

IN A MILLION-YEAR SLEEP

-5 TO LEVEL OF MONSTER

(Minimum Level 1)

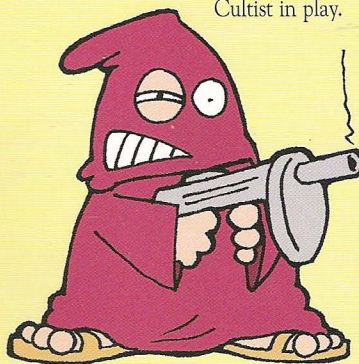


Play during any combat. If the monster is defeated, draw 1 fewer Treasure (minimum of 1).



CULTIST

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



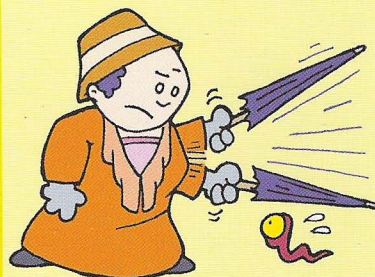
Madness: You cannot voluntarily stop being a Cultist.



Class

MONSTER WHACKER

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



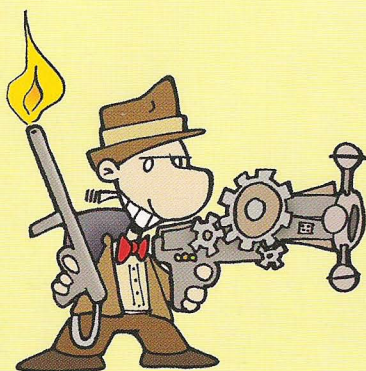
Panic: You have a -2 penalty against monsters of Level 16 and above.



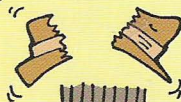
Class

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.



CURSE! HAIR STANDS ON END



LOSE THE HEADGEAR
YOU ARE WEARING



LEVEL 1 THE DUNWICH SNORER

If "The Stars Are Right" is played on his combat, the Snorer awakens and gets an extra +10 instead of the normal +3.



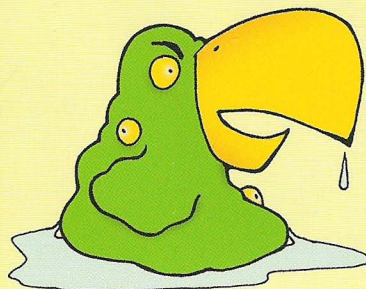
Bad Stuff: Contagious yawning! You swallow your least-expensive Item (things with no value don't count). Discard it.



1 Treasure

LEVEL 2 POLLY POLYP

+3 against Professors.



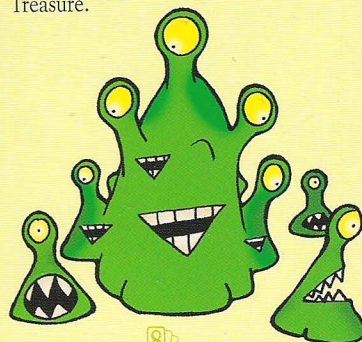
Bad Stuff: Polly wanna crack your bones! Lose a level.



1 Treasure

... AND ITS SPAWN *5 TO LEVEL OF MONSTER

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



LEVEL 6 FOGGOTH

Items are useless against the Foggoth. Exception: Ichor cards have normal effect, and fire/flame items have double effect.

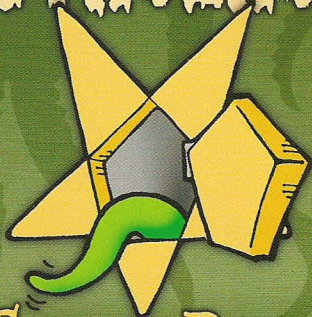


Bad Stuff: Your brain is fogged. Give a card, from your hand or in play, to the player on either side of you.



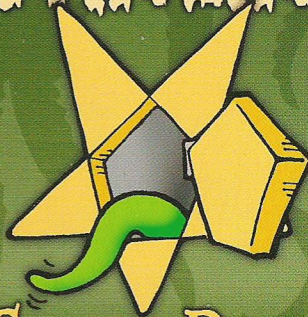
2 Treasures

MUNCHKINTM
CTHULHU



CURSED DEMOTM

MUNCHKINTM
CTHULHU



CURSED DEMOTM

MUNCHKINTM
CTHULHU



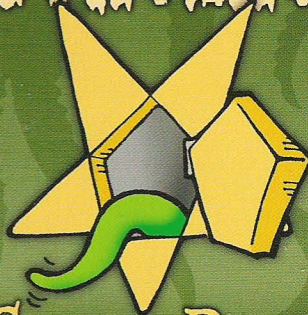
CURSED DEMOTM

MUNCHKINTM
CTHULHU



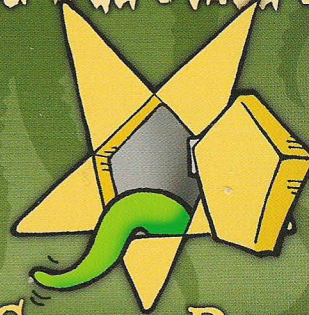
CURSED DEMOTM

MUNCHKINTM
CTHULHU



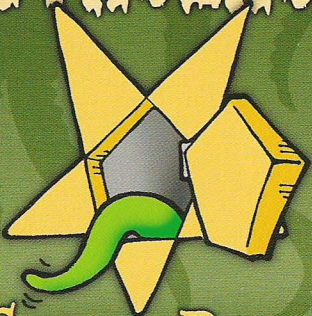
CURSED DEMOTM

MUNCHKINTM
CTHULHU



CURSED DEMOTM

MUNCHKINTM
CTHULHU



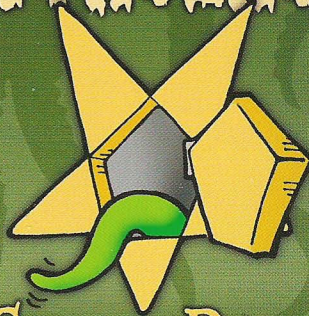
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CTHULHU



CURSED DEMOTM

MUNCHKINTM
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CURSED DEMOTM