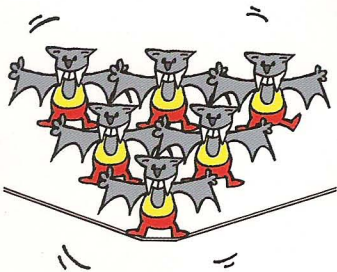


Level 2

## ACRO BATS

-1 to Run Away.

**Bad Stuff:** They steal a small Item, chosen by the player to your right.



1 Treasure

## ADROITOSITY

You may carry and use one extra Hand's worth of items.



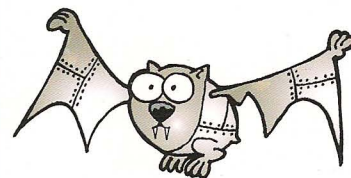
Power: Rank 1

Level 14

## ALUMINUM BAT

A Werewolf who defeats the Aluminum Bat may recycle it, earning an extra level.

**Bad Stuff:** You're battered to death.



4 Treasures

Level 18

## ASMODEUS

A demon of high rank and great naughtiness. Will not pursue anyone of Level 4 or below.

**Bad Stuff:** You lose your highest-ranking Power. Then you die. Bye.



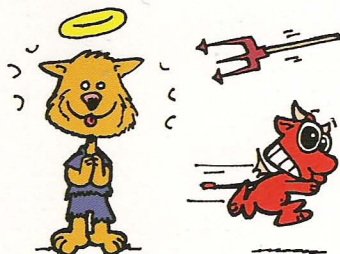
2 Levels

4 Treasures

Not Usable by Vampire

## AURA OF GOOD

You get an extra +5 against demons and undead, and they never pursue you if you must flee.



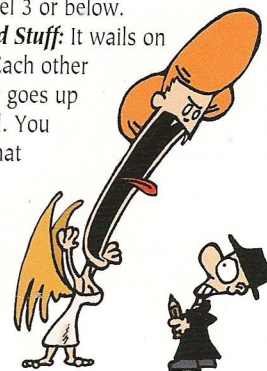
Power: Rank 3

Level 16

## BANSHEE

Demon of ill luck. -4 against Changelings. Will not pursue anyone of Level 3 or below.

**Bad Stuff:** It wails on you. Each other player goes up a level. You lose that many levels.



2 Levels

4 Treasures

Level 4

## BASEBALL BATS

-1 against Vampires. The stupid things think you're an Umpire.

**Bad Stuff:** They strike you until you bawl. Lose 2 Levels.



2 Treasures

## BEGUILEMENT

If anyone else ends their turn with too many cards, they do not give the extras away as charity or discard them . . . you get them. (If you end the turn with too many cards, proceed normally.)



Power: Rank 3

Level 4

## BOGGART

+5 against Changelings.

**Bad Stuff:** He does something so nasty to your shoes that you never want to see them again. Lose your Footgear.



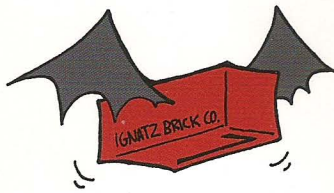
2 Treasures



Level 10

## BRICK BAT

+4 against anyone with no Headgear.



**Bad Stuff:** Lose your Headgear and a Level . . . or two Levels if you have no Headgear.

3 Treasures

Level 2

## CAT BATS

-1 against Werewolves.

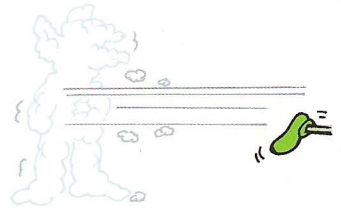
**Bad Stuff:** They scratch your hand. Discard your whole hand!



1 Treasure

## CELERITOUSNESS

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



Power: Rank 1

## CHAFFERY

When you sell items to go up a Level, you may buy a Level with only 800 gold pieces' worth of items.



Power: Rank 2

## CHANGELING

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

You do not lose Powers if your level goes down.



Race

## CHANGELING

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

You do not lose Powers if your level goes down.



