

+ 2 Bonus

ANKH OF ANGST



600 Gold Pieces

+ 2 Bonus

ANTI-STAKE KEVLAR™

Wearer is immune to the Stake-A-Matic trap, and has an extra +2 against the Vampire Hunter.

Kevlar is a registered trademark of DuPont, and is not marketed for use by or against the undead.



Armor

500 Gold Pieces

+ 3 Bonus

ARMOR OF ENNUI

Your total contempt for everything around you is as good as actual armor.



Armor

No Value

ANCESTRAL MEMORY

Go through the discards to find any one card you want. Take that card and discard this one.



+ 2 Bonus
(+ 3 for Changelings)

ARMOR OF FAERIE



Armor

700 Gold Pieces

+ 2 Bonus

AXE OF CONTRITION



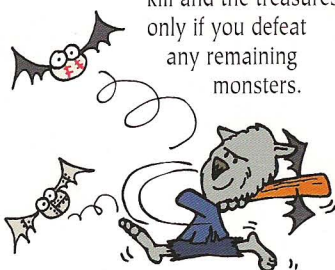
1 Hand
Big

600 Gold Pieces

+ 2 Bonus

BAT BAT

If you face Bats, this weapon automatically kills one Bat card of your choice, but then adds no bonus for the rest of the combat. You get the kill and the treasures only if you defeat any remaining monsters.



1 Hand

700 Gold Pieces

+ 3 Bonus

Not Usable by Vampire

BELTANE SUSPENDERS



500 Gold Pieces

+ 3 Bonus

Usable by Changeling Only

BLACK CAULDRON

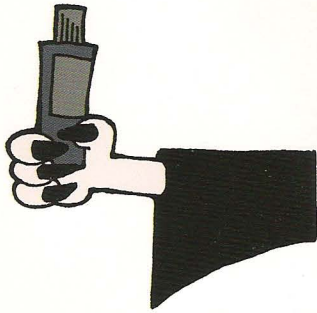


2 Hands
Big

700 Gold Pieces

+ 1 Bonus

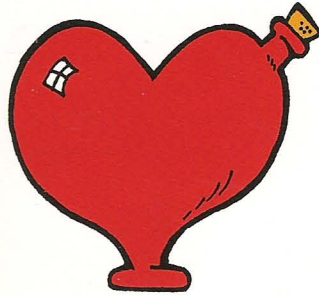
BLACK NAIL POLISH



300 Gold Pieces

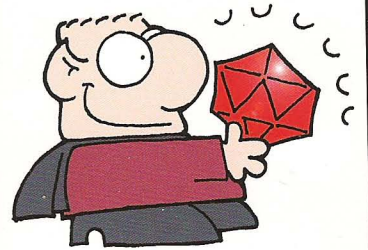
BLOOD TONIC

Use during any combat. +2 to either side. Usable once only.



100 Gold Pieces

BUY BLOOD-RED DICE



GO UP A LEVEL

+ 1 Bonus

CAM SHAFT

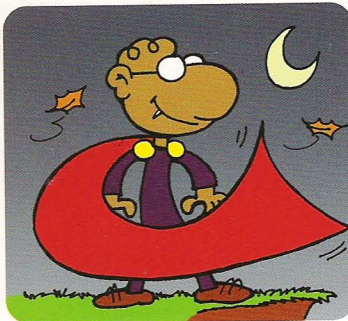


1 Hand

200 Gold Pieces

+ 2 Bonus

CAPE

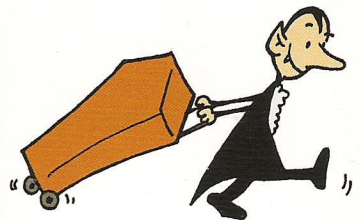


500 Gold Pieces

+ 3 Bonus

Usable by Vampire Only

COFFIN



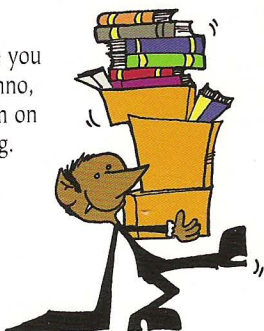
1 Hand
Big

500 Gold Pieces

+ 2 Bonus

COMPLETE SET OF OBSOLETE BOOKS

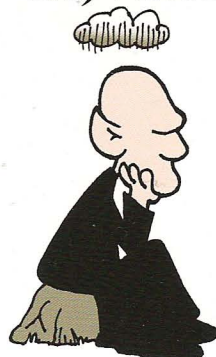
Maybe you can, I dunno, drop them on something.



