Secretary 1	ROOM NAME	SET	TYPE	FLOOR(S)	# DOORS	TRAIT	DUMB- WAITER	OUTSIDE/ WINDOW	ТЕХТ
Wilson	Abandoned Room	2 nd Ed	Omen	G/B	4 (NSEW)	- NOOIII			
Ministration 2	Attic		Event		. ,				"When exiting, you must attempt a Speed roll of 3+. If you fail, lose 1 Might (but continue moving)."
Exception 1	Balcony	2 nd Ed	Omen	U	2 (NS)			0	
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Cype 1	Conservatory	2 nd Ed	Event	U/G	1 (N)			0	
Dimp (1999) 2" Ed One C 2 (NE) W -	Creaky Hallway			U/G/B	4 (NSEW)				
Decision Part Par									
Francis relate PF G Landing G W * Has 3 Fooms - Entrance Hall, Floyer, Crand Starcases * C								W	
Fundament 2					4 (NSEW)			110	
Selection 2" Ed Orient U 2 (NS) "Pour car choose to fall to the Balleton in 15 in the house. If you do, let 2 der of physical dramage."					2 (NICIAN)				
Cambe Room					. ,				
Cardensis									• • • • • • • • • • • • • • • • • • • •
Serveyand 2" Ed Event G 1 (S) O Mere noting, you must attempt a Sanity roll of 4 + . If you fall, lose 1 Knowledge (but continue moving):									
Symmassium									
Succession						Υ			
Section						•			
Service 1									
Servent 2" Ed Event 1 / 6 2 (SW) Y Sonce per game, if you end your turn here. [out your explorer token here and gain 1 Knowledge."						Υ			"Once per game, if you end your turn here, [put your explorer token here and] gain 1 Might."
Mysic Elevator 2°E Ed U / G / B 1 (N) "Once per turn, roll 2 dice and move this room next to any open door on: 4 Any floor 3 Upper floor 2 Ground floor 1 Basement. Den take 1 die of physical damage." Operating Laboratory 2°E Ed Event U / B 2 (SW) Patio 2°E Ed Event U / B 2 (SW) Patio 2°E Ed Event G / S (NSW) O Petatyam Chamber 2°E Ed Event U / B 2 (SW) Research Laboratory 2°E Ed Event U / B 2 (NS) Scraystris Quatres 2°E Ed Event U / B 2 (NS) Scraystris Quatres 2°E Ed Event U / B 2 (NS) Scraystris Quatres 2°E Ed Event U / B 2 (NS) Scraystris Quatres 2°E Ed Event U / B 2 (NS) Scraystris Quatres 2°E Ed Event U / B 2 (NS) Underground Laba 2°E Ed Event U /	Library	2 nd Ed	Event	U/G		Υ			
Comparing Laboratory 2" Ed Event U 8 2 (SE)	Master Bedroom	2 nd Ed	Omen	U	2 (NW)			W	
Parla	Mystic Elevator	2 nd Ed		U/G/B	1 (N)				
Pation P	Operating Laboratory	2 nd Ed	Event	U/B	2 (SE)				
Pentagran Chamber 2" Ed Green B 1 (E)	Organ Room		Event	U/G/B	2 (SW)				
Research Laboratory 2" Ed Comen U/B 2 (NS)									
Servants Quarters									
Statisprom Salement 2" Ed B 2 (NS)					. ,				
Statuary Corridor 2 nd Ed Ed Item 10 1/6 / 8 2 (NS) Storeroom 2 nd Ed Item 10 1/8 1 (N)									
Storeroom 2"Ed Item U/B 1(N) Tower 2"Ed Event U 2 (EW) O "You can attempt a Might roll of 3+ to cross. If you fail, you stop moving." Underground Lake 2"Ed Event B 2 (NW) Unper Landing U 4 (NSEW) Vault 2"Ed Event Item B 2 (NS) Vault 2"Ed Event Item B 2 (NS) Wine Cellar 2"Ed Item B 2 (NS) Arsenal WW Item B 2 (NS) Arsenal WW Event U/G 1 (S) Cave WW Event B 4 (NSEW) Y W'When discovered, draw 1 card of any type." *Has a unique "7" symbol on the tile. Drawing Room WW 7* R / U 4 (NSEW) Y W "When discovered, draw 1 card of any type." *Has a unique "7" symbol on the tile. Laundry WW Item G / B 2 (SW) Y "When you draw an item card in this room, draw 2 cards and choose 1 to keep. Discard the other." Take a lingue "7" symbol on the tile. Drawing Room WW 7* R / U 4 (NSEW) Y W "When discovered, draw 1 card of any type." *Has a unique "7" symbol on the tile. Laundry WW Item G / B 2 (SW) Y "When you draw an item card to fair you put turn, lose 1 die from a physical trait." Laundry WW Item G / B 2 (SW) Y "When you wount attempt a Sanity roll of 3*. Il you tail, Lose 1 Sanity." Laundry WW Item G / B 2 (SW) Y "When you one and exit this room on your turn, lose 1 die from a physical trait." Laundry WW Item G / B 2 (SW) Y "When you entry and you run preve, you must attempt a Sanity roll of 3*. Il you tail, Lose 1 Sanity." Laundry WW Item G / B 2 (SW) Y "Thy to end your turn here, you may discard an item card to draw an item card from the discard pile." Laundry WE Event R / U / B (NSEW) Y "Once per game, if you end your turn here, put your explorer token here and gain 1 physical trait." Nursery WW Omen R / U 2 (NE) Y" "If you end your turn here, put your explorer token here and gain 1 physical trait." Nursery WW Omen R / U 2 (NE) Y" "If you end your turn here, put your explorer token here and gain 1 physical trait." Paine Room WW Event R / U 3 (NSW) Y" Y W "If you end your turn here, you may discard an item card to gain 1 physical trait if it's below its starting value." Sewing Room									
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Rookery WW Omen R 2 (EW) "When discovered, search the room stack and choose a room tile to place in the house. Then shuffle that stack." Sewing Room WW Item R / U 3 (NSW) Y* Y W "If you end your turn here, you may discard an item card to gain 1 physical trait if it's below its starting value." Solarium WW Item R / U 1 (N) Y* O "If you end your turn here, you may discard an item card to gain 1 Sanity." Spiral Staircase WW R / U / G 4 (NSEW) "You may spend 2 spaces of movement to move to any landing." Storm Cellar WW Item B 2 (SE) Y Study WW Omen R / U / G 2 (SE) Y Y "Once per game, if you end your turn here, put your explorer token here and gain 1 mental trait." Theater WW Omen U / G 2 (EW) Tree House WW Event G 2 (SE) O "Put a Plant token on any open door on the roof or upper floor. This room is adjacent to that door."					. ,				
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Tree House WW Event G 2 (SE) O "Put a Plant token on any open door on the roof or upper floor. This room is adjacent to that door."									
PYNIOUW S YYAIN YYYY EVETIL TITO S (SEVY) O MOULT TO THE TESUITS OF THOUGHOUGH FOILS HELF, AND SUBJECT I FIOTH THE TESUITS OF SEVEN FOILS HELF (THIRIMININIUM).	Widow's Walk	WW	Event	R/U	3 (SEW)				"Add 1 to the results of Knowledge rolls here, and subtract 1 from the results of Speed rolls here (minimum 0)."