Race

## CHANGELING

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

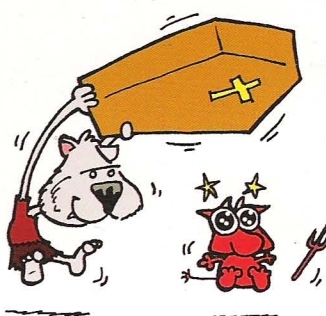
You do not lose Powers if your level goes down.



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.



## CORRUPT

### +5 TO LEVEL OF MONSTER

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





+ 2 Bonus

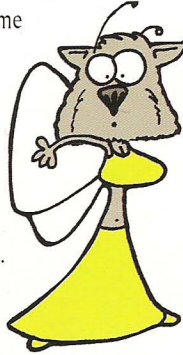
## CULTIST MINION

He would die for you. No doubt you'll let him.



## 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).



## CURSE! CHANGE SEX

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



## CURSE! LARP EATS YOUR BRAIN



Lose 1 Level

## CURSE! LOSE 1 BIG ITEM

Choose one Big item to discard.



## CURSE! LOSE 1 SMALL ITEM



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

## CURSE!



LOSE THE ARMOR  
YOU ARE WEARING

## CURSE!



LOSE THE FOOTGEAR  
YOU ARE WEARING

## CURSE!



LOSE THE HEADGEAR  
YOU ARE WEARING



## CURSE! LOSE A POWER

Choose one Power to discard.



## 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! MUENSTER WE ARE, YET MUENSTER WE BECOME

You are overcome with awareness of your own cheesiness! You may not help other players in combat in any way, or even play cards that affect their combats, until you slay one monster without aid of any kind from the other players.



## CURSE! POWERS CHANGE

Starting with the player on your left, each player has the option to exchange one of his own in-play Powers for one of yours. All Powers you are given stay "in play" until all exchanges are complete. Then any player who got a Power he cannot play must either put it in his hand or discard it.



## CURSE! THE UNIVERSE HATES YOU!

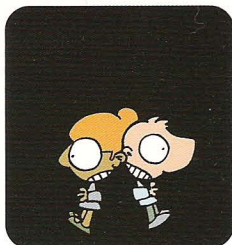


LOSE THE  
ITEM  
THAT GIVES YOU  
THE BIGGEST BONUS

## Level 16 THE DARKNESS

Will not pursue anyone of Level 3 or below. Characters of higher Levels lose 2 Levels, *even if they escape*.

**Bad Stuff:** If you are human, give in to the Darkness and go through the Door discards until you get a Race card. It's yours. If you are not human, you're dead.



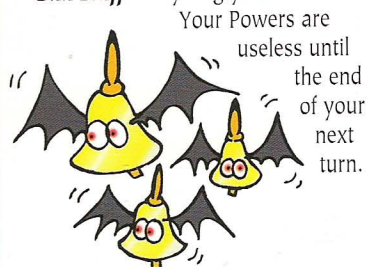
2 Levels

4 Treasures

## Level 2 PING BATS

They're bellicose! Positive enhancers give them double the normal level bonus. They still get only the treasure bonus printed on the enhancer card.

**Bad Stuff:** They ring your chimes.

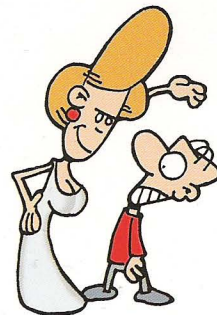


1 Treasure

## DOMINION

Any time you are in combat, you may demand help from anyone of your Race and lower Level, and they must help you without reward. Being a mere Human counts as a Race here.

Discard 3 cards to use this Power.



Power: Rank 3



## ENTHRALLMENT

You may have one extra Minion.



Power: Rank 1

## EVIL TWIN

Another monster appears, of the same Level and with all the same bonuses. If the monsters are defeated, draw treasure for each and go up levels for each. If player flees, he is at -1 to Run Away.



Level 8

## EYELASH BAT

Aww, she's so CUTE! Males do not get a chance to Run Away.

