

***2 BONUS**
CAN OPENER



If you have the Can Opener, the Canned Meat cannot be used against you, and is worth +10 if you throw it.

1 Hand

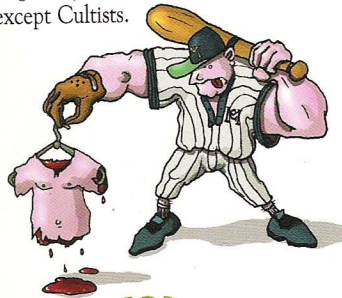


400 Gold Pieces

***4 BONUS**
CULTIST T-SHIRT

Made from a real Cultist! May be worn along with other Armor, but anything that takes away your Armor will take it all.

However, while you wear this disgusting item, no one will help you except Cultists.



Armor



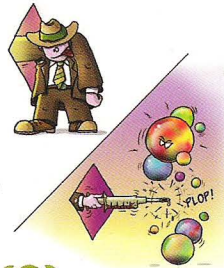
500 Gold Pieces

***2 BONUS**
EXTRAPLANAR

Place this card with an item that requires Hands. That item is now the Extraplanar (whatever), and worth an extra +2 in combat.

The owner of this item may also discard it during combat to discard one monster. No treasure or levels are earned for that monster.

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



FEED FRIENDS
TO CTHULHOO

If you play this card immediately after Great Cthulhoo (or Great Cthulhu) catches another player, the level you go up can be the winning level. Ia!



GO UP A LEVEL



FICKLE ICHOR

+6 to either side in a combat, if it works. Usable once only.



When you use the Fickle Ichor, roll a die. On a 4-6, it works as intended and is discarded. But on a 1-3, it bounces off! All other players roll dice. The winner picks up the Fickle Ichor, but may not use it in that same combat.

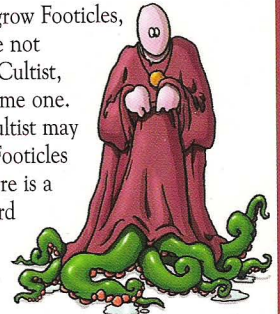


200 Gold Pieces

***2 BONUS**
FOOTICLES

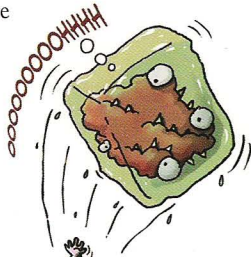
You may now have any number of Footgear, but anything that makes you lose any Footgear makes you lose it all, regardless of the powers of the other Footgear.

If you grow Footicles, and you're not already a Cultist, then become one. A non-Cultist may not play Footicles unless there is a Cultist card available.



FROZEN SHOGGY

+4 to either side in a combat. Usable once only.



Roll a die when you throw the Frozen Shoggy. On a 1, it gets confused and attacks the side opposite from the one you intended.



No Value

***3 BONUS**
HEDGE SHEARS



2 Hands



500 Gold Pieces

***2 BONUS**
HYPODERMIC NEEDLE



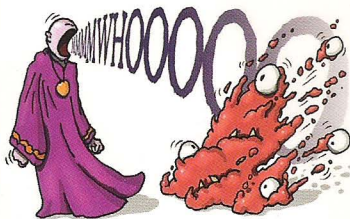
1 Hand



300 Gold Pieces

INHUMAN MOAN

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

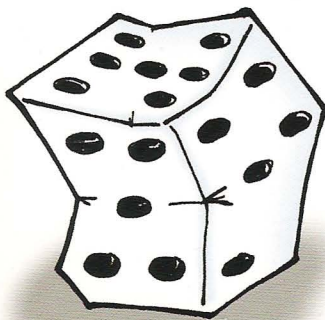


If the player TWO seats to your left has a lower level than you when you discard this card, he may immediately put it in his hand to use in a later combat.



LOADED DIE

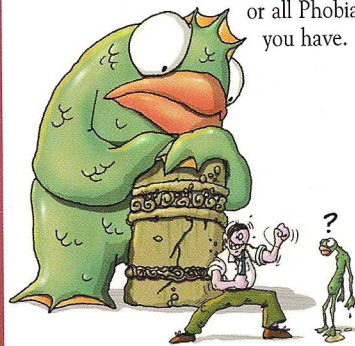
Play after you roll the die, for any reason. Turn the die so the number of your choice is on top. That's your roll. Usable once only.



300 Gold Pieces

MASTER YOUR FEARS

Instead of going up a level, you may use this card at any time to discard any or all Phobias you have.



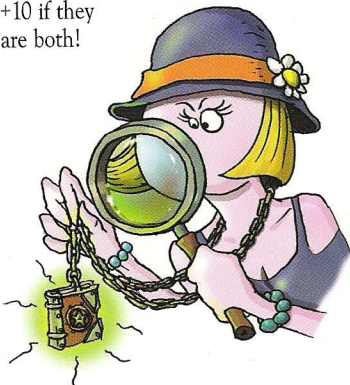
GO UP A LEVEL



*1 BONUS

NECROMINICON

+5 against monsters which are Itsy Bitsy or Teeny Weeny.
+10 if they are both!



