

Stuffed Fables™





UNHINGED

43

43-1

The bookkeeper reads the following:

They had been in the factory. His home! Crepitus stormed down the halls of his mighty fortress, his mood black and sour. Knuckle lumbered before him, knocking lost toys out of the way, while the Dollmaker scrambled to keep up with the two of them.

"Who was it?" Crepitus demanded, his voice dry and rattly. "I want it brought before me. We must make an example of it. Its stuffing will fill my pillows! I will display its heart in the—"

"Hearts," corrected the Dollmaker. "Plural. I've crunched the numbers, and in order for such a daring assault to be pulled off so effectively, I have calculated there were exactly thirty-seven stuffies involved."

"Thirty-seven!" cried Crepitus incredulously.

"Mathematics do not lie, your lordship."

Crepitus stopped walking and stood there dumbfounded. How on earth did they pull that off? He wanted to question the data, but didn't dare look stupid in front of the Dollmaker. Minions needed to think their bosses were smarter after all! "Yes, of course it was thirty-seven of them. Very well. We can't let such an affront be repeated. Send in the snatchers! Send all of them! Knuckle, contact the jailers and tell them we'll need thirty-seven jail cells."

"Just... one more detail, your lordship," said the Dollmaker. "Er, let's not forget that some of the snatchers aren't working at the moment."

"How many?"

"All but one?" offered the Dollmaker with a scared smile. Crepitus closed his eyes and silently counted to ten.

"And the modifications I asked for?" he growled softly, eyes still shut.

"Er, damaged when the stuffies invaded my laboratory." There was an awkward silence as Crepitus stared down at the quivering Dollmaker.

"Send the one snatcher then. Complete the modifications I asked for. And Dollmaker?"

"Y-y-yes, your magnificence?"

"Fail me again and I shall find a new scientist. And then we will see what devices he can make out of you."

Gather the discovery cards for this story and without looking at them, place them in a face down stack near the play area.

Go to page 45, section 45-1.

STITCH'S FABLE: THE TROLL AND THE GOAT

One day a sweet little troll girl was traipsing through the forest, when she came to a bridge. On the bridge was a foul old goat who refused to let her pass, and when it shook its horns, the little troll ran home to tell her mommy. The next day, the little troll went for another walk in the woods, and once again she came to the bridge guarded by the goat. Again the goat shook its horns, and the little troll ran home to tell her mommy. On the third day the little troll again came to the bridge. She was sick of running away, and when the old goat shook his horns, she opened her large mouth and gave a frightening troll bellow. The old goat was shocked and ran away in terror.

As the little troll crossed the bridge she said, "No one can change your situation better than you!"



45-1

The bookkeeper reads the following:

It was a quiet night. The little girl had fallen to sleep without a fuss, and Mommy and Daddy had turned in early. It was the perfect night for storytelling! The stuffies all gathered at the foot of the bed around Mr. Stitch, and offered up the stories they wanted to hear.

"Tell the story of the time you woke up in the Lost and Found," gasped Lumpy.

"We've heard that one a million times," protested Flops. "I want to hear the one about where lost socks go!"

But Mr. Stitch held up his hands for silence. "Tonight..." he said slowly, "we will hear a different tale. Perhaps the scariest one I have yet to relate."

Lumpy squealed and grabbed hold of Piggie. "I am talking," Stitch continued, "about the Slumber Party of Doom!"

"But... how can there be both slumber and a party?" Theadora asked.

"It almost seemed to be a Friday night like any other," whispered Stitch, "but there was something in the air. Perhaps it was the snacks laid out in the kitchen. Or maybe it was the extra cleaning that took place that afternoon. But at six o'clock the doorbell rang, and at that moment, everything I thought I knew about fear... changed!"

"Oh no, Mr. Stitch!" cried Piggie.

"It's true, my friends! For there on the doorstep were the Andrews sisters!"

"Look out, Mr. Stitch!" Theadora yelled, and she leapt to her feet.

"I didn't know what to look out for yet," cried Stitch, "for there were more girls yet to come!"

"No, I mean look behind you!" screamed Theadora, and she dove for Mr. Stitch and tackled him, just as the monster sprang.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Generate an encounter of the Snatcher Mk1.

Place an objective token on each space marked with ★.

