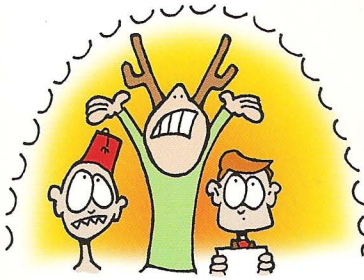


AEGIS

Nothing can kill your Minions except you; you can still sacrifice them to let you escape. (And you can still lose Minions in other ways.)



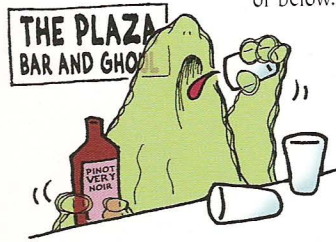
A Power: Rank 3

Level 15
Undead

BAR GHAIST

Any card representing an alcoholic beverage counts double if used to aid the Bar Ghaist.

Will not pursue anyone of Level 2 or below.



Bad Stuff: Lose two levels.

2 Levels **A** 4 Treasures

Level 5
Undead

BARB-Y DOLL

+ 1 vs. Changelings.

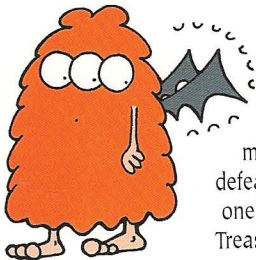
Bad Stuff: Discard the item of your choice from those you have in play.



A 2 Treasures

BAT-WINGED +5 TO LEVEL OF MONSTER

Play during combat. The monster also counts as a Bat for all purposes.



If the monster is defeated, draw one extra Treasure card.

A

Changeling Only BILOCATION

You can be in two places at once. This lets you help yourself in combat, instead of asking someone else for help. Only your levels count for this help. If you win, draw your Treasures face down.



A Power: Rank 2

CELERITOUSNESS

If you fail a roll to Run Away, you may re-roll it once at no cost.



A Power: Rank 1

CHANGELING

Pot of Gold: When you win a combat, you may draw any or all of your Treasures as Doors instead.



Power Glue: You do not lose Powers if your level goes down.

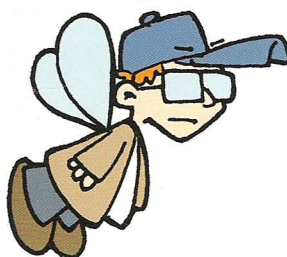
A

Race

CHANGELING

Pot of Gold: When you win a combat, you may draw any or all of your Treasures as Doors instead.

Power Glue: You do not lose Powers if your level goes down.



A

Race

CHEAT!

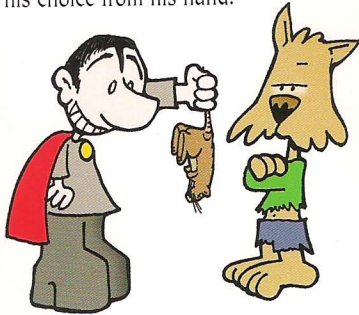
You may have and use any one item that would otherwise be against the rules. Put this card with that item. Discard it when you lose that item.



A

COMMUTATION

At any time during your turn except during combat, but only once per turn, you may give another player any card from your hand. That player must then give you a card of his choice from his hand.



A Power: Rank 1

Level 11
Undead

COUNT STRODD THE ODD



-3 vs.
Vampires,
but +3 vs.
Werewolves.

**Bad
Stuff:** Lose
a level and
discard one
card.

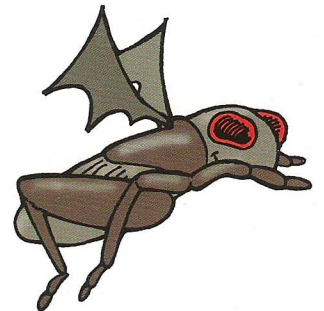
A 3 Treasures

Level 7

CRICKET BAT

-1 vs. Werewolves, who are neither insect lovers nor sports fans.

Bad Stuff: Lose a Power of the lowest Rank you have.



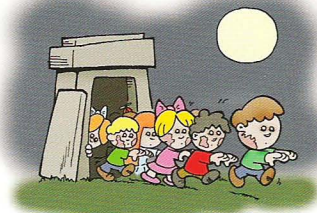
A 2 Treasures

Level 3
Undead

CRYPT KIDDIES

-2 vs. Mummies, who spank them and make them go to bed.