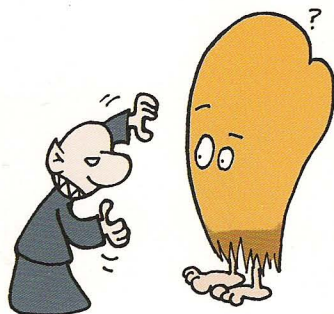
**Bad Stuff:** Lose your highest ranking Power.



2 Treasures

## FALSE SEEMING

Monsters that normally get a bonus against your race or sex get no bonus against you, for you cloud their perceptions.



Power: Rank 1

Not Usable by Werewolf

## FASCINATION

When it's your turn and you are in combat, you may demand help from anyone of the opposite sex and lower level, and they must help you without reward.

Discard 3 cards to use this Power.



Power: Rank 3

Level 6

## FAT BAT

It lusts to eat sweet faerie meat. + 3 against Changelings.

**Bad Stuff:** Floored by flapping flab! Lose the Item that gives you the biggest bonus.



2 Treasures

## FLUFFY -5 TO LEVEL OF MONSTER

(Minimum Level 1)

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



Vampire Only

## FORM OF MIST

You may automatically Run Away when you need to, without making a die roll. Discard two cards to use this Power.



Power: Rank 2

Level 10

## FRANK LIMEJELLO

The horror! The tasty gelatin horror! + 4 against females.

**Bad Stuff:** You'll never get the stains off your armor. Lose your Armor.



3 Treasures



Level 1

## FRUIT BATS

Footgear combat bonuses count double.

**Bad Stuff:** Discard one card.



1 Treasure

+ 2 Bonus

## GENERIC MINION

Does not count against your total number of Minions.

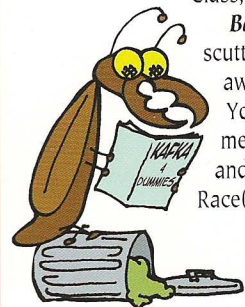


Level 4

## GREGOR

Fight Gregor as though you had the level of the player to your right, the items of the player to your left (but not your own), and your own Race, Class, and Powers.

**Bad Stuff:** The scuttling! The awful scuttling! You undergo metamorphosis and lose your Race(s).



2 Treasures

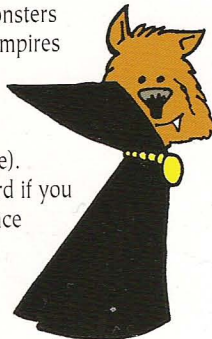
## HALF-BREED

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 10

## HECK HOUNDS

Dimly dastardly doggie demons from the dark depths of Darnation. + 4 against Werewolves.

**Bad Stuff:** These babies have rabies. Discard Powers worth at least two Ranks.

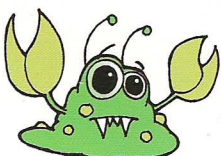


3 Treasures

## HORRIFIC, STEEPED IN EVIL, YET SOMEHOW PITIABLE

+10 TO LEVEL OF  
MONSTER

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



Level 1

## IMP

A tiny demon, but a demon nonetheless.

**Bad Stuff:** You are impaled! Lose a Level unless you are a Vampire. A Vampire is DEAD!



1 Treasure

## INVISIBLE INVISIBLE INVISIBLE

When you are *voluntarily* helping in a combat, you may change your mind and leave at any time. The person whose turn it is may attempt to find another helper.



Power: Rank 3



Level 4

## JUMPING SPIDER

-2 to Run Away.

**Bad Stuff:** Lose a Level . . . and you will have a -2 on your NEXT attempt to Run Away, too.



2 Treasures

Changeling Only

## LUCK OF THE FAE

You may re-roll any die roll.

Costs one discard per re-roll. You may only discard from your hand to use this Power.



Power: Rank 2

Werewolf Only

## LUNAR CYCLE

Roll one die immediately after you enter a combat, before other cards are played. The result is your bonus for that combat.



