

HALLOWEENTOWN LOCALES

② Back Alley 🎃 U
FUNCTION: Draw 2 Cards and Move 3 Cards

⑤ Castle Finkelstein 🎃 U
FUNCTION: Discard 1 Card from hand to Add ⑤

⑩* Finklestein Hall 🎃 C
STARTING HAND: 7 Cards
FUNCTION: Draw 3 Cards
FUNCTION: Add ②
FUNCTION: Move 2 Cards

⑤ Guillotine Area ✨ U
FUNCTION: Discard 1 Character from this Locale to Add ② and force each opponent to discard 1 Character of his choice from his own Halloweentown.

④ Jack's Bedroom 🎃 U
FUNCTION: Draw until you have a number of cards in your hand equal to your Starting Hand (as indicated on your Starting Locale).

⑩* Jack's House 🎃 C
STARTING HAND: 7 Cards
FUNCTION: Draw 2 Cards
FUNCTION: Add ②
FUNCTION: Move 4 Cards

⑩* Mayor-mobile 🎃 C
STARTING HAND: 6 Cards
FUNCTION: Draw 3 Cards
FUNCTION: Add ②
FUNCTION: Move 5 Cards

⑩* Oogie's Lair 🎃 C
STARTING HAND: 5 Cards
FUNCTION: Draw 2 Cards
FUNCTION: Add ⑤
FUNCTION: Move 1 Card

⑥ Pumpkin Patch 🎃 R
FUNCTION: Place 1 Character (who is at this Locale) face down beneath this Locale to Add ⑥

② Sally's Room 🎃 C
FUNCTION: Add ② and Move 3 Cards

⑥ Scary Bed 🎃 UR
FUNCTION: Place up to 2 cards from your hand face down beneath the Scary Bed, and then Add ② for each card you just placed.

② Scary Staircase ✨ U
FUNCTION: Discard up to 2 cards from your hand, and then draw 3 cards for every card you just discarded.

⑤ Sewing Hut ✨ U
FUNCTION: Add ① for every Active Locale in your Halloweentown (not including this Locale).

⑥ The Courtyard ✨ R
FUNCTION: Draw 2 Cards and Add ⑤

⑤ The Crypt 🎃 U
FUNCTION: Draw 4 Cards

⑤ The Dark Wood ✨ C
FUNCTION: Draw 3 Cards OR Add ⑤ OR Move 3 Cards

④ The Fountain 🎃 R
FUNCTION: Search 3 ➔ 1 Character and Add ⑤

② The Graveyard 🎃 U
FUNCTION: Search Discard Pile ➔ 1 Card

⑤ The Laboratory 🎃 U
FUNCTION: Search 5 ➔ 1 Creation and Add ⑤

② The Observatory ✨ C
FUNCTION: Draw 3 Cards and Move 1 Card

⑤ The Tree House 🎃 U
FUNCTION: Draw 3 Cards and Add ①

① The Well 🎃 C
FUNCTION: Move 6 Cards

⑤ Town Hall 🎃 U
FUNCTION: Draw 1 Card and Add ⑤

④ Town Square 🎃 C
FUNCTION: Add ④

⑤ Tree Circle 🎃 U
FUNCTION: Draw 2 Cards and Add ②

① Witches' Nook 🎃 C
FUNCTION: Search 6 ➔ Surprises

② Zero's Doghouse ✨ P
FUNCTION: Draw 2 Cards, Add ① and Move 1 Card. If Zero is here, Zero's Doghouse is considered Active.

CHRISTMAS TOWN LOCALES

② Candy Shop ✨ U
BONUS: Whenever the opponent to your left plays a Creation, Draw 1 Card.

⑤ Carousel ✨ C
BONUS: After you perform a Function, you may discard up to 2 cards from your hand, and then draw an equal number of new cards.

② Christmas Cafe ✨ P
BONUS: While the Cafe is Active, whenever you play an Elf here, every player may Draw 1 Card.

② Cookie Factory ✨ U
BONUS: During your turn, you may discard a Creation from your hand to Draw 1 Card.

⑤ Doll Factory ✨ U
BONUS: Whenever you play a Creation, Draw 1 Card.

④ Elven Bedchamber ✨ R
BONUS: Whenever an Elf is discarded from your Christmas Town, Draw 1 Card.

④ Loading Zone ✨ C
BONUS: Whenever you perform a Function, you may Search 4 ➔ 1 Creation.

① Santa's House ✨ U
BONUS: While Santa is here, Santa's Workshop and each of your Christmas Town Factories require 1 less Christmas Character to become Active.

⑤ Santa's Workshop ✨ UR
BONUS: At the start of the End Phase, if you have no cards left in your hand, Draw 4 Cards.

② Skating Pond ✨ C
BONUS: Whenever you perform a Function, you may discard 1 card from your hand to Move 2 different Characters once each.

④ Snow Fort ✨ C
BONUS: While the Snow Fort is Active, whenever you play an Elf here, each opponent must discard 1 Elf of his choice from his own Christmas Town.

① The Bakery ✨ C
BONUS: Whenever you perform a Search, add 1 to the number of cards being searched.

⑤ The Hangar ✨ C
BONUS: Whenever you play a Character to an empty Locale, Draw 1 Card.

④ Town Center ✨ U
BONUS: Whenever you perform a Function, Draw 1 Card.

⑤ Toy Factory ✨ R
BONUS: All of your Creations are -1 Cost. (Minimum Cost per Creation = 1)

HALLOWEENTOWN CHARACTERS

① Accordion Player, "Jimmy" 🎃 C
When the Accordion Player is played, if another Character at his Locale has the word "Player" in his name, Draw 1 Card.

① Alto Ghost, "Sophia" ✨ C
When the Alto Ghost is played, if another Character at her Locale has the word "Ghost" in his or her name, Search Discard Pile ➔ 1 Surprise

① Baritone Ghost, "Pietro" ✨ R
If the Baritone Ghost is played to The Well, you may immediately discard 1 card from your hand to Search Discard Pile ➔ 1 Card

① Barrel, Dopey Trick-or-Treater 🎃 P
HEX: Once during your turn, after Barrel moves to a Locale, Draw 1 Card.

① Barrel, Guinea Pig ✨ U
May travel between Holiday Towns. During your turn, if Barrel is at the Tree House, you may return him to your hand to Search 2 ➔ 1 Character

① Barrel, Little Skeleton 🎃 C
During your turn, if Barrel is at the same Locale as Lock and Shock, you may discard a copy of Barrel from your hand to Draw 1 Card.

