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 remove Madness cards from players.

Madnesses are, on the whole, bad to have, but every one has an advantage, too. One note: Bibliophobia affects the Necronookiecon, even though by a strict reading of the card, it wouldn’t.

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! To anticipate your questions, this is because they are not items. They’re mutations and can give them to another player at any time. 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 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 eeeevil.

Visit the Unspeakable Vault!

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

More Munchkin!

Warehouse 23, our PDF store, also includes free Munchkin accessories and rules (including Epic Munchkin and the Munchkin Tournament Rules)!

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For more information about this Munchkin game, go to munchkin.sjgames.com/unspeakablevault. The icon for this set is

Game Design by Steve Jackson • Illustrated by Goomi

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