











IA R'LYEH!

Play this card when any card hits the discard pile. Take that card into your hand. You may play it immediately if it is otherwise legal to do so.





Curse. Instead of affecting you, the Curse falls on a player of your choice.

IN A MILLION-YEAR SLEEP

-5 TO LEVEL OF MONSTER (Minimum Level 1)



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



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.



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





Class

Treasure.

Class







Bad Stuff: Polly wanna crack your bones! Lose a level.

1 Treasure



If you draw it face down, you may exchange it at any time, on your turn only, for two face-down Doors.



Bad Stuff: The horror! The horror! The black lipstick! Lose a level.

2 Treasures

Literally. You are dead.

Play during any combat. If the

monster is defeated, draw an extra

Treasure.

1 Treasure



SQUAMOUS +5 TO LEVEL OF MONSTER



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

THE STARS ARE CONFUSED

Play during any combat. Ignore all combat bonuses and penalties printed on the monster card(s). Other monster powers, and Bad Stuff, are unaffected.



THE STARS ARE RIGHT Play during any combat. Each

monster gets a +3 bonus.



THE STARS ARE WRONG

Play during any combat. You may either discard a single monster immediately, or subtract 2 from the level of each monster (minimum level 1 each).





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



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.

high level that

they have to

kill a monster

to go up.

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.