300 Gold Pieces

*3 BONUS

ROMAN CANDLE



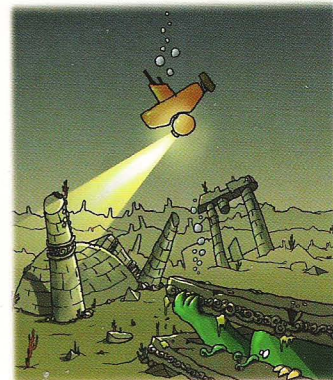
This is a fire/flare attack.

1 Hand



500 Gold Pieces

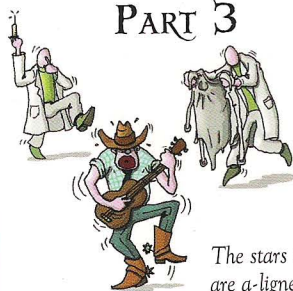
SEARCH THE DEPTHS FOR KNOWLEDGE



GO UP A LEVEL



SONG OF MADNESS, PART 3

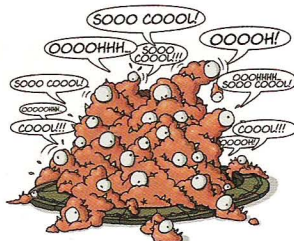


*The stars at night
are a-lined right,
deep in the heart of Texas!*

+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.



SOOOO COOOOOO!



Play this card at any time, even during combat, to bring either the Shoggies or Frozen Shoggy card out of the discards. You may put the card into your hand, or into the combat.

Alternatively, you can use this card to give +10 to either of the above cards after it has been played, but before the die is rolled for the Frozen Shoggy.



STICKY HEAD

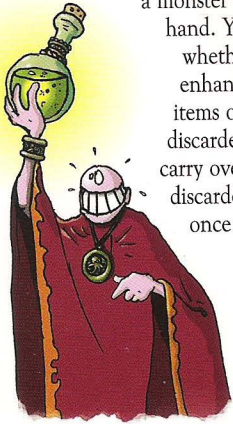
Nothing, not even death, can take away your Headgear. Or this card. This means you cannot sell or trade your Headgear, either.

If you play Sticky Head, and you're not already a Cultist, then become one. A non-Cultist may not play Sticky Head unless there is a Cultist card available.



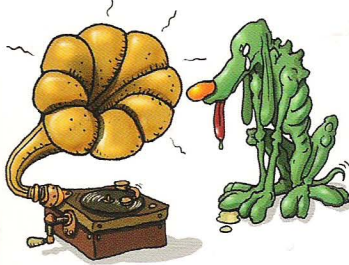
TRICKY ICHOR

Use during combat. Discard one monster from the combat and substitute a monster from your hand. You decide whether any enhancers or items on the discarded monster carry over or are discarded. Usable once only.



300 Gold Pieces

+4 BONUS VICTROLA



You may use the Victrola's bonus in any combat, whether you are involved in that combat or not. It can give a bonus only to the munchkins, not the monsters.

1 Hand
Big



600 Gold Pieces

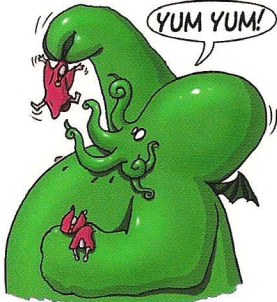
WISHING RING

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



500 Gold Pieces

YUM YUM!



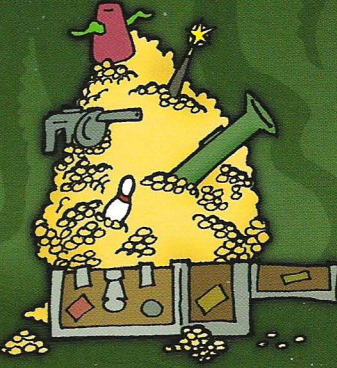
Play this card during any combat, before any attempt to Run Away is made. Add "Death" to the Bad Stuff for any one monster if it's not already there. That monster will now pursue all characters regardless of class, level, sex, and so on.



MUNCHKINTM
CTHULHU



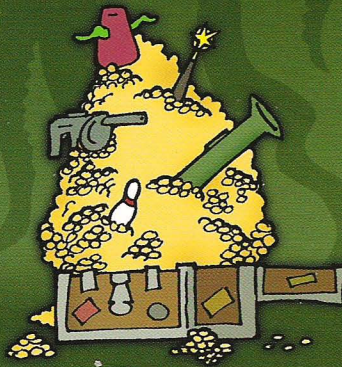
MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU



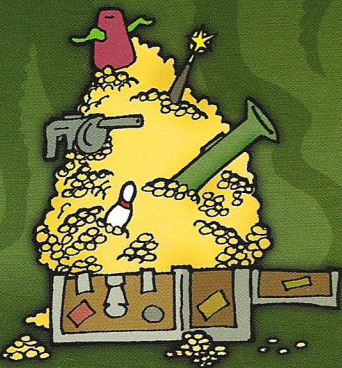
MUNCHKINTM
CTHULHU



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