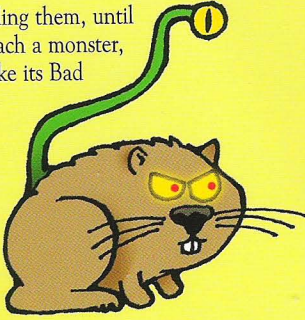


LEVEL 1

ARKHAMSTER

No one will help you fight the Arkhamster.

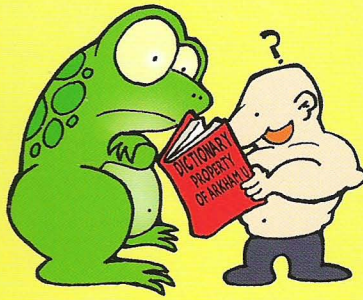
Bad Stuff: While you are cuddling it, another monster jumps you. Turn over Door cards, discarding them, until you reach a monster, and take its Bad Stuff.



1 Treasure

BATRACHIAN

+5 To LEVEL
OF MONSTER



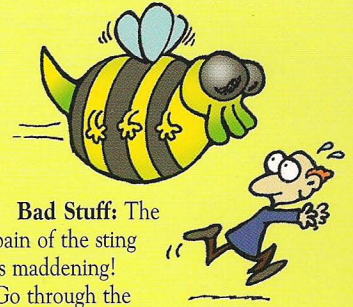
Play during any combat. If the monster is defeated, draw an extra Treasure.



LEVEL 2

BEE-GO

A bee this large cannot fly! It's against Science! +2 against Professors.



Bad Stuff: The pain of the sting is maddening! Go through the discards until you find a Madness. It's yours now. If you find no Madness, you lucked out.

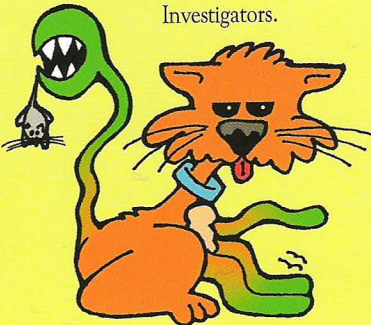


1 Treasure

LEVEL 5

CATZATHOTH

The Hairball that Walks! -2 against Cultists, but +2 against Investigators.



Bad Stuff: You're not just terrified. You're allergic. You sneeze away a level.



2 Treasures

LEVEL 2

CHA-CHA PEOPLE

Horrifying dance moves. +2 against males.



Bad Stuff: If the player to your left has any Madness cards in play, they're yours now.

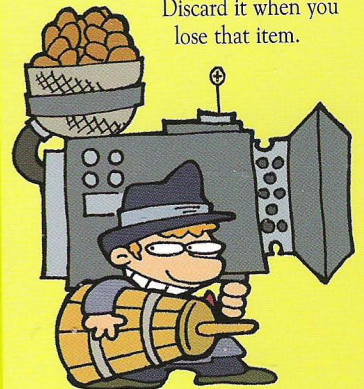


1 Treasure

CHEAT!

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

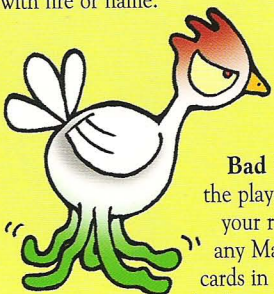
Discard it when you lose that item.



LEVEL 3

CHK-CHK-CHK

It may have tentacles instead of drumsticks, but it's still tasty when it's fried. Go up an extra level if you kill it with fire or flame.



Bad Stuff: If the player to your right has any Madness cards in play, they're yours now.



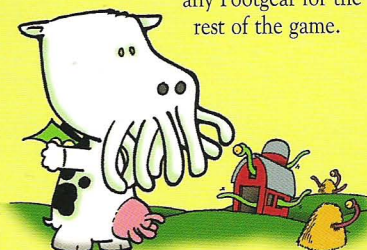
1 Treasure

LEVEL 19

COWTHULHU

You stepped in something four-dimensionally awful. Lose your Footgear before combat starts. Cowthulhu gets a +2 bonus for every Cultist in play.

Bad Stuff: You are dead. Your new character is a Cultist and may not have any Footgear for the rest of the game.



2 Levels

5 Treasures

CULTIST

Strength in Numbers: You get a combat bonus of +2 for every other Cultist in play.



Madness: You cannot voluntarily stop being a Cultist.



Class

CULTIST

Strength in Numbers: You get a combat bonus of +2 for every other Cultist in play.



Madness: You cannot voluntarily stop being a Cultist.



Class

LEVEL 9

DOGGOTH

He might be part bloodhound, if blood were green. +2 against Investigators.



Bad Stuff: Down, boy! Down! Aieeee! Lose a level to extradimensional dog slobber.