① Bass Ghost, "Alberto" ✨ U
When the Bass Ghost is played, you may Search 5 ➔ "Ghosts"

❶ Bass Player, "Jim" 🍷 C

When the Bass Player is played, if another Character at his Locale has the word "Player" in his name, Draw 1 Card.

❷ Behemoth, Axe Victim 🍷 C

During your turn, you may discard Behemoth from play to force all opponents to discard 1 card of their choice from their hands.

❸ Big Witch, "Helgamine" 🍷 U

You may spend 1 Movement to Move the Big Witch to any other Locale in your Halloweentown.

❹ Black Cat, Uncertain Omen 🍷 R

If played to the same Locale as Sally, Draw 2 Cards. If played to any other Locale, discard 2 cards from your hand.

❺ Clown, With the Tear-away Face 🍷 U

During your turn, you may discard the Clown from play, and then discard an opponent's Character with a Scare Number of 1 from play.

❻ Corpse Dad, "Ned" 🍷 U

When Corpse Dad is played, Add ❶ for every other Character at his Locale with the word "Corpse" in his or her name.

❼ Corpse Kid, "Ethan" 🍷 C

HEX: Once during your turn, after you play a Surprise, you may discard 1 card from your hand to Add ❶

❽ Corpse Mom, "Bertha" 🍷 U

When Corpse Mom is played, Add ❶ for every other Character at her Locale with the word "Corpse" in his or her name.

❾ Cyclops, One-eyed Wonder 🍷 C

When the Cyclops is played, you may discard 1 card from your hand to Draw 1 Card.

❿ Dead Rooster, Vampire Vexer 🍷 R

During your turn, you may discard Dead Rooster from play to move any player's Vampire to any other Locale in the same Halloweentown.

❶ Decomposing Guy, Puddinghead 🍷 C

During your turn, you may discard Decomposing Guy from play to Search 3 ➔ 1 Card.

❷ Demented Shadow, Crazy Spirit 🍷 U

If the Demented Shadow is played to the Graveyard, you may immediately Draw 1 Card and Move 1 Card.

❸ Devil, Sadistic Fiend 🍷 R

Every time an opponent's Character is discarded from play, Draw 1 Card.

❹ Dr. Finklestein, Brainy Inventor 🍷 UR

HEX: Once during your turn, if Finklestein is at Finklestein Hall, you may discard 1 of your Creations in play to draw a number of cards equal to its Scare Number.

❺ Dr. Finklestein, Desperate Lover 🍷 R

HEX: Once during your turn, if Finklestein is not at the same Locale as your Sally, you may move him to her Locale (for free) and then Draw 1 Card.

❶ Dr. Finklestein, Mad Scientist 🍷 C

While Finklestein is at the Laboratory, draw 1 card each time you play a Creation.

-❶ Easter Bunny, Scared Rabbit 🍷 UR

This card may be played for a Cost of 2 to an opponent's non-Starting Locale, or for free to one of your Locales. Cannot Move.

❷ Hanging Tree, Murderous Host 🍷 R

When playing this card, you may discard Characters from your hand to reduce the Hanging Tree's Cost by 1 for each Character discarded.

❸ Harlequinn Demon, Thingamabob 🍷 U

-1 Cost at the Back Alley.

❹ Igor, Faithful Lackey 🍷 C

During your turn, you may discard Igor from play and then Move 2 Cards.

❺ Jack Skellington, Demon of Light 🍷 UR

When Jack, Demon of Light, is played, the player(s) with the most Characters in play draw until they have 7 cards in their hands.

❷ Jack Skellington, Explorer of Unknown Realms 🍷 C

May travel between Holiday Towns. HEX: Once during your turn, after Jack moves to a Christmas Town Locale, Add ❶

❸ Jack Skellington, Master of Fright 🍷 R

When Jack, Master of Fright, is played, you must discard another Character at his Locale (or discard this card).

❹ Jack Skellington, Motivational Spooker 🍷 UR

During your turn, you may discard a card from your hand to move another Halloween Character at Jack's Locale to an adjacent Locale.

❺ Jack Skellington, Santa Jack 🍷 P

Whenever you Stack a Surprise on a Creation, Draw 2 Cards.

❻ Jack Skellington, The Pumpkin King 🍷 C

-1 Cost at Jack's House.

❶ Jewel, Precious Creature 🍷 R

If Finklestein is about to be discarded while at the same Locale as Jewel, you may discard Jewel instead.

❷ Little Witch, "Zeldaborn" 🍷 U

During your turn, you may Move the Little Witch to the same Locale as the Big Witch in your Halloweentown (for free).

❸ Lock, Impish Trick-or-Treater 🍷 P

HEX: Once during your turn, after Lock moves to a Locale, you may discard 2 cards from your hand to force 1 player to discard a random card from his hand.

❹ Lock, Little Devil 🍷 C

During your turn, if Lock is at the Tree House, you may discard a copy of Lock from your hand to Search 3 ➔ Shock, Barrel

❶ Lock, Savage Captor 🍷 U

May travel between Holiday towns. During your turn, if Lock is at the Tree House, you may discard another Character there to Draw 1 Card.

❷ Monster under the Bed, Toe Nibbler 🍷 U

Cannot Move. Whenever a Function at his Locale is performed, you may discard 1 card from your hand to Add ❶

❸ Monster under the Stairs, Ankle Grabber 🍷 U

Whenever a Function at his Locale is performed, you may discard 1 card from your hand to Draw 1 Card.

❹ Mr. Hyde, Covert Fellow 🍷 C

During your turn, you may send Mr. Hyde into your hand and then peek at an opponent's hand.

❶ Mr. Hyde II, Helpful Fellow 🍷 U

During your turn, you may send Mr. Hyde II into your hand and then discard 1 card from your hand to Draw 1 Card.

❷ Mr. Hyde III, Tiny Fellow 🍷 R

During an opponent's turn, you may send Mr. Hyde III into your hand to ignore a card that discard card(s) from your hand.

❸ Mummy Boy, Ragamuffin 🍷 C

When the Mummy Boy is played, if the Corpse Kid is at his Locale, you may Move 2 Cards.

❹ Oogie Boogie, Eight Ball 🍷 UR

When Oogie, Eight Ball, is played, the player(s) with the least number of Active Locales must discard half of the cards in their hands (round up).

❺ Oogie Boogie, Gambler Boogie Man 🍷 R

When Oogie, Gambler Boogie Man, is played, you must discard your entire hand and then draw an equal number of new cards.

❶ Oogie Boogie, Meanest Guy Around 🍷 C

-1 Cost at Oogie's Lair. Must spend 2 Movement to Move Oogie out of his Lair.

