

5

COVERING UNDER A RUG

EFFECT

All Characters at target Interior Location must be played as written.

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4

"WELL, THEY'RE TOO SMART FOR ME!"

EFFECT

Good and Neutral Characters at the same Location as target Evil Prime Character are Vitality -3 of the Evil Prime Character's Vitality.

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1

WOOD-BURNING HEATER

OBJECT

Fire • Metal

When first played, archive a Wood Object at the same Location. Characters at the same Interior Location are Vitality +2.

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2

UNEXPECTED KNOCK

EFFECT

Characters at target Musical Location are simultaneously Good, Neutral, and Evil.

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1

OLD SHEEP SKIN

OBJECT

Animal • Wool

Good and Neutral Characters at the same Location as equipped Evil Character are Vitality -1.

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5

STURDY DOORWAY

OBJECT

Architectural • Wood

This Object may only be played when a Location is being banished at anytime. Characters at the Location that is being banished, and this Object, may neither be archived nor banished, and should be put back into play when the Location is replaced even if it is played face-down. The Characters are not in play until the Location is face-up, then archive this Object.

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1/2

PUGILISTIC PIG POSTERS

OBJECT

Paper

Males Pigs at the same Location are Vitality +1/4.

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2

"CURSPS"

EFFECT

Target Evil Character is Vitality 0 until the end of your next turn. The Character may neither be archived nor banished.

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1

"HE'S GONE."

EFFECT

Good and Neutral Characters at the same Location as a face-down Evil Character are each Vitality 1.

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4

BIG BAD WOLF • SHEEP'S CLOTHING

CHARACTER

Wolf • Disguised • Male • Prime

Non-Human, Non-Animal Characters at the same Location are Vitality -2.

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1

DISTRESSED BASKET

OBJECT

Wood

Good and Neutral Characters at the same Location as equipped Evil Character are Vitality -1.

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4

BLOWING IN A HOUSE OF STICKS

EVENT

If a Wood Home Location has only one Time Counter and Big Bad Wolf is at an adjacent Location, remove the Time Counter and banish the Location and all cards in play at the Location. Under your control, replace the Location with the top Location from your Locations folio face-up and move Big Bad Wolf to the new Location for free.

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4

BLOCKED FROM ENTRY

EVENT

If target Character is left behind after a Location has been banished or archived, archive the Character.

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2

ATTEMPTED BREAK-IN

EVENT

When target Evil Character is about to move to an Interior Location, roll a standard six-sided die. If the result is six, the Character may make the move.

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2

FAKING VANISHING STEPS

EVENT

Face-down, play an Evil Character from your hand directly to an Exterior Location. The card is not yet considered to be in play. *(You still have to pay the Character's Cost.)*

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3

RETURNING IN DISGUISE

EVENT

Replace target Evil Character you have in play with a different version of the same Character. The replacement is played directly to the same Location for free.

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3

"YOU CAN'T FOOL US WITH THAT OLD SHEEP SKIN!"

EFFECT

Negate the game text of target Evil Character with a bullet (•) in their title.

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1

BABY BOTTLE

OBJECT

Glass • Rubber • Milk • Liquid

Good and Neutral Characters at the same Location as equipped Evil Character are Vitality -1.

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