

UPDATE LOG

v0.3

This is the update log for my custom versions of the *Secrets of Survival* and the *Traitor's Tome* for the *Betrayal at House on the Hill Widows Walk* Game created by ©Wizards of the Coast LLC.

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Check this Update Log for all the things I have changed.

Unofficial *Secrets of Survival* and *Traitor's Tome* book (BHH WW):

https://1drv.ms/f/s!AgumL7ApIYmoijOLL8eftp_7tl79

You can find the original, official *Secrets of Survival* here:

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

You can find the original, official *Secrets of Survival* here:

http://custserv.wizards.com/images/Ops/answer_2365/BaHH_WW_TraitorsTome.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

I will continue to update both custom books (*Secrets of Survival* and *Traitor's Tome*) in the future.

In version 0.1 I added the solutions from the official FAQ page.

In version 0.2 and 0.3 I made more changes based on own experiences/playtesting and forum discussions.

Update Log Legend:

Green: This Text was added to the Haunt description.

Red: This Text was removed from the Haunt description.

Blue: Something was replaced by this Text (like Red and Green together).

Secrets of Survival (v0.3)

Haunt 65: Sushi Night

Section *Special Movement Rules*

When in a flooded room marked by a face-down monster token, your roll 2 fewer dice on Speed rolls. **If you enter or start your turn in a flooded room your movement for that turn is reduced by 2.** (You can always roll a minimum of 1 die and move a minimum of 1 space.)

Haunt 69: No Noose Is Good News

new custom Section *Alternative Win Condition*

All living heroes who are protected from the gallows win. The haunt ends when all living heroes are protected from the gallows or the traitor is dead.

Section *You Win When...*

... all living heroes are protected from the gallows **or the traitor is dead.**

Section *How to Play the Gallows Game*;
first bullet

On your turn, you may use all your movement to guess a letter, **word, or phrases** to solve your individual gallows game.

Section *How to Play the Gallows Game*;
after the first sentence of the third bullet

If you guessed the whole word or phrase correct, you solved your gallows game.

new Section *Special Attack Rules*

Only heroes who are protected from the gallows may attack the traitor.

Haunt 77: They're Always After Me

Section *Wishes*;
second wish

You may put your figure in any room **that is not part of the Rainbow.**

Haunt 80: I, Mutant

Section *Mutating*;
end of the "Sanity" bullet

(You can do this even if you are captured.)

Haunt 84: Forget to Remember

Section *Special Attack Rules*;
after the third sentence of the second bullet

(The Dynamite still deals damage normally to all explorers and monsters in that room.)

Section *Special Attack Rules*;
end of the second bullet

Each Knowledge Roll token in a room lowers the Sanity and Knowledge value of the Psychic Spirit by 1 **die** in that room.

Section *What Happens When You Would Die*;
end of the first bullet

(You can still defend normally, except with Knowledge. You always roll a 0 on all die rolls with Knowledge.)

Section *What Happens When You Would Die*;
second bullet (split into two bullets)

If your Sanity drops to the skull symbol, you become a monster capable of making mental attacks on behalf of the Psychic Spirit, **but subtract 2 from the Psychic Spirit's mental attack roll in such cases.** You are inhabited by the Psychic Spirit and must be slain to defeat the haunt.

If both your Sanity and your Knowledge dropped to the skull symbol you cannot move, but you may attack heroes in the same room with you.

new Section *If You Become a Monster*

Haunt 86: *The Woods in the Cabin*

Section *How to Cut Down the Tree*;
second sentence

Drop your items but keep your companions.

You are capable to do mental attacks on behalf of the Psychic Spirit. You roll dice equal to the Psychic Spirit's Sanity or Knowledge value in your room, but you have to subtract 2 from the result.

You cannot be stunned; instead you take damage like other explorers.

You don't roll for your movement.

In all other aspects, you behave like a monster (see the Rulebook, page 18, 19).

You can do this when there are no ground floor tiles except the Tree House and the total number of rooms on the upper floor and roof exceeds the **total** number of **Roots** and **Rootstalks** in the basement.

Traitor's Tome (v0.3)

Haunt 67: Murderball

new custom Section *Alternative Way of Playing*

You might want to go back to the heroes and play this Haunt with open Tomes, so everyone can read both sides together. Not doing so will drastically increase the playing time because nearly every turn another player will become traitor and has to read the *Traitor's Tome* and you have to read the *Secrets of Survival*.

Section *Special Attack Rules*;
end of the last bullet

(Remember that only opponents can be attacked.)

Section *Special Attack Rules*;
sixth bullet (split into two bullets)

If you lose the Bloodstone to a hero, that hero becomes the traitor. Give the new traitor the *Traitor's Tome*, and you become a hero (see the *Secrets of Survival*).

If you are killed by a hero, that hero becomes the traitor. Give the new traitor the *Traitor's Tome*, and you become a hero. Read the *Secrets of Survival* (including the section "If You Die...").

Haunt 68: He Who Must Not Be Read

Section *Right Now*;
last sentence of the last bullet

Place the other item tokens on your character card until needed.

Haunt 69: No Noose is Good News

Section *What You Know About the Heroes*;
end of the section

A hero cannot attack you until he or she solved his or her individual gallows game (see **How to Play the Gallows Game**). (You still take damage if you attack a hero and lose, even if that hero hasn't solved his or her gallows game.)

Section *How to Play the Gallows Game*;
first bullet

If the guess is correct, write in the letter in all blanks (of that hero's gallows game) that it appears.

Section *How to Play the Gallows Game*;
new second bullet

Instead of guessing a letter a hero can also guess his or her whole word or phrase. If the guess is correct that hero solved his or her gallows game. If it isn't, draw a body part and that hero takes 1 die of physical damage.

Section *How to Play the Gallows Game*;
new last bullet

You always have to show the heroes the progress on the game.

Section *Special Attack Rules*;
new paragraph before the first bullet

You can only do the attacks in this section if the Rope omen card is in your possession.

Section *Special Attack Rules*;
after the second sentence of the first bullet

You roll 1 additional die on this attack, but you cannot use any Weapons for it.

Haunt 84: Forget to Remember

Section *Special Attack Rules*;
first sentence of the last bullet

If you are loyal and a hero kills you, the hero sees in your eyes that you are innocent and loses 2 Sanity.

Section *You Must Do This on The Monsters' Turn*;
after the first sentence

The Spirit is always everywhere; the house itself is Richard Smith's mind.

Haunt 100: *Let's Play a Game*

Section 22;
after the first sentence of Challenge 22

(If you draw the card “What the...?” discard it and draw another event card.)

Secrets of Survival (v0.2)

Haunt 51: Director's Cut

Section *Special Movement Rules*;
end of the second bullet

If it is item 10, you may take it, the omen that started the haunt and the face-down card under it, without looking at it; if not, put the item token back where it was. If you get to the Theater with item 10, you win.

Section *You Win When...*;
end of the first paragraph;
second paragraph

Reveal the Vision and act out the event in a highly dramatic fashion. Weep once at your own brilliance.

When a lone actor is in the Theater and has the Vision, put your figure into the Theater. The person with the Vision must then reveal it and act out the event in a highly dramatic fashion. Weep once at the brilliance of it all, applaud lightly, and congratulate the explorer for winning the game.

Haunt 57: The Gathering Storm*

Section *Right Now*;
last bullet

Set aside six Obstacle tokens (representing Destroyed Landings).

Section *How to Destroy a Room*;
fourth sentence

The Grand Staircase/Foyer/Entrance Hall counts as one room for this purpose; mark any destroyed landing room with an Obstacle token.

Section *How to Seal an Entrance*;
second sentence

This does not prevent explorers from moving through the entrance, just the storm.

