

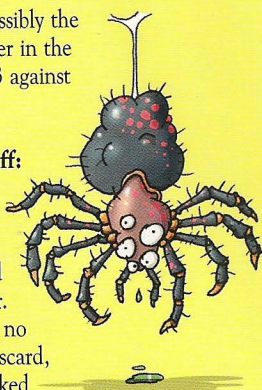
LEVEL 8

ATLACH-NACHA

Quite possibly the biggest spider in the universe. +3 against females.

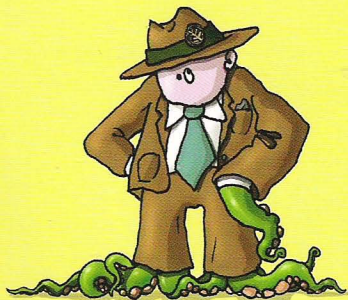
Bad Stuff:

Trapped in the web of madness . . . Discard your Armor. If you have no armor to discard, you are sucked dry and dead.



2 Treasures

CHEAT!

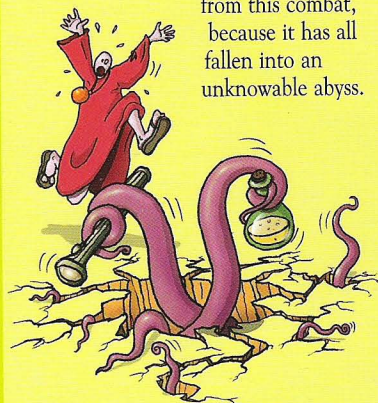


You may have and use any one item that would otherwise be against the rules. Put this card with that item. Discard it when you lose that item.



CHTHONIANS!

Play this card during or immediately after a combat, before any Treasure cards are drawn. There is no Treasure from this combat, because it has all fallen into an unknowable abyss.



CRUNCHY CULTISTS

IA! IA!



Play this card to let any player(s) succeed in Running Away from all monsters in a combat. The monsters are distracted by easier prey . . .



CULTIST

Strength in Numbers: You get a combat bonus of +2 for every other Cultist in play.

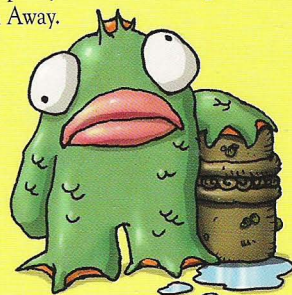
Madness: You cannot voluntarily stop being a Cultist.



Class

LEVEL 10 DAGOON

He's got the biggest whacker of all. +2 against Monster Whackers. But he's not speedy . . . munchkins get +1 to Run Away.



Bad Stuff: You are squished by a huge stone pillar. You are dead.

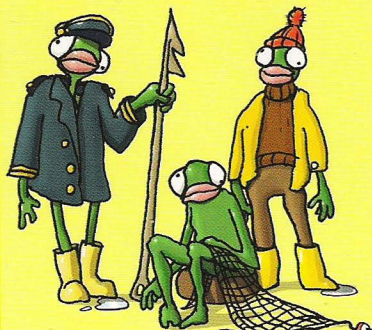


3 Treasures

LEVEL 1 DEEPOINES

Oh, Mastah Dagoon! Anyone who has Dagoon in his hand may play him to join the Deepoines in any combat.

Bad Stuff: Discard three cards.

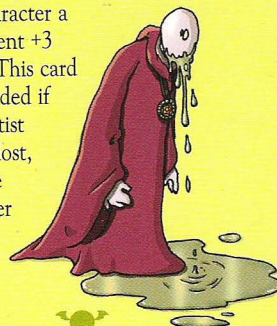


1 Treasure

DROOLING +3 TO LEVEL OF MONSTER

Play during any combat to give +3 to the monster, or . . .