SPECIAL RULES

Equipping: The stuffies need to gather the emergency gear they have stashed in the room. When a stuffy moves onto an objective token, discard that token, look through the item deck and equip a weapon card with the Household key word. Then discard that objective token.

If the snatcher is defeated, go to section 45-2

45-2

The stuffies held their ground. This was their home and their little girl, and they were not about to let the snatcher go victorious. Time after time, the snatcher would leap forward to grab a stuffy, but the others would close in and fight it off. They grew tired, but their perseverance paid off!

Flops found high ground atop the bed, and her barrages severed a cable plugged into the monster's back. There was a noise like buzzing electricity, and the snatcher began to thrash about.

"Look out!" cried Lionel, but Lumpy dashed forward and delivered a powerful wallop to the thing's head.

"Take that, Mark!" he bellowed.

The snatcher collapsed for a moment, but it was not yet done! It fled for the safety of the purple glow that came from beneath the bed.

"Don't let it get away!" called Stitch, and the friends all gave pursuit. They attacked it as well as they could, and when the mechanical minion dove under the bed, so did they. But they were too late, and it vanished into the glow.

"Drat!" snapped Theadora. "I was sure we had it!"

But suddenly the snatcher's multiple arms burst from the light, and each one grabbed a stuffy.

"Oh no!" yelled Piggie. "It's a trap!"

And with that they were each yanked into the glow, and just like that, the light dissipated, the room fell dark again, and all that could be heard was the tick-tock of the clock on the wall, and the soft breathing of the sleeping girl.

Go to page 47, section 47-1.



Defeat the Snatcher. If the Snatcher has been defeated, go to section 45-2.



You spied a piece of paper by the open box of crayons on the floor, and a drawing there caught your eye. The little girl had drawn a stick figure representation of herself, holding up Theadora as a shield. There were tears in her crayon eyes. And before her was a stick figure of another little girl, drawn entirely with blacks, blues, and purples. The menacing sight of the other girl gave you chills. What inspired this drawing?

Make a yellow/perception skill test difficulty 5

PASS: Place a courageous status card on this stuffy.

FAIL: Place a Skreela's Mark status card on this stuffy. 



