, Might, Sanity, and Knowledge)
12 Obstacle tokens (4 Large and 8 Small)
3 Silhouette tokens (, , )
5 circular Body Part tokens (1 Head, 2 Arms, 2 Legs)
1 Blood/Timer token
15 miscellaneous tokens (Antidote, Armoire, Bright Light, Car, Chest, Contraption, Crib, Eye, Fire, Healing, Mouth, Music Note, Nest, Portal, Viktor/Inspector)

## TEN WAYS THIS GAME IS DIFFERENT FROM THE ORIGINAL GAME

If you have played the original *Betrayal at House on the Hill®*, many things in this game will be familiar. However, there are a few new things.

1. **There is a campaign mode, guided by the Legacy deck.**
   Each game, after you've set up, draw the top card of the Legacy deck, read it aloud, and continue to draw and read cards, one at a time, until instructed to PAUSE or STOP.

2. **There are new terms: bury, heal, critical, and general damage.**
   There are no discard piles. Any time you would discard a tile or card, instead **bury** that tile or card by placing it at the bottom of its deck or stack, face down.
   **Heal** allows you to reset a trait to its starting value if it's below that value.
   A trait is **critical** when it is 1 step above the skull.
   **General damage** may be allocated to any trait.

3. **There is an outside region.**
   At the start of each game you'll put out the Front Steps tile, which is adjacent to the Entrance Hall and is the Landing tile for the outside region.

4. **Item and Event cards are drawn only in certain regions.**
   When you draw Item or Event cards, you'll draw ones that match the region you're exploring in, just like tiles.

5. **Some tiles have new features: secret passages, Runestones, ghosts, or more than one symbol.**
   **Secret passages** allow you to move between rooms that aren't adjacent to each other.
   **Runestones** are sometimes important in a haunt.
   **Ghosts** power up Omen cards and sometimes make Events worse.
   On tiles with more than one symbol, resolve each symbol from left to right when the tile is discovered.

6. **You turn Item and Omen cards sideways to mark they are used.**
   Cards have two states: **used** and **unused**. When you've used an Item or Omen card, turn it sideways. At the start of your turn, straighten used cards to show that they're ready to use again.

7. **Sometimes cards get altered.**
   Some cards will get names. Some will get stickered. Some will have checkboxes filled on them. Once per game, when you draw an Item card from the deck that has space for an Heirloom sticker, you may choose to make it your family's **heirloom**.

8. **What you can do on a turn is organized into actions.**
   When you want to do something other than move, you use an action (such as DRINK, ATTACK, or INVOKE). You can use each action word only once on your turn.

9. **Haunts trigger differently during the campaign and in free play after the campaign.**
   Look at the Legacy deck to see what you need to do for the haunt to start in that chapter.

10. **The haunts use colored boxes to explain your goals.**
    Each step needed to win a haunt, plus any optional steps and other facts, are listed in order, each in their own box. See "Learning the Haunt" for examples of what these boxes look like. Also, goals and effects scale with the number of players in the game, indicated by three numbers in braces in the haunt books, such as {**12/15/20**}. In this case, 12 is for three players, 15 is for four, and 20 is for five.

# OVERVIEW

In *Betrayal Legacy*,™ you play a member of a family exploring a house—a house that seems to invite trouble. At some point during the game, one player triggers what is called the **haunt**. At this point, one player usually becomes a **traitor** bent on defeating the rest of the players. The rest of the players become **heroes** struggling to survive. From then on, the game is a fight between the traitor and the heroes—often to the death. Each game will change the house in some way and tell more of its story. At the end of 13 chapters (plus a prologue), you will complete the campaign portion of *Betrayal Legacy*. From there, you may play the game in "free play" mode. In free play, very few changes will be made to the game.

## OBJECT OF THE GAME

Explore the house and make your family member stronger until the haunt begins. After that, your goal is to complete your side's victory condition first, as either a traitor or a hero.

## WHAT IS A LEGACY GAME?

*Betrayal Legacy* is a legacy game, so some things that happen in one game will carry forward to future games. Sometimes you will add cards or add stickers to materials. Other times you may destroy components or otherwise permanently alter the game. Each group's journey and history of the house will be unique. Which families will have a penchant for madness? Which tiles will become focuses of evil?

## HOW DOES BETRAYAL LEGACY WORK?

The campaign is played over a series of chapters, each one a different game. Each chapter, players will play a member of a **family**. It may be the character who played in the previous chapter (if they lived) or a descendant—perhaps a nephew or child or lost cousin. Each game is self-contained: it starts mostly the same way and proceeds until there is a winning side. At the end of the game, players will follow instructions to shape the start of the next game (and games beyond that). Along the way, the house and its environs will change, sometimes outside the players' control.

## ADDING MATERIALS

As your legacy campaign unfolds, the game will tell you to open a packet, find a card, or check a box on a card. DO NOT OPEN ANYTHING until instructed. When you find a sticker for a new rule in the *Folium Infernum*, place it on the matching labeled space in this rulebook. That rule is in effect immediately and for all future games.

## KEY TERMS

**Everyone**: Each player, monster, or other inhabitant of the house.

**Figure**: The plastic pawn controlled by a player.

**People/Person**: Anyone in the house who isn't a monster.

**Traitor**: Any player who has turned evil after the haunt has started. Traitors are still players.

**Hero**: Any player who remains good after the haunt has started. Heroes are still players.

**Monster**: Large or small Monster tokens during a haunt.

**Item/Omen/Object**: Things that are carried by players. Items and Omens are cards. Objects appear in some haunts and are represented by tokens.



# COMPONENTS

## THE LEGACY DECKS

NEVER SHUFFLE THE LEGACY DECKS.

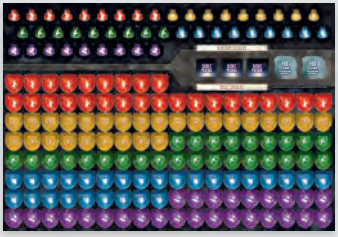



The two pre-sorted Legacy decks will guide you through the campaign. During games, you will draw cards, one at a time, read them aloud, and do what they say, until instructed to PAUSE or STOP. After each game, any Legacy cards drawn that did not become part of a card deck or get placed into the box or Tomb (see page 6) should be **destroyed** (thrown away, recycled, etc.). Any cards that were added to decks stay in those decks for future games. Legacy cards are numbered, so if a Legacy deck gets out of order, someone not playing the campaign can reorder it.