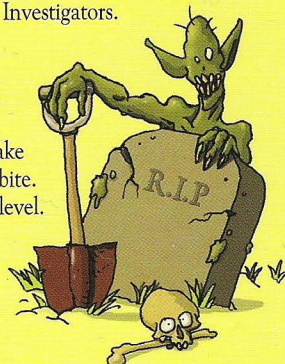
Play at any time on a Cultist to give that character a permanent +3 bonus. This card is discarded if the Cultist class is lost, or if the character dies.



LEVEL 2 Undead GHOULS

Investigators are always trying to dig something up. Ghouls do it better. +2 against Investigators.

Bad Stuff: They take a little bite. Lose a level.



1 Treasure

LEVEL 20

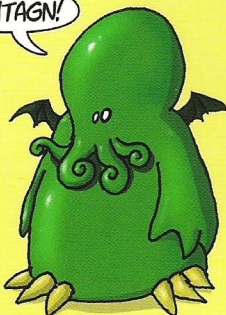
GREAT CTHULHOO

Cultists cannot use their Strength in Numbers ability when fighting Great Cthulhoo!

Bad Stuff: Yum yum! You are dead.

Your new character loses a level and becomes a Cultist. If no Cultist card is available, lose two levels.

FHTAGN!



2 Levels

5 Treasures

LEVEL 1

GUG

+3 against any munchkin who has no Class.

GUG!

GUG!



Bad Stuff: Give one card to each player whose level is lower than yours.

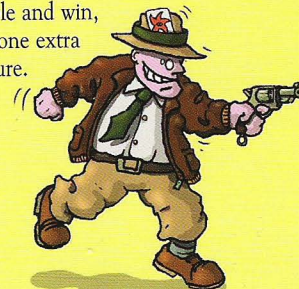


1 Treasure

INVESTIGATOR

Sneak and Peek: Look secretly at your first Door draw each turn. You may choose to discard three cards from your hand, put the new Door in your hand without showing it, and turn over the next Door.

Foolhardy: When you Look For Trouble and win, draw one extra Treasure.



Class

MADNESS! AUTOPHOBIA

You are afraid of being alone. If you fight a monster without help, you have a -4 penalty. If you give help to another player, you get a +1 bonus.

A Wishing Ring will cure one Madness. A Sudden Head Blow will cure all Madnesses a player has.

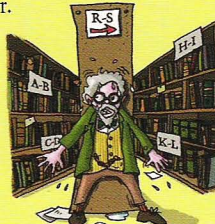


MADNESS! BIBLIOPHOBIA

If you are a Professor, you must discard that class immediately. You may not become a Professor while you have Bibliophobia, nor may you help a Professor or be helped by one.

You may not use any item with "book" or "icon" in its name. But if you discard such an item, you may draw a face-down Door.

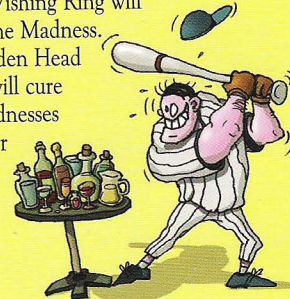
A Wishing Ring will cure one Madness. A Sudden Head Blow will cure all Madnesses a player has.



MADNESS! DIPSOPHOBIA

You cannot use any Ichor or Potion, and Ichors or Potions used against you count double. But whenever you draw an Ichor or Potion, you may discard it immediately and draw again.

A Wishing Ring will cure one Madness. A Sudden Head Blow will cure all Madnesses a player has.



MADNESS! PHOBOPHOBIA

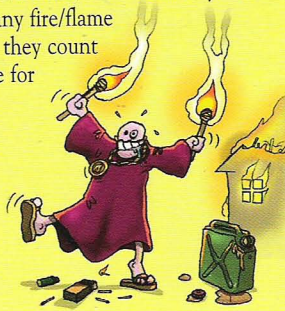
You are afraid of phobias! You may not help, or be helped by, anyone with a Madness card with "phobia" in the name. But if you have a Phobia in your hand, and discard it, you may draw a face-down Door.



A Wishing Ring will cure one Madness. A Sudden Head Blow will cure all Madnesses a player has.