Haunt 86: The Woods in the Cabin

Section *Special Attack Rules*;
third sentence of the first bullet

If you defeat the room, remove all non-monster tokens on it and flip the room tile over (or, in the case of the Entrance Hall or Grand Staircase, put a random ground floor room tile face-down on top of it).

Section *Special Attack Rules*;
end of the first bullet

You can attack the Coal Chute before sliding to the Basement Landing. (If you defeat it, you don't slide down.)

Section *Special Movement Rules*;
end of the first bullet

You cannot enter a face-down tile.

Section *Special Movement Rules*;
new third bullet

Treat the Tree House like it has doors on all four sides.

Haunt 91: Burn Out the Darkness

Section *You Win When...*

... every non-landing room in the house is burned. Kill it with fire.

*The changes of **Haunt 57: The Gathering Storm** weren't necessary, but I think this way it makes more sense and the Haunt description is easier to read.

1. The Obstacle tokens did nothing, they only marked the landings, but the backside of the landings is already different to the backside of all the other room tiles.
2. It makes no sense that an explorer can go through sealed entrances. Just wait with sealing them until all Heroes are save or sacrifice your mates to the Storm. (You can of course play this however you want, this is just the way we play it.)

Traitor's Tome (v0.2)

Haunt 51: Director's Cut

Section *How the Item Tokens Work*;
new paragraph after the second paragraph

On your turn, you may reveal your item to use it's effect:

Section *How the Item Tokens Work*;
first sentence of item token No. 1

Deal 2 dice of physical damage to another explorer **in the same room**

Section *How the Item Tokens Work*;
second sentence of item token No. 2

Make a Speed attack **against another explorer in the same room.**

Section *How the Item Tokens Work*;
first sentence of item token No. 3

Make a Knowledge attack **against another explorer in the same room.**

Section *How the Item Tokens Work*;
end of item token No. 3

If you pick up item 10 also take the omen with the face-down card. Do not look at the event card. You may not pick up the other item tokens and item cards this turn.

Section *How the Item Tokens Work*;
item token No. 4

Make a Knowledge **Roll. If you roll 3+** move to an adjacent room and put the Smoke token in the room you left (if the Smoke token is already in play, move it from wherever it is). Leaving that room now requires succeeding at a Sanity roll of 5+. After 3 unsuccessful attempts an explorer may move to an adjacent room but may not move any farther that turn.

Section *How the Item Tokens Work*;
item token No. 5

Make a Might attack **against another explorer in the same room, adding 1 die to your roll** and drop one other item token, item card, or omen card.

Section *How the Item Tokens Work*;
item token No. 6

Make a Might attack against an explorer in an adjacent room. **This attack deals no damage. If you win,** on that explorer's next turn, the explorer must succeed at a Speed roll of 5+ to exit the room.

Section *How the Item Tokens Work*;
item token No. 7

Deal 2 dice of Sanity damage to another explorer **in the same room** and 1 die of Sanity damage to yourself. **This counts as an attack.**

Section *How the Item Tokens Work*;
end of item token No. 8

You may do this no more than once during your turn.

Section *How the Item Tokens Work*;
second sentence of item token No. 9

Make a Speed attack **against another explorer in the same room.**

Section *How the Item Tokens Work*;
end of item token No. 10

If you lose item 10, you also lose the Omen card and the face-down card under it and vice versa.

Haunt 76: Back to the Past**

Section *Right Now*;
second sentence of the second bullet

Set aside six small monster tokens of any color (representing Flipped Landings).

Section *You Must Do This on Each Hero's Turns*;
last paragraph

If you flip a landing, place a small monster token on the flipped room as a reminder of which room was the landing. You still treat it as the landing for that floor.

