

MUNCHKIN™ CTHULHU 3 THE UNSPEAKABLE VAULT™



NEW CARD TYPE – MADNESS

This set contains five cards of a type first introduced in *Call of Cthulhu* . . . Madness! A Madness card is played like a Curse – if you draw it face up, you acquire it. If you draw it face down, you can give it to another player at any time.

Any card or power that affects a Curse will also affect a Madness. The reverse is NOT true . . . cards and powers that specifically affect Madness do not affect Curses. And note that even though we were insane, and called one of the Cultist powers “Madness,” that power is not affected by cards that can remove Madness cards from players.

Madnesses are, on the whole, bad to have, but every one has an advantage, too.

A Wishing Ring can be used to get rid of any Madness (again, just like a Curse). A Sudden Head Blow will get rid of ALL Madness cards its victim has, in addition to the effects printed on the card.

If you die, you keep your Madnesses. Your new character will be just as crazy as the old one.

INVOLUNTARY FASHION STATEMENTS

“Sticky Head” and “Footicles” have no “Value” listing, not even “No Value.” To anticipate your questions, O Cultist . . . This is because they are not items. They’re mutations . . . they can’t be stolen, lost to ordinary Bad Stuff, or given away. They survive death. They also survive deCultistification . . . you cannot acquire Sticky Head or Footicles unless you are a Cultist or become one, but if you leave the Cult, you keep the mutation. Ugh.

CROSSOVERS

If you are only going to put one card from this set into other games, it should be “Yum Yum!” Because it’s eeeeevil.

GAME SUPPORT

Check out www.sjgames.com/munchkin/game . . . you never know what we might put up there next. Right now you can find Frequently Asked Questions about *Munchkin*, the most recent version of the Epic Rules, a web form to let you submit your own card ideas, and lots more.

And visit the Munchkin Guild on Yahoo! Groups: groups.yahoo.com/group/Munchkin_guild. Ask questions, share stories, get munchkin!

Support your local game store! Ask them what’s new for *Munchkin*. We have an online store at www.warehouse23.com, and since we’re munchkins, too, we’re always happy to take your gold pieces . . . but if you have a game shop near you, we’d rather you gave the business to them.



VISIT THE UNSPEAKABLE VAULT!

Goomi’s webcomic, *The Unspeakable Vault (of Doom)*, features his own vision of Lovecraft’s Elder Gods and their servitors, cultists, and crunchy snacks. It’s at www.macguff.fr/goomi/unspeakable. We love it, which is why we did this supplement. If you don’t already know just how sinister it is when Cthulhu says “Yum yum!” . . . it’s time you learned.

WEAR THE UNSPEAKABLE SHIRTS!

If you’re a fan of Nyarly, the Shoggies, or Great Cthulhoo himself, flaunt it with official Goomi t-shirts from Warehouse 23! Not that it will help you if Cthulhoo shows up with an appetite . . .

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