MADNESS! PYROMANIA

You are at -4 in all combats unless you have a fire/flame item. If you do have any fire/flame items, they count double for you.



A Wishing Ring will cure one Madness. A Sudden Head Blow will cure all Madnesses a player has.

LEVEL 1 Mi-Goo

Glop from above! +4 against anyone who has no Headgear.

Bad Stuff: You are covered with Goo. Your Headgear slips off; discard it.

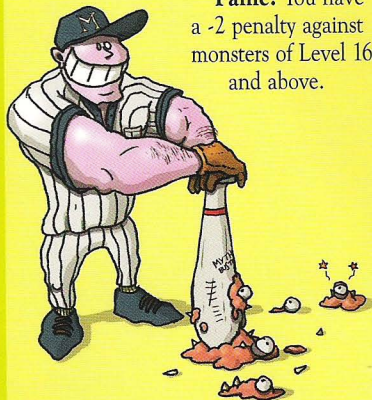


1 Treasure

MONSTER WHACKER

Overconfidence: You have a +2 bonus against monsters of Level 10 and below.

Panic: You have a -2 penalty against monsters of Level 16 and above.

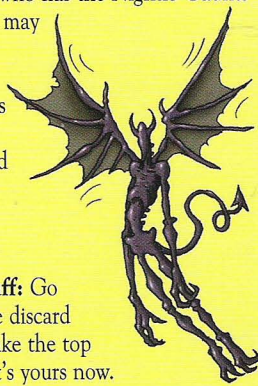


Class

LEVEL 2

NIGHTGAUNTS

Anyone who has the Nightie-Gaunts in his hand may play them to join the Nightgaunts in any combat, and vice versa.



Bad Stuff: Go through the discard deck and take the top Madness. It's yours now.



1 Treasure

LEVEL 14

NYARLY

He uses mankind's knowledge against us! +2 against Professors, but -2 against Monster Whackers.



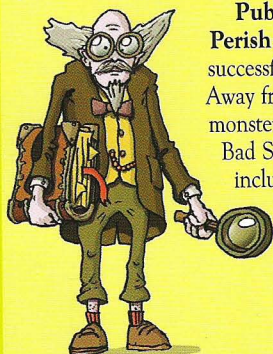
4 Treasures

Bad Stuff:

He steals all fire/flame items you possess, and knocks you down a level as well.

PROFESSOR

Book Learning: Whenever you are the lowest-level player (or tied for lowest) at the end of your turn, you may go up a level for every three cards you discard from your hand.



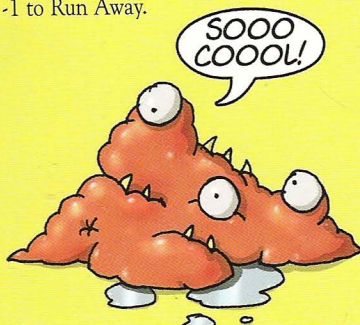
Class

Publish or Perish: If you successfully Run Away from a monster whose Bad Stuff includes Death, go up a level.

LEVEL 4

SHOGGIES

They're everywhere!
-1 to Run Away.



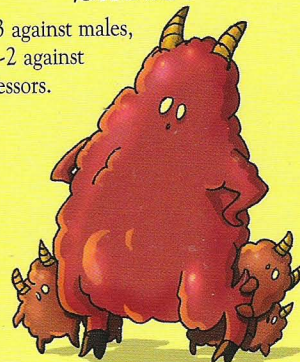
2 Treasures

Bad Stuff: Lose your Footgear. Eww!

LEVEL 12

SHUBBY

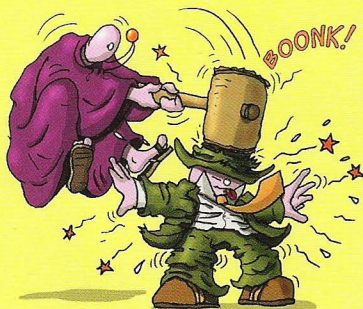
+3 against males,
and -2 against Professors.