## THE PURGATORY DECK




Do not integrate these cards into the main decks of the game at the start. DON'T EVEN LOOK THROUGH THE DECK. As you play, you will be instructed to take cards from the Purgatory deck and add them to one of the card decks in the game. Each Purgatory card is numbered in the bottom left corner to make it easier to find. When looking for one, fan the deck, looking only at the corners of the cards, until you find the number you want. The lowest-numbered card in the Purgatory deck is 202 (long story).



## STICKER SHEET

This sheet contains Crest stickers as well as other stickers that may be placed during the campaign. There is no limit to the number of Crest stickers. If instructed to place one and there are no more for that family, use a marker or pencil in that family's color instead.

The sticker sheet also contains nine Heirloom stickers for each family. Unlike crests, these are limited to nine stickers total for each family.




## FOLIUM INFERNUM

The *Folium Infernum* contains 13 doors marked with a number or letter, each hiding a sticker. At certain times during play, you will be instructed to open a door on the *Folium Infernum*, the number/letter of which door to open, and where that sticker goes. You can throw away any waste created by the *Folium Infernum* (cardboard doors, sticker backings, and the like).

## TRAITOR'S TOME AND SECRETS OF SURVIVAL

These books will be used once the haunt starts and will give further details as what is going to happen in your game.

## THE BLEAK JOURNAL

The Bleak Journal contains entries that will be read through the campaign. Whenever anything tells you to read an entry in the Bleak Journal, turn to that entry number. All entries are read out loud unless the entry tells you otherwise. The first entry is 52 (to keep it different from the haunt numbers).




## CARD DECKS AND THE TILE STACK

The game starts with two **decks** in play (Item cards and Event cards) and one **stack** of tiles. There are no Omen cards yet (if you've played the original game, you might be wondering). More cards of various types will be added later.

Any effect that lets you look at the top card(s) of a deck refer only to these decks. Do not use them to look through the Legacy deck or the Purgatory deck. Any effect that lets you look through the stack refers only to the tiles. Effects that refer to decks do not apply to the stack, and vice versa.

Players may look through, but not rearrange, the backs of any card deck or tile stack to see what regions are coming up.

## TILE PLANKS

The house starts as a small homestead, with a limited number of tiles. At the start of some chapters, the Legacy deck will tell you to add new tiles to the stack from the **tile planks**. These are a pre-sorted stack of cardboard punch boards that contain new tiles. You will add many but not all of these tiles to your game. Some will not become part of your house.

## FIGURES

Although you will play the same family from generation to generation, you may use any figure for a chapter. At the start of the game, choose a figure and attach it to the base matching your family's color.

## TOKENS

The game comes with many tokens, some of which will be used many times in the campaign, others maybe once, and some not at all (they all will get used at some point in free play, though). Here is a look at some that get used often.




**Item Pile** tokens show when one or more Items or Omens have been dropped on a tile. See the DROP action on page 14.



**Crest** tokens: Each family has two tokens showing their family crest. They are used in various ways. If you ever need to break a tie between players, shuffle the Crest tokens face down, then draw one to break the tie.




**Searched** tokens show that a tile has been successfully searched or an activity has been performed on it. Unless the haunt says otherwise, if you run out of these tokens, you may use a proxy.



**Rune** tokens represent different things in different haunts. For example, you might need five parts of an infernal machine, each represented by a Rune token. Most of the time, the rune depicted on the token doesn't matter. The haunt or rules will tell you otherwise.




**Number** tokens are used for a variety of purposes and mean something different in each haunt. These are used when the value is important.




Each **Trait** token is printed with one of the four traits. These are used to track information related to that trait.




**Small Obstacle/Large Obstacle** tokens are some sort of obstruction in the room. Leaving a tile costs 1 extra move for each small obstacle on the tile, and 2 extra moves for each large obstacle (see "Moving," page 9). If you need to place an obstacle and none are left, use a proxy.




**Small and Large Monster** tokens: Small Monster tokens represent various creatures in the game. A Large Monster token stands for a bigger, angrier monster, usually the main villain in a haunt.

### BACK IN BOX AND THE TOMB

If you are told to return a game component to the box, it will not be part of the current game but should return to use in the next game. For example, you may be told to return an Item card to the box. That Item is gone for this game. At the end of the game, put it back into the Item deck.

The **Tomb** is where you store cards that will remain out of play until you are told to return them. In some cases, this may be after you have finished the campaign or it may be the next game. When you are told to put something in the Tomb, put it under the tray in the game box.

# BEFORE YOU START

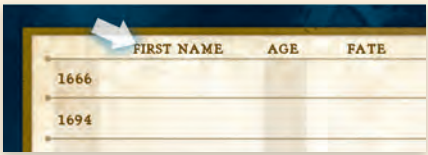
1. Punch out the Family cards, tokens, and tiles. Discard or recycle any waste.
2. Remove the dice, plastic clips, figures, and bases from their bags.
3. Open the starting card deck and sort the Item and Event cards into their respective decks. Set aside the Monster and Traitor cards.
4. Unwrap the first Legacy deck and set it aside. *Don't shuffle it.*
5. Unwrap the Purgatory deck. *Don't shuffle it.* Put it in the box until the game tells you to draw a card from it.
6. Unwrap the tile planks *without looking at them* and put them into the tray so that tile plank 1 is on top.
7. Have each player choose a Family card, representing the family that they are going to play for the entire campaign. The five families' traits are slightly different. Do not write last names on the Family cards yet.

# SETUP

1. Attach four plastic clips to your character's Family card. Each one should point to one of the starting values for their Speed, Might, Sanity, and Knowledge. The starting values are colored green.
2. Find the four starting tiles. Place them reasonably far apart on the table to create regions of the house and its environs.
3. Skip this step until you find RULES STICKER A.
4. Select a figure to represent you and place it into a base matching the color of your Family card.
5. **(Campaign only)** Privately give your character a first name and an age, and write both on the back of your Family card. (You can make up any age you like.) This will likely be a new character, but if you survived the previous chapter, you may use the same character again, now older.
6. **(Campaign only)** Introduce yourself to the rest of the players, stating your character's name and age.
7. **(Campaign only)** Read the top card in the Legacy deck.
8. **(Free play only)** Shuffle all card decks separately. Shuffle the tiles to make a stack. Set out any other cards you may have found.
9. **(Free play only)** Randomly decide who goes first.