SET: "2nd Ed" = Betrayal at House on the Hill 2nd Edition (2010), "WW" = Widow's Walk Expansion (2016).

FLOOR(S): "R" = Roof, "U" = Upper Floor, "G" = Ground Floor, "B" = Basement.

DOORS: The number of doors on the tile, followed by the door's location (North, South, East, or West walls).

TRAIT ROOM: "Y" = Standard "Once Per Game" trait increase room tiles, "Y*" = Conditional trait increase room tiles.

OUTSIDE / WINDOW: "O" = Outside room tile, "W" = Room tile containing one or more windows.

20	Total WW Exp. Tiles:	45	Total 2 nd Edition Tiles:	65	Total Tiles:	
17	WW Special Text Tiles:	18	2 nd Ed. Spec. Text Tiles:	35	Special Text Tiles:	
7	WW Event Tiles:	18	2 nd Ed Event Tiles:	25	Event Tiles:	
5	WW Item Tiles:	5	2 nd Ed Item Tiles:	10	Item Tiles:	
5	WW Omen Tiles:	13	2 nd Ed Omen Tiles:	18	Omen Tiles:	
1	WW No-symbol Tiles:	7	2 nd Ed No-symbol Tiles:	8	No-symbol Tiles:	
1	WW Landing Tiles:	3	2 nd Ed Landing Tiles:	4	Landing Tiles:	
6	Standard Trait Room Tiles:	15	4 Door Tiles:	11	Roof Tiles:	
3	Cond. Trait Room Tiles:	6	3 Door Tiles:	37	Upper Floor Tiles:	
7	Dumbwaiter Tiles:	30	2 Door Tiles:	31	Ground Floor Tiles:	
10	Outside Tiles:	13	1 Door Tiles:	33	Basement Tiles:	
7	Window Tiles:					

Note #1: The 2nd Edition "Vault" tile counts as *both* an Event tile and an Item tile (it actually has *two* Item symbols on it).

Note #2: The Widow's Walk "Drawing Room" tile does *not* count as an Event, Item, or Omen tile, but it will provide one of those three cards to the explorer who discovers it.

Note #3: Explorer tokens were introduced in the Widow's Walk expansion as a means to track which explorer has used which "Once Per Game" trait rooms, among other things.

Note #4: 2nd Edition room tiles have yellow door frames. Widow's Walk tiles have orange door frames.