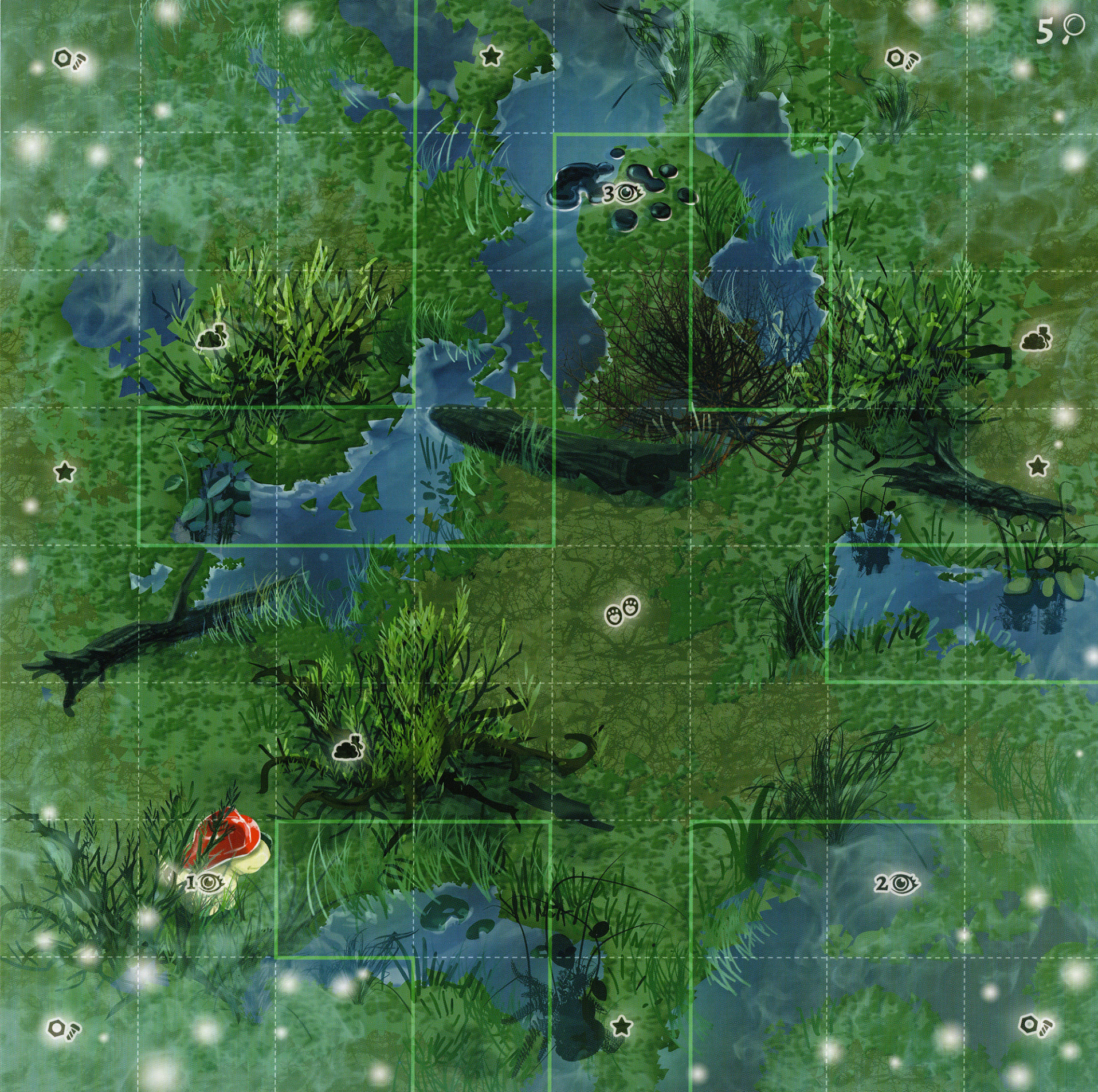
You noticed a new photograph in the frames that sat on the nightstand. In the photo was the little girl sitting at a child's table with yourself and several other stuffies, and she was grinning as she poured you a cup of imaginary tea. You had forgotten all about that day, and seeing what must be one of the girl's treasured memories made you smile and your heart swell.

Gain 1 heart. 



You noticed the Snatcher had a strange, ratcheted cable coming out of it. The cable snaked under the girl's bed and disappeared into the too-familiar purple glow emanating from there. And you wondered – what would happen if that cable was severed?

A stuffy on this space armed with a weapon that has the Cut keyword, can use that item to immediately remove 2 dark stuffing from the Snatcher. If a stuffy chooses this option, the energy in the cable shocks the stuffy. That stuffy receives 3 damage. 



HUNTERS AND THEIR PREY

47

47-1

Return all dice, except those stored on cards, to the dice bag. Reshuffle the minion deck. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

The Dollmaker looked at the severed cable he had pulled from the purple glow and gulped nervously. Crepitus and a dozen guards all stood around the glowing portal that sat deep in the fortress, ready to spring their trap.

"Dollmaker? Where are they?" Crepitus demanded.

"The cord was cut," said the scientist meekly. "They... they could be anywhere now."

And Crepitus clenched his teeth and began to count to ten.

The snatcher hit the ground first, and not being a plush stuffy, it hit the ground hard. If snatchers were capable of groaning in pain, it would have done so. Badly injured and leaking fluids, it dragged itself away as quickly as it could.

The others fell seconds later. They were in a new place, foggy and creepy. There were standing pools of stinking water, marshy grasses, and occasionally, from out of the darkness, they saw glowing eyes watching them.

"Well now," said Flops as she stood up, "isn't this place just a little slice of heaven?"

"It's called Glumdreary," said Piggie, "and I totally agree. It's absolutely gorgeous."

"I wasn't serious," laughed Flops. "Tell me you're joking too. I'd rather kiss Knuckle than stay here a second longer."

"Really?" asked Piggie in surprise. "Oh, I love the natural beauty of the swamp. And I'm going to remember you offered to smooch Knuckle."

"There's little time," said Mr. Stitch, picking wet straw from his fabric. "That beast was no mere nightly incursion. That was an all-out attack on us, no doubt to repay your trespass in the factory-fortress. We must ensure it never makes it back to its master!"