### THE FAMILIES

There are up to five **families** who will create the history of the house. Each player will play a member of the same family in each game. At the start of each chapter, write the name of your family member on the card, as well as their age. At the end of each campaign game, record their fate (such as "Vanquished a demon!" or "Died near a well from poison"), whether they died, and whether they were a traitor.




# TRAITS, DICE, AND TILES

## TRAITS

Each character has four **traits**, shown on their Family card: Speed, Might, Sanity, and Knowledge. Speed and Might are **physical traits**; Sanity and Knowledge are **mental traits**. Character traits are public knowledge.

### DAMAGE, GAINING, LOSING, AND HEALING

Characters can **take damage**, causing their traits to decrease. Slide the corresponding clips down the track a total number of steps equal to the damage, divided as you choose. The type of damage determines which traits can be lowered.

- **Physical Damage**: Lower Might and/or Speed.
- **Mental Damage**: Lower Knowledge and/or Sanity.
- **General Damage**: Lower any combination of traits.

You may also be instructed to **lose** from or lower a specific trait directly (such as "Lose 2 Speed"). That counts as taking physical or mental damage, depending on the trait.

If you take "1 die of damage," roll a die and take appropriate damage equal to the result.

If more than one person and/or monster would take damage at the same time, start with the player to the left of the current player and proceeed clockwise.

If you are instructed to **gain** X in a trait, you may increase that trait X steps (up to its highest step).

If you are instructed to **heal** a trait, you may return that trait to its starting value if it is lower. Do nothing if it is equal to or higher than its starting value.

### CRITICAL TRAITS

When a trait is at its lowest step before the skull, it is **critical**. Before the haunt begins, no trait can drop below its critical value (if it would, it stays at the critical value instead). Once the haunt begins, traits can drop to the skull. If that happens, you die.

### RAISING AND LOWERING FROM THE SAME EFFECT

Many effects in the game require you to lose from a trait in order to gain a benefit. You must be able to pay the full "penalty" in order to gain the "reward." If you can't, you do not get the benefit. For example, a tile's effect might say "If you end your turn here, you may lose 2 Might to gain 1 Sanity." If your Might is 1 step above critical, you cannot lose 2 Might, so you cannot gain 1 Sanity.

## DICE AND DIE ROLLS

There are 8 dice that come with the game. Each die has faces with 0, 1, or 2 dots. When you make a roll, total the number of dots to get the result. **You can never roll more than 8 dice** and **you can never roll fewer than 1 die**. **No result can ever be below 0**, no matter how many penalties are applied. Then do what the effect says for that result.

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### TRAIT ROLLS

You will often be told to make a **trait roll** based on one of your family's traits (for example, "Make a Might roll"). When that happens, roll dice equal to the number you currently have in that trait. For example, if you must make a Sanity roll, and you currently have a Sanity of 4, roll 4 dice and total the dots together to get the result. The card's or tile's text will tell you the outcome.

### ROLL X DICE

Some effects require you to roll a certain number of dice. Pretty straightforward; just roll that many dice and add up the dots. These are not trait rolls and are not subject to anything that affects trait rolls.

## REGIONS AND TILES

The house and its environs have four **regions**: outside, basement, ground floor, and upper floor. Each region is separate from the others. As the house grows, you might start running out of table space. In that case, adjust the tiles as needed to make more space. Do not change how the tiles are connected; move each region as a whole.

Tiles are **adjacent** if they are both discovered and connected by a **doorway** or other effect. "Doorway" is used regardless of whether the tile is inside or outside. A doorway that is not connected to another tile is an **open doorway**.

The Ground Floor Staircase is adjacent to the Upper Landing and the Basement Landing (and vice versa). The Front Steps tile, which is in the outside region, is adjacent to the Entrance Hall (and vice versa).

# ON YOUR TURN

At the start of your turn, do the following in order:

1. Set any **used** Items and Omens you are carrying to **unused**.
2. Gain **moves** equal to your current Speed.
3. Take your turn, using moves and taking **actions** as you like until you are out of both or choose not to do any more. (Actions are explained on page 14.) You can perform actions in between moves, after you are out of moves, or before moving.

## MOVING

Moves are used most often to travel to an adjacent tile or to **discover** a new tile. You use 1 move for each tile you leave. No matter how many penalties you have on a turn or how many obstacles you face, you can always move to a tile adjacent to where you started.




**Obstacles:** Each small obstacle on a tile costs 1 extra move when leaving that tile. Each large obstacle on a tile costs 2 extra moves when leaving that tile. Also, Small Monster tokens are small obstacles and Large Monster tokens are large obstacles to the heroes.

**Whenever you draw a card from the Event, Omen, or Item deck for any reason, you lose any remaining moves you had**. You can still take actions.

### SECRET PASSAGES




The house has secret passages within it. In the prologue, there is one tile with a secret passage (the Crawlspace). As you play, you will find ways to place Secret Passage stickers on tiles. A tile with a secret passage is adjacent to every other tile with a secret passage.

RULES STICKER

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# DISCOVERING A NEW TILE

When you leave a tile through a doorway not connected to a tile, look at the back of the top tile of the stack. If it has the name of the region you are in (some tiles can go into more than one region), turn it over and **connect** it by aligning a doorway on the new tile to the doorway you just passed through. Then move into that tile. You have **discovered** it.

Add each new tile as logically as you can, connecting as many adjacent doorways as you can. Two tiles (the Entrance Hall and Front Steps) have a bump on one side to show that tiles cannot be placed on those sides.

If the top tile can't go on the region you're currently on, **bury** it. Keep burying tiles until you find one that matches your region.

Most tiles have a symbol on their face-up side, representing an Event, Item, or Omen. When you first discover a tile with one of these symbols, draw a card with the matching symbol. (Tiles with these symbols are called Event tiles, Item tiles, and Omen tiles.) Some tiles also have an action on them.

