

Special Ingredient:
Color From Out Of Space

It's the verigated taste that brings out the special flavors

• Fear: 3, Threat: 7.

If you win, play this on a dish in your Serving Area to add add *** to it.

Monster: Flying Polyp
Threat: 2 Fear: 4

Dish: Polyp Poppers
Delectability: **

Dangerously cheesy

Monster: Byakhee
Threat: 5 Fear: 1

Dish: Byakhee Brisket
Delectability: ***

Melts your mouth

Monster: Lloigor
Threat: 6 Fear: 2

Dish: Lloigor Ribs
Delectability: ****

It is supposed to wriggle like that?

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Color From Out Of Space

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• Fear: 3, Threat: 7.

If you win, play this on a dish in your Serving Area to add add *** to it.

Monster: Dark Young
Threat: 6 Fear: 4

Dish:
Dark Young Dumplings
Delectability: ****

Can use with Deep One. If you do, add ** to its Delectability instead of just *.

Fresh, tender, and angsty.

Monster: Byakhee
Threat: 5 Fear: 1

Dish: Byakhee Brisket
Delectability: ***

The black chunks mean love

Monster: Great Cthulhu
Threat: 8 Fear: 5

Dish: Cthulhu Cutlets
Delectability: *****

Can use with Deep One. If you do, add ** to its Delectability instead of just *.

We're going to need a bigger knife.

If you fail a SAN check against Great Cthulhu, lose 2 dice instead of 1.

Item:
Yellow Sign spatula

Where did you get that lovely spatula?

+1 die when Cooking

Item:
Elder Sign apron

Kiss the Cook?

+1 die when Cooking or Fighting

Item:
The Frugal Cultist's Cookbook
It's not the Necronomicon, but it'll do in a pinch!

+2 dice when Cooking

Instead of drawing, you may take a spell from the discards and put it in your hand.

Item:
Shining Trapezohedron salt & pepper shakers.

(-1 SAN) - Target Monster gets -3 dice until end of turn OR Re-roll a roll you made.

Even gods need seasoning.

Assistant: Gumshoe Moonlighting as Sous-Chef

Cooking: 1
Fighting: 3
Sanity: 3

At the start of your turn, before Kitchen Management, you may discard a card, then draw one to replace it.

Item:
High-tension Steel Net

Instead of dealing damage to a Monster, place this net on that Monster. The combat ends. This Monster does not add to the total # of Monsters in your Kitchen during Kitchen Management.

Item: Flame Thrower

Perfect for mid-range heavy combat and barbecues.

+3 dice when making Fighting or Cooking rolls. Discard after 3 uses.

Item: Space Mead

(Disc) - Roll up to 10 dice. Gain 1 SAN die for every 5 or 6. Lose 1 SAN die for every 1. This roll can not be re-rolled.

If you have Space Mead in play at the end of the game, count it as a *** meal.

Dish: Gug 'n Grits
Delectability: ****

No, don't use that fork to eat Gug. Use this fork. What? You've never had Gug before? By the stars, I sometimes wonder why I even bother trying...

Monster: Gug
Threat: 6 Fear: 5

Dish: Polyp Poppers
Delectability: **

You can't eat just one.

Monster: Flying Polyp
Threat: 2 Fear: 4

Dish: Byakhee Brisket
Delectability: ***

It's okay. Twitching is normal

Monster: Byakhee
Threat: 5 Fear: 1

Dish: Nightgaunt Nuggets
Delectability: ****

Just when you think you've eaten all of it, you 'll find more hiding in the dark corners of your dreams.

Monster: Nightgaunt
Threat: 5 Fear: 4

Special Recipe:
Mythos Meatloaf
Delectability: +1 *

This recipe works on any monster.

Mystery meat the way it was meant to be.

Monster: Dark Young
Threat: 6 Fear: 4

Dish:
Dark Young Dumplings
Delectability: ****

*Can use with Deep One. If you do, add ** to its Delectability instead of just *.*

Fresh, tender, and angsty.

Dish: Byakhee Brisket
Delectability: ***

Aged to perfection.

Monster: Byakhee
Threat: 5 Fear: 1

Special Recipe:
Mythos Meatloaf
Delectability: +1 *

This recipe works on any monster.

Leftover tentacles? Try this delicious and easy recipe.

Spell - Elder Sign:
Check Sanity vs. X.
Put this card in front of you with X sign tokens on it. Any Monsters with Fight scores less than the number of tokens on this spell roll one less die when you Fight or Cook them.

Spell - Banishing:
Check Sanity vs. Fear of any uncooked Monster in play. Success without loss of Sanity banishes that Monster to the discard pile. Success with loss of Sanity reshuffles that Monster into the deck.
Discard when used.

Spell - Summoning:
Check Sanity vs. X. Success without loss of Sanity lets you go through the deck and discards and put any Monster with Fear of X or less in your hand. Success with loss of Sanity lets you go through the deck or discards (whichever is smaller) and put any Monster with Fear of X or less in your hand.

Discard after use.

Spell - Warding:
Check Sanity vs. 3. Success without loss of Sanity sends one Monster that's in your Kitchen or attacking you to a player of your choice. Success with loss of Sanity sends one Monster that's in your Kitchen or attacking you to the discards.