2 Hands
Big

No Value

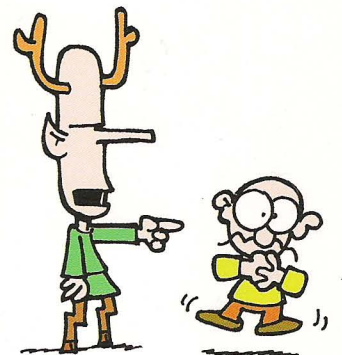
CONTEMPLATE YOUR HOPELESS EXISTENCE



GO UP A LEVEL

CUTTING REMARK

Use during any combat. +5 to either side. Usable once only.



No Value

+ 1 Bonus

DARK COMPACT



200 Gold Pieces

DEAD END

But isn't all of life a dead end, really?

Use when someone escapes a combat by Running Away or by playing a card that gives an automatic escape or makes the pursuers vanish. He must Run Away from the monster(s) again. Usable once only.



+ 3 Bonus

DEMON SWORD

If you fight multiple Demons, it gives +3 against each one (so +6 against two Demons, and so on.)



1 Hand

500 Gold Pieces

+ 2 Bonus

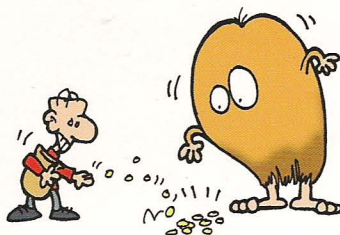
EVIL EYE SHADOW



600 Gold Pieces

FAERY GOLD

Use during any combat. +3 to aid a Changeling, or allows automatic escape from all monsters in the combat (for one or two players; your choice) without rolling to Run Away. Usable once only.



500 Gold Pieces

FAIRY DUST

Made from real fairies. Use during any combat. +5 to either side. Usable once only.



200 Gold Pieces

Not Usable by Werewolf

FAKE WOLF FEET

Allows the wearer to use any items as though he was a Werewolf. Monsters also react as though the wearer was a Werewolf. Does not give any other Werewolf abilities or let you use Werewolf-only Powers.



Footgear

400 Gold Pieces

+ 3 Bonus

Not Usable by Changeling

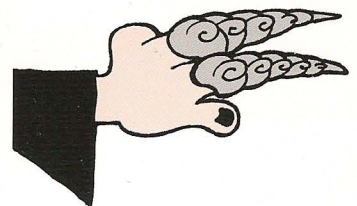
FANGPASTE



300 Gold Pieces

+ 2 Bonus

FINGER CLAWS



1 Hand

400 Gold Pieces

FLEE POWDER

Use during any combat. Forces the characters to try to Run Away. Werewolves are at -1 to this roll. Usable once only.



300 Gold Pieces

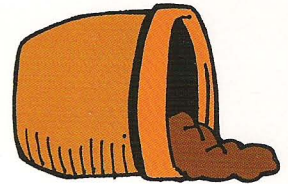
+ 2 Bonus GOTH BOOTS



Footgear 800 Gold Pieces

GRAVEYARD MOLD

Use during any combat. +3 to aid a Vampire or any Undead. Usable once only.



100 Gold Pieces

HAIR RESTORER

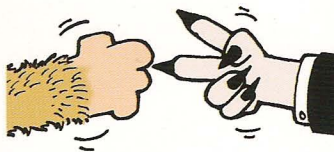
Use during any combat. +4 to aid a Werewolf. Usable once only.



100 Gold Pieces

HAND-TO-HAND ATTACK

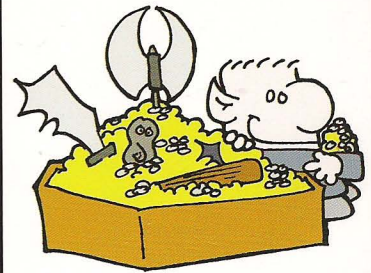
Play during any combat. +3 to either side. Discard after use . . . except that if you use it *against* a rival, play rock-paper-scissors with him. If you win, you get the card back and can use it again in another combat. If you lose, discard it.