3 Treasures

Bad Stuff: Show your hand. She drinks all Ichors and Potions you have. Discard them.

SUDDEN HEAD BLOW



Play this card on a Cultist to cure his madness; discard the Cultist card.

Alternatively, play this card on a non-Cultist to make him become a Cultist, losing one of his current Class cards (his choice).



SUPER MUNCHKIN

You may have two Class cards, and have all the advantages and disadvantages of each.



TEENY WEENY

-5 TO LEVEL OF MONSTER

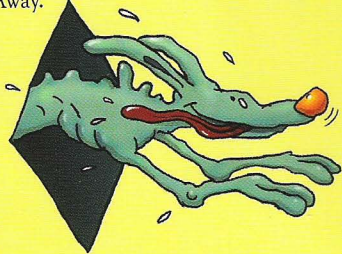
(Minimum Level 1)

Play during any combat. If the monster is defeated, draw 1 fewer Treasure (minimum of 1).



LEVEL 4
TINDALOO

He's got you cornered! -2 to Run Away.



Bad Stuff: Lose an Item chosen by the player on your left.



2 Treasures

TRUCULENT
*10 To LEVEL
OF MONSTER



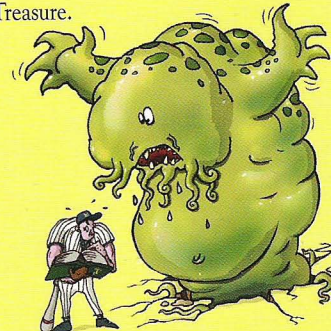
Play during any combat. If the monster is defeated, draw two extra Treasures.



TUMESCENT

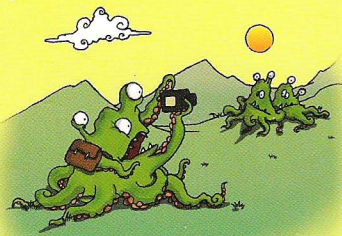
*5 To LEVEL
OF MONSTER

Play during any combat. If the monster is defeated, draw an extra Treasure.



WANDERING
MONSTER

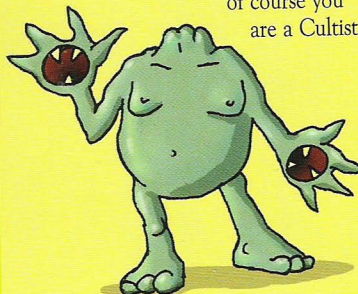
Play this card, with a Monster from your hand, when someone (including you!) is in combat. Your monster joins the one already fighting – add their Levels. If the character(s) must flee, resolve the Run Away attempts separately, in the order the victim chooses.



LEVEL 6
YGO

-2 against Cultists.
If you defeat Ygo, you have one extra Hand for as long as you live . . . but you lose it if you die.

Bad Stuff: Lose your Class, unless of course you are a Cultist.



2 Treasures

LEVEL 16
YOGZOTOT

"I'm the gate! I'm the key!" -2 against Investigators, who brought their own keys.

Will not pursue anyone of Level 3 or below, unless you mention soap. So don't.

Bad Stuff: Lose a level and any and all "Necro-" books you have.

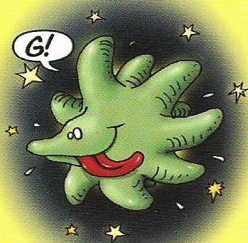


2 Levels

4 Treasures

LEVEL 18
'ZATHOTH

+2 against Cultists. Will not pursue anyone of Level 4 or below.



Bad Stuff: You are cursed! Anyone who plays a Curse on you right now may draw two face-down cards from either deck.



2 Levels

5 Treasures

MUNCHKIN ETHULHU



MUNCHKIN CTHULHU



MUNCHKIN CTHULHU



MUNCHKIN ETHULHU



MUNCHKIN CTHULHU



MUNCHKIN ETHULHU



MUNCHKIN CTHULHU



MUNCHKIN
ETHULHU



MUNCHKIN CTHULHU

