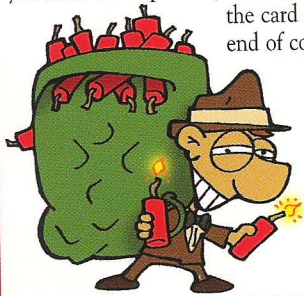


***1 TO *6 BONUS
BACKPACK FULL
OF DYNAMITE**

You can decide how much to throw in each combat. Declare your bonus, from +1 to +6. Then roll a die. If you roll less than the bonus you declared, you have used up the dynamite; discard the card at the end of combat.



500 Gold Pieces

***4 BONUS
BAGPIPES**

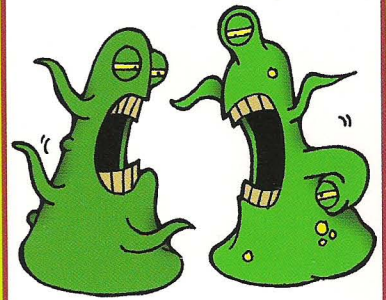


Roll a die each time you use the Bagpipes. On a 6, the monster attempts to mate with them. They do not help you in the combat, and you must discard the card if you cannot kill the monster without using the Bagpipes.

2 Hands

500 Gold Pieces

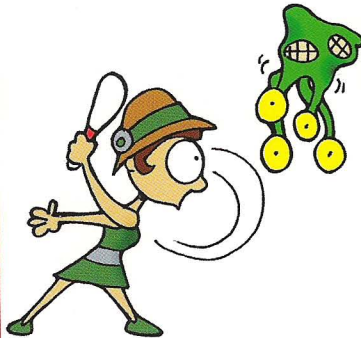
BICKER ICHOR



Play during a combat in which there are multiple monsters. The monsters fight and the lower-level one is discarded; no one gets levels or treasure for it. Usable once only.

600 Gold Pieces

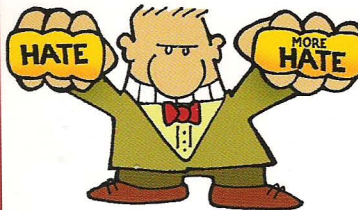
***2 BONUS
BOWLING PIN**



1 Hand

200 Gold Pieces

***1 BONUS
BRASS KNUCKS**



These don't count against your Hands.

200 Gold Pieces

***2 BONUS
BUG SPRAY**



1 Hand

300 Gold Pieces

CALL THE ARMY



GO UP A LEVEL

CANNED MEAT

+3 to either side in a combat. Usable once only.



100 Gold Pieces

***3 BONUS
COWL OF CTHULHU**

Double the bonus given by all one-shot cards the wearer of the Cowl plays either for or against Great Cthulhu in combat.

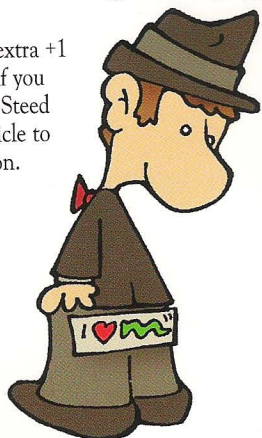


Headgear

500 Gold Pieces

***2 BONUS**
CTHULHU
BUMPER STICKER

An extra +1
bonus if you
have a Steed
or Vehicle to
put it on.



1 Hand

No Value

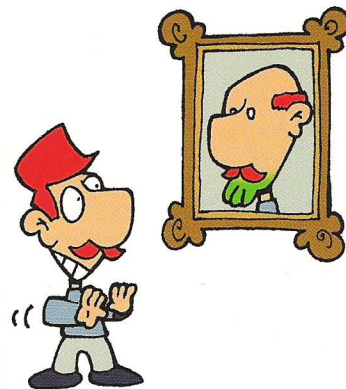
CULT MEMBERSHIP
CARD



If you are not a Cultist, you may
choose to be treated as a Cultist
whenever you wish. If you are a
Cultist, the card has no effect.

100 Gold Pieces

DISCOVER
FAMILY HISTORY



GO UP A LEVEL

***3 BONUS**
Usable by Investigator Only
ELDER SIGN



1 Hand

200 Gold Pieces

FAKE TENTACLE



Fools monsters long enough to give
you a +1 to Run Away. May be worn
along with other Headgear, but
anything that takes away your
Headgear will take it all.

