

**\*2 BONUS**  
**CAN OPENER**



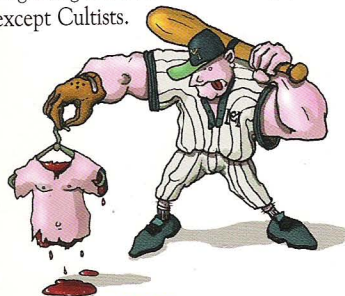
If you have the Can Opener, the Canned Meat cannot be used against you, and is worth +10 if you throw it.

1 Hand  400 Gold Pieces

**\*4 BONUS**  
**CULTIST T-SHIRT**

Made from a real Cultist! May be worn along with other Armor, but anything that takes away your Armor will take it all.

However, while you wear this disgusting item, no one will help you except Cultists.



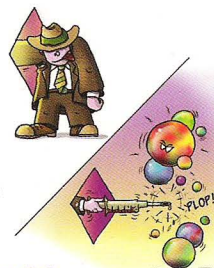
Armor  500 Gold Pieces

**\*2 BONUS**  
**EXTRAPLANAR**

Place this card with an item that requires Hands. That item is now the Extraplanar (whatever), and worth an extra +2 in combat.

The owner of this item may also discard it during combat to discard one monster. No treasure or levels are earned for that monster.

This card goes with the item if it is lost, stolen, or discarded.



**FEED FRIENDS**  
**TO CTHULHOO**

If you play this card immediately after Great Cthulhoo (or Great Cthulhu) catches another player, the level you go up can be the winning level. Ia!



**GO UP A LEVEL**



**FICKLE ICHOR**

+6 to either side in a combat, if it works. Usable once only.



When you use the Fickle Ichor, roll a die. On a 4-6, it works as intended and is discarded. But on a 1-3, it bounces off! All other players roll dice. The winner picks up the Fickle Ichor, but may not use it in that same combat.

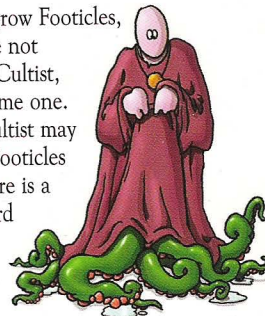


200 Gold Pieces

**\*2 BONUS**  
**FOOTICLES**

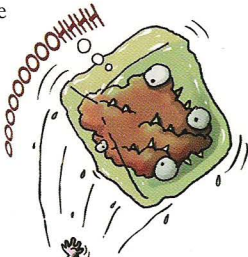
You may now have any number of Footgear, but anything that makes you lose any Footgear makes you lose it all, regardless of the powers of the other Footgear.

If you grow Footicles, and you're not already a Cultist, then become one. A non-Cultist may not play Footicles unless there is a Cultist card available.



**FROZEN SHOGGY**

+4 to either side in a combat. Usable once only.



Roll a die when you throw the Frozen Shoggy. On a 1, it gets confused and attacks the side opposite from the one you intended.



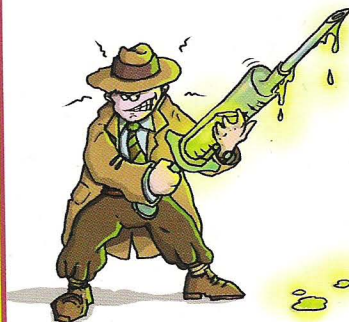
No Value

**\*3 BONUS**  
**HEDGE SHEARS**



2 Hands  500 Gold Pieces

**\*2 BONUS**  
**HYPODERMIC NEEDLE**

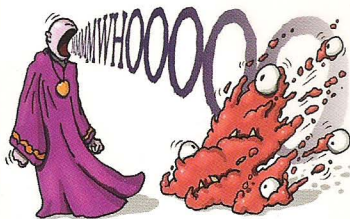


1 Hand  300 Gold Pieces



## INHUMAN MOAN

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

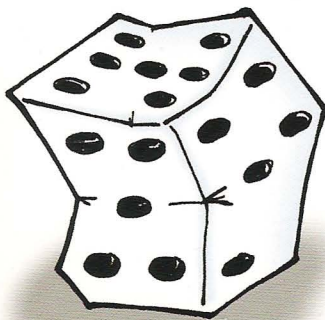


If the player TWO seats to your left has a lower level than you when you discard this card, he may immediately put it in his hand to use in a later combat.



## LOADED DIE

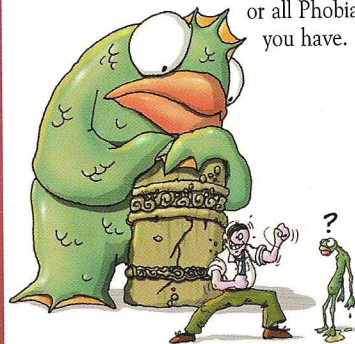
Play after you roll the die, for any reason. Turn the die so the number of your choice is on top. That's your roll. Usable once only.



300 Gold Pieces

## MASTER YOUR FEARS

Instead of going up a level, you may use this card at any time to discard any or all Phobias you have.



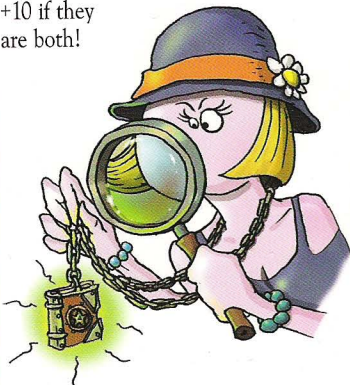
GO UP A LEVEL



\*1 BONUS

## NECROMINICON

+5 against monsters which are Itsy Bitsy or Teeny Weeny.  
+10 if they are both!