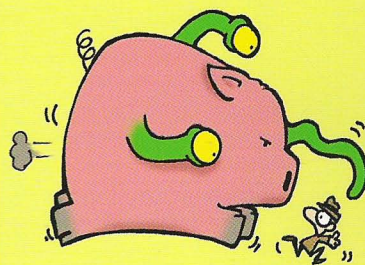


3 Treasures

LEVEL 15

HOG-SOTHOTH

Will not pursue anyone of Level 3 or below. -2 against Monster Whackers.



Bad Stuff: Lose a level and give an item of your choice to each other player.

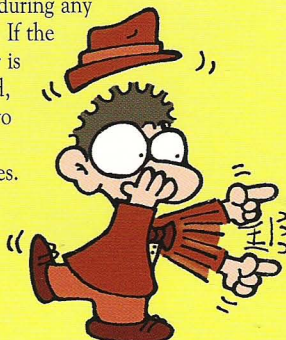


2 Levels

4 Treasures

HORRIBLY INDESCRIBABLE +10 TO LEVEL OF MONSTER

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

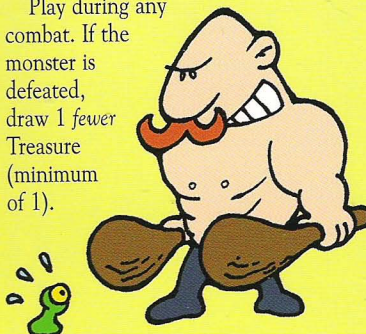


ITSY BITSY

-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.



Foolhardy: When you Look for Trouble and win, draw one extra Treasure.

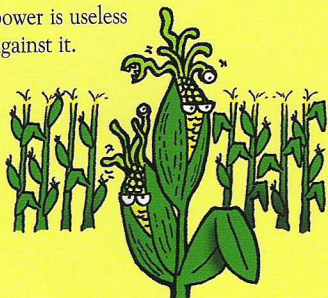


Class

LEVEL 1

K'HORN-ROZE

The green horror . . . the ears, the awful ears! +2 against Monster Whackers, and their Overconfidence power is useless against it.



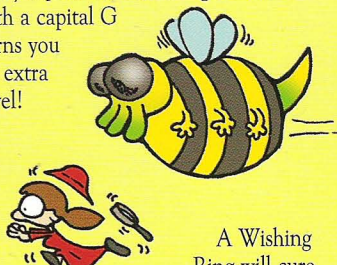
Bad Stuff: You walk into the field and do not walk out again. You are dead.



1 Treasure

MADNESS! GAMMAPHOBIA

Monsters get +1 against you for every lower-case G in their names, and +5 for every capital G. But killing a monster with a capital G earns you an extra level!



A Wishing Ring will cure one Madness.

A Sudden Head Blow will cure all Madnesses a player has.



MADNESS! KLEPTOMANIA

Each time your turn begins, you must try to steal a Small item from another player. Discard a card and roll a die. On a 4 or more, you get the item; otherwise, you lose a level.



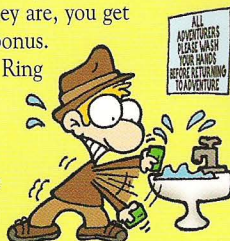
A Wishing Ring will cure one Madness. A Sudden Head Blow will cure all Madnesses a player has.



MADNESS! OBSESSIVE- COMPULSIVE

The cards you have in play must be kept in alphabetical order at all times. If they are not in alphabetical order when your turn starts, you cannot ask for help in combat, nor can you make trades with other players until your next turn. But if they are, you get a +2 combat bonus.

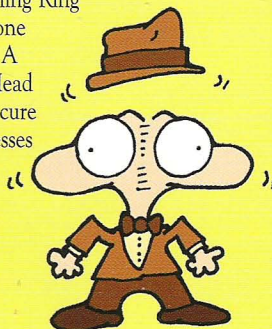
A Wishing Ring will cure one Madness. A Sudden Head Blow will cure all Madnesses a player has.



MADNESS! PARANOIA

Others may not help you in combat (regardless of other cards or powers). But no rival may play more than one card during any combat involving you.

A Wishing Ring will cure one Madness. A Sudden Head Blow will cure all Madnesses a player has.

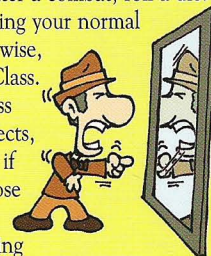


MADNESS! SCHIZOPHRENIA

Go through the Door deck (and the discards, if necessary). The first non-Cultist Class you find (that you don't already have) becomes your Schizo Class.

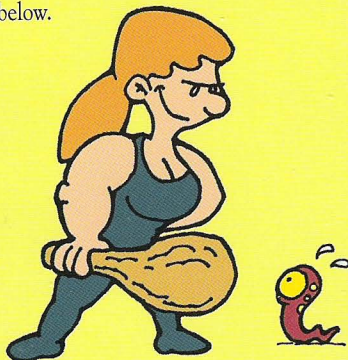
When you enter a combat, roll a die. On 1-3, fight using your normal Class(es). Otherwise, use the Schizo Class. Your Schizo Class has no other effects, and is discarded if and when you lose Schizophrenia.