❷ Oogie Boogie, Voracious Villain 🍷 R

HEX: Once during your turn, you may discard another Character at his Locale to Add a number of Pumpkin Points equal to that Character's Scare Number (max of 2).

❸ Reaper, Grim Harvester 🍷 R

When the Reaper is played, every player must discard 1 Character from his own hand or from his own Halloweentown.

❹ Sally, Restless Spirit 🍷 UR

HEX: Once during your turn, you may move Sally to an adjacent Locale.

❷ Sally, Shy Creature 🍷 C

During your turn, if Sally is at the same Locale as Jack, you may discard her from play to draw 3 cards.

❸ Sally, Skilled Alchemist 🍷 UR

HEX: Once during your turn, if Sally is at her Room, you may discard 1 card from your hand to Draw 1 Card.

① Sally's Arm, Missing Appendage ✨ U
-1 Cost at Sally's Room. Sally's Arm satisfies any card text that requires Sally to be in play at a particular Locale.

① Sally's Leg, Severed Appendage ✨ U
-1 Cost at Sally's Room. Sally's Leg satisfies any card text that requires Sally to be in play at a particular Locale.

② Sandy Claws, Victim of Circumstance ✨ U
Must be played to the Tree Circle or Tree House. Can only move if Lock, Shock, and Barrel are in play. Cannot be discarded from play.

① Sax Player, "James" ✨ C
When the Sax Player is played, if another Character at his Locale has the word "Player" in his name, Draw 1 Card.

① Shock, Bossy Trick-or-Treater 🎃 P
HEX: Once during your turn, after Shock moves to a Locale, you may discard 1 card from your hand to Add ①

① Shock, Little Hag ✨ C
Whenever Shock leaves the same Locale as Lock and/or Barrel, you may move them to her new Locale for free.

① Shock, Mad Schemer ✨ U
May travel between Holiday Towns. During your turn, you may discard 1 card from your hand to Search 3 ➔ Mission of Menace

② Siamese Shadow, Sibling Spirits ✨ C
-1 Cost at the Graveyard.

① Soprano Ghost, "Maria" ✨ C
When the Soprano Ghost is played, if another Character at her Locale has the word "Ghost" in his or her name, Search Discard Pile ➔ 1 Character

① Tenor Ghost, "Luciano" ✨ C
When the Tenor Ghost is played, if another Character at his Locale has the word "Ghost" in his or her name, Search Discard Pile ➔ 1 Creation

① The Bass, Conductor of the Band ✨ R
When you play The Bass, you may Search 6 ➔ The "Players" The Bass is not a "Player."

② The Mayor, Elected Official ✨ C
While the Mayor is in Town Square, you may spend 1 Movement to move any number of your adjacent Characters there.

② The Mayor, Excitable Politician ✨ C
During your turn, if the Mayor is at the Mayor-mobile, you may return him to your hand to Draw 2 Cards.

② The Mayor, Lugubrious Leader ✨ R
Whenever a Character in your Halloweentown (other than the Mayor himself) is discarded, Draw 1 Card.

① The Rat, Prodigal Vermin ✨ R
During an opponent's turn, you may discard The Rat from play to ignore a card that affects another Character at his Locale.

② Undersea Gal, Lady of the Lagoon ✨ U
During your turn, you may discard the Undersea Gal from play and then Search Discard Pile ➔ 1 Card

② Vampire Baron, Garlic Hater ✨ U
* Cost = 3
* Scare Number = Number of Vampires in your Halloweentown

② Vampire Count, Mirror Breaker ✨ U
* Cost = 3
* Scare Number = Number of Vampires in your Halloweentown

② Vampire Lord, Night Stalker ✨ U
* Cost = 3
* Scare Number = Number of Vampires in your Halloweentown

② Vampire Prince, Blood Sucker ✨ R
* Cost = 3
* Scare Number = Number of Vampires in your Halloweentown

① Winged Demon, Bat Boy ✨ R
During your turn, you may discard 1 card from hand to move the Winged Demon to any other Locale in your Halloweentown.

② Wolf Shadow, Lupine Spirit ✨ R
During your turn, you may discard the Wolf Shadow from your Graveyard to discard an opponent's Character who is alone at a Halloweentown Locale.

② Wolfman, Lycanthropic Beast ✨ U
When the Wolfman is played, you may discard another Character at his Locale to Draw 2 Cards.

② Zero, Pale Retriever ✨ R
While Jack and Zero are at the Dark Wood, whenever you fail a Main Deck Search using a Surprise, you may keep any one of the searched cards.

② Zero, Red-nosed Ghost Dog ✨ U
Whenever Jack leaves the same Locale as Zero, you may move Zero to Jack's new Locale for free.

CHRISTMAS TOWN CHARACTERS

② Barry the Elf, Bustling Baker ✨ R
If Barry is played to the Cookie Factory, you may immediately discard 1 card from your hand to Draw 2 Cards.

② Chucky the Elf, Chunky Choirboy ✨ C
If Chucky is played to the Candy Shop, Draw 1 Card.

② Eddy the Elf, Eager Electrician ✨ C
When Eddy is played, every player may immediately Draw 1 Card.

② Iggy the Elf, Infrequent Insomniac ✨ U
When Iggy is played, if Jack is at his Locale, Add ①

② Languid Larry, Lazy Penguin ✨ R
When Larry is played, Draw 2 Cards if Nelly is at his Locale. Cannot Move.

② Mrs. Claus, Pie-Baking Wonder ✨ U
HEX: Once during your turn, you may discard 1 Elf from Mrs. Claus' Locale, and then, if the Elf was discarded from the Bakery, Draw 1 Card.

② Nelly the Elf, Nurturing Nanny ✨ U
When Nelly is played, you may immediately discard your entire hand, and then Draw 1 Card for every additional Elf at her Locale.

② Pauly the Elf, Persistent Polisher ✨ C
If Pauly is played to the Hangar, you may immediately Move 2 Cards.

② Santa Claus, Master of Christmas ✨ C
HEX: Once during your turn, you may Search 6 ➔ Elves. Cannot be played if your Sandy Claws is in play (and vice versa).

② Suzy the Elf, Stocking Stuffer ✨ C
When Suzy is played, Draw 2 Cards if your hand is empty.

② Timmy the Elf, Tenacious Toymaker ✨ R
If Timmy is played to the Toy Factory, you may immediately Search 6 ➔ 1 Creation.

② Weary Willy, Indentured Penguin ✨ C
When Willy is played, you may immediately Move 3 of your Christmas Characters.

