

Unofficial Glossary (BHH WW)

v0.2

Hello all you haunted explorers out there!

This is my custom *Glossary* for the *Betrayal at House on the Hill Widows Walk* Game created by ©Wizards of the Coast LLC.

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This custom version of the *Glossary* is based on the original Glossary in the Rulebook created by ©Wizards of the Coast LLC but I fixed some descriptions and added more information and tags based on the official Rulebook, BHH_WW Rules Sheet, the FAQ page, own experiences/playtesting, and forum discussions.

I also added a “room Glossary” and a “card Glossary” with information about specific rooms and omen/item/event cards.

Although most of the information is based on the Rulebook and FAQ, I cannot guarantee that all the information reflects the intention of the game designer.

I also created unofficial Tomes with revised Haunts:

https://1drv.ms/f/s!AgumL7ApIYmojOLL8eftp_7tl79

You can find the original, official Rules book here:

https://media.wizards.com/2018/downloads/rules/betrayal_rules.pdf

You can find the original, official BHH_WW Rules Sheet here:

http://custserv.wizards.com/images/Ops/answer_2365/BaHH_WW_RulesSheet.pdf

You can find the official FAQ page here:

http://custserv.wizards.com/images/Ops/answer_2365/Widow's%20Walk%20FAQ%20KB%2012.6.161.pdf

Yours sincerely

A Madman

Keyword Glossary

The Glossary defines certain game terms used in the rulebook, the haunt booklets, and various cards and tiles.

adjacent: Rooms are adjacent if they share a side and don't need to be connected by doors. Diagonal is never adjacent. Landings are not adjacent to each other. The Tree House is adjacent to the room with the Plant token on its door.

connected: Rooms are connected, if they are adjacent and connected by a doors. Both rooms need a door on the shared side. Landings are connected, even if they are not adjacent. The Grand Staircase is connected to the Upper Landing, which in turn is connected to the Roof Landing. The Stairs from Basement are connected to the Foyer, the Tree House is connected to the room with the Plant token and rooms connected by the Secret Stairs or Secret Passage are also connected. The Wall Switch doesn't connect rooms.

attack: Explorers 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 (see "opponent") in the same room.

attack roll: You roll dice equal to your Might. Your opponent rolls dice equal to his/her Might (this is called a defense roll). Whoever gets the higher result inflicts physical damage against the loser equal to the difference (on a tie, no one gets hurt). Sometimes (if a haunt or card tells you so) you can attack with one of your other traits. Your opponent defends with the same trait (until a haunt or card says something else). The loser always takes damage based on the winner's trait (physical damage if it was Might or Speed and mental damage if it was Sanity or Knowledge).

distance attack: Some items or haunts allow you to attack an opponent in another room within your line of sight (see "line of sight"). You take no damage if your attack roll is less than the opponent's defense roll.

card: There are three different types of cards: event, item and omen. Explorers draw cards as they discover new rooms. 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 have the item in your possession.

omen card: An omen card has a raven symbol. Place it face up in front of you; you now have the omen in your possession. 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 omen cards are treated as items (excluding the companions and "Bite").

Every item card is an item, but not every item is an item card. Sometimes a text mentions items sometimes item cards.

character: Explorers, monsters, and haunt-specific opponents (such as Dracula) are all characters. Their position on the board is represented by a figure or a token.

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

companion: The Cat, Dog Girl and Madman omen cards are companions that follow the explorer who has custody of them. Companion omens don't have physical or mental traits. Companions can't be dropped, stolen, or traded. If you have a companion the companion's card stays in the room where your explorer died. If another explorer enters that room, he or she gains custody of that companion (this is not optional).

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

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

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

defeated: Sometimes you have to defeat an opponent to satisfy a specific task. A character (see "character") is defeated, if he, she or it loses a combat (see "attack"). The character doesn't have to be killed to be defeated.

discover: When an explorer moves through a door that has no room connected to it, draw new room tiles from the stack and until you find one that fits for the floor you are in and put it beside that door. (If you are in the roof, use the first room tile that has either the roof or the upper floor on the back.) The explorer then moves into the new room and discovers it. If the new room doesn't require you to draw a card, you can keep going, but if it does, you can't move any further.

You can't place a tile in such a way that it seals off a floor. If there is no possible placement for a tile, discard it and draw new ones until you draw one that leaves a free doorway.

die roll: Many cards, rooms, and haunt rules require a player to attempt a die roll of X+ for his or her explorer, 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.