Headgear

200 Gold Pieces

***3 BONUS**
Not Usable by Monster Whacker
FEZ OF FAZOOOLI

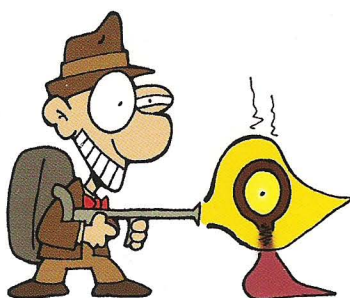


Headgear

700 Gold Pieces

***4 BONUS**
FLAMETHROWER

A flame attack.

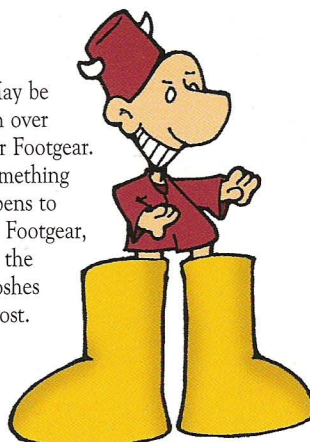


2 Hands

800 Gold Pieces

***1 BONUS**
GALOSHES

May be
worn over
other Footgear.
If something
happens to
your Footgear,
only the
Galoshes
are lost.



Footgear

300 Gold Pieces

ICHOR LIQUOR

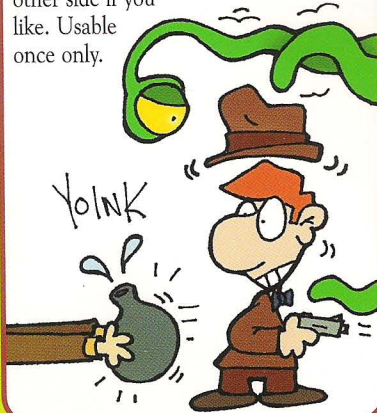


+3 to either side in a combat. Usable
once only.

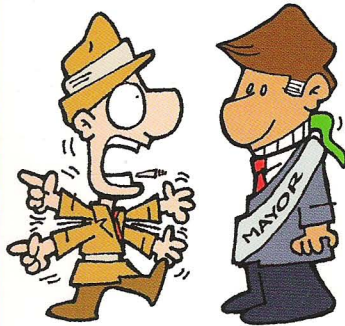
300 Gold Pieces

ICHOR PICKER

Play this card during combat, after an Ichor card has been played. Remove it from the combat and place it in your hand, or play it immediately on the other side if you like. Usable once only.



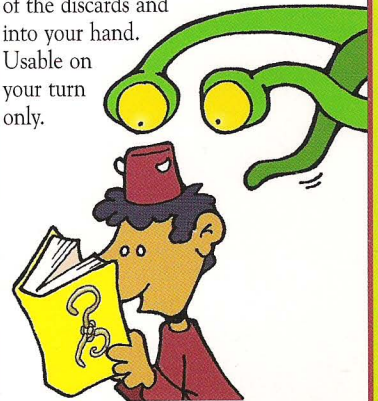
INFORM LOCAL AUTHORITIES



GO UP A LEVEL

INNSMOUTH YELLOW PAGES

By discarding this card and two others, you may bring any monster out of the discards and into your hand. Usable on your turn only.



200 Gold Pieces

INTERVIEWED FOR EVENING NEWS



GO UP A LEVEL

KICKER ICHOR

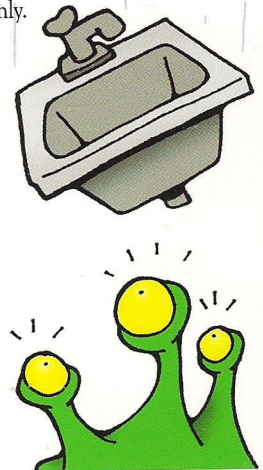
Triples the combat bonus from all Footgear in the combat. Usable once only.



200 Gold Pieces

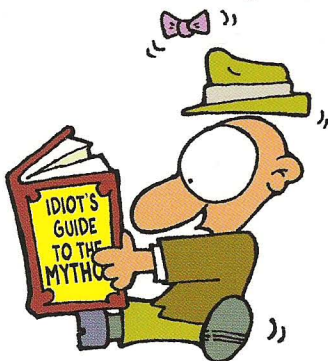
KITCHEN SINK

+3 to either side in a combat. Usable once only.