CREATIONS

① Beaker of Joy ✨ R
If your Jack is at his House when this Creation is played, you may discard 1 card from your hand to Add ②. This creation does not count when determining if you have "the most Creations." "Making Christmas" cannot lower the Cost of this Creation.

② Christmas Casket ✨ UR
When playing this Creation, if Jack is in your Town Square, you may draw until you have 7 cards in your hand.

② Christmas Supplies ✨ C
-1 Cost for every Character at your Well with the word "Ghost" in his or her name.

② Christmas Tree Bats ✨ U
-2 Cost if Corpse Mom and the Bass Player are at the same Locale in your Halloweentown.

② Claw Catapult ✨ R
If Lock, Shock, and Barren are in your Halloweentown when this Creation is played, move a Character in an opponent's Halloweentown up to three Locales away.

-② Cute Puppy ✨ C
Play this Creation to an opponent's Halloweentown. Cost = 3 (-1 for each Active Locale in your Christmas Town with a Joy Threshold of 2 or higher).

② Dead Head ✨ U
When this Creation is played, if the Undersea Gal is in your Halloweentown, Search Discard Pile ➔ 1 Card

④ Delightful Hat 🎩 U

When playing this Creation, if the Harlequinn Demon is in your Halloweentown, you may discard 1 card from your hand to reduce the Cost of this Creation by 2.

① Dissected Teddy 🧸 U

If your Jack is at his House when this Creation is played, Search Discard Pile → 1 Card. This Creation does not count when determining if you have "the most Creations." "Making Christmas" cannot lower the Cost of this Creation.

① Droopy Cane 🪄 U

If your Jack is at his House when this Creation is played, Draw 1 Card. This Creation does not count when determining if you have "the most Creations." "Making Christmas" cannot lower the Cost of this Creation.

⑤ Eager Anaconda 🐍 R

When playing this Creation, you may discard Corpse Dad (or 2 other Characters) from your Halloweentown to reduce the Cost of this Creation by 3.

④ Extendable Arm 🦾 UR

If your Clown is at Town Hall, you may play this Creation to your opponent's Halloweentown, and then steal one Creation from that opponent's Halloweentown and place it in your own.

⑤ Fender Bender 🚗 U

If Corpse Kid is in your Halloweentown when you play this Creation, send an opponent's Creation with a Scare Number of 3 or less back into its owner's hand.

① Formaldetoys 🧪 U

If your Jack is at his House when this Creation is played, you may discard 1 card from your hand to Draw 2 Cards. This Creation does not count when determining if you have "the most Creations." "Making Christmas" cannot lower the Cost of this Creation.

⑤ Halloweentown Bell 🔔 C

-2 Cost if the Mayor is at your Mayor-mobile.
-1 Cost if the Mummy Boy is at the same Locale as your Mayor. These effects are cumulative.

④ Here Comes Sandy Claws 🧸 R

When this Creation is played, if The Bass and all 3 "Players" are in your Town Square, you may immediately play another Creation from your hand (for free).

④ Holly Jolly Roger 🏴‍☠️ C

When this Creation is played, if your Devil is in play, you may discard a Character with a Scare Number of 1 from an opponent's Halloweentown.

② House of Cards 🏠 P

Add +2 to the Scare Number of the House of Cards for each card face down beneath it placed there through the use of "I Think I've Got It".

④ Jack in the Box 🎭 U

When this Creation is played, if the Clown is in your Halloweentown, you may Search 6 → 1 Surprise

④ Jingle Bells 🎵 C

This Creation is -1 Cost for each Character in your Halloweentown with the word "Player" in his name.

⑤ Jumbo Treat Bag 🍬 C

-3 Cost if Lock, Shock, and Barrel are at the same Locale in your Halloweentown.

⑤ Loco-motive 🚂 C

If your Mummy Boy is in play when this Creation is played, you may immediately move 1 Character in any player's Halloweentown to an adjacent Locale.

⑤ Marie Antoinette Doll 🎭 C

When this Creation is played, if the Mummy Boy is in your Halloweentown, force one player to discard a random card from his hand.

⑤ Nutcracker 🎭 C

If Behemoth is in your Halloweentown when you play the Nutcracker, you may immediately discard any number of cards from your hand (all at once) and then draw new cards to replace those discarded.

⑤ Old Sparkly 🦋 P

-4 Cost if there are 6 Active Locales in your Halloweentown (including your Starting Locale, which is always Active).

④ Oogie's Dice 🎲 U

When playing this Creation, if Oogie is in his Lair in your Halloweentown, you may immediately move him (for free) to any other Locale in your Halloweentown.

⑤ Road Kill 🚗 C

If the Decomposing Guy is in your Halloweentown when you play Road Kill, Draw 2 Cards.

① Ruptured Berry 🍓 U

If your Jack is at his House when this Creation is played, you may Move 2 Cards. This Creation does not count when determining if you have "the most Creations." "Making Christmas" cannot lower the Cost of this Creation.

⑤ Sandy Claws Outfit 🧸 C

-3 Cost if Jack and Sally are at the same Locale in your Halloweentown.

④ Scary Teddy 🧸 U

This Creation is -1 Cost for each of the following Characters in your Halloweentown: Corpse Dad, Devil, and Wolfman

④ Scorpion Surprise 🦂 U

This Creation is -1 Cost for each Character in your Halloweentown with the word "Hyde" in his name.

⑥ Skeletal Reindeer 🦌 U

-2 Cost if Dr. Finkelstein is in your Laboratory.
-1 Cost if Igor is in your Laboratory. These effects are cumulative.

⑥ Snake & Spider Stew 🍲 P

-5 Cost if Oogie and Sandy are in Oogie's Lair in your Halloweentown.

① Spider Flake 🕸 U

If your Jack is at his House when this Creation is played, Add ①. This Creation does not count when determining if you have "the most Creations." "Making Christmas" cannot lower the Cost of this Creation.

⑤ Takeoff Ramp 🛫 C

If the Mayor is in your Town Square, this Creation is -1 Cost for every other Character at his Locale (not including the Mayor himself). Minimum Cost to play Takeoff Ramp = 1.

④ Undead Duck 🦆 R

When this Creation is played, Draw 1 Card for every Vampire in your Halloweentown.

⑤ Wreath of Wrath 🌹 R

When this Creation is played, every player must discard 1 Character from his Halloweentown.

SURPRISES

④ A Good Scare 🧸 U

Search 3 → Corpse Kid, Winged Demon OR If the Corpse Kid and Winged Demon are both at your Guillotine Area, cut your opponent's deck, and then remove the top card from the game.