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Put the Hiding Spots, Darkness/Low Visibility, and Water environment cards into play.

Place an objective token on each space marked with ★.

SPECIAL RULES

Following the Snatcher: You need to find which way that snatcher went. This will require looking for clues in the foggy bog. Finding clues requires a yellow/perception group task, difficulty 14. Only stuffies on a space with an objective token can contribute to this task. When a stuffy on an objective token contributes to this group task, discard that objective token unless it is the last one on the map.

PASS: Go to section 47-5.

47-2

Lionel hissed for silence, but it was too late. Dark shapes emerged from the swirling mists – they had been spotted by a patrol!

Generate a random encounter. 

47-3

You sneaked ahead to investigate the noise, and were startled to find an enemy scouting party creeping slowly toward your position! You turned in a panic and frantically tried to wave for your friends to hide. But did they notice in time?

Immediately make a yellow/perception skill test, difficulty 3.

PASS: *Your companions were alert and spotted your signal. Everyone quickly hunkered down in some tall grass before a dark heart riding on a mongrel trotted out of the fog. But it did not notice the stuffies, and soon returned the way it came. Remove 1 die from the threat track, then move all dice in the discard pool to the bag. Gain 1 heart.*

FAIL: *The minions have your scent! Immediately draw 5 dice from the bag. Place any black dice drawn on the threat track. Return any others into the bag.* 

47-4

You dove into some tall grass, barely avoiding the notice of a dark heart riding atop a mongrel. You manage to avoid detection, and the dark heart leads its hunting party elsewhere!

Discard a threat die from the threat track, then move all dice in the discard pool to the bag. 

47-5

"Over here!" you shout-whisper to the other stuffies and they slowly make their way to your location. In the misty fog, you stumbled across a trail of muted soil, trampled grass and leaking fluids!

"That's him for sure!" says Stitch. "We have to follow it! Destroy it before it can visit our girl again!" You quickly pursue the weakened beast.

At the end of any player's turn, if there are no minions in play, you may go to page 49, section 49-1.



Pass the group task in the Following the Snatcher special rule in section 47-1.



First Surge: Go to section 47-2.

Additional Surges: Reveal a sleep card.



1 *The bright color of red stood out in the murk of Glumdreary. You spied a stuffed puppy wearing a fireman's hat. "I was just sitting here, having fun in the mud, when - bam!" the puppy moans, holding up his wounded arm as evidence. "It went that way," he said, motioning behind him.*

If you give the puppy a stuffing, choose 1 of the following: Change 1 die on the group task track to a 6 -**OR**- Gain 1 heart. 



2 *You froze in place. What was that noise?*

Choose 1 of the following: If you end your turn on a hiding spot, just in case, go to section 47-4 -**OR**- If you listen for more details about the noise, go to section 47-3.



3 *Black oil was spattered along the ground. It could have only come from the snatcher, but the trail wasn't easy to follow. Still, it was the best lead you had.*

If able, change 1 die on the group task track to a 6. 



A flickering glow of purple and blue shone out from the crack beneath the door to the bedroom closet. The knob on the door slowly turned, and with a slight creak, the door began to open...

Each stuffy gains a worried status card.

The cow stands up on shaky legs and moos at you with appreciation.



THE TREACHEROUS BRIDGE

51-1

Return all dice, except those stored on cards, to the dice bag. Reshuffle the minion deck. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

And so the stuffies marched out of Muddleton and the Glumdreary, with happy citizens waving them on and cheering their names.

"Gosh," said Lumpy. "Piggle was right. This really is a fine town."

"Of course," said Mr. Stitch. "I hope you all understand what you have done here. The gift you have given the citizens cannot be taken away. Even if we were to leave now and never return, we have planted a seed that Crepitus can never remove from the soil. They have seen what it means to resist, and seen the power they wield when they band together."

"There is great honor in staying true to your friends and neighbors," growled Lionel.

"Indeed!" Theadora agreed.

The swamp was behind them, and they came upon a rocky ridge where stone outcroppings stabbed up towards the sky in a dramatic fashion.

"Wow," said Flops. "I've never seen anything like this before."

"Welcome to the Spynacles," said Piggle, throwing up her arms. "I'm glad you're starting to see the beauty of this place."