Some tiles have more than one symbol. When discovering such a tile, resolve each symbol from left to right. Players cannot take any actions before or between resolving these symbols.

Players who enter a previously discovered tile do not draw a card when they enter but still are affected by text on the tile and can take any action printed on the tile.

## RUNESTONES



Some tiles contain Runestone symbols. You can ignore these unless a card or haunt tells you otherwise.

## GHOSTS

Most tiles have circles on them showing where **ghosts** will come to haunt the house. Some tiles start with ghosts on them. Omens harness the energy of ghosts in the house and are more powerful on tiles with ghosts. Some Event cards will be more painful on tiles with ghosts.

RULES STICKER

## TURN TIMING WHEN DISCOVERING A TILE

You might be required to do multiple things when discovering a tile. Resolve them in the following order.

1. Resolve any symbol(s) from left to right, one at a time. You cannot take any actions while resolving Event cards.
2. If you drew an Omen card and the haunt hasn't started, check to see if the haunt starts. If the haunt starts, **your turn is immediately over**. Do not resolve any other symbols or effects on the tile. Otherwise, your turn contintues.
3. You may take any action(s) printed on the tile.
4. Resolve any text that says "If you end your turn on this tile . . ." If there are multiple "end of turn" effects on a tile, you may resolve them in any order you like.

## INFREQUENT TILE RULES

### DISCOVERING MULTIPLE TILES IN A TURN

If you are ever forced to discover a new tile due to a game effect, you draw a card and follow any other text on the tile as if you had discovered it the traditional way. This is true even if you already discovered a tile (and drew a card) this turn.

### FALSE FEATURES

If it's impossible to match up all doorways, you instead create a **false feature** (perhaps a closet or thicket). You can't move through these false features.

### NO MORE TILES FOR THAT REGION

If you try to discover a new tile but have run out of tiles for that region, you do **not** spend a move since you did not enter a new tile. You may continue your turn as if you didn't just try to walk into a closet. Or thicket.

### DON'T SEAL OFF A REGION

You can't place a tile so that it seals off a region, leaving no unconnected doorways. If the only possible placement of a tile would seal off a region, **bury** it and draw tiles until you find one that leaves a free doorway. In the unlikely event that all the remaining tiles for a region would seal off the region, rearrange the region until there is are least one unconnected doorway.

# CARDS

When you discover a tile with an Event, Item, or Omen symbol, draw a card.

- Whenever you draw a card (for any reason) from the Item, Omen, or Event deck, you lose all remaining moves (but not actions) for the turn.
- If you are instructed to draw the top card from a deck, then draw the top card, regardless of its region markings.
- All cards are read out loud unless their text says otherwise.
- There is no limit to the number of cards you may carry.
- All cards carried by characters are public knowledge.




## DRAWING EVENT, ITEM, AND OMEN CARDS

Draw the top card from the Event deck if it matches your region. Otherwise, **bury** cards until you find one that matches your region. Read the italicized text aloud. If the card requires a die roll, do not read the results before rolling. Instead, roll the dice and read only the applicable result.

Draw the top card from the Item deck if it matches your region. Otherwise, **bury** cards until you find one that matches your region. Place it face up in front of you, *unused* (see page 12). You are now **carrying** the Item. You may gain its power or use its action as noted on the card. This does not count as using your PICK UP or TAKE action for this turn. It is possible, but unlikely, that there are no more Item cards that match your region. In this case, draw the top card of the Item deck.

Draw the top card from the Omen deck. Place it face up in front of you, *unused*. You are now **carrying** the Omen and gain any bonuses it gives. If the haunt has not started, check to see if it starts now (see "Making a Haunt Roll" on page 16).

In some games during the campaign, you might discover an Omen tile but have no more Omen cards in the deck. In that case, you do not draw a card and do not lose moves.

## EVENT CARDS

Draw an Event card when you discover a new tile with the Event symbol on it, and occasionally as the result of another effect. Usually Event cards are buried after you read them. A few you keep. In many cases, Event cards have space for a family crest or checkbox(es) on them. You will be told when to apply a Crest sticker or to check a box (those instructions might not be on the card itself!). Some cards will be **destroyed** (not used in any future game) after a certain number of uses.

**Ongoing Event** cards have continuous effects and are not buried. Instead, place a token on the Event tile to mark its effect. Put that Ongoing Event card to the side of the play area, face up, for players to reference.

### ADDING OR INTENSIFYING EVENT CARDS

At the end of each chapter, you may be told to **add** cards from the Purgatory deck to the Event deck. In this case, fan through the Purgatory deck, looking at the number in the lower left corner until you find the stated card number. Check the title to make sure it's the right card and add it to your Event deck.

Later in the campaign, you will be told to "add or Intensify" an Event card. If the card is still in the Purgatory deck, add it to the Event deck as usual. If it is already in the Event deck, find the card there and **intensify** it by checking one box on the card.

## ITEM AND OMEN CARDS

You draw Item and Omen cards when you discover a tile with a matching symbol (and through some other effects). Both types of cards represent things that you can carry and use, but there are two main differences: Omens may trigger the haunt (page 16) and they also interact with the **ghosts** in the house.

- Unlike the base game of *Betrayal*, Items are keyed to certain regions of the house.
- Some Items and Omens have a **type**: *Weapon*, *Firearm*, and/or *Sacred*.
- Any text that talks about "Items" refers to Item cards only, not Omen cards.
- Many cards have an **action** associated with them (actions are explained on page 14). You must take that action to use the card. Read the card to see when and how it is used.

Item and Omen cards have two states: **unused** (turned straight up) and **used** (turned sideways).

- When you draw a card from the deck, you get it unused.
- To use an action on a card, it must be unused.
- When you use the action on a card, turn it sideways to show it is used.
- Used Items and Omens still confer any bonus listed on them. For example, if an Item lets you gain 1 Might while you carry it, this is true whether it is used or unused.

Some Item cards may be **heirloomed** (see right) during the campaign. If you're carrying a card marked with your family's heirloom, you get the extra effect of the card as stated in the text near the Heirloom sticker.

Players may GIVE, TAKE, DROP, PICK UP, and STEAL Items and Omens, as explained under "Actions" on page 14.

## HEIRLOOMING ITEM CARDS

*Some things just seem important, like a poem from a friend or a childhood doll or a bat that makes just the right crack when you hit someone with it.*

Each family has nine Heirloom stickers, allowing them to **heirloom** up to nine Items each over the course of the campaign (don't worry if you don't use them all).

Once per game, when you draw an Item card from the deck that has a space for an Heirloom sticker, you may choose to make it your family's heirloom. You must make this decision immediately when you draw the card before taking any actions or continuing your turn. If you heirloom the Item, place your family's Heirloom sticker on the card. If it doesn't have a name, give it one (for example, "Thaddeus McCaster's Magic Bells").

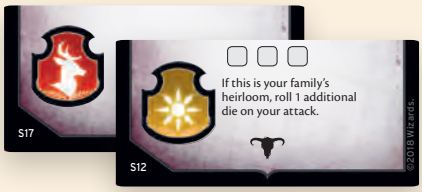
You do **not** heirloom a card if you pick it up from a tile where it was dropped, or if you get it through a GIVE or TAKE action.

If you decline, you cannot go back and heirloom that Item later in the game; your moment is lost. But you may heirloom a future Item you find, provided you find one. Provided you don't die. *Or worse.*

Some Item cards do not have a space for an Heirloom sticker and are already named. *The house is not new.*

If a card refers to an "heirloomed Item," it means any Item card with an Heirloom sticker on it. It does not have to be yours.

RULES STICKER f



### OMEN CARD NAMES

Omen cards have a blank line on them to show where they will get their final name. For example, if there were an Omen called the Ring of _____, you might later be told to name the card "the Ring of Possession." Putting a name on an Omen does not affect gameplay in any way; it is a way to record the story of that Omen in your world. Any text in the game that refers to "the Ring" would refer to that card, no matter if it is the the Ring of Possession or the Ring of Bleeding Gums.




RULES STICKER

## OBJECTS

Some haunts will tell you that certain tokens are Objects for that haunt. Objects may be PICKED UP, DROPPED, GIVEN, TAKEN, and STOLEN like Items or Omens. Unlike Items or Omens, Objects are never used, so you may perform these actions on an Object any number of times in a turn.

# ACTIONS

As soon as you find an Item or Omen, you have access to the actions on your Family card other than ATTACK. Items, Omens, and tiles will grant you additional actions. You can take the actions granted by Items or Omens only while you are carrying them and they are unused, and can take the actions granted by tiles only while you are on those tiles. Most haunts will also give you actions you will use to win the game.

Actions available are listed in **ALL CAPS**, followed by any restrictions (such as where or when), any rolls you must make, any bonuses or restrictions to those rolls, then the effect of the action.

You may use each **action word** only once on your turn. For example, if you are carrying a Gun and an Axe that both have the action word **ATTACK**, you would have to choose which one to ATTACK with on your turn.

Once you use an action on a card, it becomes used and is turned sideways. You cannot voluntarily do anything else with that card this turn, such as DROP or GIVE it.

For example, a haunt might give the following action:

> **PREPARE** (while on the Entrance Hall): Make a Sanity roll. Add 1 to your result if you are carrying at least one Sacred item.
>
> **2+** Leave this place and never return. *Live a happy, normal life. It's that easy.*
>
> **0–1** Explore the dark and dangerous domicile. *Like the unfortunate protagonist in a horror novel.*

This means that you would use a PREPARE action, that you must be on the Entrance Hall tile, and that you must make a Sanity roll. Having a Sacred item helps. What happens depends on the result of your roll.

Some common actions are: **ATTACK**, **CHALLENGE**, **DRINK**, **DROP**, **EAT**, **GIVE**, **INVOKE**, **OPERATE**, **PICK UP**, **PREPARE**, **SEARCH**, **STUDY**, **TAKE**, **TALK**, and **WEAR**.

## ITEM/OMEN CARD ACTIONS

As listed on your Family card, you can use the following actions on all Item and Omen cards you are carrying. As usual, you can use each action only once per turn.

**GIVE**: Give as many unused Items and Omens as you want to another player on the same tile. They receive the cards used.

**DROP**: Place as many unused Items and Omens as you want on your tile. Take an Item Pile token and place it on that tile. Set aside the cards you dropped, face up. Place the Item Pile token with the same number on them. If other Items/Omens are DROPPED on the same tile, place them under the same Item Pile token rather than start a new pile. If a tile with an Item Pile token on it gets buried, all the cards on it also get buried.

Sometimes a player will be instructed to DROP Items or Omens. In that case they do so even if it's not their turn or they already DROPPED Items or Omens that turn.

**TAKE**: Take any number of unused Items and Omens from other players on the same tile (with their permission). You receive the cards used.

**PICK UP**: When on a tile with an Item Pile token, take as many of the Item or Omen cards under the matching numbered Item Pile token as you like. You receive them used.



## ATTACK

After the haunt starts, players (and most monsters) get access to the **ATTACK** action. You cannot ATTACK before the haunt, even if you really, really want to. You do not need an Item or Omen to attack; bare hands and feral panic are good enough to make an unarmed attack.

**To make a unarmed ATTACK:** Choose a target on your tile. Roll a number of dice equal to your Might. If you are able to reroll any dice, do so now. After your roll is final, your target then rolls dice equal to their Might. Whoever's result is lower takes **physical damage** equal to the difference between the two rolls. (For example, if you roll a 6 and your opponent gets a 3, you would deal 3 physical damage.) If there's a tie, no one wins, and no one gets hurt.

The person who rolls higher is said to **succeed** in combat. If it is a tie, no one succeeded.

Monsters are not killed when you defeat them, only **stunned**, unless a haunt specifies otherwise. You can attack a stunned monster (maybe to STEAL an Item from it or to kill it with a special Item). Stunned monsters still roll dice to defend, but an attacking hero who loses an attack against a stunned monster takes no damage.

### OTHER ATTACKS

Items and Omens marked as **Weapons** (and some haunts) give alternative ATTACK actions instead of making an unarmed attack.

This attack may use a trait other than Might. If so, the attacker and defender make a roll using the same trait. Might and Speed attacks deal **physical damage**. Knowledge and Sanity attacks deal **mental damage**.

You can't use a trait to attack an opponent who doesn't have that trait. For instance, if a monster doesn't have Sanity, you can't make a Sanity attack against it. You might not know if a monster has a trait until you try to attack it. If this happens, the traitor will tell you. In this case, you still used your ATTACK action for the turn, just really poorly.

### LINE OF SIGHT

**Line of sight** is a path that leads through an uninterrupted straight line of doorways in the same region. There is no line of sight between regions. Players can make line of sight attacks if an effect or Weapon says so. If your target is on a different tile than yours, you take no damage if you lose the combat.

## COMBAT EXAMPLE

You have a Might of 4 and attack a Werewolf on your tile. You roll 4 dice and get a result of 5. The traitor rolls an 8 for the Werewolf. You take 3 physical damage and choose to lower your Might 2 spaces (from 4 to 3) and your Speed 1 space (from 4 to 3), sliding the clips on your Family card as shown.




### STEAL

If you ATTACK someone **on your tile** and you would deal 2 or more damage, you may forgo dealing damage (or stunning a monster) to STEAL your choice of one Item, Omen, or Object from them instead. You receive it used. Stealing counts as a successful attack and still uses up your ATTACK action for the turn.

Some Items or Omens cannot be stolen. They will say as much on the card or in the haunt.

Monsters cannot STEAL or be STOLEN from unless the haunt says otherwise.

Some effects will allow you to STEAL without using an ATTACK.

# THE HAUNT

## MAKING A HAUNT ROLL

Before the haunt starts, each time you draw an Omen card, you might **trigger the haunt**.

When you discover an Omen tile and draw an Omen card, most of the time you will make a haunt roll (in campaign mode, there may be another way to trigger the haunt, explained by the Legacy deck).

To make a **haunt roll**, roll dice equal to the number of discovered Omen cards (including the one you just drew, any carried by other players, and any that have been dropped onto tiles). During the campaign, look at the PAUSE card to see what result causes the haunt to start.

The player who starts the haunt is the **haunt revealer**.

After the haunt starts, if you discover a tile with an Omen symbol, you still draw and keep an Omen card, but you don't make a haunt roll.

# STARTING THE HAUNT

Haunts are usually found in two books: *Secrets of Survival* (the heroes' book) and the *Traitor's Tome* (the traitor's book). Some are found only in one book or another (and you will be told when this happens).

Most of the time a haunt has two teams: **heroes** and a **traitor**. Both sides read the same haunt number in their books to learn the rules for that haunt. If a haunt's rules and the regular rules conflict, use the rules in the haunt.

If two or more people could be the traitor, draw a random Crest token from tied families to determine the traitor.

## VARIABLE PLAYER COUNT {3P/4P/5P}

Most haunts have different target numbers depending on the number of players. For example, you may need to kill more Rats in the five-player game than the three-player game. Whenever you see braces with three numbers, such as **{1/5/7}**, this tells you the number you need depending on how many players are in the game. In this case, 1 is for the three-player game, 5 is for the four-player game, and 7 is for the five-player game.

## PUBLIC INFORMATION

At the start of each haunt (in both books) are two pieces of information that all sides should hear (the heroes and traitor should hear this starting information in the other book).

First, thematic entries tell you the story of what is happening. The last italicized paragraph starts "I/We know this/these things to be true:" followed by one to three statements. **These are hints about what the other side is up to**. They may be vague, but they are true.

**Setup**: You might have to put tokens on certain tiles, or adjust traits, or find a tile that hasn't been placed yet. If there's nothing for your side to do, this part will say "None!" Players should do setup together so everyone can see what is being put into play.

## SPLITTING UP

At this point, the groups usually split up. When the haunt starts, one side (heroes or traitor) should take their book and leave the room, far enough away so neither team can hear each other. The traitor usually learns their haunt alone. *It's lonely being evil. But often a good time!*

## LEARNING THE HAUNT

After splitting up, each side should read how to win, then all the goals needed to win, listed (where possible) in the order you should complete them.

For example, here's how that looks in Haunt 0 in *Secrets of Survival*. This is an example haunt to show you how haunts are formatted. It contains no spoilers.

**YOU WIN WHEN YOU BANISH THE BRIDE.**

- You may **Find the Bride's Diary**.
- You may **Read the Diary** to improve your chances of banishing her.
- **Banish the Bride** to bring her final rest.

Next, **facts** about the haunt are listed: special rules or other important details that your side needs to **know**, rather than **do**.

Here's how that looks in Haunt 0 in *Secrets of Survival*.

### FACTS

**THE BRIDE'S DIARY**

The Bride's Diary is an Object. It may not be STOLEN.

### GOALS (MAIN AND SIDE)

There are two types of goals in the game: **main goals** (you must do these) and **side goals** (you may want to do these). Each goal has its own box.

MAIN GOAL

#### BANISH THE BRIDE

**INVOKE** *(while on a Omen tile)*: Make a Knowledge roll. Roll 4 additional dice if you say the name of the Bride's Soulmate. Add 4 to the result if you are carrying the Bride's Diary. Add 2 to the result if the Bride is on your tile.

**13+** The Bride is banished and fades to her final rest. **You win!**

**6–12** *The bride howls at your efforts.* Place the Bride token on your tile and take 1 mental damage.

**0–5** *The bride is enraged!* Place the Bride token on your tile, and everyone outside takes 2 mental damage.

Blue boxes contain main goals that lead to victory.

SIDE GOAL

#### READ THE DIARY

*If the traitor has not yet revealed the Bride's Soulmate, you'll have to figure it out for yourself.*

**STUDY** *(if the identity of the Bride's Soulmate has not been revealed)*: Make a Knowledge roll. Add 1 to the result for each Sacred Item you are carrying.

**6+** Turn the Crest token on the traitor's Family card face up. This is the identity of the Bride's Soulmate. *You now know the name of her soulmate.*

**0–5** *She seems to have been a fan of Jane Austen.*

Pink boxes contain side goals that you may do if you think it will help but aren't required to win.

## TRAITORS AND MONSTERS

### THE TRAITOR

MAIN GOAL

**DRESS THE CORPSE FOR MARRIAGE**

**PREPARE** *(while on a tile with the corpse of the Bride's Soulmate)*: Reveal the face-down Crest token. Place the corpse on your Family card.

