



**CURTAIN CRUELTY**

**LOCATION: ATTIC**

*Those were expensive. Increase the cost of the First card bought next turn by 1.*



**FEEDING FRENZY**

**LOCATION: KITCHEN**

*Free kibble! Each Cat gets +1 resources to spend next turn.*



**GUTTED GREENS**

**LOCATION: LIVING ROOM**

*Distracting greenery. Choose one player to draw one less card next turn.*



**SNEAKER SURPRISE**

**LOCATION: HALLWAY**

*While you're distracted, the ghost sneaks away with your stuff. One player discards their highest value card.*



**COUCH CRIMES**

**LOCATION: GUEST ROOM**

*The cats agree that the ghost has good taste. Reduce how scared the cats are by 2.*



**LIVE LAUGH LITTER**

**LOCATION: PLAY ROOM**

*A playful rest. Reduce how scared the cats are by 1. Each player draws one extra card next turn.*