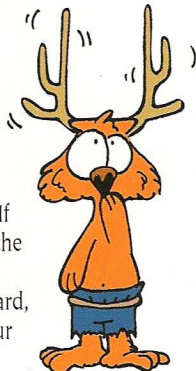
Bad Stuff: You are at -10 the next time you face Undead. Keep this card until then as a reminder.



A 1 Treasure

CURSE! CHANGE RACE

If you have no Race now, this curse has no effect. Otherwise, go back through the discard pile, starting with the top discard. The first Race card you come to replaces your current Race(s). If you go through the discards without finding a Race card, you just lose your own Race(s).

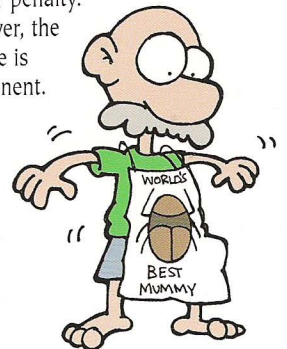


A

CURSE! CHANGE SEX

-5 to your next combat due to distraction. After that, there is no further penalty.

However, the change is permanent.



A

CURSE! LOSE 1 BIG ITEM

Choose one Big item to discard.



A

CURSE! LOSE 1 SMALL ITEM

Choose one small item to discard. Any item that is not designated "big" is small.



A

CURSE!

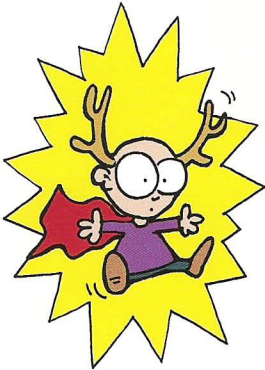


LOSE THE ARMOR
YOU ARE WEARING

A

CURSE! LOSE A POWER

Choose one Power to discard.

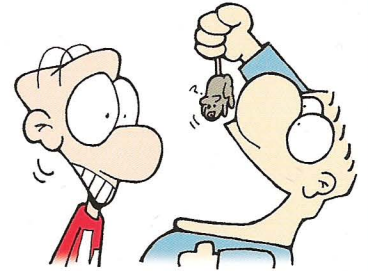


CURSE! LOSE YOUR RACE

Discard
any Race(s)
you have in
play and
become a
Human.



CURSE! MAKE STUPID JOKE WITH GM'S PET!



LOSE 1 LEVEL



Level 15

DOCTOR JACKAL

When Dr. Jackal is in a combat, any player with Mr. Hide in his hand can exchange the cards at any time.

Will not pursue anyone of Level 2 or below.

Bad Stuff: He experiments on you. Lose your Race(s).



2 Levels



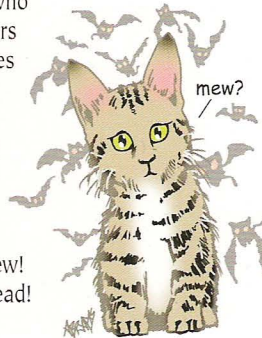
4 Treasures

Level 17

THE EVIL

These demon kittens will not pursue anyone of Level 4 or below, but anyone who encounters them loses a level anyway, just from sheer terror.

Bad Stuff: Mew! You're dead!



2 Levels



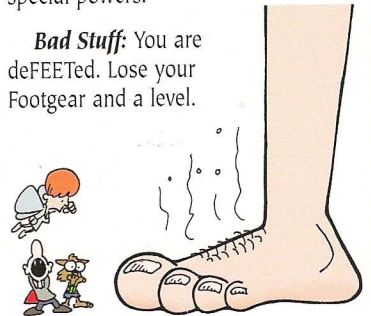
4 Treasures

Level 13

EVIL IS A FOOT!

Any Footgear card can be played as a one-shot to aid the Foot, giving twice its normal level bonus but no special powers.

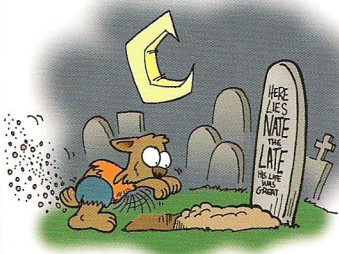
Bad Stuff: You are deFEETed. Lose your Footgear and a level.



3 Treasures

EXHUMATION

At the start of your turn, take the top discard from either stack.