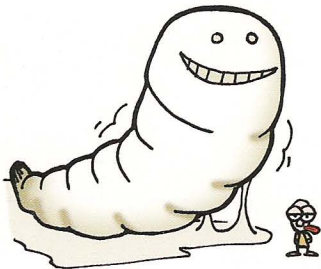
Power: Rank 2

Level 2

## MAGGOT

Euw. But -1 against Werewolves. To them it's protein . . .

**Bad Stuff:** You are maggot-gagged. Lose a Level . . . and your lunch.



1 Treasure

## MALEDICTION

By discarding cards, you may place the Evil Eye on a rival in combat. They get a -1 for every card you discard.



Power: Rank 2

## MALEDICTION

By discarding cards, you may place the Evil Eye on a rival in combat. They get a -1 for every card you discard.



Power: Rank 2

## MALIGN INTERVENTION

Play at any time except during combat. Everyone goes down one Level, except for the person who played it, who goes down two. May not be played AFTER someone reaches the winning level.



+ 5 Bonus

## MANIAC MINION

Roll a die every time you enter combat. On a 5 or 6, the Maniac abandons you before the combat to go yammering down the corridor. Discard the card.



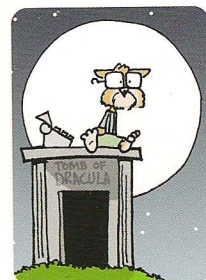
Level 12

## MARU

Marv will not fight a Werewolf. If you are a Werewolf, he gives you a Treasure, and you kick down another Door and proceed as though your turn had just started.

**Bad Stuff:**

Aieeee! He rewrites your continuity. Discard Powers (from your hand or in play) worth at least 4 Ranks.



3 Treasures



Level 8

## MEDDLING CLERIC

Demons and undead monsters cannot be sent to join the Meddling Cleric, but he gives +5 levels each to other monsters that join him.

**Bad Stuff:** Lose your Race(s) and become human.



2 Treasures

## METATHESIS

At the beginning of your turn, you may discard any number of cards you have in play and draw the same number and kind of face-down cards.



Power: Rank 3

+ 3 Bonus

## MONSTER MINION

May also be sent to join a combat in which you are not participating. Counts +3 for either side, and is then discarded.



Level 18  
Undead

## MORTAL KOM BAT

Will not pursue anyone of Level 4 or below.

**Bad Stuff:** You lose your Race(s), AND you are dead.



2 Levels

5 Treasures

Level 6

## NECROMANCER

Any player who has an Undead monster, or any monster at all and the Undead enhancer, can send it to join the Necromancer in combat.

**Bad Stuff:** Lose your highest ranking Power.



2 Treasures

Level 8

## NIGHT-HAG

This demon hates all males. +3 against males.

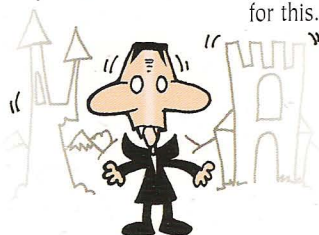
**Bad Stuff:** Lose two Items of your choice. Be glad it's not HER choice.



2 Treasures

## THE OLD WORLD IS GONE

This card takes effect instantly, whether drawn face up or face down. Starting with the one who drew the card, and going clockwise, each player takes one Power from those the person to his left has in play, and then draws one face-down Door and one face-up Treasure. There is no reason for this.



## PERCONTATION

When you search an empty room, draw two face-down Door cards.

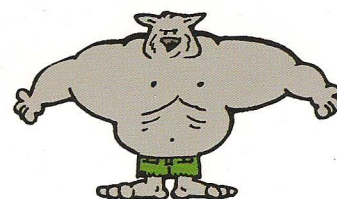


Power: Rank 1

Not Usable by  
Changeling

## PUISSANCE

You are at +4 in combat.



Power: Rank 3



Level 8  
Undead

## PUMPKINHEAD

-2 against  
Werewolves.  
+3 against  
anyone who  
has any  
Powers.