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

task roll: Some haunts require you to make a roll to succeed at a particular task (such as an exorcism). You can attempt only one such roll per turn even if different types of rolls could satisfy that task (such as either a Knowledge roll or a Sanity roll to succeed at the exorcism).

Added Note: It's not clear if task rolls using an explorer's trait are also trait rolls. On the one hand they are listed separately in the Rules book, but on the other hand they use an explorer's trait. Decide for yourself what is most fun. If you decide that task rolls can be trait rolls, the heroes will benefit from it most of the time, because it's easier for them to finish their tasks using items they couldn't use otherwise.

door: Door connect rooms. You can move through a door if it connects to another door in an adjacent room. Doors inside the house are always open.

front door: Unlike other doors, the front door (in the Entrance Hall) is always locked. You can't leave the house or use the front door unless a haunt says otherwise.

dumbwaiter: Some rooms have a dumbwaiter symbol. You can move from that room to the landing either one floor up or one floor down, assuming such a floor exists, by spending 1 additional space of movement. This requirement is in addition to any other requirements, such as being in a room with an opponent. If you don't have enough movement left, you can't use the dumbwaiter.

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

false feature: Sometimes it's not possible to match two doors or windows in adjacent rooms. When that happens, you instead create a false feature. You can't move through false doors. False windows don't count as windows.

figure: Each character card has a matching plastic figure, corresponding to the color behind the portrait, to represent that explorer in the game.

floor: The house is split into 4 different floors. The basement, ground, upper, and roof. Staircases connect floors (see "landing"). The Roof is not a second upper floor; for example, the Mystic Elevator only goes to the roof when you roll a 4 and choose the roof. Also, you can only put an upper room into the roof if you discover it (see "discover"); if you have to get and place a roof tile by an effect, you can only choose "real" roof tiles. A floor can't be sealed off (see "discover").

haunt: An explorer 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, explorers can die.

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

traitor: After the haunt begins, one explorer becomes a traitor who turns on his or her former companions. A few of the haunts feature a hidden traitor whose identity is secret from all the other players.

The Traitor can ignore any harmful text on room tiles, can pass through the Revolving Wall without rolling, and decide where the Mystic Elevator goes when he uses it. He or she can choose not to be affected by an event card or the Bite omen card. (If you choose to be affected you have to accept the result of any rolls or penalties.) After his or her turn the traitor can move with all of the monsters (see "monster").

haunt roll: Before the haunt starts, you must roll 6 dice at the end of your turn each time you draw an omen card. If you roll less than the total number of omen cards all players have drawn this game, the haunt starts.

haunt revealer: The player who starts the haunt with his or her haunt roll.

item: Explorers can carry and use item cards and most omen cards (see "cards"). Items can also be picked up, dropped, traded, or stolen. You can carry as many items as you want. Some items are weapons (see "weapon").

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

landing: The landings are the Basement Landing, Grand Staircase/Foyer/Entrance Hall (or any room of it), Upper Landing, and Roof Landing. The Grand Staircase always connects to the Upper Landing and the Upper Landing connects to the Roof Landing. The Stairs from Basement tile isn't a landing but connects to the Foyer.

Before the game starts place the landings reasonably far apart from each other on the table. Landings have a blank back.

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.

monster: Monsters are represented by monster tokens (see "token"). Monsters take their turn after the traitor and the traitor rolls a number of dice equal to their Speed and can move them as many spaces as the result.

Monsters can't be killed. If a monster would take any damage, it is stunned (see "stunned").

Monsters can ignore any harmful text on room tiles, move through the Revolving Wall without rolling, climb up the Gallery, Collapsed Room and Coal Chute, and decide where the Mystic Elevator goes when they use it. Monsters can't explore new rooms and can't carry items. (All these things are valid until a haunt says otherwise.)

move: Each turn, explorers and monsters can move through the house. A character can move as many spaces (rooms) 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. You can take actions (such as using an item or attacking) in the middle of your movement. Whenever a game effect makes you draw a card for any reason, you must stop moving for the rest of your turn.

moving past opponents: For each opponent in a room with it after the haunt starts, an explorer or monster must use 1 extra space of movement to leave that room. (Heroes slow down traitor and monsters, and vice versa.)

No matter how many penalties 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.) However, if an effect or haunt tells you that you are not allowed to move, you can't move (not even 1 space). Stunned monsters don't slow an explorer's movement in this way (see "monster").

opponent: An opponent is an explorer or monster that wants to stop your movement or interfere with you during a haunt. Monsters and the traitor are opponents of the heroes, and vice versa. For each opponent in a room with it after the haunt starts, an explorer or monster must use 1 extra space of movement to leave that room.

outside room: When a haunt references outside rooms, this includes the Balcony, Conservatory, Gardens, Graveyard, Patio, Roof Landing, Solarium, Tower, Tree House, and Widow's Walk. Outside rooms are still part of the house. If a haunt tells you to leave the house it's not enough to be in an outside room.

room: The House on the Hill consists of a number of rooms that you discover and move through. Each room counts as 1 space of movement (see "move"). Passages (such as the Dusty Hallway) and outside areas (such as the Patio) still count as rooms.

Each room tile has the name of one or more floors printed on its back (see "floor"). You can place the tile in any legal location on any of the possible floors it lists.

Some room tiles include rules text that is triggered whenever an explorer enters, leaves, or takes a special action in those rooms. Many room tiles also have symbols. Only the first explorer to discover the room is affected by the symbol (see "symbol").

barrier room: A room has two parts and can stop you from moving to the other side of the room. The Chasm, Catacombs, Tower, and Vault are all barrier rooms.

stack: Game cards and room tiles are shuffled together and placed face down in stacks that players draw from. If you get to the end of the stack of room tiles, shuffle the tiles you set aside in a discard pile and start a new stack with them; then continue with the new stack. If you run out of room tiles for one of the floors of the house (see "floor"), you can't discover more rooms on that floor.

steal: If you attack an opponent and inflict 2 or more points of damage, you can steal an item or omen from that opponent instead of inflicting the damage. You can't steal an item or omen that can't be stolen. (The item's or omen's card says if it can't be stolen.)

stunned: Unless a haunt says otherwise, monsters usually aren't killed when defeated. If a monster would take any damage, it is stunned and misses its next turn (flip the monster's token). 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 room tiles have symbols printed on them that match card symbols. The first explorer who discovers and enters such a room must stop moving there and draw the corresponding card (see "card").

The Expansion added two new symbols: The dumbwaiter (see "dumbwaiter") and the question mark. The question mark means you draw the top card of a stack of your choice when you discover the room.

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

monster tokens come in seven colors; they are numbered for easy tracking. Special monsters are large circular tokens with the monster's name printed on them. The back of a monster token shows an "S" for stunned.

Monster tokens are sometimes used for other purposes. They are considered monsters when they are put into play under the traitor's control or otherwise used against the heroes.

item tokens are pentagonal and also are numbered.

trait roll tokens are triangular. They keep track of special task rolls during haunts.

event/room tokens are square. They mark special features produced by card or room tiles, such as the Secret Stairs or Mystic Slide.

explorer tokens are small and circular. They exist in the 6 different character colors and have a portrait on each side. They are used to keep track over "once per game" effects and are sometimes required for haunts.

trait: Each explorer has four traits, shown as lines of numbers on the character card: Might, Speed, Sanity, and Knowledge. Each trait has a starting value, which is highlighted (green color), and a maximum value, the highest possible number for that character. 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 explorer 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).

physical traits: Speed and Might.

mental traits: Sanity and Knowledge.

Before the haunt starts, if one of your physical/mental traits is on the lowest number and you take physical/mental damage, you have to reduce the other trait.

turn: before the haunt starts, each player takes a turn in order, starting with the player whose explorer has the next birthday and going to the left from there. During a turn, you can move, discover rooms, use items, 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 explorers 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.

weapon: The Axe, Blood Dagger, Boomstick, Chainsaw, Revolver, Sacrificial Dagger, and Spear are weapons. Unless the card says otherwise, you can use a weapon only while making an attack, not while defending. You can use only one weapon per attack, but you can carry more than one. Using a weapon during an attack is optional.

window: Some rooms have windows on one or more sides, in addition to doors. You can't normally move through a window, but some haunts have special rules for them. Rooms with windows are the Bedroom, Chapel, Dining Room, Drawing Room, Grand Staircase, Master Bedroom, and Sewing Room. False windows don't count as windows (see "false feature").

Room Glossary

Some room tiles have rules printed on them that summarize their effects. Most of those rooms have additional rules or further explanations described in this section. Words written in *italics* are keywords listed in the Keyword Glossary above.

Arsenal

Whenever (not only when *discovered*) you draw an item card in this room you draw 2 instead of 1 card, but you can only keep 1. Discard the other card immediately.