MAIN GOAL

**CONDUCT THE WEDDING**

**INVOKE** *(while on the Hanging Tree with the Bride and the corpse of the Bride's Soulmate)*: Make a Sanity roll. Add 2 to the result for each of the following Items you are carrying: Book of Scripture, Bells.

**5+** *She completes the ceremony. The bride and her soulmate disappear in a shower of bloody petals.* **You win!**

**0–4** You stumble on the words and have to start over. *She's so nervous!*

REACTION

**IF YOU DIE**

Heal all of your traits, then gain {**1/2/3**} Speed and lose 2 Might.

*The bride is going to make this wedding happen. She keeps your soul in your broken body. Death won't stop the wedding.*

In the *Traitor's Tome*, there is a gray box showing what goals and actions belong to the traitor. In Haunt 0, the traitor has two main goals and a reaction.

Green boxes contain reactions that are triggered or mandatory. For example, a reaction might read "At the End of Your Turn" or "If You are Attacked."

### MONSTER: THE BRIDE

*She's lovely. Even with an open ribcage.*

At the start of her turn, you may place the Bride on any tile with a Runestone before moving her.

| Speed 6 | Sanity 5 |
|---|---|

**Attack (Sanity)**
Target a hero on the Bride's tile.
The Bride is stunned as normal if she loses.

There is a red box for each monster (if any). In Haunt 0, the monster (the Bride) has some traits and an ATTACK action.

### RESUMING PLAY

When both sides are ready, all players return to the room and take their turns in the following order.

1. The hero to the left of the traitor takes the first turn.
2. Play continues to the left, with the traitor going after all heroes have gone.
3. If there is a monster in the haunt, the monster takes a turn after the traitor. (The haunt will tell you where to put the Monster card to remind everyone when the monster takes a turn.)

In haunts where there is no traitor (or the traitor starts hidden or unknown), the haunt will tell you who goes first.

Other than the time when the heroes and traitor separate to learn the haunts, everyone must converse only where everyone at the table can hear them; they can't leave and have side conversations elsewhere.

### MOVING PAST OPPONENTS

After the haunt starts, **opponents** act as small obstacles. Heroes are opponents to the traitor and monsters, and vice versa.

### HIDDEN INFORMATION

Other than what is read aloud at the start of the haunt, all information in the other book is private at the start of the haunt. However, if you don't understand how a goal, reaction, or power works, it is better to ask the other side before doing it so that everyone can agree on the rule. Springing surprises is fun, but it is a tiny issue to reveal information early and get agreement from all players.

Also, when you take an action in a box, the other side can ask you to read the entire text. For example, if a side goal had you make a roll to find a piece of a sacred tablet, once you made that roll, the other side could ask you to read the entire side goal box. When the monster first attacks, the other side may ask about its traits, and so on. You don't have to ask about the other side—some people like to be surprised as they play.

## SO YOU'RE EVIL NOW

When you become a traitor, you get a wonderful little benefits package, which is summed up on the Traitor card. Traitors will be instructed to take this card at the start of the haunt as a reminder.

**As the traitor, you gain these abilities:**

- You ignore Obstacle tokens (heroes still count as obstacles).
- You don't take damage from tile effects.
- When taking an action on a tile, you may use a result of 5 instead of making a trait roll.
- When you discover an Event tile, you may choose not to draw an Event card (and continue moving if you have moves left). If you draw an Event card, you must resolve it as normal.
- You may ignore harmful effects from Ongoing Event cards. If you do so, you do not benefit from any positive effects from those cards.
- You are immune to any negative ghost effects on Event cards.

The haunt will state any additional things you can and can't do.

### HIDDEN TRAITOR

Some haunts feature a hidden traitor, whose identity is secret from the other players. The haunt will tell you how the traitor is determined. Haunts with hidden traitors do not appear in the *Traitor's Tome*. Instead, the goals and abilities of the traitor are described under the haunt in *Secrets of Survival*, which everyone reads.

**THE TRAITOR**

Gray boxes show up in haunts with a hidden or unknown traitor. This information is public, but only relevant to the traitor.

# MONSTERS

Monsters behave differently than players. They take a turn when play reaches the Monster card. Usually this is after the traitor's turn. In rare cases, the monster still takes a turn even if it's dead. The haunt will note this.

**Monster Abilities:**

- Monsters make a Speed roll at the start of their turn to determine their moves (minimum of 1). This applies to all monsters of the same type.
- Monsters don't take damage from tile effects.
- Monsters can't discover new tiles.
- Monsters may use special movement on cards or tiles (the traitor chooses the result if there is a die roll) unless it would allow them to discover a new tile.
- Monsters can't carry or STEAL Items, Omens, or Objects.
- Monsters don't take actions (including ATTACK) except for what the haunt says they can take.

The haunt will state any additional things monsters can and can't do.



Most monsters can't be killed. If a monster would take damage, it is **stunned** instead. Flip its token over to the stunned side. A stunned monster's entire next turn is spent getting unstunned. The only thing it does is flip its token back to the unstunned side. **Skip all text in the monster box for a stunned monster, even mandatory reaction text.** Stunned monsters aren't obstacles.

Small Monster tokens are numbered from 1 to 20. Small monsters always take their turns in number order from lowest to highest.

Each monster moves and takes all its actions before the next one goes, unless the haunt says otherwise. (Some act as a swarm, moving all at once and then attacking as a group.)

Monsters act as obstacles depending on their size. Small monsters are small obstacles (they cost 1 extra move to leave) and large monsters are large obstacles (2 extra moves to leave).

If a monster is allowed to carry Items, Omens, or Objects and is stunned, it drops anything it carried. The monster can't pick them up again until it starts a turn unstunned.

# DYING

Once the haunt begins, if any of your traits moves to the skull, then you die. Tip over your figure on your tile. DROP all your Items, Omens, and Objects. You are now a **corpse**.

Even if the traitor dies, as long as the monsters can complete the haunt's goals, the monsters still get their turn (under the traitor's control) and the traitor can still win.

# WINNING THE GAME

The first side to complete its goals for the haunt wins the game.

