

MUNCHKIN CTHULHU 3 THE UNSPEAKABLE VAULT™



NEW CARD TYPE – MADNESS

This set contains five cards of a type first introduced in *Call of Cowthulhu*. . . 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.

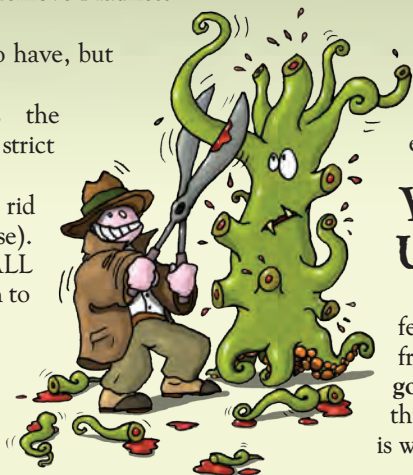
Any card or power that affects a Curse will also affect a Madness. The reverse is NOT true . . . cards and powers that specifically affect Madness do not affect Curses. And note that even though we were insane, and called one of the Cultist powers “Madness,” that power is not affected by cards that can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

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

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 . . . 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 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!

Munchkin comes in lots of flavors! You can get classic fantasy, sci-fi, silly horror, superheroes, pirates, cowboys, kung-fu, spies, and zombies . . . and they're all compatible!

Visit munchkin.sjgames.com for errata, updates, Q&A, and much more. To discuss *Munchkin* with our staff and your fellow munchkins, visit our forums at forums.sjgames.com. Check out munchkin.sjgames.com/resources.html for reference cards, play mats, and dozens of links.

All the *Munchkin* games should be available at your local game or comic store – find it using our Store Finder, gamerfinder.sjgames.com – but if you don't have a local store, we'll be happy to sell them directly to you at warehouse23.com.




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

Twitter. Our Twitter feed often has *Munchkin* news (or bonus rules!): twitter.com/SJGames.

Facebook. Connect with other fans on our pages for *Munchkin* (facebook.com/sjgames, [munchkin](https://facebook.com/munchkin)) and Steve Jackson Games (facebook.com/sjgames).

For more information about this *Munchkin* game, go to munchkin.sjgames.com/unspeakablevault.

The icon for this set is 

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Special thanks to Steven Ehrbar and Fade Manley for unspeakable card suggestions!

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