① Ain't Goin' Nowhere 🧸 R

If your Oogie is in play, Stack this Surprise on another Character at his Locale. While this Surprise is Stacked on that Character, that Character cannot be discarded from play, and cannot move.

④ Alas! Poor Jack! 🧸 U

Search Discard Pile → Jack OR Stack this card on your Jack. He cannot be returned to your hand by an opponent.

① Armed Assault 🧸 U

Search 6 → Sally's Arm OR Discard your Sally's Arm from play, and then send an opponent's Character with a Scare Number of 2 back to its owner's hand.

④ Bone Daddy 🧸 U

Search 3 → Jack, "The Players" OR Play Jack from your hand to a Locale in your Halloweentown; Jack's Cost is -1 for every Character at that Locale with the word "Player" in his name.

④ Bun-ny! 🐰 R

Search → 4 Behemoth, Easter Bunny OR If Behemoth and the Easter Bunny are at the same Locale in your Halloweentown, discard that Easter Bunny and Draw 4 Cards.

② Captive Audience 🧸 R

Search 6 → 1 Character OR If Jack is at your Town Hall, Draw 1 Card for every additional Character there (maximum of 6 cards).

① Choo Choo Train ✱ C

Move any number of your Christmas Characters from any one Christmas Town Locale to any one other of your Christmas Town Locales.

① Christmas Equation ✱ R

Search 6 ➔ Jack OR If your Jack is at his House, Stack this card on him, and then perform the card text on three of your Creations in play that have a Scare Number of 1, as if those Creations were just being played.

① Christmas Town Gates ✱ C

Place this Surprise on the table as part of your Christmas Town. All Characters in your Christmas Town may ignore any Surprises played by your opponents. Devil cannot draw a card when one of your Christmas Characters is discarded.

① Conversations Worth Having ✱ R

Search 5 ➔ Finklestein, Jewel OR Stack this Surprise on your Finklestein, and then, if Jewel is at his Locale, Search Discard Pile ➔ 1 Card

① Corpse Family Bonding ✱ C

Search 4 ➔ The "Corpse" Family OR If your Corpse Dad, Corpse Mom, and Corpse Kid are at 3 different Locales, move them all to any one Locale in your Halloweentown, and Add ③

① Dark Alley ④ R

Search 5 ➔ Wolfman, Decomposing Guy, Harlequinn Demon OR If Wolfman, Decomposing Guy, and Harlequinn Demon are in play, flip an opponent's Locale face down (out of play) until the End Phase.

① Deadly Nightshade ④ U

Search 3 ➔ Sally OR If your Sally is in play, return an opponent's Dr. Finkelstein to its owner's hand.

① Depraved Offering ✱ U

If your Oogie is at his Lair and your Lock, Shock, and Barrel are at the Tree House, discard any number of Christmas Characters who are at your Tree House from play. Add ① for each such Character discarded.

① Domain of Shadows ✱ R

Search 6 ➔ "Shadows" OR If 3 Characters with the word "Shadow" in their name are at your Graveyard, Add ③

① Double Dead ④ C

Name a Card Title. All players must reveal all copies of that Card Title in their discard piles, and then remove the revealed cards from the game.

① Easter Door ✱ C

Search 6 ➔ Easter Bunny OR Discard any player's Easter Bunny from play, and then Draw 2 Cards.

① Electric Lights ✱ C

Search 6 ➔ Jack OR Move your Jack from one Christmas Town Locale to another of your Christmas Town Locales.

① Eureka! ④ R

If Jack is at his House in your Halloweentown, you may remove any number of Pumpkin Points from your Pumpkin Points card (all at once) to draw a number of cards equal to the number of Pumpkin Points removed.

② Everybody make a scene ④ P

Draw 1 Card for every Active Locale in your Halloweentown with a Scare Threshold of 2 or higher (1 or higher if the Mayor is in your Halloweentown).

① Everybody Scream! ④ R

During your turn, play this card *instead* of performing a Function. Total up the Scare Numbers of all your Characters and divide by 4 (round down). You may divide by 3 if your Hanging Tree is in play. Add that many Pumpkin Points to your Pumpkin Points card.

① Evil Eye ✱ C

If Cyclops is in your Halloweentown, flip an opponent's Character with a Scare Number of 2 or less face down (out of play) until the End Phase. The opponent cannot play that Character again for the rest of this Round.

① Eyes Glowing Red ✱ U

Search 6 ➔ Monster under the Bed OR If the Monster under the Bed is at your Scary Bed, discard any number of cards from beneath your Scary Bed. Add ① for each such card discarded.

① Falling to Pieces ✱ R

Search 3 ➔ Sally, Sally's Arm, Sally's Leg OR If Sally, Sally's Arm, and Sally's Leg are at three different Locales in your Halloweentown, Draw 2 Cards and Move 2 Cards.

① Fear the Reaper ④ R

Search 6 ➔ The Reaper OR Discard your Reaper from play, and then discard an opponent's Character from play.

① Fetch ④ C

Search 6 ➔ Zero OR If Jack and Zero are at the same Locale in your Halloweentown, Search 6 ➔ 1 Card

① Fingers Like Snakes ✱ U

Search 6 ➔ Monster under the Stairs OR If the Monster under the Stairs is at your Scary Staircase, draw until you have 4 cards in your hand.

① Fire! ④ C

Discard an opponent's Creation from play.

① Frog's Breath ✱ C

Search 3 ➔ Sally OR If your Sally is in her Room, discard Deadly Nightshade from your hand, and then Draw 3 Cards.

① Gate Keeper ④ R

Discard an opponent's Surprise which has been placed on the table (but not Stacked). OR Switch the positions of two empty Locales in any player's Halloweentown.

① Give it all up ✱ UR

Stack this Surprise on your Jack, and then discard all other Surprises that are Stacked on Characters in all Halloweentowns. Draw 1 card for every Surprise discarded in this way.

① Give Up the Ghost ✱ R

Move 1 or 2 of your Characters to your Pumpkin Patch. OR Draw 1 Character of your choice from beneath your Pumpkin Patch.

① Grand Marshall ✱ C

Search 4 ➔ The "Hyde" Family OR Move a Character in your Halloweentown to the same Locale as one of your Characters with the word "Hyde" in his name.

① Halloween Plans ④ C

Search 6 ➔ The Mayor OR If the Mayor is at your Mayor-mobile or at the same Locale as Jack in your Halloweentown, Draw 2 Cards

② Halloweentown Gates ④ U

Place this card on the table as part of your Halloweentown. Whenever an opponent plays a Surprise that affects one of your Characters in play, you may immediately return this card to your hand to ignore that Surprise.