Power: Rank 3

FANFARONADE

If you are in combat against a single monster and cannot win, roll a die. On a result of 5 or 6, the monster is intimidated. It gives you a face-down treasure and flees. Discard the monster. This is not a kill.



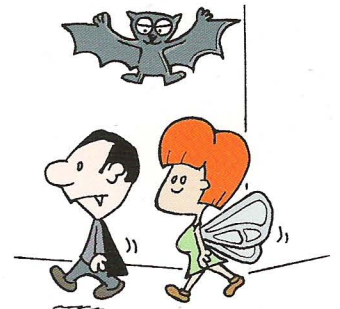
Power: Rank 1

Level 9

FLAT BAT

+2 vs. Mummies.

Bad Stuff: Lose a Big item. If you have no Big items, lose the item of your choice.

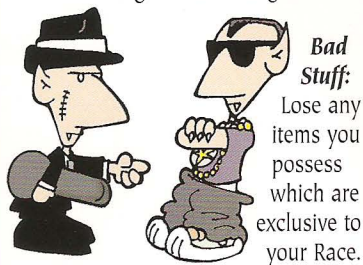


3 Treasures

Level 11
Undead

GANG GRELLS

They give all the decent undead a bad name . . . Only a munchkin of a level higher than yours can help you against the Gang Grells.



Bad Stuff:

Lose any items you possess which are exclusive to your Race.



3 Treasures

Level 13

GAT BAT

-3 vs. Changelings.



Bad Stuff: Battered by bat bullets. Discard items worth at least 1,000 gold pieces, either from your hand or in play.



3 Treasures

+ 3 Bonus

GHOUL MINION



Level 3

GNAT BATS

+ 1 vs. Werewolves. Next time, buy a flea collar. Anyone they defeat is at -1 to Run Away.

Bad Stuff: Lose your Headgear.



1 Treasure

Level 7

GRAVE ROBBERS

+ 1 vs. Mummies.

Bad Stuff: Lose all items you have in play which you cannot legally use, including items used with a Cheat card.

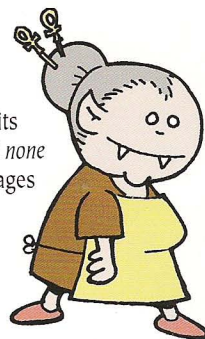


2 Treasures

HALF-BREED

You may have two Race cards, and have all the advantages *and* disadvantages

of each. Or you may have one Race card and have all of its advantages and *none* of its disadvantages (for example, monsters that hate Vampires will have no bonus against a half-Vampire). Lose this card if you lose your Race card(s).



HALF-BREED

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

Or you may have one Race card and have all of its advantages and *none* of its disadvantages (for example, monsters that hate Vampires will have no bonus against a half-Vampire). Lose this card if you lose your Race card(s).



Level 9

HIGH SCHOOL VAMPIRE SLAYING CLUB

+ 2 vs. Vampires.

Bad Stuff: Vampires are, like, totally slain, duh. Anyone else loses a level.



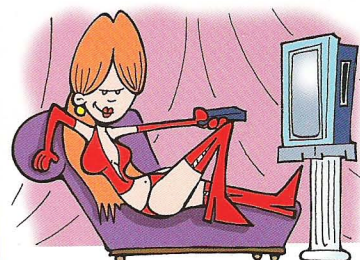
3 Treasures

Level 5

HORROR HOSTESS

+ 3 against males, but you are at + 1 to Run Away. She can't chase you in those boots.

Bad Stuff: Show your hand and discard all monsters you hold.



2 Treasures

INCOMPREHENSION

You speak an ancient and unpronounceable tongue, and often you can get away with pretending not to understand your friends. When someone uses a Power on you to force you to help them, roll a die. On a 4-6, you don't have to help after all.



A Power: Rank 1

Mummy Only

INSPIRITMENT

You may give a +3 bonus to another munchkin in combat, if you are not in the combat yourself.



A Power: Rank 2

Level 13

THE LITTLE DEATH

You may only be helped by a munchkin of the opposite sex.



Bad Stuff: Lose a Power of the highest Rank you have.

A 3 Treasures

Level 7

MIME

Horrible, silent, black-clad, white-faced, and not a vampire.
+1 vs. Vampires.



Bad Stuff: You cannot speak until the beginning of your next turn. If you can't deal with this, discard your whole hand and speak freely.

A 2 Treasures

+ 2 Bonus

MINDLESS MINION

This Minion cannot be sacrificed or slain, because he is not out adventuring, but back at the station doing your evil bidding.