300 Gold Pieces

HOARD!

Draw three more Treasure cards immediately. They are face-down if you drew this card face-down; otherwise, they are face-up.



IMITATE BELA LUGOSI

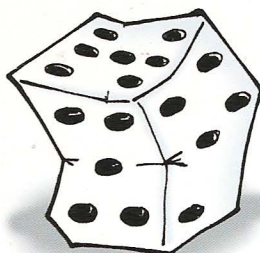
You *must* attempt a Lugosi imitation. It doesn't have to be any good.



GO UP A LEVEL

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

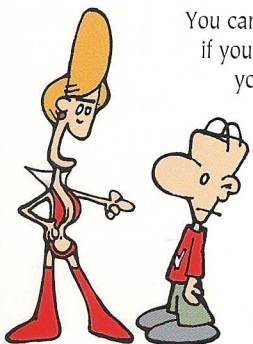
MEANINGLESS ESCAPE



Play after you fail a roll to Run Away. A single monster disappears. If that was the only monster you Ran Away from in that combat, you may turn around and grab its treasure, but no one gains a level. Usable once only.

MOCK HUMANS FOR THE CATTLE THEY ARE

You can't use this
if you are human
yourself, but
you can
save it
for later.



GO UP A LEVEL

+ 1 Bonus
(+ 3 for Werewolves)

PERFECT HAIR



Headgear

No Value

POTION OF ENNUI

Play during any combat. Discard all
monsters in the combat. These are not
kills, and no treasure is gained. Usable
once only.



200 Gold Pieces

POTION OF TORPOR

Play during any combat. + 2 to
either side. Usable once only.



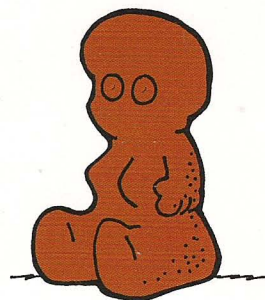
100 Gold Pieces

PRAISE GM'S MORBID POETRY



GO UP A LEVEL

+ 2 Bonus PREHISTORIC FETISH

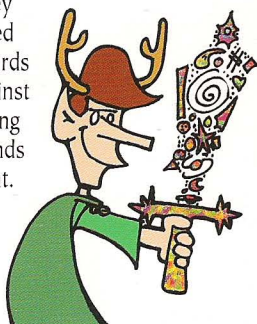


1 Hand

800 Gold Pieces

+ 1 to + 6 Bonus PRIMAL CHAOS

Roll the die to see how much
combat bonus the Primal Chaos gives
you. This roll is made AFTER everyone
agrees they
are finished
playing cards
for or against
you. Making
this roll ends
the combat.



1 Hand

500 Gold Pieces

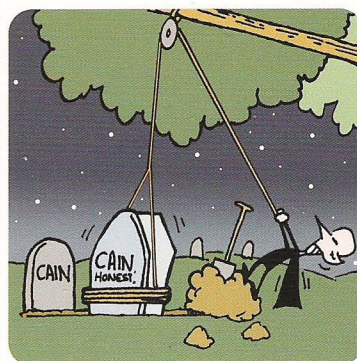
+ 2 Bonus PUNK HAIRDO



Headgear

No Value

RAISE CAIN



GO UP A LEVEL

Usable by Females Only

SCHADENFREUDIAN SLIP

May be worn with other armor, but if the other armor is lost, the Slip goes, too.

You go up one level whenever Bad Stuff happens to another player (but only once per combat). Bad Stuff doesn't count for this if it has no effect on the victim.



Armor

500 Gold Pieces

SCROLL OF DEPRESSION

Play during any combat. Causes one monster to wander off in despair and boredom, leaving its treasure behind. Usable once only.



1,300 Gold Pieces

SLAY A MINION

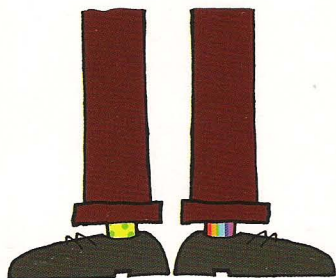
You can use this card only if a Minion is in play (no matter who owns him). Discard the Minion.



