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BETRAYAL AT *BALDUR'S GATE*

A HORROR EXPERIENCE FOR 3-6 ADVENTURERS

DUNGEONS & DRAGONS®

AGE 12+

TABLE OF CONTENTS

- Game Components** 2
- Game Overview** 3
- Object of the Game** 3
- Setup** 4
- How to Play** 5
 - Traits 5
- On Your Turn** 6
 - Move 6
 - Moving Between Levels 6
 - Discover a New Tile 7
- Drawing Event, Item, and Omen Cards 8
 - Use Item and Omen Cards 9
 - Attempt a Die Roll 10
 - Use Your Adventurer Power 10
 - Make an Attack 10
 - Special Attacks 11
- The Haunt** 12
 - Making a Haunt Roll 12
 - Revealing the Haunt 12
 - Haunt Setup 13
 - Playing the Haunt 13
 - The Traitor’s New Powers 14
 - Haunts With No Traitor 14
 - Haunts With a Hidden Traitor 14
 - How Monsters Work 15
 - How NPCs Work 15
- Winning the Game** 15
- Glossary** 16
- Adventurer Powers** 19
- Card Clarifications** 19
- Special Tiles** 20
- Credits** 21

GAME COMPONENTS

- 1 rulebook
- 2 haunt books
(*Traitor’s Tome* and *Secrets of Survival*)
- 42 tiles, including:
 - 13 building tiles
 - 14 street tiles
 - 15 catacomb tiles
- 1 Elfsong Tavern/Inner Chamber/Kitchen start tile
- 1 Catacomb Landing/Kitchen Basement start tile
- 6 plastic adventurer figures
- 6 two-sided adventurer cards
- 30 plastic clips
- 8 dice
- 1 Turn/Damage track
- 86 cards, including:
 - 45 event cards
 - 22 item cards
 - 13 omen cards
 - 6 player aid cards
- 215 tokens, including:
 - 62 small teardrop monster tokens
(blue, gold, orange, rose, teal))
 - 54 square adventurer power, event, haunt,
item, and obstacle tokens
 - 36 circular adventurer tokens
 - 18 small teardrop NPC tokens
(indigo, magenta)
 - 18 triangular quest tokens
 - 14 pentagonal item & item pile tokens
 - 13 large circular monster tokens

GAME OVERVIEW

Baldur's Gate is cursed. The shadow of Bhaal has covered the city, and now the god of murder is whispering to those who would carve a path of bloody mayhem in his name. As if in answer to Bhaal's dark presence, monsters and other horrors crawl out of the sewers and shadows, shuffling along the streets and alleyways looking for prey.

You have been called upon by the Harpers to stop the evil that has infected the city. Joining forces with other heroes from all walks of life, you enter Baldur's Gate with your companions, ready to do whatever it takes to banish Bhaal and his followers to the shadows. Are you strong enough to resist Bhaal's corruption, or will one of you succumb to his madness?

In *Betrayal at Baldur's Gate*™, each player plays an **adventurer** investigating the city of Baldur's Gate. As you explore the seedy corners of the city, you discover new **tiles** (buildings, streets, and

catacombs). Each time you enter a new tile, you might find something . . . or something might find *you*. Adventurers change over the course of the game (for better or worse), depending on how they deal with the city's surprises. The city is different each time you step out of the relative safety of the Elfsong Tavern.

At some random point during the game, one adventurer triggers a scenario called a **haunt**. When the haunt is revealed, one adventurer becomes a traitor bent on defeating their former companions. The rest of the adventurers become **heroes** struggling to survive. From then on, the game is a fight between the traitor and the heroes—often to the death.

This game has fifty haunts, and each one tells a different story. All of them are yours to explore as you live or die in Baldur's Gate.

OBJECT OF THE GAME

Explore the city of Baldur's Gate and make your adventurer stronger until the haunt begins. After that, your goal is to complete your side's victory condition first, either as a traitor or a hero.

ALREADY FAMILIAR WITH *BETRAYAL AT HOUSE ON THE HILL*?

Here are the Big Changes:

A new haunt roll: When you make a haunt roll, roll dice *equal* to the number of omen cards already revealed. If you roll *6 or higher* (6+), the haunt is triggered.

A new way to determine first player: Everyone takes a player aid card at the start of the game. Whoever has the card with the lowest number goes first!

Adventurers: Instead of explorers, this game has adventurers. Adventurers each have a unique **adventurer power** that can be used throughout the game.

City levels: Instead of 3 floors in the house, the city of Baldur's Gate has 2 levels: **city** and **catacomb**. The city level includes **building tiles** and **street tiles**, while the catacomb level includes **catacomb tiles**.

Tile stacks: At the start of the game, lay out the 2 longer starting tiles and separate the rest of the tiles by the color of their backs, creating 3 stacks of tiles.

Doorway color matters when exiting: When you exit a tile, look at the color of the doorway. The tile you discover will come from the tile stack with that color.

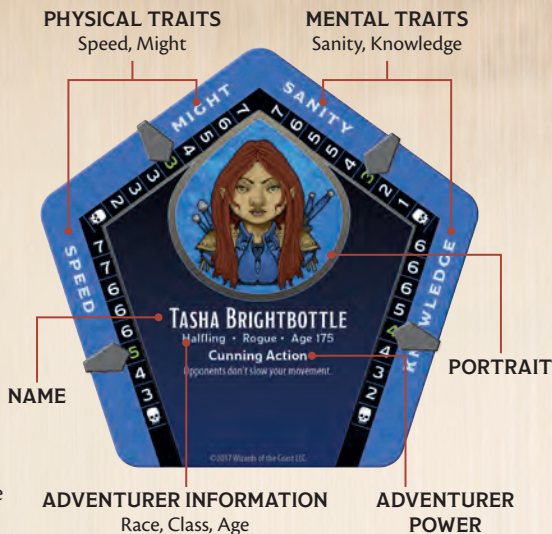
Sewer grates: Sewer grates allow a one-way drop to the Catacomb Landing tile.

Stairs: The Kitchen and Weapon Shop tiles have **stairs** that connect to their matching basement tiles. Both the Kitchen and the Kitchen Basement are on the board at the start of the game, which will allow you to travel between them. To use the stairs on the Weapon Shop or the Weapon Shop Basement, you'll need to find both of those tiles.

Stealing: You can steal an item or omen if you would deal 2 or more points of any type of damage, not just physical damage.