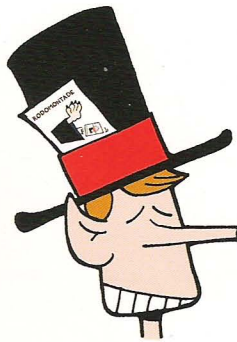


**Bad Stuff:** Lose 2 Levels.

2 Treasures

## RODOMONTADE

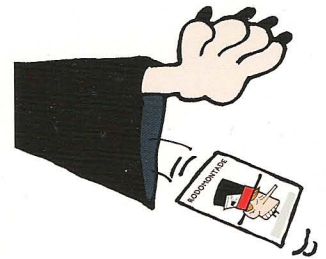
You may hold one extra card in  
your hand.



Power: Rank 1

## RODOMONTADE

You may hold one extra card in  
your hand.



Power: Rank 1

## SENSE OF IMPENDING DOOM

Play this card on a rival at any time  
except during combat. Your rival (or  
his side) will get a -10 on his next  
combat, whatever it is. Invite him  
to enjoy the anticipation.

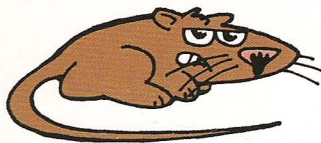


Level 2

## SMALL GIANT RAT

It goes for your toes! +3 to its  
attack if you have no Footgear.

**Bad Stuff:** Your choice: lose your  
whole hand, or 2 Levels.



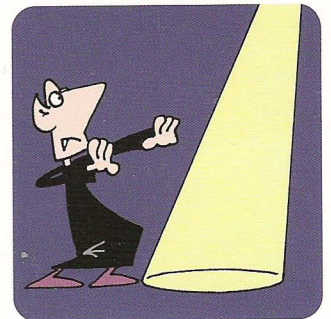
1 Treasure

Level 1

## SUNBEAM

+4 against Vampires.

**Bad Stuff:** Vampires lose a Level.  
No effect on other munchkins.



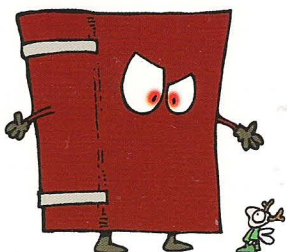
1 Treasure

Level 20

## THESAURUS

Will not pursue, chase, follow,  
track, shadow, or ferret out anyone of  
Level 5 or below.

**Bad Stuff:** You are dead, deceased,  
departed, defunct, lifeless, perished,  
moribund, and exanimate.



2 Levels

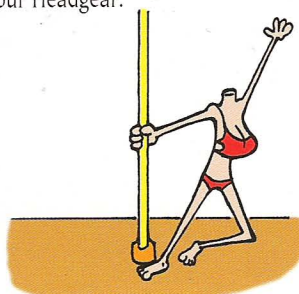
5 Treasures

Level 6  
Undead

## TOPLESS DANCER

+1 against Changelings.

**Bad Stuff:** She takes your  
Headgear. Not that she needs it. Lose  
your Headgear.



2 Treasures

## TRANSMOGRIFICATION

At any time except during combat,  
you may take any of your cards off the  
table into your hand, as long as this  
does not cause you to exceed your  
maximum hand size. Exception: if two  
cards are linked (e.g., Cheat and an  
item), you cannot pick either one up.



Power: Rank 2



## TRAP! COLD IRON

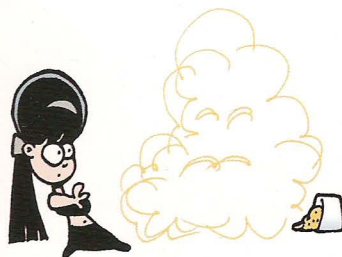
Affects only Changelings. If you are not a Changeling, and a player next to you IS a Changeling, you may have the trap hit HIM.



Lose 1 Level

## TRAP! GARLIC POWDER

Affects only Vampires. If you are not a Vampire, and a player next to you IS a Vampire, you may have the trap hit HIM.



Lose 1 Level

## TRAP! HOLY WATER

Lose a Level unless you are human. Humans are unaffected, or even perhaps slightly cleaner.



## TRAP! STAKE-A-MATIC

If you are a Vampire, lose two Levels. Otherwise, lose one.



