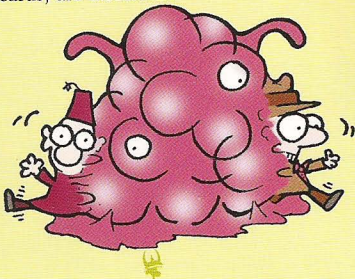


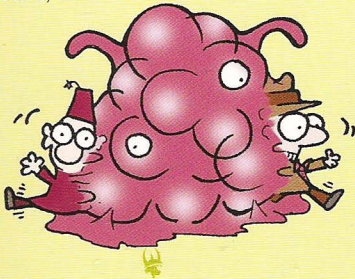
CURSE! SHUGGOTH SHUFFLE

This Curse affects you and the player to your left. Place all Items, Races, and Classes both players have in play into one pile. Shuffle, then deal the cards back to the players. Any cards attached to one of these cards (e.g., Super Munchkin), as well as any "leftover" cards, are discarded.



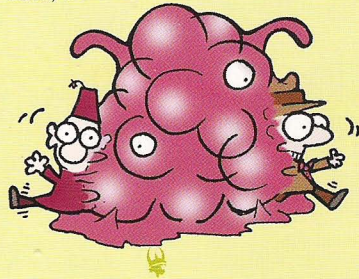
CURSE! SHUGGOTH SHUFFLE

This Curse affects you and the player to your left. Place all Items, Races, and Classes both players have in play into one pile. Shuffle, then deal the cards back to the players. Any cards attached to one of these cards (e.g., Super Munchkin), as well as any "leftover" cards, are discarded.



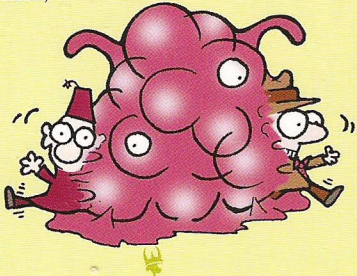
CURSE! SHUGGOTH SHUFFLE

This Curse affects you and the player to your left. Place all Items, Races, and Classes both players have in play into one pile. Shuffle, then deal the cards back to the players. Any cards attached to one of these cards (e.g., Super Munchkin), as well as any "leftover" cards, are discarded.



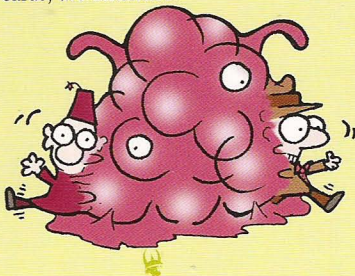
CURSE! SHUGGOTH SHUFFLE

This Curse affects you and the player to your left. Place all Items, Races, and Classes both players have in play into one pile. Shuffle, then deal the cards back to the players. Any cards attached to one of these cards (e.g., Super Munchkin), as well as any "leftover" cards, are discarded.



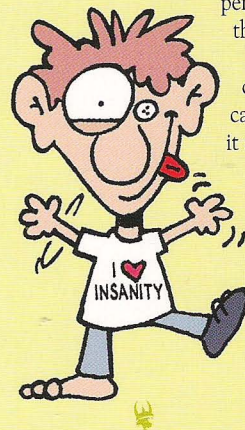
CURSE! SHUGGOTH SHUFFLE

This Curse affects you and the player to your left. Place all Items, Races, and Classes both players have in play into one pile. Shuffle, then deal the cards back to the players. Any cards attached to one of these cards (e.g., Super Munchkin), as well as any "leftover" cards, are discarded.



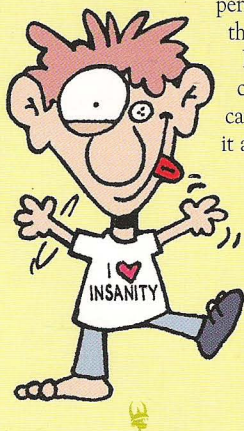
EMBRACE THE MADNESS

You may use the bonus granted by a single Madness, but suffer none of the penalties. Put this with the Madness card (you can't switch it around).



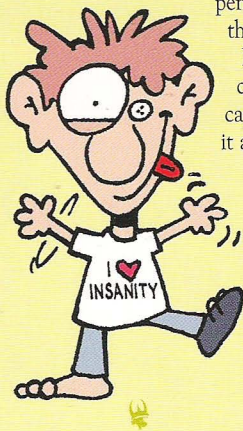
EMBRACE THE MADNESS

You may use the bonus granted by a single Madness, but suffer none of the penalties. Put this with the Madness card (you can't switch it around).