SETUP

- ◆ **Set aside the *Traitor's Tome* and *Secrets of Survival* haunt books.** You'll use them after the haunt is revealed.
- ◆ **Each player chooses an adventurer card.** There's a different adventurer on each side of an adventurer card. Pick one.
- ◆ **Attach 4 plastic clips to your adventurer card.** Each one should point to one of the adventurer's starting values for Might, Speed, Knowledge, and Sanity. The starting value is colored green.
- ◆ **Shuffle the omen cards and put them face down in a stack where everyone can reach them.** Do the same with the item cards and the event cards.



CITY LEVEL START TILE



CATACOMB LEVEL START TILE

- ◆ **Find the 2 longer starting tiles** (shown above): the Elfsong Tavern/Inner Chamber/Kitchen tile, and the Catacomb Landing/Kitchen Basement tile.
- ◆ **Separate the rest of the tiles** by their back and shuffle each of the 3 stacks. Put the 3 stacks face-down where everyone can reach them.
- ◆ **Each player puts his or her adventurer's plastic figure on the Elfsong Tavern.** (Each adventurer figure's primary color matches the color of the portrait on their adventurer card.)
- ◆ **Put the dice in a pile** within easy reach.
- ◆ **See who goes first.** Randomly distribute the player aid cards (numbered 1–6), one to each player. The player who has the lowest-numbered card will take the first turn. Players take turns going to the left following the first adventurer.





After setup, the table should look something like this.

HOW TO PLAY

Starting with the first player and going to the left, each player takes a turn exploring the city.

After the haunt begins, the game follows a slightly different order (see "Haunt Setup", page 13).

TRAITS

Each adventurer has four **traits**, shown as lines of numbers on the adventurer card: **Might**, **Speed**, **Knowledge**, and **Sanity**. Might and Speed are **physical** traits, while Knowledge and Sanity are **mental** traits.

Many cards, tiles, and other game effects adjust your traits up and down. When an effect increases or decreases a trait, you slide the plastic clip as many spaces as the effect says. For example, Azadeh Rashka's starting Might is 3. If an effect increases her Might by 2, you would slide the clip 2 spaces toward the maximum value, raising her Might to 4. Each trait has a **maximum value**, the highest number in the line, which can't be exceeded even if an effect would increase it.



Each trait also has a **skull symbol** below its lowest number in the line. Once the haunt begins, if any of your traits drops to the skull symbol, your

A Note on Terminology: For simplicity's sake, these rules use "you" to refer to the character taking the action or affected by the card or tile, whether an adventurer (which includes heroes and the traitor) or a monster. Rules that affect a particular kind of character (such as an adventurer) use that term.

adventurer dies. Before the haunt starts, no one can die—that is, no trait can go below its lowest number in the line (it stays at the lowest number instead).

Tasha Brightbottle's starting Sanity is 3. If an effect reduces her Sanity by 2, you would slide the clip 2 spaces toward the skull symbol, dropping her Sanity to 1. (If her Sanity drops by more than 2, Tasha will die unless the haunt has not yet begun.)



Damage: Many cards, tiles, and other game effects can inflict damage to your adventurer. When you take **physical damage**, you can divide it between Might and Speed as you choose. You slide the clips for those traits a total number of spaces equal to the amount of damage you took. **Mental damage** works just like physical damage, but you divide the damage as you choose between Knowledge and Sanity instead.

ON YOUR TURN

You can perform 6 different kinds of actions during each of your turns. You can perform these actions in any order, as often as each type allows in a turn.

- ♦ **Move** (page 6).
- ♦ **Discover** a new tile (page 7).
- ♦ **Use** item and omen cards (page 9).
- ♦ **Attempt a die roll** (page 10).
- ♦ **Use your adventurer power** (page 10).
- ♦ **Make an attack** - after the haunt starts (page 10).

If you drew an omen card before the haunt starts, you must **make a haunt roll** at the end of your turn (see “Making a Haunt Roll,” page 12).

What type of tile am I on?

Some effects care about what type of tile your adventurer is on. In general, building tiles have red/brown wood flooring, street tiles have tan cobblestone flooring, and catacomb tiles have blueish gray stone flooring. These floor colors mirror the colors on the backs of the tiles and the door frames for ease of recognition.

MOVE

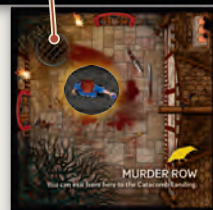
On your turn, you can **move** up to a number of spaces (tiles) equal to your adventurer’s current **Speed**. You can perform actions (such as using an item or attacking) in the middle of your movement. However, whenever a game effect makes you draw a card for any reason, you must stop moving for the rest of your turn.

Moving Between Levels

In *Betrayal at Baldur’s Gate*, there are two levels of the city. The city level (which is where you start the game) contains building and street tiles, while the catacomb level contains only catacomb tiles.

There are two ways to get between the catacomb level and the city level: **sewer grates** and **stairs**. Sewer grates are one-way routes from certain street tiles on the city level to the Catacomb Landing on the catacomb level. Stairs (like the ones on the Kitchen and the Kitchen Basement) are two-way routes between two specific tiles.

Jumping down a sewer grate costs 1 space of movement, just like travelling between adjacent connected tiles, but travelling between two tiles with matching stairs costs 2 spaces of movement.



EXAMPLES OF MOVING

With a Speed of 3, Tasha could move from Murder Row to the Elfsong Tavern, then to the Inner Chamber and onto the Kitchen. Or she could discover a new tile by exiting an open door on either the Elfsong Tavern or the Inner Chamber. Alternatively, Tasha could move from Murder Row to the Catacomb Landing tile via the sewer grate with 1 space of movement. She could then move 2 additional spaces, discovering a new catacomb tile by exiting any open catacomb door.

On Aldan’s turn, he could climb the stairs out from the Kitchen Basement up to the Kitchen with 2 spaces of movement, continuing if he had any Speed left.

DISCOVER A NEW TILE

When your adventurer exits through a doorway, and there isn't a tile on the other side, look at the color of the doorway you are exiting from. Find the next tile in the stack that has the same color as the door you are exiting from (red for building tiles, yellow for street tiles, and blue for catacomb tiles) and turn it over. Connect it to the doorway you just exited. Then move onto that tile. You have **discovered** it.

When you connect the tile, the color of the doorways you attach doesn't matter.

Add each new tile as logically as you can, creating connected tiles by connecting doors whenever possible. If it's impossible to match up all doors, you instead create a **false feature**, such as a blocked alley or boarded-up door (not uncommon in a city as old as Baldur's Gate).

You can't move through false features.