Attic, Graveyard, Junk Room, Pentagon Chamber

When exiting these rooms, you must attempt a **trait roll** printed on the tile (one of Might, Speed, Sanity, or Knowledge). Your movement is not affected by this roll and you will leave the room whether or not you succeed at the roll. The roll only determines if you get damage or not.

The traitor and monsters can ignore the effect of these rooms.

Cave

If you enter and exit this room in the same turn, you lose 1 die from a physical trait. The order doesn't matter. If you start your turn in the Cave, then leave and re-enter it, you take the damage as well.

If you roll a 2 you cannot split the damage between Speed and Might. Choose Might or Speed and lower the chosen trait by the result.

The traitor and monsters can ignore the effect of the Cave.

Chapel, Gymnasium, Larder, Library, Menagerie, Study

If you end your turn in one of these rooms, you gain 1 point in a trait. These rooms have a once per game effect. If you use the effect of one of these rooms, place one of your explorer tokens in that room to indicate that you have already used its effect.

Chasm, Catacombs, Tower, Vault

These are all *barrier rooms*. A barrier room has two parts and can stop you from moving to the other side of the room. Crossing a barrier requires a *trait roll* printed on the tile (one of Might, Speed, Sanity, or Knowledge). You can 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.

Explorers can't fight or interact in any way with an explorer in the same room but on the opposite side of the barrier. Monsters (and traitors) always ignore barriers, but if a monster (or a traitor) ends its movement in a barrier room, the traitor must decide which side of the barrier it's on.

If a tile or card causes you to land in a barrier room, you decide which side of the room to end up in. If the arrival requires placing a square token in the new room (such as with Collapsed Room or the Secret Passage), then that token is permanently on the side of the room you chose.

Coal Chute

When you enter this tile, you move immediately to the Basement Landing. Sliding to the Basement Landing doesn't count as moving a space. A turn can't end with a character on the Coal Chute tile.

Monsters can freely move up or down from the Coal Chute. Moving up counts as moving 1 space.

Collapsed Room

Only the explorer who first discovers the Collapsed Room needs to make the Speed roll printed on the tile. Thereafter, any explorer entering the room can either ignore the room's ability or use it intentionally to jump down to the basement. Falling to the basement doesn't count as moving a space, but the explorer still takes the damage.

Only the first explorer to fall to the basement from the Collapsed Room draws and places a basement tile (and draws a card, if the tile has a symbol printed on it). Put the square Below Collapsed Room token on the room where he or she landed. Place the new basement tile adjacent to the Basement Landing or any basement room already in play. If all the basement tiles have already been placed, choose one to land in.

If the first character to enter the Collapsed Room is a monster, instead of drawing a new tile, choose an existing basement room and put the monster's token there.

Monsters can freely move up or down from the Collapsed Room. Moving up counts as moving 1 space.

Creaky Hallway, Dusty Hallway, Statuary Corridor

All room tiles are considered rooms, even the hallways, stairs, and corridors.

Crypt, Furnace Room

If you end your turn in one of these rooms, you take 1 point of damage. (Remind that drawing a card ends your movement.)

The traitor and monsters can ignore the effect of these rooms.

Drawing Room

When you discover this room you have to choose between item, event and omen. Then draw 1 card of the chosen type. If you trigger the haunt because you drew an omen card in this room, you have to make a house rule because this room is not listed in the haunt chart.

You can decide to ignore the haunt roll, you can use the last discovered omen room or the closest omen room to decide which haunt has been revealed. You could also search the room stack for the next omen room and place it in the house.

Dungeon

Similar to the Attic, Graveyard, Junk Room, and Pentagram Chamber, you must attempt a *trait roll* (in this case with Sanity) and if you fail you get damage. The only difference is that you have to do the roll every time you enter this room.

The traitor and monsters can ignore the effect of these rooms.

Entrance Hall, Foyer, Grand Staircase

The Entrance Hall, Foyer, and Grand Staircase are all the same tile, but they count as three separate rooms. Moving from one room to an adjacent room on the tile counts as 1 space of movement. The Grand Staircase and the Upper Landing are two separate rooms.

Gallery

You can use the room's ability intentionally to jump down to the Ballroom. You can only do this if the Ballroom is already in play. Falling to the Ballroom doesn't count as moving a space, but you take 1 die of *physical damage*. The Gallery and Ballroom are not adjacent. If an effect tells you to move into an adjacent room while you are in the Gallery, you cannot choose to move to the Ballroom.