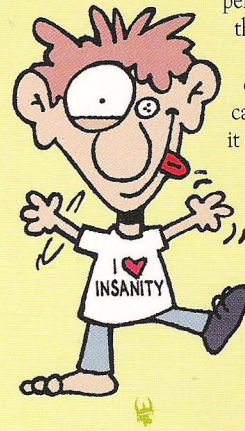
EMBRACE THE MADNESS

You may use the bonus granted by a single Madness, but suffer none of the penalties. Put this with the Madness card (you can't switch it around).



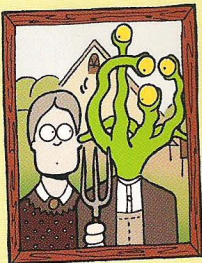
EMBRACE THE MADNESS

You may use the bonus granted by a single Madness, but suffer none of the penalties. Put this with the Madness card (you can't switch it around).



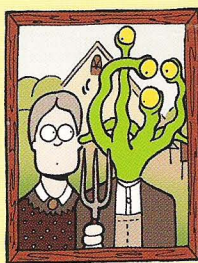
MONSTROUS HERITAGE

If you aren't a Cultist, become one. If you can't, you can't play this card. Choose one Monster from your hand, and discard a number of cards equal to the level(s) gained from killing it. You are now a half-breed monster, and get a bonus equal to half the Monster's level. Any cards that remove a Race will remove this card.



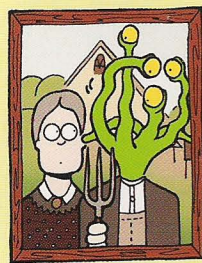
MONSTROUS HERITAGE

If you aren't a Cultist, become one. If you can't, you can't play this card. Choose one Monster from your hand, and discard a number of cards equal to the level(s) gained from killing it. You are now a half-breed monster, and get a bonus equal to half the Monster's level. Any cards that remove a Race will remove this card.



MONSTROUS HERITAGE

If you aren't a Cultist, become one. If you can't, you can't play this card. Choose one Monster from your hand, and discard a number of cards equal to the level(s) gained from killing it. You are now a half-breed monster, and get a bonus equal to half the Monster's level. Any cards that remove a Race will remove this card.



MONSTROUS HERITAGE

If you aren't a Cultist, become one. If you can't, you can't play this card. Choose one Monster from your hand, and discard a number of cards equal to the level(s) gained from killing it. You are now a half-breed monster, and get a bonus equal to half the Monster's level. Any cards that remove a Race will remove this card.



RESEARCH ASSISTANT



A +1 Sidekick that can be sacrificed to prevent you from becoming a Cultist, or to prevent a Curse/Trap/Madness from affecting you.



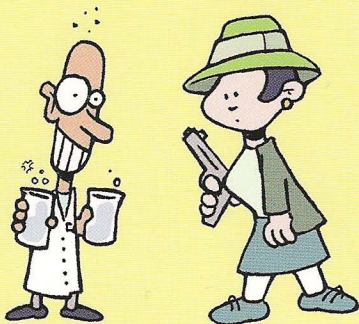
RESEARCH ASSISTANT



A +1 Sidekick that can be sacrificed to prevent you from becoming a Cultist, or to prevent a Curse/Trap/Madness from affecting you.



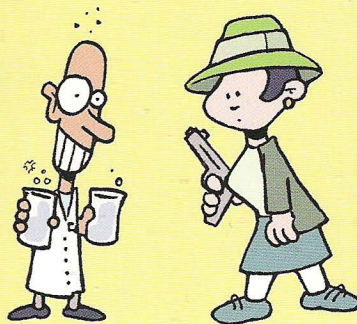
RESEARCH ASSISTANT



A +1 Sidekick that can be sacrificed to prevent you from becoming a Cultist, or to prevent a Curse/Trap/Madness from affecting you.



RESEARCH ASSISTANT



A +1 Sidekick that can be sacrificed to prevent you from becoming a Cultist, or to prevent a Curse/Trap/Madness from affecting you.



MUNCHKIN™
CTHULHU



MUNCHKIN™
CTHULHU



MUNCHKIN™
CTHULHU



MUNCHKIN™
CTHULHU



MUNCHKIN™
CTHULHU



MUNCHKIN™
CTHULHU



MUNCHKIN™
CTHULHU



MUNCHKIN™
CTHULHU



MUNCHKIN™
CTHULHU