300 Gold Pieces

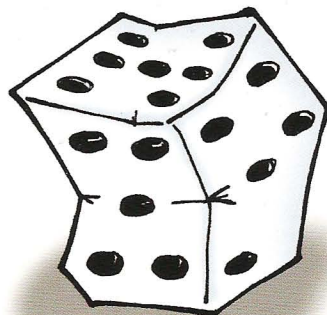
LEARN THINGS MAN WAS NOT MEANT TO KNOW



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

+4 BONUS

Usable by Cultist Only

MAAAAAASTER!

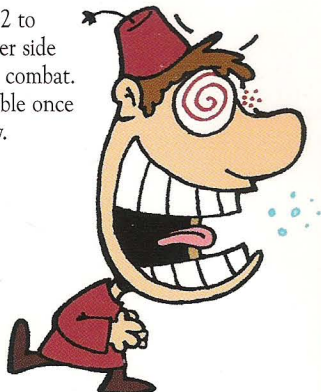


Headgear

No Value

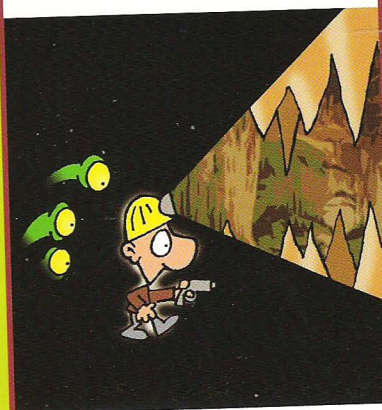
MANIACAL LAUGH

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



If the player to your right 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.

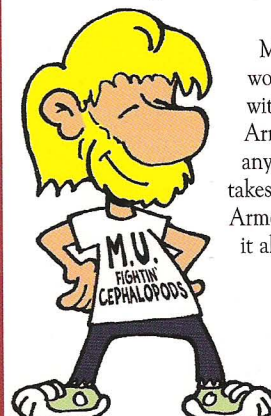
*2 BONUS MINER'S HELMET



Headgear

400 Gold Pieces

*1 BONUS MISKATONIC UNIVERSITY T-SHIRT



May be
worn along
with other
Armor, but
anything that
takes away your
Armor will take
it all.

Armor

100 Gold Pieces

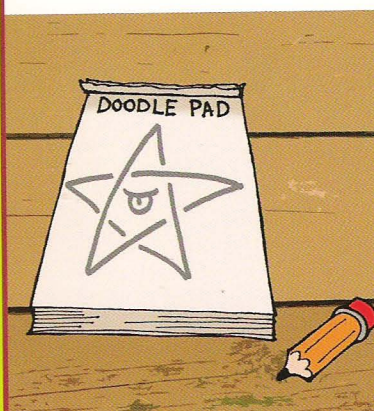
*3 BONUS Usable by Monster Whacker Only MONSTER STOMPERS



Footgear

600 Gold Pieces

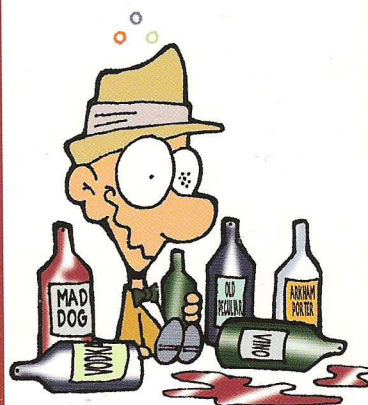
*2 BONUS Not Usable by Cultist MYSTIC SCRIBBLE



1 Hand

300 Gold Pieces

MYSTIC VISIONS



GO UP A LEVEL

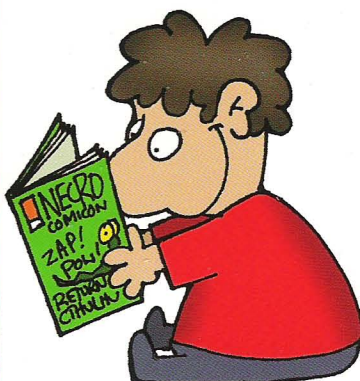
*2 BONUS NECROGNOMICON



1 Hand

200 Gold Pieces

*1 BONUS NECROCOMICON



1 Hand

100 Gold Pieces

*5 BONUS Usable by Professor Only NECRONOMICON



2 Hands

800 Gold Pieces

*3 BONUS

NECRONOOKECON



If you are fighting a single monster, you may avoid combat. Discard the monster and the Necronookiecon, and end your turn immediately.