You can move through a door if it connects to another door on an adjacent tile. **Doors are always open.**

Some tiles have symbols, representing an omen, item, or event card (see "Drawing Event, Item, and Omen Cards," page 8. Tiles also might have rules text printed on them, which applies each time

an adventurer enters (or, in some cases, exits) the tile. If a tile has both rules text and a symbol, draw the card for the symbol first. Then follow the instructions on the tile.

Some tiles affect movement. A few tiles have additional rules, which are clarified in "Special Tiles" on page 20.

Do I have to match doors by color?

Doorway color matters only when exiting, as it dictates which type of tile you find. When placing a tile, you can connect any open doorway on the tile to the door you exited, no matter the color or size.

Can I Seal Off a Level by Placing a Tile?

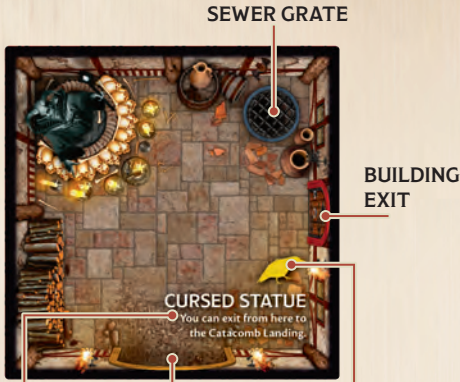
You can't place a tile in such a way that it seals off a level (that is, leaves no way to connect other tiles to that level). If the only possible placement of a tile would seal off a level, discard that tile and draw new ones from the same stack until you draw one that leaves a free doorway once it is placed. If all the remaining tiles of that type would seal off the level, then the person whose turn it is rearranges the level until there are more free doorways.



DISCOVERING A NEW TILE

Vort Dormall is exiting via the yellow street exit, so you will draw the next tile from the yellow street tile stack and attach it to the door he exited from.





RULES TEXT STREET EXIT CARD SYMBOL



STAIRS RULES TEXT CARD SYMBOL




What Happens if We Get to the End of a Stack of Tiles?


If you go through a whole stack of a certain type of tile, shuffle any tiles of that type you previously set aside and start a new stack with them, then continue with the new stack. If you run out of tiles for the catacomb level, you can't discover any more tiles on that level—you've found them all. However, if you run out of tiles for buildings or streets on the city level, you can discover building tiles where there should be street tiles and vice versa.


If you discover a new tile because of a tile's or card's effect, and that new tile has a symbol on it, you draw the appropriate card for that new tile. If a tile is added to the board through some other means (such as a haunt's instructions), the first player who enters that tile does not draw a card.


Even though your movement ends when you draw a card, you can still take other actions on that turn (such as using an item).

Drawing Event, Item, and Omen Cards

Some tiles have **symbols** printed on them that match symbols on the cards   . The first time you discover a tile with a symbol, you must end your move on that tile and draw the appropriate card. Only the first player to discover the tile draws the card (and ends their movement there).

If the tile has an **event** symbol (a spiral ) , draw an event card. Read it out loud. Follow its instructions, which might require you to attempt a die roll. Then discard the card unless it says otherwise or has an ongoing effect.

If the tile has an **item** symbol (a bull's head ) , draw an item card. Read it out loud. Place it face up in front of you; you now control the item. (You're carrying or wearing it.) You can use the item once immediately and once on each of your turns, unless the card says otherwise.

If the tile has an **omen** symbol (a raven ) , draw an omen card. Read it out loud. Place it face up in front of you; you now control the omen. You might have to do something immediately. At the end of your turn, if the haunt has not yet begun, you must make a **haunt roll**. (See "Making a Haunt Roll," page 12.)



USE ITEM AND OMEN CARDS

All adventurers can use items. Some monsters can too, if the haunt's rules allow it. You can use each item once at any point during your turn. **Most omen cards are treated like items:** You keep the card in front of you and use it just like an item. There's no limit to the number of items you can carry.

For each item, an adventurer (or monster that can carry items) can perform **only one** of the following actions with that item during a turn.

- ♦ **Drop** the item. (If you do, put a pentagonal Item Pile token on that tile and the pile of cards and/or tokens—if dropping more than one—near the tile.) Another adventurer (or you, for that matter) can later pick up some or all of the items in the pile.
- ♦ **Pick up** the item. If you are picking up items from a pile, you can pick up as many as you want. Remove the Item Pile token if all items are picked up.
- ♦ **Trade** the item by giving it to another adventurer on the same tile (assuming you both agree).
- ♦ **Steal** an item an opponent controls (see “Special Attacks,” page 11).
- ♦ **Use** the item. Using an item means making any attack or die roll with it or taking any other action in which the item is involved in any way. For example, an adventurer couldn't attack with the Crossbow and then trade it to another adventurer on the same turn.

If an item would adjust one of your traits above the maximum number for the trait printed on your adventurer card, make a note of how much that item puts that trait “over the top.” If you lose that item, you lose from that “over the top” number, not from the printed maximum. For example, if an item adds 2 to your Might, but you gain only 1 Might before hitting the maximum, you'd lose only 1 from your maximum Might if you later lose that item.

Some items can be traded (or stolen with an attack—see “Special Attacks,” page 11), but they can't be dropped or picked up. The item card's text will state whether you can take a certain action with that item.

Weapons: The Berserker Axe, Book of Spells, Crossbow, Explosive Runes (event), Javelin of Lightning, Necklace of Fireballs, and Ring of the Ram are **weapons**. Weapons can be used only while making an attack, not while defending (see “Make an Attack,” page 10). You can use only one weapon per attack, but you can carry more than one. Using a weapon during an attack is optional.

Companions: The Figurine of Wondrous Power, Homunculus, and Meenlock omen cards are **companions** that follow the adventurer who controls them. Companion omens don't have physical or mental traits. The only way you lose control of a companion is if you die. It remains on the tile where you died.

Item and Quest Tokens

*Many haunts put one or more pentagonal **item tokens** or triangular **quest tokens** in the city, which have special rules for their use. Unless the haunt says otherwise, item tokens and quest tokens can be traded, dropped, or stolen just like item and omen cards.*



How Do I Track Once-per-Game Effects?

Sometimes adventurer powers (Wild Shape for example), tiles (such as the Beloved Ranger Statue), or cards (like Figurine of Wondrous Power) have things that each player can do once per game. If you would like to track the use of those features, you can use the circular adventurer tokens that match the portrait of your adventurer.