## TRAP! WOLFSBANE

Affects only Werewolves. If you are not a Werewolf, and a player next to you IS a Werewolf, you may have the trap hit HIM.



Lose 1 Level

## UNDEAD +5 TO LEVEL OF MONSTER

Play during combat, on any monster except one that is already Undead. The monster now counts as Undead for all purposes.

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



## Level 6 URBAN CANNIBAL

+ 3 against Werewolves. They compete for the same food source: door-to-door salesmen.

**Bad Stuff:** Flee while you can! Lose your Armor.

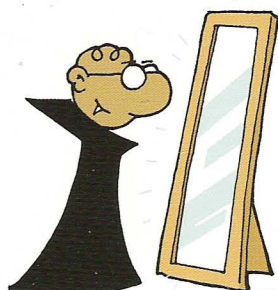


2 Treasures

## VAMPIRE

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

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.

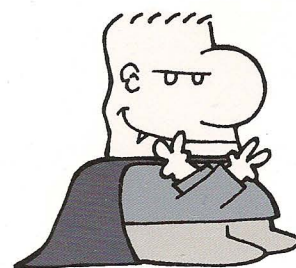


Race

## VAMPIRE

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Race



## VAMPIRE

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

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

Level 14

## VAMPIRE HUNTER

+ 5 against Vampires. Who would have guessed?

**Bad Stuff:** Vampires are DEAD. Others just lose 2 Levels.



4 Treasures

## VENOMOUS

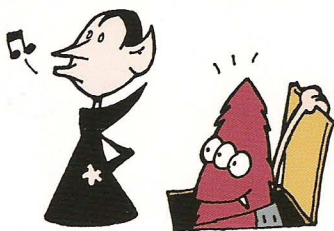
### +10 TO LEVEL OF MONSTER

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



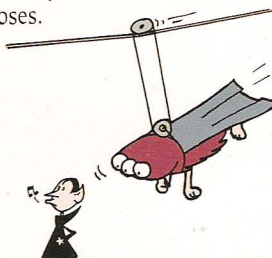
## WANDERING MONSTER

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.



## 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.



## WE'RE ALL FRIENDS HERE

Play while you are in combat. Nominate one person to help you. That person must either help you without reward, or let you choose one Item they have in play.

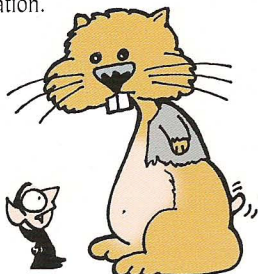


Level 1

## WERE-HAMSTER

You may not accept help of any kind from other players; they can't even play cards to aid you. Deal with this one yourself, tough guy.

**Bad Stuff:** Lose a Level from sheer humiliation.



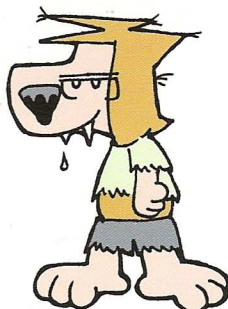
1 Treasure

Level 12

## WERE-MUSKRAT

+ 4 against Werewolves, who cannot BELIEVE this . . .

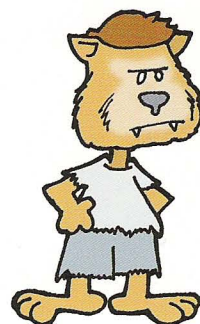
**Bad Stuff:** Choose one Item to keep and lose ALL the rest.



3 Treasures

## WEREWOLF

+ 4 against any Undead or Demon. If you help someone else kill a monster, draw a face-down Door.

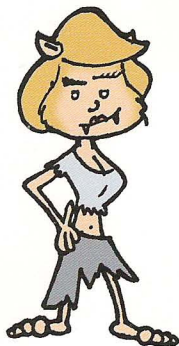


Race



## WEREWOLF

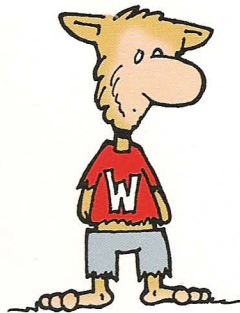
+ 4 against any Undead or Demon.  
If you *help someone else* kill a monster, draw a face-down Door.