1 Hand

300 Gold Pieces

*2 BONUS

NECROTELECOM



Headgear

300 Gold Pieces

NON-EUCLIDEAN MAP

Draw one extra Treasure each time you kill a monster on your turn.



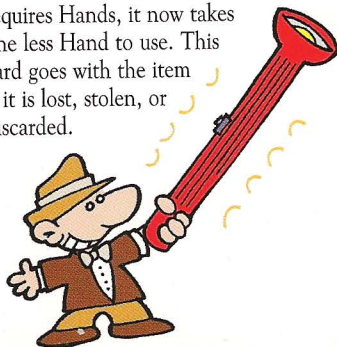
Because you can no longer be sure which way you are going, you have a -1 penalty to Run Away.

400 Gold Pieces

*2 BONUS

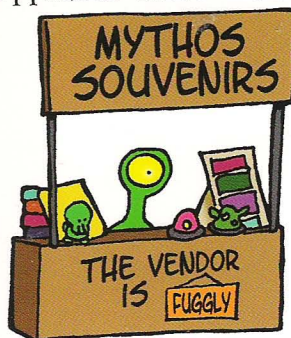
... OF THE MIDDLE-AGED GODS

Place this card with an item that gives a combat bonus. That item is now the (whatever) Of The Middle-Aged Gods, and worth an extra +2 in combat. If it requires Hands, it now takes one less Hand to use. This card goes with the item if it is lost, stolen, or discarded.



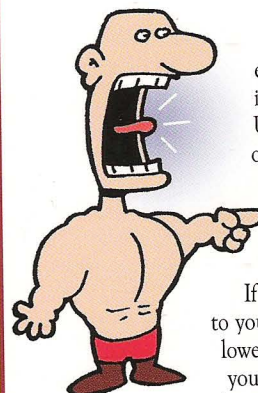
*2 BONUS

OFFICIAL MYTHOS ...



Place this card with an item that requires Hands. That item is now the Official Mythos (whatever), and worth an extra +2 in combat. This card goes with the item if it is lost, stolen, or discarded.

PIERCING SHRIEK

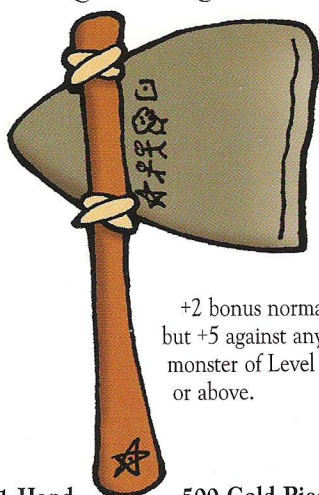


+2 to either side in a combat. Usable once only.

If the player 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.

*2 / *5 BONUS

PREHISTORIC AXE



+2 bonus normally, but +5 against any monster of Level 15 or above.

1 Hand

500 Gold Pieces

*4 BONUS

PROFESSOR TESLA'S ELECTRICAL PROTECTIVE DEVICE (PAT. PENDING)



Armor

900 Gold Pieces

QUICKER ICHOR



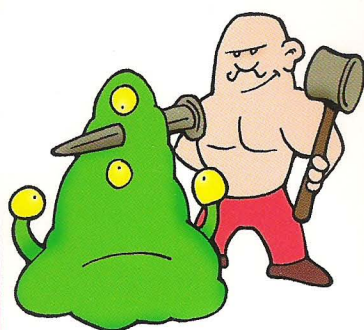
Play when characters attempt to Run Away after combat. This Ichor gives +2 either for or against the attempt, and applies to all characters in the combat. Usable once only.

400 Gold Pieces

***3 BONUS**

Usable by Monster Whacker Only

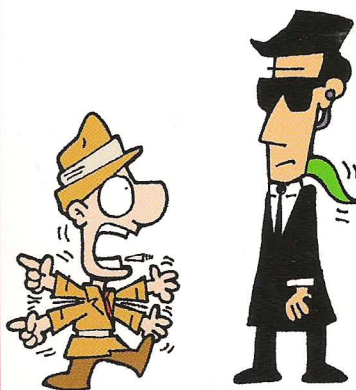
RAILROAD SPIKE



1 Hand

400 Gold Pieces

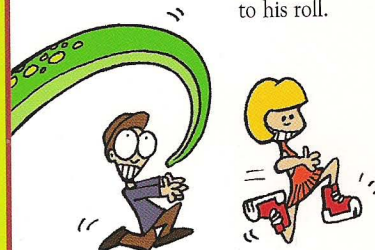
REPORT CREATURES TO FBI



GO UP A LEVEL

SHOES OF ONLY HAVING TO RUN FASTER THAN YOU

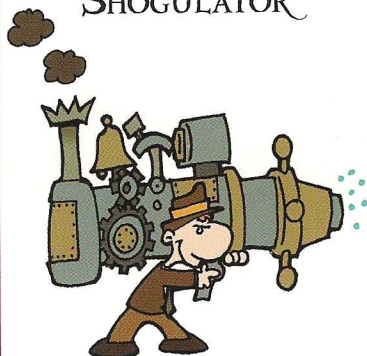
If you and another player are both trying to Run Away, you escape automatically (regardless of other cards or monster powers), and he gets a -2 to his roll.



Footgear

500 Gold Pieces

HIGHLY VARIABLE BONUS SHOGULATOR



+10 against a Shoggoth or Shog Goth. +5 if any other -goth is in the combat. +2 otherwise.

2 Hands

600 Gold Pieces

SICKER ICHOR

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

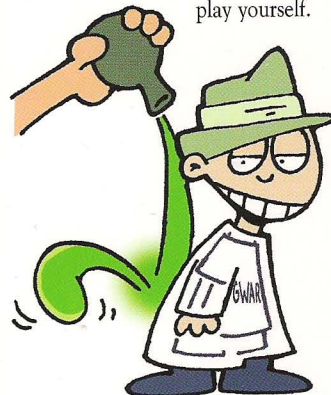


100 Gold Pieces

***2 BONUS**

SLIME-PROOF PONCHO

You are immune to all Ichor effects, friendly or hostile, except those you play yourself.

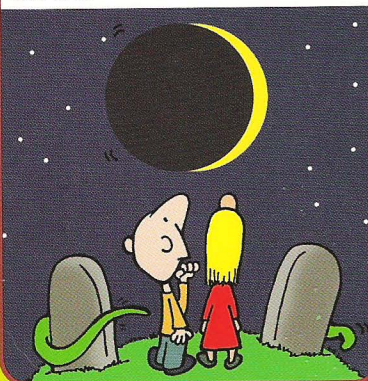


Armor

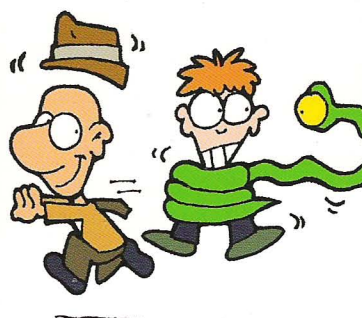
400 Gold Pieces

SOLAR ECLIPSE

Play this card after a combat. All treasure is turned face down, shuffled, and divided randomly between the participants in the combat. If there is an odd card, it goes to the player whose turn it is.



SOLE SURVIVOR



If you play this card immediately after you participate in a combat in which the other Munchkin gets Bad Stuff and you don't, go up TWO levels.

GO UP A LEVEL

SONG OF MADNESS

Munchkin Cthulhu, Munchkin Cthulhu, you'll come a Munchkin Cthulhu with me!

**MISKA-TONIC BAR
KARAOKE
EVERY FRIDAY!!**



+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.

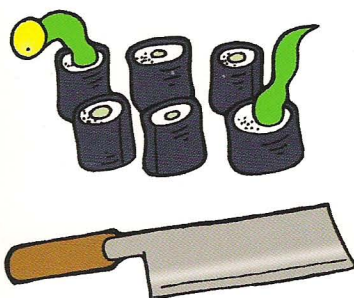
STICKER ICHOR



Glues its victim to the floor. +4 to either side in a combat. Usable once only.

300 Gold Pieces

*2 BONUS SUSHI KNIFE OF DOOM



1 Hand

300 Gold Pieces

TARGET PRACTICE



GO UP A LEVEL

TELL THE PRESIDENT



GO UP A LEVEL

Usable by Cultist Only

TENTACLE

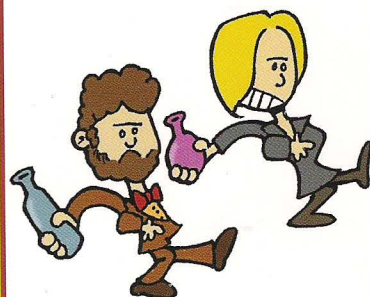
Gives one extra Hand.



