ROOM NAME	SET	TYPE	FLOOR(S)	# DOORS	TRAIT ROOM	DUMB-WAITER	OUTSIDE/ WINDOW	TEXT
Abandoned Room	2nd Ed	Omen	G / B	4 (NSEW)				--
Attic	2nd Ed	Event	U	1 (S)				"When exiting, you must attempt a Speed roll of 3+. If you fail, lose 1 Might (but continue moving)."
Balcony	2nd Ed	Omen	U	2 (NS)			O	--
Ballroom	2nd Ed	Event	G	4 (NSEW)				--
Basement Landing	2nd Ed	Landing	B	4 (NSEW)				--
Bedroom	2nd Ed	Event	U	2 (EW)			W	--
Bloody Room	2nd Ed	Item	U / G	4 (NSEW)				--
Catacombs	2nd Ed	Omen	B	2 (NS)				"You can attempt a Sanity roll of 6+ to cross. If you fail, you stop moving."
Chapel	2nd Ed	Event	U / G	1 (N)	Y		W	"Once per game, if you end your turn here, [put your explorer token here and] gain 1 Sanity."
Charred Room	2nd Ed	Omen	U / G	4 (NSEW)				--
Chasm	2nd Ed	--	B	2 (EW)				"You can attempt a Speed roll of 3+ to cross. If you fail, you stop moving."
Coal Chute	2nd Ed	--	G	1 (N)				"One-way slide to Basement Landing."
Collapsed Room	2nd Ed	--	U / G	4 (NSEW)				"You must attempt a Speed roll of 5+ to avoid falling. If you fail the roll, draw a basement tile and put it in play. You fall there and take 1 die of physical damage."
Conservatory	2nd Ed	Event	U / G	1 (N)			O	--
Creaky Hallway	2nd Ed	--	U / G / B	4 (NSEW)				--
Crypt	2nd Ed	Event	B	1 (N)				"If you end your turn here, take 1 point of mental damage."
Dining Room	2nd Ed	Omen	G	2 (NE)			W	--
Dusty Hallway	2nd Ed	--	U / G / B	4 (NSEW)				--
Entrance Hall*	2nd Ed	Landing	G				W*	* Has 3 Rooms - Entrance Hall, Foyer, Grand Staircase. * Grand Staircase has Windows.
Furnace Room	2nd Ed	Omen	B	3 (NSW)				"If you end your turn here, take 1 point of physical damage."
Gallery	2nd Ed	Omen	U	2 (NS)				"You can choose to fall to the Ballroom if it's in the house. If you do, take 1 die of physical damage."
Game Room	2nd Ed	Event	U / G / B	3 (NSE)				--
Gardens	2nd Ed	Event	G	2 (NS)			O	--
Graveyard	2nd Ed	Event	G	1 (S)			O	"When exiting, you must attempt a Sanity roll of 4+. If you fail, lose 1 Knowledge (but continue moving)."
Gymnasium	2nd Ed	Omen	U / B	2 (SE)	Y			"Once per game, if you end your turn here, [put your explorer token here and] gain 1 Speed."
Junk Room	2nd Ed	Omen	U / G / B	4 (NSEW)				"When exiting, you must attempt a Might roll of 3+. If you fail, lose 1 Speed (but continue moving)."
Kitchen	2nd Ed	Omen	G / B	2 (NE)				--
Larder	2nd Ed	Item	B	2 (NS)	Y			"Once per game, if you end your turn here, [put your explorer token here and] gain 1 Might."
Library	2nd Ed	Event	U / G	2 (SW)	Y			"Once per game, if you end your turn here, [put your explorer token here and] gain 1 Knowledge."
Master Bedroom	2nd Ed	Omen	U	2 (NW)			W	--
Mystic Elevator	2nd 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 0 Basement, then take 1 die of physical damage."
Operating Laboratory	2nd Ed	Event	U / B	2 (SE)				--
Organ Room	2nd Ed	Event	U / G / B	2 (SW)				--
Patio	2nd Ed	Event	G	3 (NSW)			O	--
Pentagram Chamber	2nd Ed	Omen	B	1 (E)				"When exiting, you must attempt a Knowledge roll of 4+. If you fail, lose 1 Sanity (but continue moving)."
Research Laboratory	2nd Ed	Event	U / B	2 (NS)				--
Servants Quarters	2nd Ed	Omen	U / B	4 (NSEW)				--
Stairs From Basement	2nd Ed	--	B	2 (NS)				--
Statuary Corridor	2nd Ed	Event	U / G / B	2 (NS)				--
Storeroom	2nd Ed	Item	U / B	1 (N)				--
Tower	2nd Ed	Event	U	2 (EW)			O	"You can attempt a Might roll of 3+ to cross. If you fail, you stop moving."
Underground Lake	2nd Ed	Event	B	2 (NW)				--
Upper Landing	2nd Ed	Landing	U	4 (NSEW)				--
Vault	2nd Ed	Event / Items*	U / B	1 (N)				"You can attempt a Knowledge roll of 6+ to open and empty the vault." * Has one "Event" symbol plus two "Item" symbols on the tile.
Wine Cellar	2nd Ed	Item	B	2 (NS)				--

ROOM NAME	SET	TYPE	FLOOR(S)	# DOORS	TRAIT ROOM	DUMB-WAITER	OUTSIDE/ WINDOW	TEXT
Arsenal	WW	Item	G / B	2 (SE)		Y		"When you draw an item card in this room, draw 2 cards and choose 1 to keep. Discard the other."
Bathroom	WW	Event	U / G	1 (S)				--
Cave	WW	Event	B	4 (NSEW)				"If you enter and exit this room on your turn, lose 1 die from a physical trait."
Drawing Room	WW	?*	R / U	4 (NSEW)		Y	W	"When discovered, draw 1 card of any type." * Has a unique "?" symbol on the tile.
Dungeon	WW	Omen	B	2 (NS)				"When you enter, you must attempt a Sanity roll of 3+. If you fail, lose 1 Sanity."
Laundry	WW	Item	G / B	2 (SW)		Y		"If you end your turn here, you may discard an item card to draw an item card from the discard pile."
Locked Room	WW	Event	R / U / B	3 (NSE)				"Put a Lock token on each door of this room. To enter or exit through a locked door, attempt a Knowledge roll of 3+ to remove the Lock."
Menagerie	WW	Event	G / B	2 (EW)	Y	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, gain 1 Sanity if it's below its starting value. Lose 1 Sanity if it's above its starting value."
Panic Room	WW	Event	R / U / G / B	1 (E)				"When you exit, you may attempt a Speed roll of 3+. If you succeed, move to any room with a dumbwaiter."
Roof Landing	WW	Landing	R	4 (NSEW)			O	"Leads to and from the Upper Landing. Any room tile that can be placed on the upper floor can be placed on this floor."
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."
Widow's Walk	WW	Event	R / U	3 (SEW)			O	"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.

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

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.