① He can fit down here! ✱ U

Move Lock, Shock and/or Barrel from your Oogie's Lair to your Tree House. OR If Lock, Shock, and Barrel are in your Halloweentown, move your Sandy to your Oogie's Lair.

① Headhunter ✱ U

Search 6 ➔ Undersea Gal OR If your Undersea Gal is in play, Search Discard Pile ➔ 1 Surprise

③ Hello, Oogie ④ R

If your Jack is in play, return an opponent's Character to its owner's hand. OR Discard an opponent's Jack and Oogie if they are both in the same Halloweentown.

① Hiding Under Your Bed ④ R

Discard all cards that are currently beneath your Scary Bed. OR If the Monster Under the Bed is at your Scary Bed, draw up to 2 cards of your choice from beneath your Scary Bed.

① Hitch a Ride ④ C

Move any number of Characters from your Mayor-mobile to any one other Locale in your Halloweentown. OR Move any number of Characters from any one of your Locales to your Mayor-mobile.

① How dare you! ✱ R

During your opponent's turn, after that opponent discards a Surprise into his Surprise Discard Pile, place this card on the table as part of your Halloweentown, and then grab the opponent's Surprise and stack it on this card. That Surprise is now +1 Cost for all players.

① Hyde and Seek ④ C

Search 4 ➔ The "Hyde" Family OR During an opponent's turn, play this card to ignore a card that discards card(s) from your hand, and, if you also reveal a "Hyde" Character in your hand, Draw 2 Cards.

🕒 I am not the one 🎃 R

Search 3 ➔ 1 Surprise OR If Sally is in an opponent's Halloweentown, move her to an adjacent Locale of your choice.

🕒 I am the Pumpkin King! 🎃 UR

If your Jack is in play, seize the Pumpkin King card and choose one of the card's three activities. Every player in order may perform the chosen activity just as in the Start Phase. When finished, return the Pumpkin King card to its previous holder.

🕒 I Can't Believe My Eyes 🎃 R

Every player must peek at the hand of the player to his left, and then force that player to discard 1 card of the peeking player's choice. Players with Jack in their Christmas Town may then Draw 1 Card.

🕒 I can't make decisions! 🎃 U

Search 6 ➔ Mayor OR If your Mayor is at the Mayor-mobile, peek at an opponent's hand and reveal one card of your choice to all players. No player can play that Card Title for the remainder of this Round.

🕒 I never realized 🎃 C

Search 3 ➔ Jack, Sally OR If Jack and Sally are at the same Locale in your Halloweentown, Draw 2 Cards

🕒 I think I've got it 🎃 P

Search 6 ➔ House of Cards OR Flip the top card of your Main Deck face up. If it is a Surprise, discard it and all cards placed beneath your House of Cards. Otherwise, place the card face down beneath your House of Cards.

🕒 I told you! 🎃 U

Search 5 ➔ Lock, Shock, Barrel OR If Lock, Shock, and Barrel are at the same Locale in your Halloweentown, Stack this Surprise on Shock and Add 2

🕒 I wanna do it! 🎃 U

Search 5 ➔ Lock, Shock, Barrel OR If Lock, Shock, and Barrel are at the same Locale in your Halloweentown, Stack this Surprise on Lock and force one opponent to discard a random card from his hand.

🕒 I want it for my own 🎃 C

If Jack is at an Active Locale in your Christmas Town with a Joy Threshold of 3 or higher, discard an opponent's Creation from play.

🕒 I'm not the dumb one 🎃 U

Search 5 ➔ Lock, Shock, Barrel OR If Lock, Shock, and Barrel are at the same Locale in your Halloweentown, Stack this Surprise on Barrel and Draw 1 Card.

🕒 I'm Santa Claus! 🎃 UR

Search 6 ➔ Sandy Claws OR Stack this card on your Sandy, and then, if Sandy is in Oogie's Lair in your Halloweentown, discard an opponent's Creation from play.

🕒 I'm the Boogie Man! 🎃 C

Each player targets a Character with a Scare number of 1 belonging to the player on his left and sends the Character back into its owner's hand. If Oogie is in any players' Halloweentown, those players also Draw 1 Card.

🕒 It's a phase, my dear 🎃 R

Search 3 ➔ Finklestein, Sally OR If Finklestein and Sally are at the same Locale in your Halloweentown, Add 1

🕒 It's Alive! 🎃 R

If Finklestein is at your Laboratory, Stack this Surprise on one of your Creations in play, and then place that Creation in your Laboratory. That Creation is now considered both a Character *and* a Creation.

🕒 It's time to party! 🎃 R

Search 6 ➔ Devil OR If your Devil is in play, Draw 1 Card for every Creation in your Halloweentown.

🕒 It's Time You Begun 🎃 R

Choose an inactive Locale in your Halloweentown. Discard a number of cards from your hand equal to the number of Scare Points still needed to activate that Locale, and then perform a Function on that Locale. You may still perform only one Function during your turn.

🕒 Juxtaposition 🎃 U

Add 1 for every Halloween Character (not including Jack, Lock, Shock, and Barrel) at an Active Locale in your Christmas Town (maximum of 4 Pumpkin Points).

🕒 Kidnap Mr. Sandy Claws 🎃 R

Every player draws 1 card, plus an additional card for each of the following Characters in their Halloweentown: Lock, Shock, Barrel, Sandy Claws

🕒 Let's Play! 🎃 U

Search 6 ➔ Sound of Rollin' Dice OR If Oogie is in your Halloweentown, play this card after playing "Sound of Rollin' Dice" to discard a second card from the top of the opponent's deck. Add its Scare Number to the first card's Scare Number.

🕒 Little Henchmen 🎃 C

Search 6 ➔ Oogie, Lock, Shock, Barrel OR Search 6 ➔ Depraved Offering

🕒 Look what you've done 🎃 UR

Search 3 ➔ Jack OR Stack this card on your Jack or Sandy, and then, if an opponent's Oogie is in play, send that Oogie to its owner's hand.

🕒 Lovely! 🎃 U

Search 4 ➔ Sally's Leg OR If your Sally's Leg is in play, place this Surprise on the table in front of an opponent. That opponent's Surprises are +1 Cost. Discard this Surprise during the End Phase.

🕒 Mad Genius 🎃 U

Force an opponent to discard 1 random card from his hand. OR If Finklestein is at the Laboratory in your Halloweentown, peek at an opponent's hand and discard 1 card of your choice.