300 Gold Pieces

\*3 BONUS

## ROMAN CANDLE



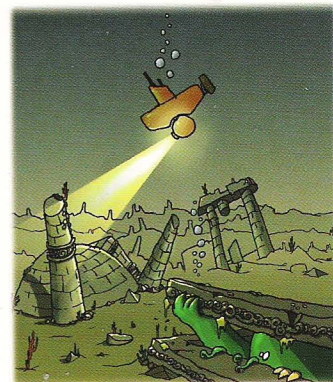
This is a fire/flare attack.

1 Hand



500 Gold Pieces

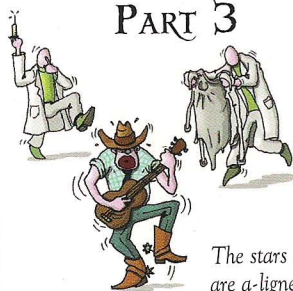
## SEARCH THE DEPTHS FOR KNOWLEDGE



GO UP A LEVEL



## SONG OF MADNESS, PART 3

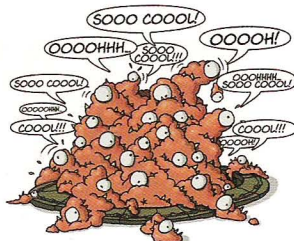


*The stars at night  
are a-lined right,  
deep in the heart of Texas!*

+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.



## SOOOO COOOOOO!



Play this card at any time, even during combat, to bring either the Shoggies or Frozen Shoggy card out of the discards. You may put the card into your hand, or into the combat.

Alternatively, you can use this card to give +10 to either of the above cards after it has been played, but before the die is rolled for the Frozen Shoggy.



## STICKY HEAD

Nothing, not even death, can take away your Headgear. Or this card. This means you cannot sell or trade your Headgear, either.

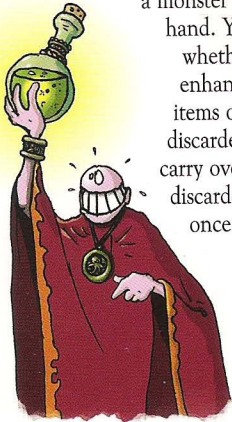
If you play Sticky Head, and you're not already a Cultist, then become one. A non-Cultist may not play Sticky Head unless there is a Cultist card available.





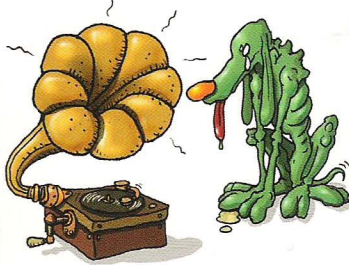
## TRICKY ICHOR

Use during combat. Discard one monster from the combat and substitute a monster from your hand. You decide whether any enhancers or items on the discarded monster carry over or are discarded. Usable once only.



300 Gold Pieces

## +4 BONUS VICTROLA



You may use the Victrola's bonus in any combat, whether you are involved in that combat or not. It can give a bonus only to the munchkins, not the monsters.

1 Hand  
Big



600 Gold Pieces

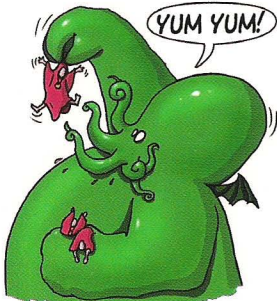
## WISHING RING

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



500 Gold Pieces

## YUM YUM!



Play this card during any combat, before any attempt to Run Away is made. Add "Death" to the Bad Stuff for any one monster if it's not already there. That monster will now pursue all characters regardless of class, level, sex, and so on.





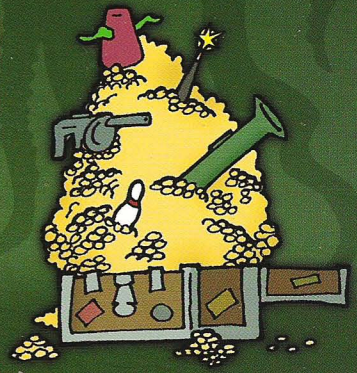
MUNCHKIN<sup>TM</sup>  
CTHULHU



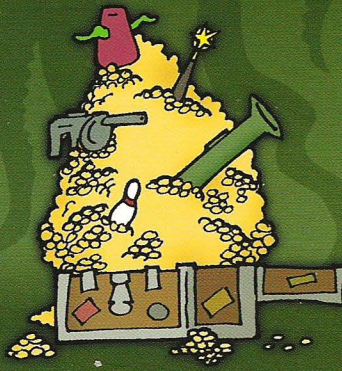
MUNCHKIN<sup>TM</sup>  
CTHULHU



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CTHULHU



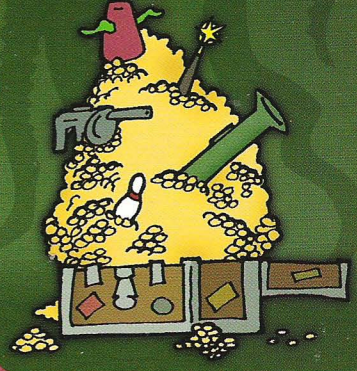
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