

Look! A Quarter!

I think it was under the couch.

Move the witch to any explored room.

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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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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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