-1 Hand

400 Gold Pieces

THICKER ICHOR

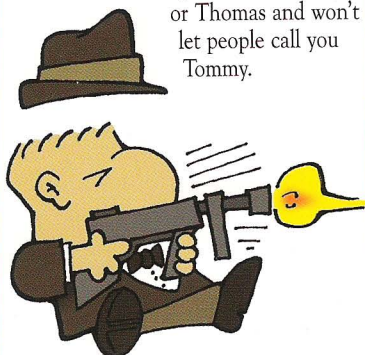


If used when any other Ichor is used, the effect of the other Ichor is doubled. Usable once only.

300 Gold Pieces

*4 BONUS TOMMY GUN

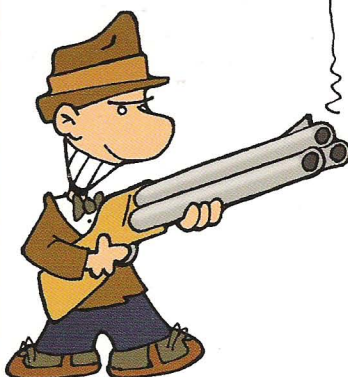
An extra +1 if you go by Tom, Tommy or Tommie. But not usable if you are named Tom or Thomas and won't let people call you Tommy.



2 Hands

600 Gold Pieces

*4 BONUS Usable by Investigator Only TRIPLE-BARRELED SHOTGUN

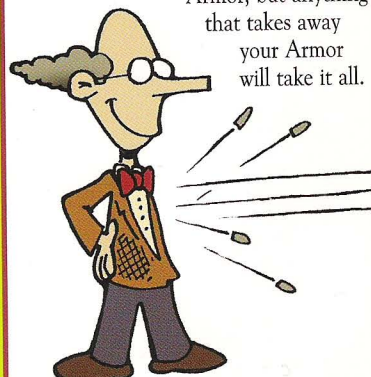


2 Hands

700 Gold Pieces

*2 BONUS Usable by Professor Only TWEED JACKET

May be worn along with other Armor, but anything that takes away your Armor will take it all.



Armor

400 Gold Pieces

*3 BONUS
Not Usable by Professor
**TWO-HANDED
FLASHLIGHT**



2 Hands

400 Gold Pieces

UNSPEAKABLE RICHES



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

*3 BONUS
Not Usable by Investigator
**WAND OF
WALLOPING**

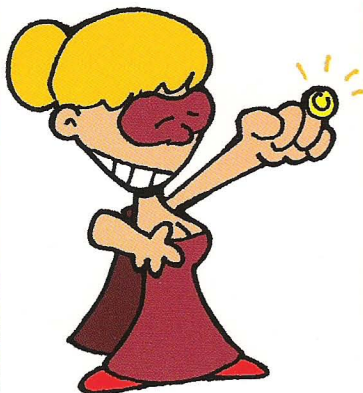


1 Hand

400 Gold Pieces

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

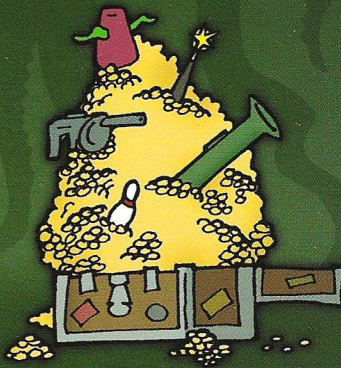
MUNCHKINTM
CTHULHU



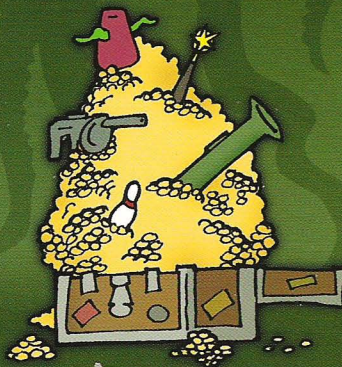
MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU



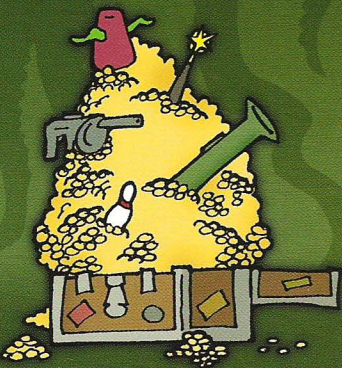
MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU



MUNCHKINTM
CTHULHU