ATTEMPT A DIE ROLL

Many times during the game, you'll need to roll one or more **dice**. Each die has faces with 0, 1, or 2 dots.

There's no limit to how many times in a turn you can roll dice. For example, you might need to make a die roll for a card you drew by moving onto a tile that also requires a die roll. You can't, however, attempt the same roll more than once per turn. (For example, you can't keep rolling on the same turn to try to find an item in the Forgotten Cache, or for a haunt-specific roll.)

If a card, tile, or other game effect instructs you to roll a specific number of dice, do so and add the number of dots on each die to get the **result** of the die roll. Then do what the effect says for that result.

Trait Rolls: Sometimes a card, tile, or haunt tells you to attempt a roll based on one of your adventurer's traits (Might, Speed, Knowledge, or Sanity). When that happens, roll dice equal to the number your adventurer *currently* has in that trait. For example, if you must attempt a Sanity 3+ roll, and you currently have a Sanity of 4, roll 4 dice and add the dots together to get the result. If you rolled 3 or more dots, you succeeded. Whether you succeed or fail, the card or tile's text will tell you the results of your attempt.

An attack roll isn't a trait roll, even though it involves Might or some other trait (see "Make an Attack," below).

Task Rolls: Some haunts require you to make a roll to succeed at a particular task (such as searching for clues). You can attempt only one such roll per turn. That's true even if different types of rolls could satisfy that task (such as either a Knowledge roll or a Sanity roll to search for clues).

Damage Rolls: If an effect says to "take 1 die of physical damage," roll a die. You distribute damage between Might and/or Speed as you choose, equal to the number of dots rolled. For effects that inflict more than 1 die of damage, simply add the dots on all the dice you roll. Taking mental damage works the same way, except that you distribute the damage between Knowledge and Sanity as you choose.

USE YOUR ADVENTURER POWER

Each adventurer has a unique **power** that they can use throughout the game. While some (like Gretchen Titchwillow's Wild Shape) are limited to once per game, most adventurer powers can be used once during each of your turns, if the right situation presents itself. Some (like Aldan Pyrite's Protection) can be used at any time. See "Adventurer Powers" on page 19 for any expanded information on the powers.

MAKE AN ATTACK

You can't attack anyone until after the haunt starts.

Once during your turn, you can attack an **opponent** on the same tile. (An opponent is an adventurer or monster that wants to stop your movement or interfere with you.) When you make an attack, roll a number of dice equal to your Might. Your opponent rolls the same trait for defense. Whoever rolls the higher result defeats that opponent and inflicts **physical damage** against the other adventurer or monster. The amount of damage equals the difference between the two rolls. (For example, if you roll a 6 on your Might roll and your opponent rolls a 5, you would inflict 1 point of physical damage.) If there's a tie, no one gets hurt.

Defending is not attacking: When rolling defense against an attack, you cannot use any power, effect, or card that benefits you "when attacking" (including weapons).

Sometimes an effect lets you make an attack with a trait other than Might. You do this the same way as a Might attack, except you and your opponent use the other trait. For example, if you make a Speed attack, you and your opponent roll dice based on Speed. Speed attacks also deal physical damage.

When an effect lets you attack with Sanity or Knowledge, then you inflict **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.

Sometimes when you defeat your opponent, you do something other than inflicting damage. For instance, you might be able to steal an item (see "Special Attacks," below).

Monsters are only **stunned** when you defeat them, not killed, unless a haunt specifies otherwise (see "How Monsters Work," page 15). You can attack a stunned monster if there's another benefit from doing so (such as stealing an item from it or killing it with a special item). Stunned monsters still roll dice to defend, but an attacking hero who loses won't take damage.

You can make a **haunt-specific action** (as described in the haunt's rules) and still attack on your turn, unless the action specifies it is used instead of attacking normally.

What Happens if the Rules in the Book and the Rules on a Card Conflict?

If this happens, use the rules on the card. If multiple cards conflict, discuss the conflict and come to the best logical conclusion on how the rules should be interpreted.

Special Attacks

Distance Attacks: The Crossbow's effect is an example of a distance attack. It allows you to attack someone on another tile within your **line of sight**: a path that leads through an uninterrupted straight line of doors. You take no damage if the subject of your distance attack defeats you. Some monsters can also make distance attacks.

Stealing Items: If you attack a character on your tile and would inflict 2 or more points of damage, you can steal an item or omen instead of inflicting the damage. (The item's or omen's card says if it can't be stolen.) You can't steal an item or omen by making a distance attack.

What Happens if Two Effects Happen at the Same Time?

*If this happens, the active player's effects from cards, powers, and so on **always** take priority. For example, say the active player is attempting an attack to steal an item from a defender who controls the Figurine of Wondrous Power omen card. The defender can't use the omen card's power to ignore damage until the active player decides if they are going to steal an item instead of inflicting damage.*



Example of Combat

Let's say your adventurer, Avrixis Mizzrym, just attacked a Cultist of Bhaal. She has a Might of 4, so you roll 4 dice for her attack. You get a 5 on your attack roll. The traitor rolls an 8 for the Cultist's defense! Avrixis has to take 3 points of physical damage. You choose to lower her Might 2 spaces (to 3) and her Speed 1 space (it stays at 4) by sliding the plastic clips to the new numbers. Avrixis is still alive, but she's hurt!

THE HAUNT

Once the haunt begins, the game changes dramatically. Now it's a desperate struggle to win before your opponent does!

MAKING A HAUNT ROLL

Before the haunt starts, each time you draw an omen card, you must roll a number of dice equal to the number of omens revealed. This is called a **haunt roll**. If the result of the roll is 6 or higher (6+), the haunt starts. The player who starts the haunt with this roll is called the **haunt revealer**.

For example, if you draw an omen card on your turn, and it's the fifth omen card drawn during the game, you need to roll 5 dice and get a result of 6 or higher on your haunt roll to start the haunt.

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

REVEALING THE HAUNT

When a player makes a haunt roll and starts the haunt, that player (the haunt revealer) looks at the **haunt chart** on the first two pages of the *Traitor's Tome* booklet. The chart shows which haunt has been revealed—and who is the traitor.


The chart lists omen cards across the top and tiles along the left side. Look at the name of the omen card that was drawn before the haunt roll and the tile that the haunt revealer's adventurer was on when the omen was drawn. Find the corresponding haunt number. This is the haunt you're going to play.

The haunt's entry below the chart states which player becomes the **traitor**. Give the *Traitor's Tome* to that player. The haunt revealer is not necessarily the traitor.

Special Cases: If two or more people could be the traitor, and one of them is the haunt revealer, then that person is the traitor. If neither one is the haunt revealer, then the next player to the haunt revealer's left is the traitor.

	Berserker Axe	Book of Spells	Cursed Armor	Deck of Many Things	Dimensional Shackles	Eye of Vecna	Figurine of Wondrous Power	Homunculus	Iron F of Tu
Arcane Retreat	12	28	13	50	11	41	41	25	13
Beast's Lair	12	8	5	50	3	3	5	5	8
Cursed Statue	2	39	48	43	14	21	48	48	2
Executioner's Block	14	42	16	47	14	30	2	32	16
Gladiator Pit	9	7	41	17	11	21	7	45	25
Haunted Alley	27	42	13	43	14	30	45	27	13
House of Blood	18	45	26	43	33	30	26	18	46
Kobold Hideout	9	39	15	15	3	3	7	32	20
Murder Row	20	37	20	45	33	37	37	4	37
Neglected Shrine	6	39	10	47	6	21	10	32	10
Sacrificial Chamber	9	39	35	47	1	21	36	35	9

Optional Rule: Selecting the Haunt

This optional rule lets you avoid repeating haunts you've already played. If you consult the chart and get a haunt that you've revealed already and you don't want to play again, look for the next tile with an omen symbol  that is closest to the haunt revealer's adventurer figure.

Match that tile to the original omen on the chart to find a new haunt number. Continue going from tile to tile in this way until you find

a haunt that you haven't played yet. If you find one that you haven't played, move the haunt revealer's adventurer figure to that tile before beginning the haunt.

If you get through all the placed tiles without success, reveal the next omen card and consult the chart based on the tile the haunt revealer's adventurer figure is on. Once you find a haunt you haven't played, replace the omen that triggered the haunt roll with the last omen card tied to that haunt.

Heroes and Secrets

Don't tell the traitor what your goals are, unless you're sure he or she already knows them or you're doing something required by the haunt. Sometimes you have an advantage over the traitor because that player doesn't know what you're trying to do. You can still play these haunts again and again after you know how they work, but until then, the heroes shouldn't disclose the Secrets of Survival for their haunt.

HAUNT SETUP

Do the following at the start of the haunt.


- ◆ The traitor takes the *Traitor's Tome* and leaves the room. He or she reads only the haunt that is starting now. That player also needs to know the rules described in "The Traitor's New Powers" (page 14) and "How Monsters Work" (page 15). If the player doesn't know those rules, he or she should take the rulebook when leaving the room and read those sections (or have another player explain them). The player aid card also has helpful reminders for the traitor.
- ◆ The rest of the players become **heroes**. They look up the haunt with the same number in *Secrets of Survival* and read it together. (The heroes should also briefly discuss their plan for survival.)
- ◆ When everyone is ready (including the traitor), the traitor returns to the room. The heroes and the traitor do anything the haunt tells them to do in the "Right Now" section. (For example, sometimes you'll have to put tokens on the board or draw cards.)

PLAYING THE HAUNT

The first turn always starts with the player to the traitor's left and continues to the left away from the traitor. Each of the heroes takes a **hero turn**. After each hero has taken a turn, the traitor takes his or her **traitor turn**. After the traitor turn, any monsters controlled by the traitor get a **monster turn**. (This means that the traitor gets two turns: one for their own actions and one for the monsters.) Then the first hero to the left of the traitor takes a turn, and so on.

The heroes and traitor are all still adventurers.

They can do the same things they did before the haunt was revealed, except they don't make further haunt rolls (even if one of them draws an omen card). The traitor must tell the heroes what they're doing each turn, but not why; the same condition applies to the heroes.

After the haunt begins, adventurers can die. If any of your adventurer's four traits moves down to the skull symbol , then that adventurer dies. Sometimes during a haunt, a hero's "death" turns that adventurer into a traitor instead. Certain haunts require something to be done a number of times equal to the number of adventurers or heroes. Unless the haunt states otherwise, that number includes any adventurers or heroes who have died during the haunt.

Sometimes the traitor is transformed or otherwise disposed of at the start of the haunt, but the traitor still gets a turn after all the heroes do. 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).

During the haunt, if a hero makes a Knowledge roll to learn something and succeeds, all the other heroes learn that information as well.

What Happens if a Haunt's Rules and the Regular Rules Conflict?

If this happens, use the rules in the haunt. All of these rules are in effect unless a haunt says otherwise.

Moving Past Opponents

For **each** opponent on a tile with it after the haunt starts, an adventurer or monster must use 1 extra space of movement to leave that tile. (Heroes and NPCs slow down the traitor and monsters, and vice versa.)

No matter how many penalties to movement you have on a turn, you can always move at least 1 space. This is also true if a monster rolls a 0 for movement (see “How Monsters Work,” page 15).

Stunned monsters or stunned NPCs don't slow movement in this way.

THE TRAITOR'S NEW POWERS

When your adventurer becomes a traitor, if you are being impeded by a previously drawn event card (such as the Crawling Claw or Wererat Bite), you are freed from that effect if you would like to be. In addition, you can use the following abilities (unless a haunt says otherwise).

- ◆ **You can use any beneficial text on a tile while ignoring any harmful text.** You can pass through the Assassin's Run without rolling. You can stand on the Shrine to Bhaal without taking any damage. You can still end your turn on the Gladiator Pit and gain 1 Might.
- ◆ **You can choose not to be affected by an event card.** If you choose to be affected by the card, you do so after reading it but before making any rolls or doing any other action stated on the card. You then must accept the result of any rolls or penalties.
- ◆ **After you finish your turn, you take a monster turn with the monsters, if any.** Even if the traitor dies, you still control the monsters. (In some haunts, the monsters are still able to complete a haunt's goals after the traitor is dead.)

Haunts with no Traitor

A few of the haunts are fully cooperative, with no traitor. In those cases, play continues from the person to the left of the haunt revealer and to the left as normal. If there are monsters driven by AI in the rules, their monster turn occurs after the haunt revealer's turn each round.

Haunts with a Hidden Traitor

A few of the haunts feature a **hidden traitor**, whose identity is secret from all the other players. When a haunt calls for a hidden traitor, count out small monster tokens of one color, numbered from 1 up to the number of players. Shuffle the tokens and deal out one to each player, face down (with the “S” showing). Whoever gets the token numbered 1 is the traitor. Play continues from the person to the left of the haunt revealer and to the left as normal.

