

Battery

*A pair of Everdeady
D-Cell batteries.
Perfect for powering a
ghost-scaring flashlight.*

Remove a ghost in
your room or a room
you could enter if it
didn't have ghosts in it.
Collect a sheet.

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*A pair of Poltergeister
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Clockwork Key

*The master probably won't
notice you messing with the
alarm clock.*

If you are in the Master Bedroom, you may turn the clock back half an hour.

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alarm clock.*

If you are in the Master Bedroom, you may turn the clock back half an hour.

Fall Back

Is it really that time again?

Turn the clock back one hour.

Surge Protector

These would help Frank quit a lot easier if they didn't break after just one use.

Place this card next to Frank. The next time he would move, discard this card instead.

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Dead Batteries

You were never sure how you were supposed to dispose of these.

Put this in your room. If Frank moves, he goes here instead of to a player. When he reaches it, discard this.

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Disco Ball

For a moment, disco rises from its grave and hungers for new victims.

Pick a room. All ghosts here are defeated, but you don't get any sheets for it.

Take three additional actions this turn.

Too Much Coffee
*Ofcoursel'mfinebecouldI
notbel'mfullofenergyandI
feelgreat!*

Take three additional actions this turn.

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*Ofcoursel'mfinebecouldI
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Look! A Quarter!

I think it was under the couch.

Move the witch to any explored room.

Look! A Quarter!

I think it was under the couch.

Move the witch to any explored room.

Sack of Marbles

*Careful with that!
Someone could trip and fall.*

Put this in a room. The next time the witch or Frank enters it, they stop and do nothing else. Discard this card.

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Put this in a room. The next time the witch or Frank enters it, they stop and do nothing else. Discard this card.

Close Call

Look out!

Immediately discard any Misfortune card after it is drawn on any turn. This does not cost an action.

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Feeling Chatty

So what did you learn at school today?

When the Witch enters your room, she only teleports ghosts, not you. This card does not cost an action.

Feeling Chatty

So what did you learn at school today?

When the Witch enters your room, she only teleports ghosts, not you. This card does not cost an action.

Lucky Find

Look what I found under the couch cushions!

You may draw cards until you reach your hand limit, or you can let everyone draw one, including yourself.

Lucky Find

Look what I found under the couch cushions!

You may draw cards until you reach your hand limit, or you can let everyone draw one, including yourself.

Hoard

Can you believe they just left this lying there?

You may draw cards until you reach your hand limit.

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