A Wishing Ring will cure one Madness. A Sudden Head Blow will cure all Madnesses a player has.



MONSTER WHACKER

Overconfidence: You have a +2 bonus against monsters of Level 10 and below.



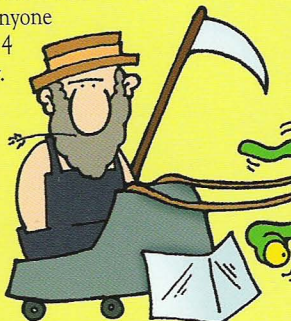
Panic: You have a -2 penalty against monsters of Level 16 and above.



Class

LEVEL 17 OLD MAN NODENS

+3 against Cultists. Will not pursue anyone of Level 4 or below.



Bad Stuff: If you are a Cultist, you are dead, and your new character is not a Cultist. Otherwise, lose two levels.

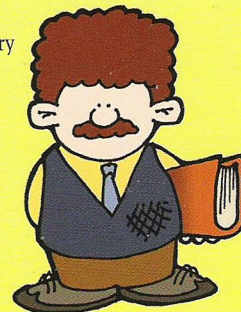
2 Levels



5 Treasures

PROFESSOR

Book Learning: Whenever you are the lowest-level player (or tied for lowest) at the end of your turn, you may go up a level for every three cards you discard from your hand.



Publish or Perish: If you successfully Run Away from a monster whose Bad Stuff includes Death, go up a level.



Class

LEVEL 3 PUPPIES OF TINDALOS

So cute! +2 against females.



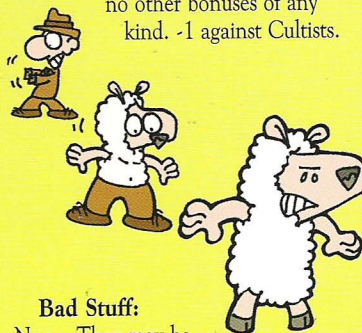
Bad Stuff: Your shoes are chewed. Lose your Footgear.



1 Treasure

LEVEL 7 SHEEP ONES

Fight them with your levels only . . . no other bonuses of any kind. -1 against Cultists.



Bad Stuff: None. They may be servants of the Dark Gods from Beyond Time, but they're still sheep.



2 Treasures

LEVEL 11 SHOGGOATS

They get your goat! Unless you are a Monster Whacker, lose a Level before combat.



Bad Stuff: They eat your Headgear . . . or, if you have no Headgear, they suck a level from your quivering soul.

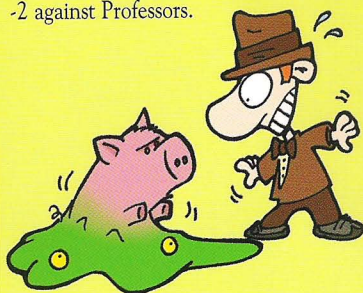


3 Treasures

LEVEL 13

SHUB-PIGGURATH

This little piggy went to the unknowable depths of space . . .
-2 against Professors.



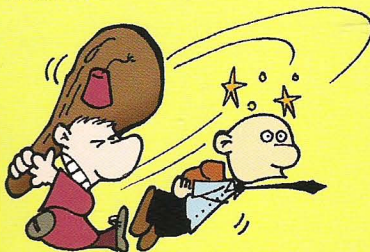
Bad Stuff: You pig out! Your Armor no longer fits. Lose your Armor.



4 Treasures

SUDDEN HEAD BLOW

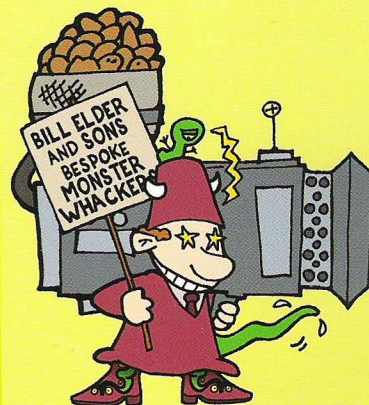
Play this card on a Cultist to cure his madness; discard the Cultist card.



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



SUPER MUNCHKIN



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

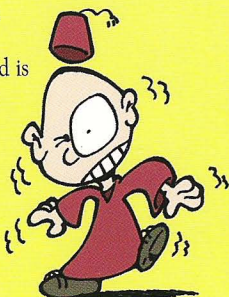


TWITCHING

+3 TO LEVEL OF MONSTER

Play during any combat to give +3 to the monster, or . . .

Play at any time on a Cultist to give that character a permanent +3 bonus. This card is discarded if the Cultist class is lost, or if the character dies.



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.



MUNCHKIN ETHULHU



MUNCHKIN ETHULHU



MUNCHKIN ETHULHU



MUNCHKIN ETHULHU



MUNCHKIN ETHULHU



MUNCHKIN CTHULHU



MUNCHKIN[™] CTHULHU



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