"It helps that it doesn't stink," Flops snickered. The massive factory-fortress loomed before them as well, dominating the skyline.

They crested the mighty rocks, broken pieces of plastic and other refuse scattered around, and they came to a mighty gorge. It was spanned by a narrow bridge of some length that had been crudely constructed from wood and vines. Far below the bridge, the Tearfall roared.

"No wonder this is the secret way," said Piggle, and she gave an appreciative whistle. "That's a long way down, and that's a lousy bridge."

"If it gets us across, then it's the greatest bridge ever," Theadora said with a grin. "Everyone be wary of the baddies on the opposite side."

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Generate a random encounter.

Put the Wind and Leap environment cards into play. Turn the Wind card face down; it is inactive for now.

SPECIAL RULE

Respawning Minions: Each time a minion is defeated, after removing it from play, draw a new minion and add its card to the bottom of the minion column, and place its figure on a space marked with a .

51-2

You slip and fall into the gap, but you grabbed hold of the edge just before you could plummet to your doom. The stitches in your arms began to pop, and a chill washed over you as you realized you were simply too heavy to hang on!

You must immediately discard an item card! Place a trapped status card on this stuffy. .

51-3

A strong wind buffeted the bridge, forcing you to get low and hold on for dear life.

Turn over the Wind environment card. It is now active.

SPECIAL RULE

Being Blown off the Edge: If the wind blows a stuffy so that it would go off the edge of the bridge, place that figure on the bracketed space adjacent to the bridge. Place a trapped status card on that stuffy. That stuffy can move back onto the adjacent bridge space when the trapped status has been removed. Minions blown off the edge are defeated (and respawn, see special rule under 51-1). .

51-4

"This bridge is toast!" Lumpy screams. Each time a stuffy crosses the bridge it widens the crack making it harder to leap across safely.

SPECIAL RULE

Difficult Leap: When making a skill test to leap over the gap, add 1 to the difficulty for each stuffy that has already leaped to the other side. Failure has no effect, other than your stuffy not making it to the other side. Minions cannot move across the gap unless they are activated with a Rush action.

Once all stuffies have crossed the bridge, and any minions in play are on the opposite side of the gap from the stuffies, you may leave by going to page 53, section 53-1.



Explore the  symbols. Once all stuffies cross over the leap spaces, and there are no minions on that side of the bridge, the stuffies can leave by going to page 53, section 53-1.



Surge: Reveal a sleep card.



The bridge had clearly eroded heavily since its construction. Stuffies are light, but you placed a foot down upon the weathered wood, and with a great crack, the bridge began to give way!

If you end your turn on this space, go to section 51-2.



You soared through the air and landed square on the opposite side! But the rotted wood you landed on instantly crumbled away, a shower of dry splinters raining down into the Tearfall far below. You regained your balance after a moment of terrifying swaying, but you realized it was going to get worse with each stuffy that jumped.

Go to section 51-4.