Junk Room

If this room lowers your Speed as you exit it, and your Speed would mean you don't have enough movement left to leave, you still make it out. You stop moving on the tile adjacent to the Junk Room instead.

Locked Room

When you first discover this room, or if you place this room in the house by an effect, put 3 Lock tokens on it (1 on each door). If you discovered the room, you are now locked inside. To enter or exit through a locked door, you have to attempt a Knowledge roll of 3+. If you succeed, remove the Lock token and move through the door. If you fail you can continue moving but not through a locked door. (If you are in the Locked Room with 3 locked doors and you fail, you cannot exit the room that turn. Try it again next turn.)

The traitor and monsters can ignore the Locks and move through locked doors.

Mystic Elevator

This tile moves as soon as you enter it. Roll 2 dice and put it adjacent to a connecting door on the appropriate floor. (If there isn't one, leave the tile where it is.) If you roll the floor the Mystic Elevator is on, you can move the tile to a different connecting door on that floor. You can use the elevator only once a turn.

Monsters and the traitor can both use the Mystic Elevator to go wherever they wish without rolling. However, the tile still moves only once during each entire traitor/monster set of turns, the first time either a traitor or monster enters it. In other words, if the traitor uses the Mystic Elevator during his or her turn, then it will not work if a monster enters it on its next turn. A hero must roll for the destination floor each turn he or she enters the Mystic Elevator, or at the end of each entire turn that hero spends that tile without moving. If one or more explorers are already in the Mystic Elevator and another explorer enters it and rolls a 0, all the explorers in the elevator take the damage.

If an effect of another tile or card leads to the Mystic Elevator (such as the Collapsed Room or Secret Passage), the token placed by that effect stays on the Mystic Elevator tile even if it moves.

Panic Room

When you exit the Panic Room (through the door or a Secret Passage etc.) you may attempt a Speed roll of 3+. If you fail, you exit the room normally, but if you succeed, you can move to any room with a *dumbwaiter* instead. (The door of the room looks different, but it is working like a normal door until a haunt says otherwise.)

Rookery

When you discover the Rookery, search the room stack and choose a room tile to place in the house. Because you never entered the room you placed in the house, no one will draw a card for that room.

Stairs from Basement

The second door of the Stairs from Basement is *connected* with the Foyer (through a secret door). The Stairs from Basement and the Foyer are *adjacent*. Nobody can discover a room behind the second door of the Stairs from Basement.

Tree House

Only the explorer who first discovers the Tree House places a plant token. Place the Plant token on any open door (a door without a room behind it) on the roof or upper floor. The second door of the Tree House is *connected* to the door with the Plant token on it. The Tree House and the room with the Plant token on its door are *adjacent*. Nobody can explore a room behind the Plant token or the second door of the Tree House. If the Tree House is discovered and both doors are already connected with doors of adjacent rooms (because the adjacent rooms were already in play) no explorer or monster can move through. The Tree House is not *connected* with a room adjacent to the second door. (You could place another Plant token on the second door of the Tree House to mark that door.)

Vault

If a tile or card (such as the Collapsed Room or Secret Passage) causes you to land in this room, you arrive outside the locked vault door. Once the vault has been opened, put the square Vault Empty token on it. The traitor doesn't open the vault door automatically: He or she must attempt the same roll to open it.

Card Glossary

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

OMEN

An omen card has a raven symbol. Place it face up in front of you; you now have the omen in your possession. 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 omen cards are treated as items (excluding the companions and “Bite”).

Letter

You may **immediately** hand one of your explorer tokens to another explorer. On your turn (**including this one**), you may move to that explorer’s room (**no movement cost**), then **discard this omen** and the explorer discards your explorer token.

Explanation

You have to hand your explorer token when you draw the omen card, not on later turns.

You always keep omen cards in front of you (even “Bite”). Just discard the explorer token, not the card itself.

Key

Add 4 dice (**maximum of 8 dice**) to trait rolls to open or take something from a card or room tile, such as the Locked Room, Safe or Vault.

Explanation

On the cards of the expansion they forgot to add this note.

...

ITEM

An item card has a bull’s head symbol. Place it face up in front of you; you now have the item in your possession.

Blueprint

When you roll for your movement or to enter, exit, or cross a room, you may choose your result. You may travel between rooms that have a dumbwaiter.

Explanation

If you travel between rooms that have a dumbwaiter, you still have to pay 1 additional space of movement.