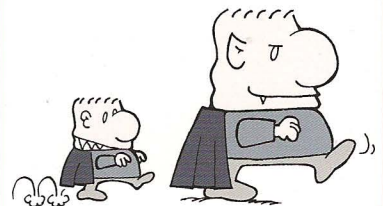


A

+ 1 Bonus

MINI-MINION

If you sacrifice the Mini-Minion to escape a monster, roll a die - on a 4, 5, or 6, he comes scuttling back to you. You still escape, though.



A

Level 5

MOUSSE AND SQUIRREL

+1 vs. Mummies.

Bad Stuff: It steals your Headgear, punches holes in it, and wears it.

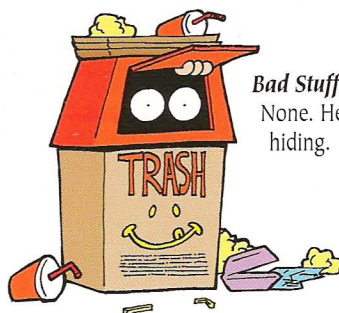


A 2 Treasures

Level 3

MR. HIDE

When Mr. Hide is in a combat, any player with Dr. Jackal in his hand can exchange the cards at any time.



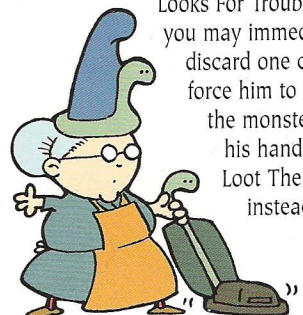
Bad Stuff: None. He's hiding.

A 1 Treasure

MUMMY

Kiss It And Make It Better: By discarding one card, you may cancel the effect of a Trap or Curse on another player.

Clean Your Room: When a rival Looks For Trouble, you may immediately discard one card to force him to return the monster to his hand and Loot The Room instead.

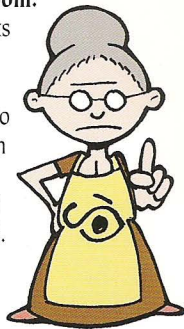


A Race

MUMMY

Kiss It And Make It Better: By discarding one card, you may cancel the effect of a Trap or Curse on *another* player.

Clean Your Room: When a rival Looks For Trouble, you may immediately discard one card to force him to return the monster to his hand and Loot The Room instead.



Race

MUMMY

Kiss It And Make It Better: By discarding one card, you may cancel the effect of a Trap or Curse on *another* player.

Clean Your Room: When a rival Looks For Trouble, you may immediately discard one card to force him to return the monster to his hand and Loot The Room instead.

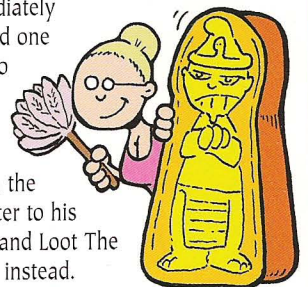


Race

MUMMY

Kiss It And Make It Better: By discarding one card, you may cancel the effect of a Trap or Curse on *another* player.

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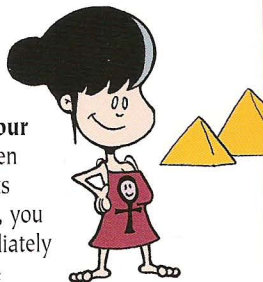


Race

MUMMY

Kiss It And Make It Better: By discarding one card, you may cancel the effect of a Trap or Curse on *another* player.

Clean Your Room: When a rival Looks For Trouble, you may immediately discard one card to force him to return the monster to his hand and Loot The Room instead.



Race

Level 5
Undead

NOSFERTUTU

His horrifying lack of fashion sense gives him +3 against Changelings.

Bad Stuff: He steals any Dead items you possess.



2 Treasures

Werewolf Only

PACKMATES

Any other Werewolf must help you if asked, without reward.



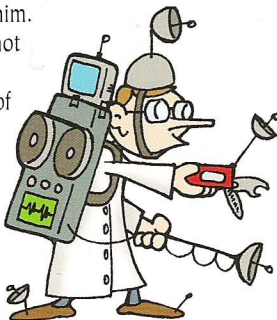
Power: Rank 2

Level 17

PARAPSYCHOLOGIST

No one of your Race can help you against him.

Will not pursue anyone of Level 4 or below.



Bad Stuff: He proves that you do not exist. Discard all your Powers.