GO UP A LEVEL

+ 1 Bonus

SPIFFY ITALIAN LOAFERS



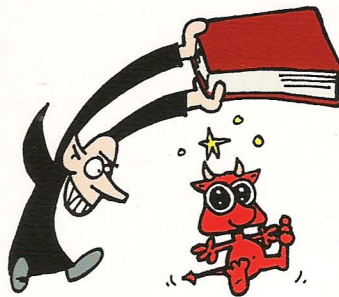
Footgear

500 Gold Pieces

+ 2 Bonus

SPLATBOOK

Go up an extra level if you use the Splatbook to slay Gregor, the Maggot, or Frank Limejello.



2 Hands

600 Gold Pieces

+ 4 Bonus

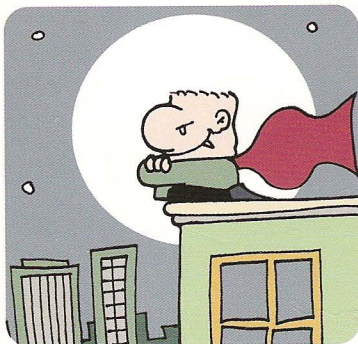
SWORD OF BEHEADING PEOPLE JUST LIKE IN THAT MOVIE



2 Hands
Big

800 Gold Pieces

TERRORIZE ENTIRE CITY



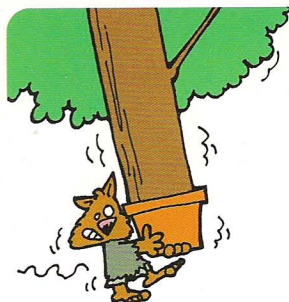
GO UP A LEVEL

+ 4 Bonus

Usable by Werewolf Only

TREE

1,001 uses. Hit things with it. Climb it. Hide behind it . . . OK, three uses.



2 Hands
Big

600 Gold Pieces

+ 1 Bonus

TRENCHCOAT

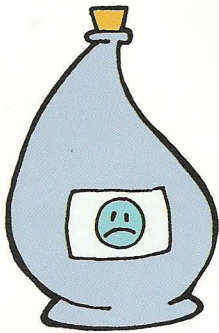


Armor

300 Gold Pieces

VIRGINS' TEARS

Use during any combat. +3 to either side. Usable once only.



100 Gold Pieces

VISIT THE BLOOD BANK



GO UP A LEVEL

WISHING RING

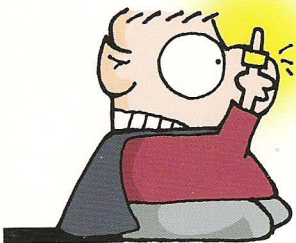
Cancels any curse. Play at any time. Usable once only.



500 Gold Pieces

WISHING RING

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

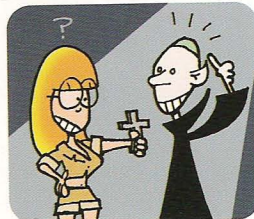


500 Gold Pieces

+ 1 Bonus

YARMULKE OF RELIGIOUS OBFUSCATION

Wearer is unharmed by Holy Water and gets a +5 against the Vampire Hunter and the Meddling Cleric.

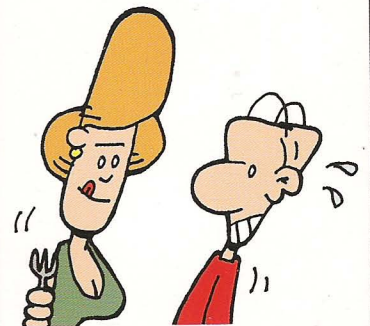


Headgear

400 Gold Pieces

YOU LOOK GOOD ENOUGH TO EAT

Pick one player to steal a level from. You go up one. He goes down one.



YOUR POWERS HAVE GROWN!

Go through the Door discards, starting at the top, and take the first Power card that you can legally use.



YOUR POWERS HAVE GROWN!

Go through the Door discards, starting at the top, and take the first Power card that you can legally use.



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**



**MUNCHKIN
BITES!**