Haunt 80: *I, Mutant*

Section *How to Capture a Monkey*;
first sentence

When a Monkey enters a room with an Electronet, he or she must attempt a Might, Speed, or Knowledge roll of 5+ for each Electronet in that room, **except for those that already captured a Monkey.**

Haunt 86: *The Woods in the Cabin*

Section *You Must Do This on Your Turn*;
third bullet

Put a number of Squirrels (equal to the number of heroes) in the room with the Plant token connected to the Tree House.

new Section *Special Movement Rules*

Squirrels may move from a face-down tile to any adjacent room. They cannot enter a face-down tile or discover new rooms.
Treat the Tree House like it has doors on all four sides.

Section *Special Attack Rules*;
end of the third bullet

Every Squirrel can only be part of 1 attack. For example you can move the first 4 Squirrels into a room and combine their Might values to attack. Then you can move your other Squirrels into the same room to make an attack with their combined Might values but you don't count the first 4 Squirrels for this attack because they were already part of one other attack.

Haunt 91: *Burn Out the Darkness*

Section *You Win When...*

... the Fires are all extinguished on your turn and there are still at least a number of face-up **non-landing** rooms equal to the number of traitors, or all the heroes are Darkness!

** The changes of **Haunt 76: *Back to the Past*** weren't necessary, but I think this way the Haunt description is easier to read.

The small monster tokens did nothing, they only marked the landings, but the backside of the landings is already different to the backside of all the other room tiles.

Secrets of Survival (v0.1)

Haunt 52: Prism

Section *What You Know About the Bad Guys*;
end of the section

The traitor is obsessed with mathematical sequences and has used that obsession to inform the placement of traps and the exit room.

Haunt 55: She Is Not Amused

Section *How Petrification Works*;
after the first sentence of the third bullet

Hoplites ignore all negative room and card text.

Section *How Petrification Works*;
new bullet at the end

A Hoplite ignores all negative room and card text, and is treated as a monster under your control while you move and attack with it, but is otherwise not a monster.

Section *Special Attack Rules*;
end of the second bullet

You also gain these dice against the Medusa's gaze.

Haunt 67: Murderball

Section *How to Free the Spirit*;
end of the first bullet

The Blood Dagger can be dropped in the Nursery, but is treated as if it's stolen.

Haunt 69: No Noose Is Good News

Section *How to Play the Gallows Game*;
end of the second bullet

1 die of physical damage.

Haunt 71: The Other Side

Section *Special Attack Rules*;
end of the first bullet

If you take mental damage,

Section *Special Item and Omen Rules*

You may not discard, drop, trade, or steal item cards or omen cards.

Haunt 77: They're Always After Me

Section *You Win When...*

... you find the Pot of Gold or the Leprechaun dies.

Haunt 78: The Devil's Name

Section *What You Know About the Bad Guys*;
second half of the last paragraph

The tomes are represented by pentagonal item tokens. The fiend knows the danger of the tomes, so get to them as fast as you can.

Haunt 87: Sibling Rivalry

Section *How to Perform the Exorcism*;
after the first sentence of the first bullet

On your turn, you can pick up the Headmistress when you enter her room, move her token with your figure, then stop moving with her at any point during your movement.

Section *How to Perform the Exorcism*;
first sentence of the second bullet

Once the exorcism ritual has been performed, each Sibling needs to be cleansed by a hero when the Sibling is in a room containing a Sanity Roll token on that hero's turn.

Haunt 94: *Last Will and Tournament*

Section *Special Attack Rules*;
first three sentences of the section

As usual, the only explorer you may attack and steal from normally is the traitor. However, **instead of your normal attack**, once during your turn, you may attempt to steal a Bequest of another explorer in your room, either by persuading the explorer that the Bequest isn't worth dying over (using Sanity), or by relating an old story from Aunt Edwina that proves the Bequest means more to you than it does to the explorer (using Knowledge). If you **do this** while in a room with an item symbol, add 1 die to your attack.

Haunt 95: *Nanny, Interrupted*

Section *Special Movement Rules*;
after the first sentence of the first bullet

If you exit a room on the upper level or roof, put your explorer token outside next to the room on the same side of the house that is farthest away from the front door.