2 Levels



4 Treasures

Vampire Only

PERQUISITION

Draw two cards when you Loot The Room. Choose one to keep, and discard the other.



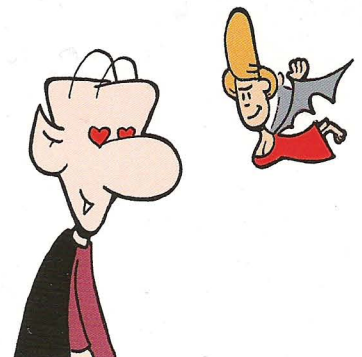
Power: Rank 2

Level 11

PHAT BAT

+5 vs. Half-Breeds.

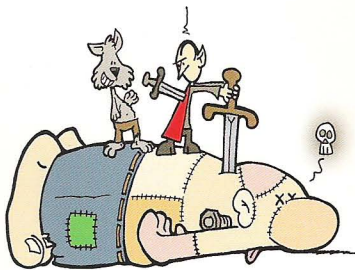
Bad Stuff: Lose your armor.



3 Treasures

RECRIMINATION

This is a one-use Power. Discard it at the end of any combat in which someone aided you and you both survived. Then take any one Power from the munchkin who aided you!



Power: Rank 3

RODOMONTADE

You may hold one extra card in your hand.



Power: Rank 1

STYLISHLY DRESSED +10 TO LEVEL OF MONSTER

Play during combat. If the monster is defeated, draw two extra Treasure cards.

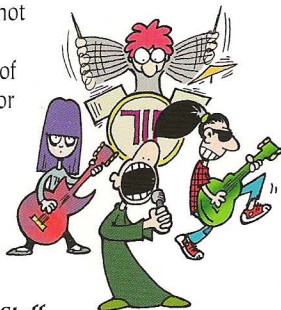


Power: Rank 1

Level 15

TEN INCH TACKS

+ 5 against anyone of Level 9.
Will not pursue anyone of Level 2 or below.



Bad Stuff:

Your Minions desert you to become groupies. Lose your Minion(s).

2 Levels 4 Treasures

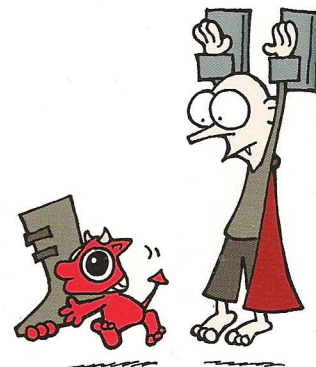
TERGIVERSATION

If you could legally help in a combat, and you offer to help but someone else is chosen, you may discard one card to give a -4 to the one who turned you down.



Power: Rank 3

TRAP!



**LOSE THE FOOTGEAR
YOU ARE WEARING**

Power: Rank 1

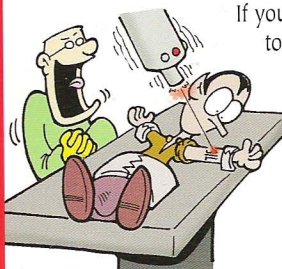
TRAP!



**LOSE THE HEADGEAR
YOU ARE WEARING**

Power: Rank 1

TRAP! TATTOO REMOVAL



If you happen to have any tattoos, discard them, too.

**DISCARD YOUR
ENTIRE HAND**

Power: Rank 1

Level 3

TRICK OR TREATERS

+ 1 vs. Vampires.

Bad Stuff: Give them a treat. The player to your left picks an item to be discarded.



Power: Rank 1

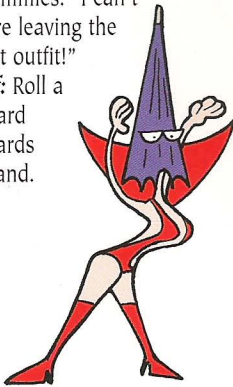
1 Treasure

Level 7
Undead

VAMPIBRELLA

-1 vs. Mummies. "I can't believe you're leaving the house in that outfit!"

Bad Stuff: Roll a die and discard that many cards from your hand.



2 Treasures

VAMPIRE

Slurp: When you play a Go Up A Level card, you may take that level from any player with a level higher than yours.

Unnatural Vitality: When you encounter Bad Stuff that costs more than one level, you lose only one level. Multiple Bad Stuffs can each cost you one level, though.

