

BOVINE INTERVENTION

Play this card during any combat. Cowthulhu falls from the sky and kills any one monster. No levels are gained from the monster killed this way. Its treasure is gained only if the remaining monster(s) are defeated.



*4 BONUS

THE CHURNINATOR



Any monster of Level 1 or 2 is automatically churninated and defeated. No one can play cards to help it.

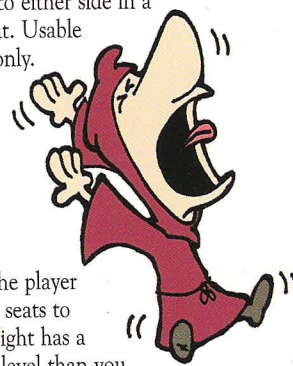
2 Hands



800 Gold Pieces

FRENZIED HOWL

+2 to either side in a combat. Usable once only.



If the player TWO seats to your right has a lower level than you when you discard this card, he may immediately put it in his hand to use in a later combat.



*3 BONUS

GREEN REAPER

If you do not have the Steed or Vehicle rules, treat this as an item that requires one Hand to drive, but does not count against your total of Big items even though it's Big. It carries itself.

The Green Reaper counts as a flame attack. ♦♦♦♦



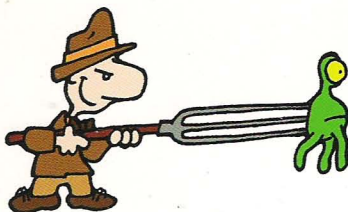
1 Hand
Big



Steed
600 Gold Pieces

*2 BONUS

HAYFORK



1 Hand



400 Gold Pieces

HICK ICHOR



+3 to either side in a combat. Usable once only.



200 Gold Pieces

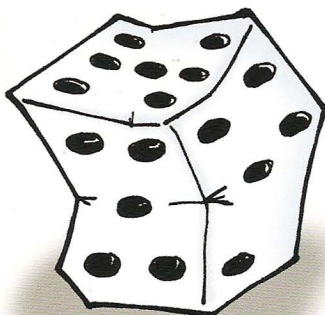
ICHORY DICKERY DOC

Play this card at any time except during combat. You meet a mad scientist who wants to trade for Ichor. For every Ichor card you discard, draw two face-down Treasures.



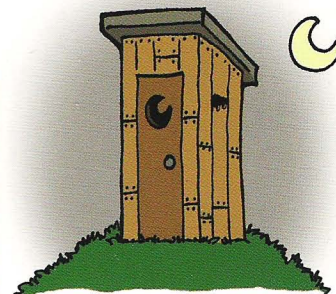
LOADED DIE

Play after you roll the die, for any reason. Turn the die so the number of your choice is on top. That's your roll. Usable once only.



300 Gold Pieces

MEDITATE AT THE TEMPLE OF THE MOON



GO UP A LEVEL

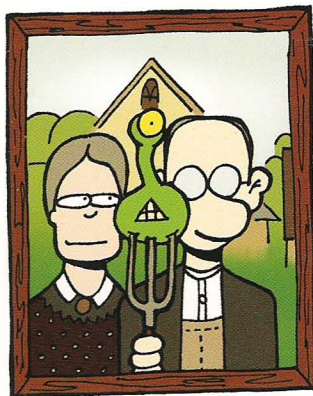


***2 BONUS**
MUSKRATONIC
UNIVERSITY
LETTER JACKET



Armor  **500 Gold Pieces**

POSE FOR
A PORTRAIT



GO UP A LEVEL



POT-BELLIED STOVE

+5 to either side in a combat. Usable once only.

This counts as a flame attack.



 **400 Gold Pieces**

PRIZE-WINNING
PRESERVES



GO UP A LEVEL



***1 BONUS**
ROLLING PIN

If you have both the Rolling Pin and the Bowling Pin, their total bonus is +6.



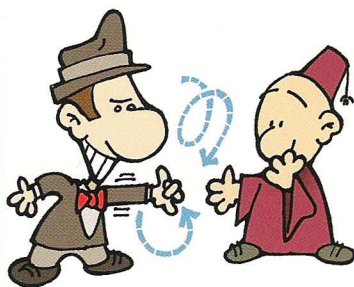
1 Hand  **200 Gold Pieces**

***3 BONUS**
SCYTHE



1 Hand  **300 Gold Pieces**

SECRET HANDSHAKE



Play when you are in combat. The Cultist of your choice must help you without any reward.



SONG OF MADNESS,
PART 2

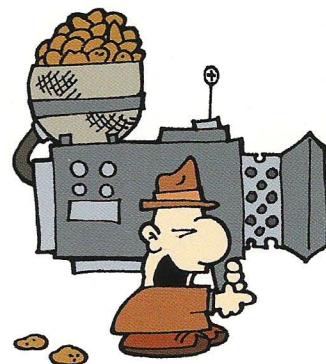
Old Cowthulhu had a farm, I-A-I-A-O!