Section *Special Attack Rules*;
after the first sentence of the second bullet

You may use your normal Might attack or the Speed attack listed above, even though that one does not deal damage.

Section *You Win When...*

you are all not carried by the Nanny and you are all on the outside of the front door next to the Entrance Hall, which is locked.

Haunt 97: *Lambs to the Slaughter*

Section *You Must Do This on Your Turn*;
after the sixth sentence

If no Barricades remain **at that door** and a non-blank side was rolled, the Wolves come in and slay all the explorers, except for their lost pup...

Haunt 100: *Let's Play a Game*

Section *How to Reveal and Vanquish Challenges*;
new bullet at the end

Members of the team are not their teammates' opponents. If a teammate dies, discard that teammate's tokens.

Traitor's Tome (v0.1)

Haunt 53: Till Morning Light

Section *How to Let the Surgeurs Into the House*

During your turn, in **each** ground floor room with a door that's not connected to a room, you may roll 3 dice, with 1 fewer die for each hero in the room. If you roll 3+, put a Surger in the room. If you are in the Entrance Hall and have the Key, you place **that room's** token automatically.

Haunt 55: She Is Not Amused

Section *Special Attack Rules*;
end of the second bullet

You cannot attack a petrified hero or a statue that has not turned into a Hoplite.

Haunt 63: Shush

Section *When a Hero Collects a Spellbook*;
new bullet at the end

When the heroes have all of the uncursed spellbooks, tell them that a hero may pick up and open the Voicebox.

Section *Interacting With the Voicebox*;
both paragraphs

Until the heroes have collected the right number of **uncursed** Spellbooks, no one (including yourself) can pick up **and open** the Voicebox.

Once the heroes have collected the right number of **Spellbooks**, a hero in the room can pick up or destroy the **Voicebox**. If the **Voicebox is opened**, remove the Box card from the game and inform the heroes that their voices have returned.

Haunt 68: He Who Must Not be Read

Section *Special Attack Rules*;
new bullet after the first bullet

You may attack with Might or Sanity. Your Might attack deals physical damage and your Sanity attack deals mental damage.

Section *Special Attack Rules*;
first sentence of the third bullet

If a hero dies, the hero drops all cards, becomes a Wraith with traits equal to the explorer's starting values, and joins your side.

Section *Special Item Rules*;
new paragraph at the end

Destroying a SoulcruX ends a hero's turn.

Haunt 71: The Other Side

Section *How to Put a Ghost to Rest*;
second sentence of the second bullet

On your turn, you may take that item to an **omen** room in the house.

Haunt 73: Existence Precedes Essence

Section *Special Attack Rules*;
new bullet at the end

You cannot be killed until your friend the Head is killed. (Woe!) The Head can only be killed by being dealt 5 physical damage in one attack. Remove the Head from the game, then you can be killed normally.

Haunt 79: The Twins

Section *You Win When...*;
end of the section

A path may be any path of movement you could accomplish as the traitor without going through the same door or other exit twice.

Haunt 84: *Forgot to Remember*

Section *Special Attack Rules*;
end of the last bullet

If you are loyal and a hero kills you, the hero sees in your eyes that you are innocent and loses 2 Sanity. Since you were never possessed by Richard Smith, nobody wins.

Haunt 89: *One of the Master's Affairs*

Section *You Win When...*

the Turn/Damage track reaches 0 and you blast off to the stars with at least one hero in the house, or all the heroes are dead.

Haunt 94: *Last Will and Tournament*

Section *You Must Do This After Each Turn*;
header

You must do this after each explorer's turn.

Haunt 95: *Nanny, Interrupted*

Section *Special Movement Rules*;
after the first sentence of the third bullet

If you exit a room on the upper level or roof, put your explorer token outside next to the room on the same side of the house that is closest to the front door.