Spell - Binding:
Check Sanity vs. X. Place this spell on an uncooked Monster in play. Put X tokens on this spell. Remove one token every time you draw a card. This Monster is out of play as long as this spell has tokens on it.
Discard when used.

Item: Derringer
*Emril never had *Bang!* like this...*

+1 die when Fighting.

Item: Voorish Rolling Pin
It embosses the pattern on while it flattens.
Nifty!

+1 die when Cooking.

The Necrocookbookicon:

Eeeevil, but tasty!

(1x/turn) - Set your hand aside. Test Sanity vs. X. Draw X cards from the deck. Choose one spell or recipe, show it to another player, then put it in your hand. Shuffle the other cards you drew into the deck. Reclaim your hand back up when you're done.

Dish: Mi-Go Manwich
Delectability: ***

*And best of all... It's
vegetarian!*

Monster: Mi-Go
Threat: 3 Fear: 3

Dish: Deep One Fillet
Delectability: *

Needs a little... something --

Monster: Deep One
Threat: 2 Fear: 2

Dish: Deep One Fillet
Delectability: *

*It's so fresh! Did you catch
it yourself?*

Monster: Deep One
Threat: 2 Fear: 2

Dish: Mi-Go Manwich
Delectability: ***

*And best of all... It's
vegetarian!*

Monster: Mi-Go
Threat: 3 Fear: 3

Dish: Mi-Go Migas
Delectability: ***

*Is this meat? It tastes
delicious!
No, it's Mi-Go!*

Monster: Mi-Go
Threat: 3 Fear: 3

Dish: Deep One Fillet
Delectability: *

*Reminds me of frog legs I
had once...*

Monster: Deep One
Threat: 2 Fear: 2

Dish: Deep One Fillet
Delectability: *

Please pass the tartar sauce.

Monster: Deep One
Threat: 2 Fear: 2

Special Ingredient:
Fire Vampires

*Mmmm, mmm, mmm.
Cosmic-roasted flavor!*

• Fear: 3, Threat: 7

If you win, put this in your
Serving Area to add * to
every other dish in your
Serving Area.

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Discard when used.

Assistant: Sushi Chef
Cooking: 2
Fighting: 1
Sanity: 2

Sushi Chef has +2 Cooking dice against Monsters with a Threat of 2 or less.

Monsters with a Threat of 2 or less do not count toward your Kitchen Management total.

Item: Valium

Put three drug tokens on this card when you play it.

Spend a drug token to ignore the results of a failed SAN roll. Roll one less die when Cooking for the rest of the turn.

Item: Henkel Knife Block

That's not a knife. Now this....

+2 dice when Cooking.

Dish: Shoggoth Sirloin
Delectability: ***

Shoggoth goes well with almost anything.

You may put one Assistant or Book in your hand under this recipe to add * to it.

Monster: Shoggoth
Threat: 4 Fear: 2

Dish: Shoggoth Sirloin
Delectability: ***

Shoggoth goes well with almost anything.

You may put one Spell in your hand under this recipe to add * to it.

Monster: Shoggoth
Threat: 4 Fear: 2

Dish: Shoggoth Sirloin
Delectability: ***

Shoggoth goes well with almost anything.

You may put one non-Book Item in your hand under this recipe to add * to it.

Monster: Shoggoth
Threat: 4 Fear: 2

Dish: Tindalos Tenderloin
Delectability: **

Mind-bendingly difficult to prepare. -- Test SAN vs 3 after making a cooking roll for this dish,

Instead of taking normal damage, roll your Cooking pool. Any 1s or 2s are lost. Combat Special --

Monster: Hound of Tindalos
Threat: 2 Fear: 2

Dish: Houndburgers
Delectability: **

Drat! There goes another finger. Lose one Cooking die when you successfully prepare this dish.

Instead of taking normal damage, roll your Cooking pool. Any 1s or 2s are lost. Combat Special --

Monster: Hound of Tindalos
Threat: 2 Fear: 2

Dish: Hunter's Pie
Delectability: ****

We bait the traps with goats dipped in BBQ sauce.

Monster: Hunting Horror
Threat: 5 Fear: 4

Cthulbeque cheat sheet

Turn sequence:

1. Check for Insanity or Unconsciousness.
2. Kitchen Management.
3. Draw a Card or Recuperate.
4. (Optional) Play a card.
5. (Optional) Cook or Fight a Monster in your Kitchen.
6. (Optional) Discard a card.

Tests: Roll all dice in the dice pool. Group and add dice with identical numbers. The highest single die or sum is your result.

If you tie, take the effect of losing, and then take the effect of winning (unless told to do otherwise).

If you're testing against a Monster's Threat, another player rolls dice equal to the Threat and tallies them as a Test. The highest total wins.

Remember: A Monster with cooking or damage counters on it rolls one fewer die for every counter it has on it.

Checks: Roll all dice in the dice pool. Compare each die to the target number.

- * If all dice exceed the target number, you've succeeded.
- * If one or more dice, but not all dice, are equal to or lower than the target number, you succeed, but lose one die from your pool.
- * If all dice are lower than the target number, you've failed and you lose one die from your pool.