🕒 Magical Journey 🎃 C

Move a Halloween Character from your Tree Circle to one of your Christmas Town Locales (or from one of your Christmas Town Locales to your Tree Circle). This Character is considered to have the text "May travel between Holiday Towns" during this Movement.

🕒 Making Christmas 🎃 U

All Creations are -1 Cost. All Characters are +1 Cost. *Place this card in the center of the table. No other copies can be played while this is on the table. Discard during the End Phase.*

🕒 Master! The Plans! 🎃 C

Search 5 ➔ Finklestein, Igor OR If Finklestein and Igor are at the same Locale in your Halloweentown, Draw 2 Cards

🕒 Mellow Trio 🎃 C

Search 6 ➔ The "Players" OR Choose a Locale in your Halloweentown and Draw 1 Card for every Character at that Locale with the word "Player" in his name.

🕒 Mirror, Mirror 🎃 P

During an opponent's turn, play this card after one of your Characters is discarded from play to discard from play any one of that opponent's Characters with an equal or lower Scare Number.

🕒 Mission of Menace 🎃 U

If your Lock, Shock, and Barrel are at the same Christmas Town Locale, move them and any number of other Characters at the same Locale to your Tree House. These Characters may all "travel between Holiday Towns."

🕒 Mistletoe 🎃 C

Search 6 ➔ Elves OR Discard 2 Elves who are at the same Locale in an opponent's Christmas Town.

🕒 Moody Mayor 🎃 C

Search 3 ➔ Mayor, Lock, Shock, Barrel OR Double the Mayor's Scare Number when determining if his current Locale is Active.

🕒 Morning Rounds 🎃 R

Search 6 ➔ Mayor OR If your Mayor-mobile is in play, switch the positions of two Locales in your Halloweentown, making sure that all Characters remain with their current Locales.

🕒 Most Blood Drained 🎃 U

Search 4 ➔ Vampires OR Return one of your Vampires in play to your hand, and then discard an opponent's Character with a Scare Number of 3 or less from play.

🕒 Mournful Howl 🎃 R

Search 6 ➔ Wolfman OR If your Wolfman is in play, reveal a Character in your discard pile and draw a number of cards equal to that Character's Scare Number (maximum of 4 cards).

🕒 **My Fantasies** 🎲 C

Search 6 ➔ Jack OR If Jack is in your Halloweentown, Search 6 ➔ 1 Creation

🕒 **Mystic Cauldron** 🎲 R

Peek at an opponent's hand. OR If the Big Witch or Little Witch are in your Halloweentown, peek at the top 6 cards in your Main Deck and return them in any order.

🕒 **Night of Festivities** 🎲 R

Search 3 ➔ 1 or 2 Characters OR If an opponent's Town Square has more than 4 Characters in it, flip that Town Square face down (out of play) until the End Phase.

🕒 **Nightmare Before Christmas** 🎲 P

Every player draws 1 card for each of the following Characters in their Halloweentown: Jack, Sally, Mayor, Oogie Boogie, Dr. Finklestein

🕒 **Nothing Underneath** 🎲 R

Discard one Surprise that is Stacked on a card in your Halloweentown. OR Stack this card on one of your Creations, and then, if an opponent's Monster under the Bed is not at the Scary Bed, return that Monster to its owner's hand.

🕒 **Oogies's turn to boogie** 🎲 U

Search 3 ➔ Oogie, Sandy Claws OR If Oogie and Sandy Claws are in Oogie's Lair in your Halloweentown, draw until you have 7 cards in your hand.

🕒 **Organ Donor** 🎲 U

Each player, starting with the Pumpkin King and continuing clockwise around the table, may choose to discard Finklestein (or 3 other Characters) from his own Halloweentown, and then play 1 Creation from hand for free.

🕒 **Parasols** 🎲 R

Place this Surprise on the table as part of your Halloweentown. Each of your opponents can only affect your Characters in play (or the cards in your hand) one time during each of his Player Turns. The card text on Parasols is inactive on Days 10 through 12.

🕒 **Penguin Rally** 🎲 R

Search 6 ➔ Penguins OR If Weary Willy and Languid Larry are both in your Christmas Town, every player must immediately draw cards (or discard cards) until they have exactly 4 cards in their hands.

🕒 **Public Transportation** 🎲 C

Each player targets a Character belonging to the player on his left and moves the Character to an adjacent Locale. Characters at the same Locale as the Mayor are not affected by this Surprise.

🕒 **Pull Yourself Together** 🎲 C

Search 6 ➔ Sally OR During an opponent's turn, play this card to ignore a card that affects one of your Characters in play. You may play this card for free if your Sally is in play.

🕒 **Putrid Playmates** 🎲 R

Search 6 ➔ Corpse Kid, Mummy Boy OR If Corpse Kid and Mummy Boy are at the same Locale in your Halloweentown, Add 🕒

🕒 **Ravenous Fiend** 🎲 R

Search 6 ➔ Eager Anaconda OR Discard your Eager Anaconda from play, and then discard an opponent's Creation from play.

🕒 **Renowned Talents** 🎲 U

Search 6 ➔ Jack OR If Jack is in your Halloweentown, move an opponent's Character to an adjacent Locale. If your Jack has the Alias "Master of Fright," Draw 2 Cards.

🕒 **Sackful of Mischief** 🎲 UR

Allow the opponent to your right to cut your Main Deck. Afterwards, flip the top card of the deck face up. If the card is a Creation that is not yet in your Halloweentown, you may play it for free. Otherwise, discard it.

🕒 **Safety in Numbers** 🎲 C

Place this card on the table as part of your Halloweentown. During an opponent's turn, if your Lock, Shock, or Barrel are about to be discarded from play, you may return him or her to your hand instead.

🕒 **Same Routine** 🎲 P

During the Start Phase, play this card to perform the Pumpkin King's chosen activity one additional time (paying for it separately each time). You cannot play this card if you are the Pumpkin King.

🕒 **Say It Twice** 🎲 R

Search 6 ➔ Big Witch, Little Witch OR If the Big Witch and Little Witch are at one of your active Locales, you may perform one of the Functions at that Locale as an extra Function this turn.

🕒 **Scared Stiff** 🎲 R

Search 3 ➔ Jack OR If your Jack in play has the Alias "Master of Fright," discard an opponent's Character with a Scare Number of 1.

🕒 **Search Lights** 🎲 U

Search 6 ➔ 1 Card OR Place this card on the table as part of your Halloweentown. While this card is in play, you may play the card "Fire!" at -2 Cost.