Haunts with hidden traitors do not appear in the Traitor's Tome. Instead, the goal and abilities of the traitor are described under the haunt in Secrets of Survival, which everyone reads.

Unless the haunt says otherwise, the hidden traitor can choose to be revealed at any time by turning the token numbered 1 face up. (For example, they might do this in response to a trap or a hazard, to prevent the effect or damage using normal traitor rules.)

Whenever an adventurer dies, that player turns over their token to reveal their identity. No other player (except the traitor) can reveal a face-down token at any time. You might say that you aren't a traitor, but the other players have only your word for it.

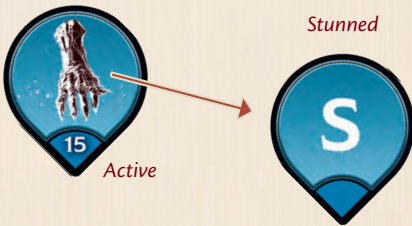
Unless the haunt says otherwise, any adventurer can attack any other adventurer at any time, under real or feigned suspicion of being the traitor. (Of course, the traitor benefits from sowing suspicion and mistrust among fellow adventurers.)

Unless the haunt says otherwise, everyone must converse only where everyone at the table can hear them; they can't leave and have side conversations elsewhere.

HOW MONSTERS WORK

Monsters behave a little differently than adventurers do. All of the following rules are in effect unless a haunt says otherwise. Each monster moves and takes all its actions before the next one goes.

- ♦ **Monsters move differently.** At the start of a monster's turn, roll a number of dice equal to its Speed. The result is the number of spaces that monster can move that turn. For groups of the same type of monster (Goblins or Kobolds, for instance), just roll once for the whole group. Each monster of that type can move that many spaces that turn.
- ♦ **Most monsters can't be killed.** If a monster would take any damage, it is stunned and misses its next turn. When a monster is stunned, flip its token over to the side with the "S." At the end of the monster's next turn, flip it back. Stunned monsters can't slow an adventurer's movement. Even if a haunt says to do something other than stun monsters when they take damage, they can still be stunned by effects that specifically stun monsters.



- ♦ Like adventurers, **a monster can attack only once during its turn.** Monsters often use traits other than Might to attack. They can't make any of the special attacks listed on page 11 (unless a haunt says otherwise).
- ♦ Like the traitor, **monsters can ignore any harmful text on a tile.** They can use stairs and sewer grates to move between levels, or pass through the Assassin's Run without rolling. However monsters cannot benefit from text on a tile that increases a trait, such as the Gladiator Pit or the Beloved Ranger Statue.
- ♦ **Monsters can use the special movement options described on cards** (such as the Arcane Gate token from the Arcane Gate event card).
- ♦ **Monsters can't explore new tiles.**
- ♦ **Monsters can't carry items** (unless the haunt says otherwise). If a monster that is allowed to carry items is stunned, it drops all items; place an Item Pile token on the tile. The monster can't pick up the items until it has a turn in which it is no longer stunned.

HOW NPCS WORK

NPCs are characters that are added to certain haunts. They are normally under the protection of the heroes and as such are controlled by them. All of the rules for NPC tokens are listed in the haunts that require them. If they are allowed to be stunned, they follow the same stunned rules as monsters.



What Happens to My Stuff if I Die?

*If you have a **companion** (the Figurine of Wondrous Power, Homunculus, or Meenlock), the companion's card stays near the tile where your adventurer died. If another adventurer moves onto the tile, he or she takes control of that companion (and takes that omen card). Any other items you have drop to the floor (even if they say they can't be dropped!). Put an Item Pile token there and set aside your cards and/or tokens near the tile. Other adventurers can go to the tile to pick up your items (and take those cards and/or tokens).*

WINNING THE GAME

The first side (the traitor or the heroes) that completes its goal for the haunt wins the game. A haunt's goal is described under "You Win When..." and doesn't necessarily require killing the traitor or heroes.

At least one hero must survive for the heroes to win. However, some haunts' goals allow the traitor to win the game even after they die. For instance, the monsters that player controls might be able to win without the traitor's help.

When one side completes its goals for the haunt, someone from the winning side reads the "If You Win..." section from that side's haunt book out loud.

GLOSSARY

This section defines certain game terms contained in this rulebook, the haunt booklets, and the various cards and tiles.

A game term is in **bold** the first time it appears.

adjacent: Tiles are adjacent if they share a side. Diagonal is never adjacent.

adventurer: Each player controls a character called an adventurer. Adventurers include the traitor and the heroes after the haunt begins.

adventurer card: There are six adventurer cards in the game, each with two different adventurers (one on each side of the card). An adventurer card shows the adventurer's name, portrait, traits, and other information.

adventurer figure: Each adventurer card has a matching plastic figure, whose primary color corresponds to the color of the adventurer's portrait, to represent that character in the game.

adventurer power: Each adventurer has a unique power that they can use throughout the game.


ally: An ally is a character that is on the same side as you during a haunt. Monsters and the traitor are allies, and all heroes and NPCs are allies.


attack: Adventurers (and monsters) can't attack until the haunt starts. Once during your turn after the haunt starts, you can make an attack roll against an opponent.


attack roll: You and your opponent both roll a number of dice equal to the trait used in the attack (normally Might). The attacker can use items that grant a benefit "when attacking." Whoever gets the higher result inflicts damage (physical if Speed or Might is used, or mental if Knowledge or Sanity is used) against the loser equal to the difference (on a tie, no one gets hurt). See "Make an Attack," page 10.

distance attack: Some weapons or special items in a haunt allow you to attack an opponent on another tile within your line of sight (see that entry, page 17). You take no damage if your attack roll is less than the opponent's.

card: There are three different types of cards: event, item, and omen. Adventurers draw cards as they discover new tiles. Whenever you draw a card, read its text out loud and follow any instructions.

event card: An event card has a spiral symbol . After following its instructions, discard the card unless it says otherwise or has an ongoing effect.

item card: An item card has a bull's head symbol . Place it face up in front of you; you now control the item. See "Use Item and Omen Cards," page 9.

omen card: An omen card has a raven symbol . Place it face up in front of you; you now control the omen. You might have to do something immediately. At the end of your turn, if the haunt has not yet started, you must make a haunt roll. Most omens are like items. See "Use Item and Omen Cards," page 9.

character: Adventurers, monsters, NPCs, and haunt-specific opponents (such as the Minotaur) are all characters.

companion: The Figurine of Wondrous Power, Homonculus, and Meenlock omen cards are companions that follow the adventurer who controls them. Companions don't have physical or mental traits.