+2 to either side in a combat, or +5 if the one who plays the card sings the above out loud. May not be used to aid the munchkin side unless only a single munchkin is fighting. Usable once only.



***4 BONUS**
SPUD GUN



2 Hands  **700 Gold Pieces**

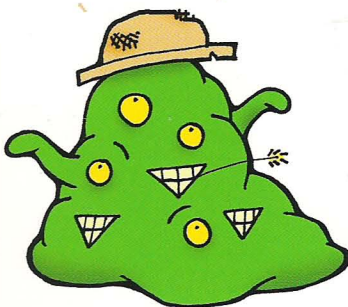
***2 / *4 BONUS**
SQUIDSKIN BOOTS



+2 bonus normally, but +4 for a Monster Whacker or Cowboy.

Footgear  600 Gold Pieces

***3 BONUS**
STRAW HAT

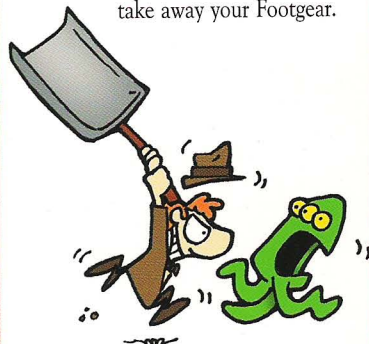


May be played in any combat, either from the table or from your hand, to give a +3 to a monster. Then discard it.

Headgear  500 Gold Pieces

***1 BONUS**
SUPER DUPER POOPER SCOOPER

You may ignore any Curse, Bad Stuff, or monster effect that would take away your Footgear.



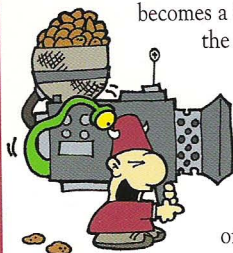
1 Hand  200 Gold Pieces

***4 BONUS**
TAINTED

Place this card with an item that requires Hands. That item is now the Tainted (whatever), and worth an extra +4 in combat. However, each time it is used in combat by a non-Cultist, the owner must roll a die. On a 1, he

becomes a Cultist after the combat, and the item is discarded.

This card goes with the item if it is lost, stolen, or discarded.



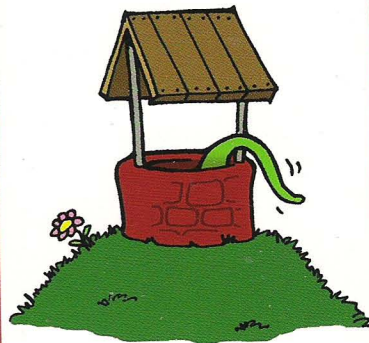
WISHING RING

Cancels any Curse. Play at any time. Usable once only.



 500 Gold Pieces

WISHING WELL



Play this card only *after* combat ends on your own turn. You may go through either discard stack and take any one card. Usable once only.



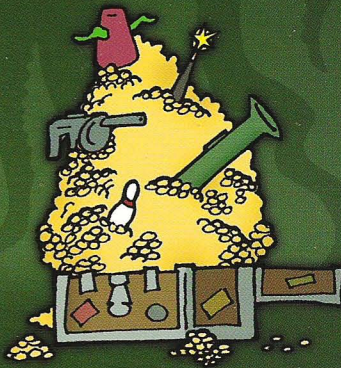
MUNCHKINTM
CTHULHU



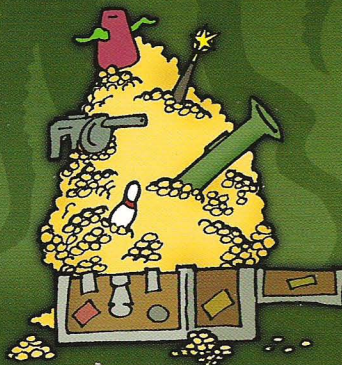
MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU



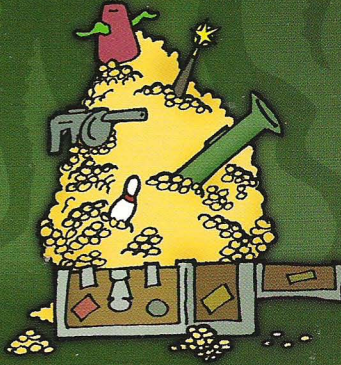
MUNCHKINTM
CTHULHU



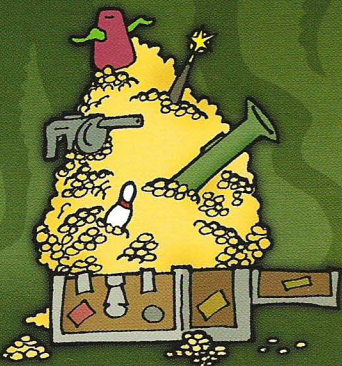
MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU