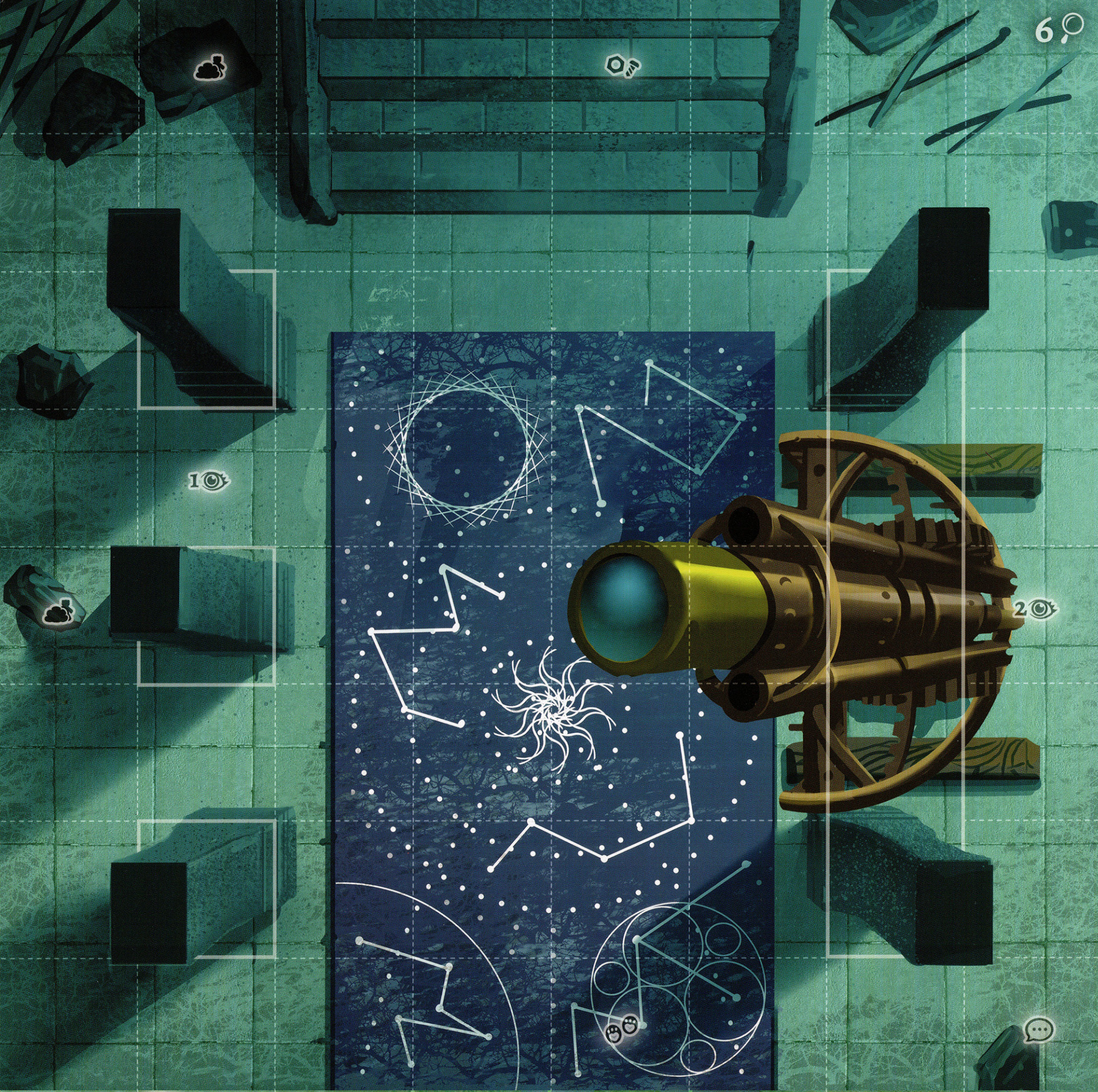
At the foot of the bridge you spotted the telltale signs of oil droplets! The snatcher had clearly come this same way not too long before, and your heart sank when you noticed the damage to the ancient bridge. The weight of the snatcher had left the wood slats cracked and weakened, but at least you knew you were on the right track!

Place a courageous status card on your stuffy. .



The girl murmurs in her sleep and rolls over. Her breathing is heavy.

Go to section 51-3.



CREPITUS STRIKES BACK

53

53-1

Return all dice, except those stored on cards, to the dice bag. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

The stuffies moved silently through the dark and ominous human-sized halls of the hulking factory-fortress. Unlike the bustling sorting lines, there was no sign of minions or Lost workers, nor were there sounds of cruel industry. It was like a dead, abandoned place.

"This is terrifying," hissed Lumpy. "Where is everyone? Where is that beast?" But there was no conceivable answer. They passed through fully-furnished chambers littered with broken toys and cobwebs, and all of it was covered in a noticeable layer of dust.

"Why does Crepitus have all of this if he doesn't use it?" Theadora wondered.

"We are peering into his mind," suggested Mr. Stitch. "He craves power, but doesn't know what to do with it." They came upon a mighty set of wooden double doors, and the party threw themselves against it, and the doors slowly swung inward with a dreadful groan.

They made their way down a path of moldering blue carpet, and Lo! Before them was a balcony that looked down upon them, and crouched there was a little girl with feral, unblinking eyes. She was unkempt but seemed almost normal, yet the shadow she cast on the wall behind her was monstrous, and from out of those depths appeared a toothy smile.

"You see how they come to me?" said the smile, it's voice dry and rattly. And from out of the shadow stepped a human man, only he was not a man, but something terrible and wrong.

"Crepitus," gasped Lionel, his usual gruffness giving way to fear.

Crepitus stepped forward and lay a hand on the little girl's shoulders.

"Play?" asked the girl, and the stuffies winced, for her voice was unwholesome and evil.

"No," replied Crepitus. "The snatcher shall have them for now. We will test the new upgrades, and if they are a success, I will give you these stuffies for your own... amusement." But the girl's eyes flashed in anger.

"PLAY!" she demanded, her voice now loud and deep, and even Crepitus recoiled from her in fear.

"P-please darling!" he begged. "Let the snatcher have them so-" But there was a noise like thunder and the girl was gone. Crepitus trembled for a moment, then suddenly

remembered his guests. He straightened himself in embarrassment, but the power of his voice was lessened now. "Snatcher!" he screamed. "I want them in pieces!"

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Place  tokens on the indicated spaces.

Retrieve the Snatcher MK2 boss card and the Snatcher's Lair environment card from the discovery stack. Generate an encounter of the Snatcher Mk2.

Put the Walls/Barriers, Hiding Spots and Snatcher's Lair environment cards into play.

If the Snatcher has been defeated, go to section 53-4.

53-2

The very sight of Crepitus revolted you – that monstrous villain who had threatened your little girl so! You swore it would end right there.

Make a ranged attack against a defense of 9. If the attack succeeds, go to section 53-5

53-3

You jumped up and grabbed hold of the eyepiece of the spyglass.

"What are you doing?" one of your friends called out, but you did not answer. Instead you gazed into the lens. Another friend called out, "What did you see?"

"Our home!" you yelled back. "I'm not sure how, but he's watching our home!" This revelation filled the stuffies with fury, and only served to strengthen their resolve.

All stuffies gain 1 heart. 

53-4

The snatcher emitted a hideous screech and thrashed violently before collapsing in a convulsing, metallic mass, sparks flying from every joint on its body.

"Impossible!" screamed Crepitus from the balcony. "Filth! Insignificant cockroaches!"

"Come down here and say that, you old fool!" bellowed Lionel. But Crepitus only howled in anger and raising his hands, brought forth a shimmering field of light. He flung out his hands and the light burst, shattering the glass dome overhead.

"Quickly!" Stitch cried. "The words! Say them now!" The stuffies dove together as enormous glass shards fell from above, and as quickly as they could, recited the words Marietta had taught them. The glass struck the floor, shattering into millions of pieces, but it was too late! The stuffies had vanished.

If the Waking card has been revealed, go to page 99 section 99-2. Otherwise go to section 99-1

53-5

The attack causes Crepitus to duck! You have the audacity to lash out at Crepitus and it shocks him.

Draw 5 dice from the bag. Return any threat dice drawn to the bag and use the others normally. 



Defeat the Snatcher. If the Snatcher has been defeated, go to section 53-4.



Surge: Reveal a sleep card.



You glanced up at the balcony to ensure Crepitus had no further tricks up his sleeve. And you saw him there, eyes aglow as he delighted in the violence he was causing. Monster!

A stuffy on this space armed with a ranged weapon can try to make an attack against Crepitus; go to section 53-2.



The giant spyglass lurked there like a great animal of brass and glass, and it pointed up to the enormous glass dome that sat upon the ceiling. It seemed inappropriate at that moment, yet something compelled you to look.

If you look through the lens, go to section 53-3.



Crepitus was furious. He pointed a hand at the stuffies, and sent a searing blast of energy rushing toward them.

The stuffy with the most stuffing receives a scorched status card. If more than one stuffy has the most stuffing, all stuffies that qualify receive a scorched status card.

99-1

The bookkeeper reads the following:

"Ah yes," said Piggle, placing both hands on her hips. "Another return to headquarters after a successful adventure. I could get used to this!" The stuffies climbed back up the bed and took their proper places.

"I could get used to fewer adventures altogether," moaned Lumpy. "What the heck was that back there?"

"Which part?" asked Flops.

"All of it!" Lumpy snapped.

"You have good reason to be concerned," agreed Mr. Stitch. "Something changed tonight. Crepitus assaulted us directly in our own home, but I am pleased we returned the favor."