connected: Adjacent tiles are connected if they each contain a door on the adjacent sides.

damage: Losing an attack, as well as many card, tile, and haunt effects, can cause an adventurer to take damage. Damage can be physical or mental. For each point of damage you take, you decrease the appropriate trait or combination of traits by that many spaces on your adventurer card.

physical damage: Might and Speed are physical traits. You divide physical damage as you choose between those two traits.

mental damage: Knowledge and Sanity are mental traits. You divide mental damage as you choose between those two traits.

defense: When you are attacked, you roll a number of dice equal to the trait with which you were attacked. When rolling defense, you cannot use weapons, nor can you use items that grant a benefit "when attacking."

discover: When you move through a door on a tile that doesn't have a tile connected to it, take the next tile from the stack that matches the color of the door you just went through. You must place the tile with a door adjacent to the door you just exited, and attempt to connect any other doors on the tile as much as possible. You do not need to match colored door frames; they are referenced only when exiting. The adventurer then moves onto the tile and discovers it. See "Discover a New Tile," page 7.

die roll: Many cards, tiles, and haunt rules require you to attempt a die roll of $X+$ for your adventurer, where "X" is a variable number. (For example, you might have to make a Knowledge roll of $4+$.) There's no limit to how many times in a turn you can roll dice, but you can't attempt the same roll more than once per turn. Each die has 0, 1, or 2 dots on it. Roll the stated number of dice and add up all the dots; if the result is equal to or greater than the stated number, the roll succeeds. See "Attempt a Die Roll," page 10.

trait roll: These die rolls are based on one of the adventurer's (or monster's) traits: Might, Speed, Knowledge, or Sanity. Roll as many dice as the character's current total in that trait (not the starting value if that trait has changed).

task roll: Some haunts require you to make a roll to succeed at a particular task (such as searching for clues). You can attempt only one such roll per turn.


door: Doors connect tiles. You can move through a door if it connects to another door on an adjacent tile. Doors are always open.

false feature: Sometimes it's not possible to match two doors on adjacent tiles. When that happens, you instead create a false feature. You can't move through false features.

haunt: An adventurer triggers the haunt scenario on a successful haunt roll. A haunt describes how to win the game and includes new rules, including monsters. During the haunt, adventurers can die. See "The Haunt," page 12.

hero: After the haunt begins, all the adventurers other than the traitor become heroes struggling to survive the perils of the city and the plans of the traitor.

traitor: After the haunt begins, one adventurer becomes a traitor who turns on their former companions. A few of the haunts feature a hidden traitor whose identity is secret from all the other players (see "Haunts with a Hidden Traitor," page 14).

haunt roll: Before the haunt begins, you must make a haunt roll at the end of your turn whenever you discover a tile with an omen symbol . Roll a number of dice equal to the number of omen cards in play. If the result is 6 or higher, the haunt begins.

haunt revealer: The player whose omen roll triggered the haunt is called the haunt revealer. The haunt revealer looks up the haunt on the Haunt Chart to see who the traitor is.

haunt-specific action: Many haunts require adventurers to take special actions. If available, you can take a haunt-specific action (normally once per turn) in addition to the other actions you can take on your turn.

item: Adventurers can carry and use item cards and many omen cards. Items can also be picked up, dropped, traded, or stolen. See "Use Item and Omen Cards," page 9.

item or quest token: Many haunts put one or more pentagonal item tokens or triangular quest tokens on tiles, which have special rules for their use. Unless the haunt says otherwise, these tokens can be traded, dropped, picked up, or stolen just like item and omen cards.

weapon: The Crossbow, Javelin of Lightning, Necklace of Fireballs, and Ring of the Ram item cards, the Berserker Axe and Book of Spells omen cards, and the Explosive Runes event card are all weapons. You can use a weapon only while making an attack, not while defending. (See "Make an Attack," page 10.) You can use only one weapon per attack, but you can carry more than one. Using a weapon during an attack is optional.

level: There are two levels in *Betrayal at Baldur's Gate*. The city level consists of building and street tiles, and is where you start the game. The catacomb level consists of catacomb tiles.

line of sight: If you can draw a path to an opponent that leads through an uninterrupted straight line of doors, you have line of sight to that opponent.

move: Each turn, adventurers and monsters can move through the city. An adventurer can move as many spaces (tiles) as his or her current Speed. Monsters roll a number of dice equal to their Speed and can move as many spaces as the result (minimum of 1). You can take actions (such as using an item or attacking) in the middle of your movement.

opponent: An opponent is a character that wants to stop your movement or interfere with you during a haunt. Monsters and the traitor are opponents of the heroes and NPCs, and vice versa. For each opponent on a tile with them after the haunt starts, an adventurer, monster, or NPC must use 1 extra space of movement to leave that tile.




sewer grate: Some street tiles have sewer grates on them. A character on that tile can move to the Catacomb Landing from that tile for 1 space of movement. Sewer grates are one-way movement options. You cannot travel from the Catacomb Landing tile to a street tile with a sewer grate. You need to use stairs to exit the catacombs.

stack: Game cards and tiles are separated by the color of their backs, shuffled, and placed face down in stacks that players draw from.

stairs: Some building and catacomb tiles have stairs that lead to other tiles. You can use the stairs only if the destination tile is in play. For example, the Kitchen has stairs that lead to the Kitchen Basement and vice versa.

steal: If you attack an opponent on your tile and would inflict 2 or more points of damage, you can steal a stealable item or omen from that opponent instead of inflicting the damage. See “Special Attacks,” page 11.

stunned: Unless a haunt says otherwise, monsters usually aren’t killed when defeated. If a monster would take any damage, it is instead stunned and misses its next turn. Stunned monsters can’t slow an opponent’s movement.

symbol: All cards have a symbol printed on them. A raven silhouette  represents an omen, a bull’s head  represents an item, and a spiral  represents an event. Some tiles have symbols printed on them that match card symbols. The first adventurer to enter such a tile must stop moving there and draw the corresponding card.

tile: *Betrayal at Baldur’s Gate* consists of a number of tiles that you discover and move through. Each tile counts as 1 space of movement. Building tiles (such as the Elfso ng Tavern or the Mansion), street tiles (such as the Fountain or Haunted Alley), and catacomb tiles (such as Assassin’s Run or Vacated Shop) all count as tiles.

Each tile is separated into a stack sorted by the color of its back: building, street, or catacomb.