## DURING THE CAMPAIGN

There are three steps you will take at the end of a game during the campaign.

### 1. READ CHAPTER ENDING

At the end of the game, haunts will direct you to the chapter ending in the Bleak Journal to read more of the story. Use the entry for the side that won the haunt. For example, haunt 72 might tell you to go to entry 800 if the heroes win or entry 666 if the traitor wins. Make sure you go to the correct entry in the Bleak Journal.

The chapter ending will continue the story and tell you which cards from the Purgatory deck to **add** or **intensify** (see page 11). There also may be other effects at the end of a chapter.

### 2. RECORD YOUR FATE

Write down the fate of your character. This has no game effect and is purely for your narrative amusement. Have fun with it.

### 3. RETURN CARDS

Return any cards that were put into the box back to their respective decks.

### 4. RECORD THE HISTORY OF THE HOUSE

The back of the *Traitor's Tome* has three pages where you may record any interesting moments from this chapter so that the history of your house is never forgotten. This has no game effect.

### JOINING THE CAMPAIGN

You do not have to use the same number of families, or even the same families, for each chapter. You could have the blue, green, and red families in one chapter and then the blue, green, yellow, and purple families in another.

If a family has missed MORE than half of the played chapters, give them three random Items after step 7 of setup and have them keep one. Shuffle the other two back into the Item deck. The player may heirloom this item if it has a slot available, following usual heirloom rules, except this does NOT count toward the once-per-game limit on making heirlooms.

**WHAT IF WE CAN'T FIGURE OUT A RULE?**

*Betrayal* games mix effects on cards, haunts, rules, and tiles to create interesting combinations. We have tried to make it easy to understand how all these different effects might work together. However, the nature of the game means that you will inevitably find combinations that create uncertainty. In addition, legacy games create higher stakes since some effects are permanent. Here are a few guidelines when faced with uncertainty:

- Rules in haunts trump other rules.
- Rules on cards or tiles trump rules in the rulebook.
- If you find a single card, rule, or effect that gives you a wildly powerful moment, that probably isn't its intention.
- If you find a combination of several cards, rules, and effects that give you an advantage, that probably is the intention.
- If an effect seems wildly unfair, that is not the correct interpretation.

Although it is a game of murder, insanity, horror, and other savagery, be mindful of other players' experiences as well. Arguing about rules loopholes isn't horror, it's horrific.

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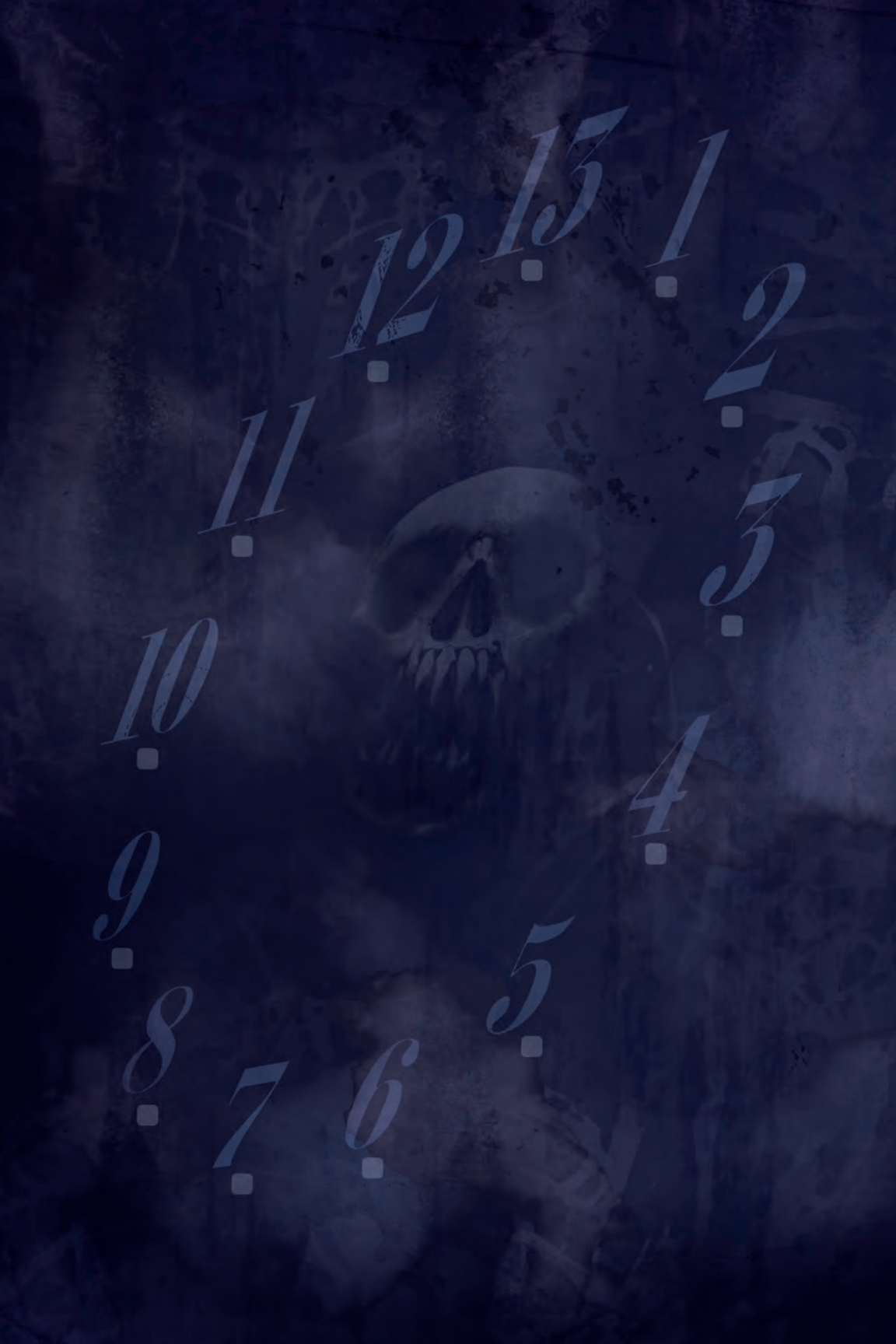
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