🕒 **Series of Experiments** 🎲 U

Search 5 ➔ Jack, Finklestein OR If Jack and Finklestein are both in your Halloweentown, Search 6 ➔ Creations with a Scare Number of 1

🕒 **Shadow on the Moon** 🎲 UR

Cost = 2. Stack this Surprise on an opponent's Character. You may play this card for free if your Oogie is in play.

🕒 **Snowmobile** 🎲 C

Search 6 ➔ Jack OR Move Jack (and up to 3 other Characters at his Locale) to any one other Locale in your Halloweentown.

🕒 **Someplace New** 🎲 R

Move 2 Cards OR Examine the top two cards of your Locale Deck, and then place one (or both) of those Locales at the bottom of your Locale Deck.

🕒 **Something's Up with Jack** 🎲 U

All players must immediately choose half of the cards in their hands (round up) and discard them. If Jack is in any players' Halloweentown, those players also Draw 1 Card.

🕒 **Sound of Rollin' Dice** 🎲 C

Choose a Character belonging to an opponent and discard the top card from that opponent's deck. If the Scare Number on the discarded card is higher than the Character's Scare Number, discard the Character as well.

🕒 **Sound the Alarms!** 🎲 C

Search 3 ➔ Mayor, Mummy Boy OR During an opponent's turn, play this card to ignore a card that affects one of your Creations, Locales, or Surprises in play.

🕒 **Subordinate Claus** 🎲 C

Move an Elf from one of your Christmas Town Locales to an adjacent Christmas Town Locale, and then, if Santa Claus or Mrs. Claus are at the new Locale, Draw 2 Cards.

🕒 **That's our Job** 🎲 U

Search 5 ➔ The "Corpse" Family OR If Corpse Dad and Corpse Mom are at the same Locale in your Halloweentown, Search Discard Pile ➔ 1 Card

🕒 **The Best I Can** 🎲 U

Search 6 ➔ Oogie OR Stack this card on your Oogie and, if Oogie is in his Lair, discard an opponent's Character with a Scare Number of 1 or less.

🕒 **This is Halloween!** 🎲 R

All Characters are -1 Cost. All Creations are +1 Cost. (Minimum Cost per Character = 1) *Place this card in the center of the table. No other copies can be played while this is on the table. Discard during the End Phase.*

🕒 **Three of a Kind** 🎲 C

Search 6 ➔ Lock, Shock, Barrel OR If Lock, Shock, and Barrel are at the same Locale in your Halloweentown, force one opponent with 4 or more cards in his hand to discard all but 3 cards of his choice. Draw 1 Card for each card discarded by your opponent.

🕒 **Throw me a bone** 🎲 C

Search 6 ➔ Igor OR If Finklestein and Igor are in your Halloweentown, Search Discard Pile ➔ 1 Creation

🕒 **Town Meeting!** 🎲 U

Move 1 of your Characters to your Town Hall or Town Square. OR If the Mayor is at your Mayor-mobile, move any number of your Characters to either your Town Hall or Town Square.

🕒 **Trick or Treat** 🎲 R

If Lock, Shock, and Barrel are in your Christmas Town, discard an opponent's Christmas Town Gates. Regardless of whether or not you discarded Gates, you may then discard 1 Character in that opponent's Christmas Town. Add 🕒 if the discarded Character is Santa.

① Tub of Terror 🎃 R

Search 4 ➔ Lock, Shock, Barrel OR If Lock, Shock, and Barrel are at the same Locale in your Halloweentown, move them to any one other Locale in your Halloweentown.

② Twilight Sun 🌅 R

Draw 2 Cards OR Return any player's Vampire to its owner's hand, and then Draw 3 Cards.

③ Uninvited Guest 🎃 R

Play this card *instead* of performing a Function at one of your Active Locales. Discard a number of cards from your hand equal to the number of Active Locales controlled by one opponent, and then perform a Function at one of that opponent's Active Locales.

④ We Bagged Him! 🎃 R

Stack this card on your Jumbo Treat Bag. Your Jumbo Treat Bag cannot be affected by an opponent, and cannot be discarded from play. This Surprise is -1 Cost for every Christmas Character in your Halloweentown.

⑤ We Did It! 🎃 U

Search 5 ➔ Behemoth, Clown OR If your Behemoth and Clown are at the same Locale, force one opponent to discard one of his own Halloween Characters from his hand or from play (opponent's choice).

⑥ We've got to find Jack! 🎃 P

Move one of your Characters (except Sandy or Oogie) to any empty Locale in your Halloweentown. You may not play this Surprise if Jack is in your Halloweentown.

⑦ What a Night! 🎃 C

Search 3 ➔ Cyclops, Mr. Hyde OR If your Cyclops and Mr. Hyde are at the same Locale, discard them both from play, and then play a Character from your hand to the same Locale for free.

⑧ What have I done? 🎃 U

Search Discard Pile ➔ 1 Character OR Stack this card on one of your Creations, and then, if an opponent's Jack is in play, send that Jack to its owner's hand.

⑨ What's This? 🎃 UR

Every player may immediately Draw 1 Card for every Active Locale in his or her Christmas Town. Players with Jack in their Christmas Town may then Add ①

⑩ Wheel of Torture 🎃 UR

If your Oogie in play has the Alias "Gamblin' Boogie Man," discard the top card from an opponent's deck. Discard one of that opponent's Characters from play if that Character has the same exact Scare Number as the card discarded.

⑪ Where is he? 🎃 C

Search 5 ➔ Jack, Mayor OR If an opponent's Mayor is in play but not at the same Locale as Jack, return that Mayor to its owner's hand.

⑫ Witch Hazel 🎃 R

Search 3 ➔ Big Witch, Little Witch OR If the Big Witch and Little Witch are at your Witches' Nook, play 1 Character from your hand at half of his or her Cost (round down).

⑬ Without a Trace 🎃 C

Search 6 ➔ Clown OR Discard your Clown from play, and then discard an opponent's Character with a Scare Number of 2 from play.

⑭ Worm's Wart 🎃 R

Search 3 ➔ Sally OR If your Sally is in her Room, discard Deadly Nightshade and Frog's Breath from your hand, and then Add ②

⑮ Worthy Accomplice 🎃 R

Search 5 ➔ Finklestein, Igor OR Stack this card on your Igor, and then remove a Character in your Discard Pile from the game. Add a number of Pumpkin Points equal to the removed Character's Scare Number (max of 3).

Abbreviations

🎃 = Premiere Set

🎃 = Christmas Town Expansion Set

🎃 = Tournament Kit Set

C = Common card

U = Uncommon card

R = Rare card

UR = Ultra Rare card

P = Promo card