Lionel gave a deep chuckle. "We beat the snot out of that snatcher," the lion growled.

"Yeah we did!" cheered Flops. "Though finally seeing Crepitus in person was... unsettling. And who was that little girl?"

"She gave me the creeps," said Theadora with a shudder. "She was just a little girl, and yet something about her seemed overwhelmingly unwholesome."

"And was it just me, or did she seem strangely familiar?" asked Piggle. "I swear I've never seen her before, and yet, I had this feeling like I have."

"As did I," said Mr. Stitch, and the other stuffies were not surprised by this, for each one of them had found the terrifying girl strangely familiar, like smelling a scent that reminds of you of something you can't quite place.

"The important thing," Mr. Stitch reminded them, "is we protected our little girl and our home. Crepitus will not forget this defeat so easily. I doubt very much that he will try such a thing again. Not after we defeated his snatcher, then tracked it back to his own seat of power to finish the job. I suspect he will be issuing fewer invitations to the Fall from now on."

"Good," grumbled Lumpy.

99-2

The bookkeeper reads the following:

"Well that could have gone better," said Piggle, holding her head in her hooves.

"I could get used to fewer adventures altogether," moaned Lumpy. "What the heck was that back there?"

"Which part?" asked Flops.

"All of it!" Lumpy snapped.

"You have good reason to be concerned," agreed Mr. Stitch. "Something changed tonight. Crepitus assaulted us directly in our own home, but I am pleased we returned the favor."

Lionel shook his head and growled, "That did not feel like victory. We defeated the snatcher, but only after much flailing."

"That wasn't our finest hour," agreed Flops. "And finally seeing Crepitus in person was... unsettling. And who was that little girl?"

"She gave me the creeps," said Theadora with a shudder. "She was just a little girl, and yet something about her seemed overwhelmingly unwholesome."

"And was it just me, or did she seem strangely familiar?" asked Piggle. "I swear I've never seen her before, and yet, I had this feeling like I have."

"As did I," said Mr. Stitch, and the other stuffies were not surprised by this, for each one of them had found the terrifying girl strangely familiar, like smelling a scent that reminds of you of something you can't quite place.

"The important thing," Mr. Stitch reminded them, "is we protected our little girl and our home. Crepitus will not forget this defeat so easily. I doubt very much that he will try such a thing again. Or... at least that is my hope."

"Very reassuring," grumbled Lumpy.

TALKING POINTS

Sometimes responsibility is inescapable. You can feel trapped and you might wish that somebody else would take the burden.

Have you ever asked somebody else to do something for you, only to realize you could have easily done it for yourself?

How often do you do something important without being asked?



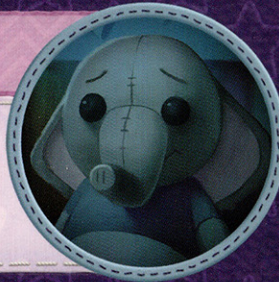


THEADORA

Theadora (or Thea) is special because she does so much to ease her little girl's fears at night. The girl has selected Thea to be the one she snuggles when she slumbers, which is a terrific honor that Thea does not take for granted.

LUMPY

Lumpy listens to the little girl when she is blue. He is an excellent listener and the girl often whispers secrets into his elephant ears. Some might find that stressful, but Lumpy believes that when you speak about your fears, they have less power over you.



FLOPS

When the little girl is feeling silly and playful, she turns to Flops. The bunny's ears are so long and flouncy that a toss of them can send the girl into fits of giggles. Flops is also quick to laugh, and seeks to find humor in every situation.



LIONEL

The little girl has no idea how she acquired Lionel, but she loves him for his bravery and fierce determination. He is everything she wishes she was in the face of fear. When others get scared, Lionel relishes the chance to show his grit.



STITCH

Stitch is an heirloomer, a handmade sock doll passed down a couple generations. In the little girl's eyes, Stitch is a lot like her grandpa – kind, wise, and able to grouch while giving you a wink at the same time.



PIGGLE

Piggle is an energetic piggy full of enthusiasm. In the little girl's mind, Piggle is youthful and optimistic, eager to belong to something special. Trapped in the Fall, Piggle grew frustrated with the Lost. When the little girl's stuffies came along, Piggle knew they were her chance to make a difference.



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