Camcorder

When**ever** you draw this card **from the item stack**, put a number of triangular Knowledge Roll tokens on this card equal to the number of explorers. An explorer in possession of the Camcorder can take a Knowledge Roll token to gain 1 Knowledge. You may not gain a Knowledge Roll token if you already have one. When there are no tokens left, discard this card and all those Knowledge roll tokens.

Explanation

In combination with the Laundry (room tile) this card could generate infinite Knowledge. With the change you only add the Knowledge Roll tokens, if you draw the Camcorder from the item stack and not when you draw it from the discard pile.

Chainsaw

If you make chainsaw noises, add 1 die (**maximum of 8 dice**) to your Might roll. You can do this even when you defend.

Explanation

On the cards of the expansion they forgot to add this note.

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Chalk

You may roll Knowledge instead of Might on defense rolls.

Explanation

If you win you deal mental damage to the attacker. If you lose you take damage based on the attacker’s trait.

You can also use the Chalk if it’s not your turn.

Dark Dice

Once per turn, you can roll 3 dice:

Explanation

If you or another explorer has to be moved into an

- 6 Move to the location of any explorer not revealed as a traitor.
- 5 Move one other explorer in the same room into an adjacent room.
- 4 Gain 1 in a physical trait.
- 3 Immediately move into an adjacent room (no movement cost).
- 2 Gain 1 in a mental trait.
- 1 Draw an event card.
- 0 Reduce all of your traits to the lowest value above the skull symbol. Discard the Dark Dice.

adjacent room, you can move that explorer (or yourself) through a wall. The adjacent room doesn't need to be connected by doors.

Device

...

Discard this card to add 3 dice (maximum of 8 dice) to your attack roll, but you may only use that attack to steal something.

Explanation

On the cards of the expansion they forgot to add this note.

If you win by 1 or more using the Device, you deal no damage and you may not steal anything.

Effigy

While you have the Effigy, add 1 die (maximum of 8 dice) to all trait rolls, **except when you attack or defend**.

If you ever lose **or drop** the Effigy, reduce each of your traits by 1 die.

Explanation

Both red marked parts are correct, but unnecessary:

An attack or defense roll is never a trait roll and a trait roll is never an attack or defense roll.

Dropping an item always counts as losing it.

Idol

Once per turn, you can rub the Idol before making any trait, combat, or event roll to add 2 dice to the roll (to a maximum of 8 dice). Each time you do, lose 1 Sanity.

Explanation

You can also use the Idol if it's not your turn.

Pickpocket's Gloves

When you are in the same room as another explorer, you can discard this item to **steal** any item that explorer is carrying.

Explanation

Replaced "take" with "steal". You obviously steal something from another explorer, so it should be treated that way. This avoids problems with other cards or haunts.

You can use this item before the haunt started and you can also use it to steal an item from an explorer who is not an opponent for you.

Puzzle Box

When you draw this card from the item stack, put 1 Item Token on this card. Once during your turn if an Item Token is on this card, you can attempt a Knowledge roll to open the box:

- 6+ You open the box. Draw 2 item cards and discard that Item Token and the Puzzle Box.
- 0-5 You can't get it open.

Explanation

In combination with the Laundry (room tile) the Puzzle Box could generate infinite items. The Item Token avoids that. Only when you draw the Puzzle Box from the item stack you put an Item Token on it and only if an item token is on the Puzzle Box you can open it and draw 2 item cards. If you draw the Puzzle Box from the discard pile, you don't put an Item Token on it.

Event

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

Acupuncture

Explanation

You may go to an adjacent, discovered room and lose 1 Sanity. (The adjacent room must have a connecting door.) If you don't, attempt a Might roll:

...

**Ghost In the Machine,
Revolving Wall,
The Lost One,
The Walls**

Draw a . . . tile from the room stack, put it in the house, and put your figure in that room as if you just discovered it.

Misty Arch

You may choose to walk through. If you do, remove your figure from the house and roll 3 dice:

...

**Shrieking Wind,
The Beckoning**

Each explorer in an outside room or in a room with an outside-facing window must attempt a . . . roll:

...

Based on the FAQ. You only lose the Sanity if you move into an adjacent, discovered room.

It makes no sense, if you are allowed to move through a wall.

Explanation

If the drawn room tile has a symbol on it, you draw a card for that room.

Explanation

Based on the FAQ. Clarification that you only have to remove your figure if you walk through the Misty Arch.

Explanation

The list of rooms on these cards is equal to the list of outside rooms in the base game*. If you are playing with the expansion, these cards should include all outside rooms added by the expansion.