Some tiles include rules text that is triggered whenever an adventurer enters, leaves, or takes a special action on those tiles. Many tiles also have symbols that match card symbols. Only the first adventurer to discover the tile is affected by the symbol.

barrier tile: A barrier tile has two parts and can stop you from moving to the other side of the tile. Assassin’s Run is an example.

token: Tokens are cardboard pieces that represent special items or features.

adventurer tokens are double-sided and have images that match the portraits of each adventurer. They are used to track once-per-game powers and tile effects.

item tokens are pentagonal, and many are also numbered.

monster tokens come in five colors and are numbered for easy tracking. Special monsters are large circular tokens with the monster’s name printed on them.

NPC tokens are teardrop-shaped and used in some haunts to track NPCs (nonplayer characters) that the heroes typically have to protect. All rules related to NPC tokens are listed in haunts that feature them. NPC tokens are not monsters.

quest tokens are triangular and normally represent a goal of a haunt.

square tokens are used to represent a variety of effects, such as adventurer powers, event and item card effects, haunt-specific items, and obstacles.

ADVENTURER POWERS

trait: Each adventurer has four traits, shown as lines of numbers on the adventurer card: Might, Speed, Knowledge, and Sanity. Each trait has a starting value, which is green, and a maximum value, the highest possible number for that adventurer. See "Traits," page 5.

physical traits: Might and Speed are physical traits.

mental traits: Knowledge and Sanity are mental traits.

turn: Before the haunt starts, each player takes a turn in order, starting with the player whose player aid card has the lowest number and going to the left from there. During a turn, you can move, discover tiles, use items, use your adventurer power, and attempt die rolls. After the haunt starts, you can also make an attack once per turn.

After the haunt starts, the first turn starts with the player to the traitor's left and goes to the left from there. Each of the heroes takes a hero turn. After each hero has taken a turn, the traitor takes his or her traitor turn. After the traitor's turn, any monsters controlled by the traitor get a monster turn.

use: All adventurers can use items (and many omens), as well as some monsters. Using an item means making any attack or die roll with it or taking any other action in which the item is involved in any way. You can use an item once at any point during your turn.

within X tiles: When counting to see if something is within a number of tiles, only count routes through connected doors.



Each adventurer has a power they can use during the game. Some may require additional clarification.

Bardic Inspiration (Miska Silversong)

The only reason the Bardic Inspiration token is returned to Miska is if it is used, or the inspired adventurer dies.

Reckless Attack (Torskar Stonecleaver)

You must choose to add the dice before you roll.

Wild Shape (Gretchen Titchwillow)

The effects of your Wild Shape persist for the remainder of the game.

CARD CLARIFICATIONS

Some cards have special clarifications:

Berserker Axe: If a haunt or card rule would keep you from attacking the opponents on your tile, you may move freely.

Deck of Many Things: For each monster token on the card, subtract 1 from the result of the 4-dice roll.

Explosive Runes: If you rolled a 5+, the card is treated like a weapon item card and can be dropped, traded or stolen. You can't use another weapon while you're using the Explosive Runes.

Eye of Vecna: The Eye of Vecna affects movement. It cannot affect card or power effects that place you onto a tile, such as a haunt effect, or the Helm of Teleportation.


Holy Symbol: If you inflict only 1 point of damage with an attack and choose to inflict another point of damage with the Holy Symbol, you can't choose to steal an item instead.

Iron Flask of Tuerny: If using the flask completes both victory objectives (for example killing the last hero and the traitor simultaneously), then it is the demon who won the haunt. Read the following aloud: *"Foolish mortals. Playing with things more powerful than they understand." The demon's laughter is lost in the rush of air as it leaves the Material Plane and returns to the Abyss.*

SPECIAL TILES

Some tiles have rules printed on them that summarize their effects. A few of those tiles have additional rules or further explanations described in this section. Those tiles have an asterisk (*) printed beside the tile's name.

AMBUSH ALLEY

On the turn you discover the tile, you draw an event card because of the event symbol  on the tile. Then, if the event card didn't move you, since you are ending your turn on the tile, you must draw another event card. On future turns, anyone that ends their movement on Ambush Alley must draw another event card.

ASSASSIN'S RUN, FLOODED CHAMBER

These are barrier tiles. A barrier tile has two parts and can stop you from moving to the other side of the tile. Crossing a barrier requires a trait roll printed on the tile. You may attempt this roll once during your turn. Crossing the barrier doesn't count as moving a space. If you fail the roll, your movement ends. On your next turn, you may attempt another roll to cross, or you can go back the way you came.

Adventurers can't fight or interact in any way with an adventurer on the other side of the barrier. Monsters always ignore barriers, but if a monster ends its movement on a barrier tile, the traitor must decide which side of the barrier it's on.

If a tile or card causes you to land on a barrier tile, you decide which side of the tile you end up on. If the arrival requires placing a square token on the new tile, then that token is permanently on the side of the tile you chose.

CATACOMB LANDING/KITCHEN BASEMENT

The Catacomb Landing and Kitchen Basement are on the same tile, but they count as two separate tiles. Moving from one tile to a connected tile counts as 1 space of movement as normal.

ELFSONG TAVERN/INNER CHAMBER/ KITCHEN

The Elfsong Tavern, Inner Chamber, and Kitchen are all on the same tile, but they count as three separate tiles. Moving from one tile to a connected tile counts as 1 space of movement as normal.

FORGOTTEN CACHE

If you are on this tile, once during each of your turns you may attempt this trait roll until you are successful, but each player can draw an item card from this tile's effect only once per game.

HOUSE OF BLOOD

If this tile lowers your Speed as you exit it, and your new Speed would mean you don't have enough movement left to leave, you still make it out. You stop moving on the tile connected to the House of Blood instead.

KITCHEN/KITCHEN BASEMENT

The Kitchen and the Kitchen Basement have stairs that connect them. Moving between them costs 2 spaces of movement instead of the normal 1.

TRADING POST

You cannot discard an omen card when using this tile, only an item card.

WEAPON SHOP/WEAPON SHOP BASEMENT

The Weapon Shop and the Weapon Shop Basement have stairs that connect them. You must have both tiles on the board to use the stairs. After that, moving between them costs 2 spaces of movement instead of the normal 1.

What if There Isn't a Rule For That?

Many hours went into playtesting this game, but it's still possible you'll run into situations where the game rules or haunt books don't clearly answer a question about game play, or you have a choice to make. Don't let that slow you down. In many cases, come to an agreement as a group for what makes the most sense and go with it. (If that doesn't work, flip a coin to decide.) Then continue your experience in Baldur's Gate.



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