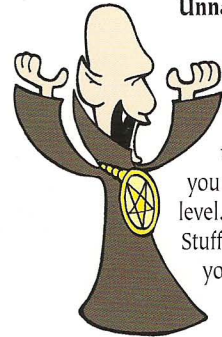


Race

VAMPIRE

Slurp: When you play a Go Up A Level card, you may take that level from any player with a level higher than yours.

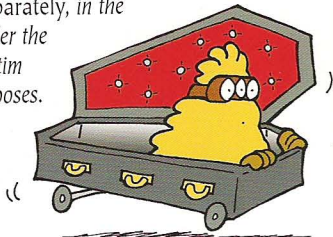
Unnatural Vitality: When you encounter Bad Stuff that costs more than one level, you lose only one level. Multiple Bad Stuffs can each cost you one level, though.



Race

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.



WEEPY

-5 TO LEVEL OF MONSTER

(Minimum Level 1)

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



Level 9 WERE-PENGUIN

-2 against Werewolves.

Bad Stuff: Your Linux system crashes. Wait . . . that's not a game effect. Okay, lose a level, then.



3 Treasures

WEREWOLF

Destroy Unnatural Evil: +4 against any Undead or Demon.



Race

Nice Doggie: If you help someone else kill a monster, draw a face-down Door.

WEREWOLF

Destroy Unnatural Evil: +4 against any Undead or Demon.

Nice Doggie: If you help someone else kill a monster, draw a face-down Door.



Race

Level 9 YOUR OLD CHARACTER

You can use neither Levels nor Items in this combat. Unless someone helps you, you're probably hosed. But anyone who helps you gets a level.

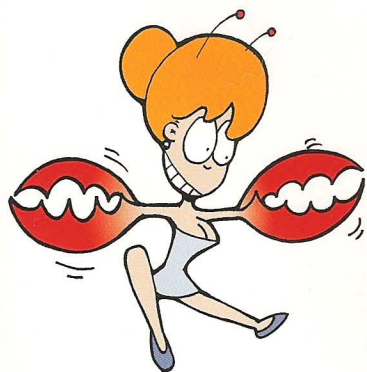
Bad Stuff: It moves your best item onto its own character sheet. Lose the Item that gives you the biggest bonus.



3 Treasures

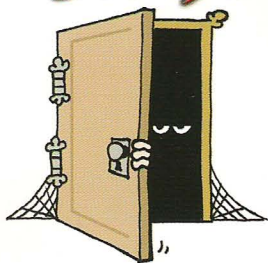
+ 3 Bonus

ZOOMORPHIFICATION

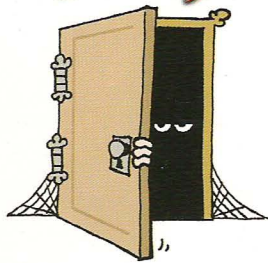


Power: Rank 2

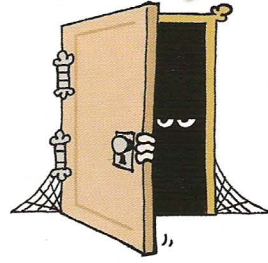
**MUNCHKIN
BITES!**



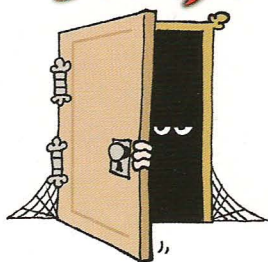
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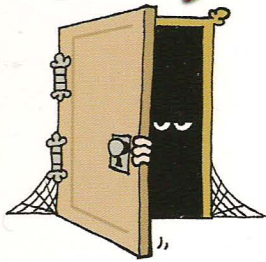
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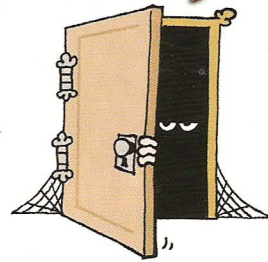
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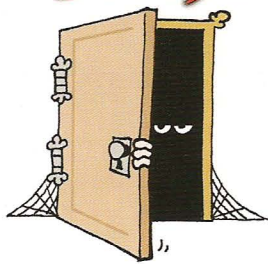
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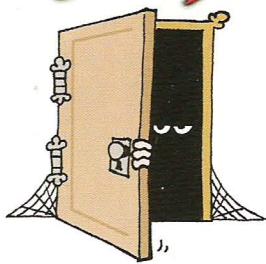
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**MUNCHKIN
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