Race

## WEREWOLF

+ 4 against any Undead or Demon.  
If you *help someone else* kill a monster, draw a face-down Door.



Race

Level 14  
Undead

## WIGHT AT THE END OF THE TUNNEL

+ 4 against Vampires. Your Level does not count for you in this combat!

**Bad Stuff:** Die, or lose all your Powers. What an agonizing decision.

We feel so sorry for you. (If you have no Powers, you don't have to decide anything. You just die.)



4 Treasures

Level 1

## WIND-UP SKULL

Gets + 4 bonus if any Undead or Demons are aiding it in the combat.

**Bad Stuff:** Lose a Power of your choice.



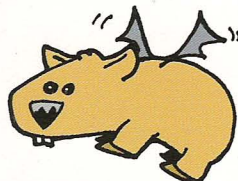
1 Treasure

Level 12

## WOM BAT

Every other Bat on its side in the combat gets + 2 to its own Level.

**Bad Stuff:** Lose 3 Levels.



3 Treasures

Level 16  
Undead

## WRAITH

Will not pursue anyone of Level 3 or below. Characters of higher Levels lose 2 Levels, even if they escape.

**Bad Stuff:** The player to your right rolls a die. You lose that many Levels (minimum of 2).



2 Levels

4 Treasures

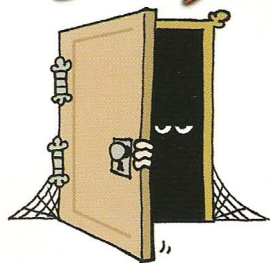
## ZOMBIE MINION

Stupid but reliable! He's too dumb to fight for you, but he counts as two extra Hands to carry things.

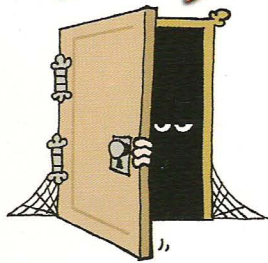




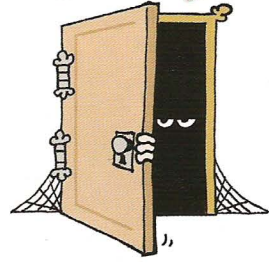
**MUNCHKIN  
BITES!**



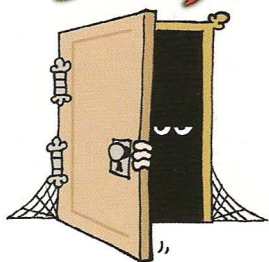
**MUNCHKIN  
BITES!**



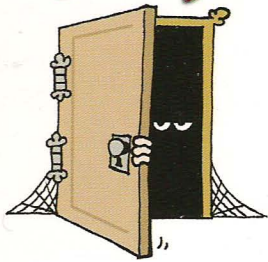
**MUNCHKIN  
BITES!**



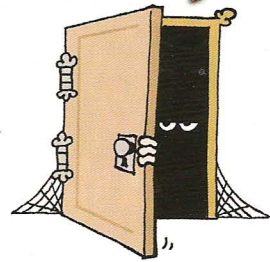
**MUNCHKIN  
BITES!**



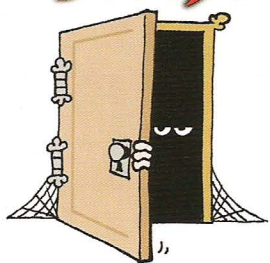
**MUNCHKIN  
BITES!**



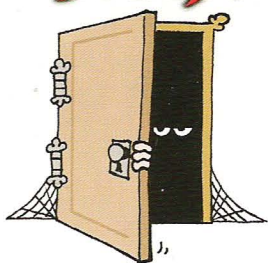
**MUNCHKIN  
BITES!**



**MUNCHKIN  
BITES!**



**MUNCHKIN  
BITES!**



**MUNCHKIN  
BITES!**

