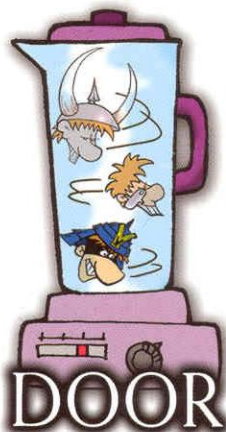
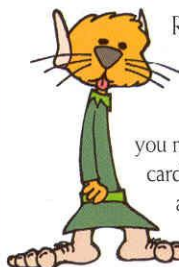


# MUNCHKIN<sup>™</sup> BLENDER



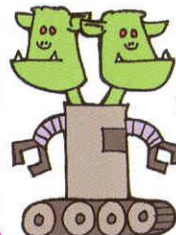
## 1/3-BREED



You may have three Race cards, and have all of the advantages *and* disadvantages of each. Or you may have two Race cards and have the advantages and disadvantages of both AND those of being Human. Or you may have one Race-card and have all of its advantages and *none* of its disadvantages (for example, monsters that hate Elves will have no bonus against a 1/3-Elf). Lose this card if you lose all your Race card(s).

## 1/3-BREED

You may have three Race cards, and have all of the advantages *and* disadvantages of each. Or you may have two Race cards and have the advantages and disadvantages of both AND those of being Human. Or you may have one Race card and have all of its advantages and *none* of its disadvantages (for example, monsters that hate Elves will have no bonus against a 1/3-Elf).



Lose this card if you lose all your Race card(s).

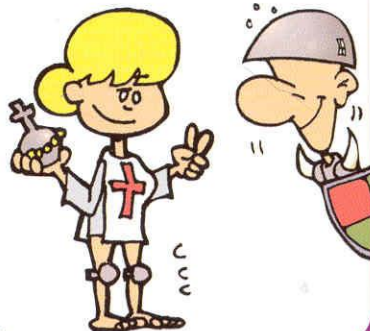
## CHEAT!

You may have and use any one item that would otherwise be against the rules. Put this card with that item. Discard it when you lose that item.



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You may have and use any one item that would otherwise be against the rules. Put this card with that item. Discard it when you lose that item.



## 1/3-BREED

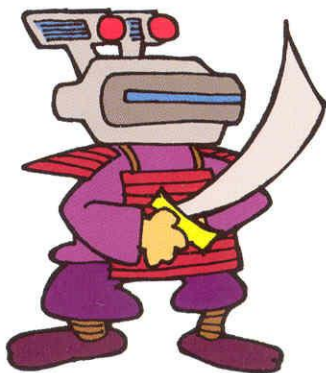
You may have three Race cards, and have all of the advantages *and* disadvantages of each. Or you may have two Race cards and have the advantages and disadvantages of both AND those of being Human. Or you may have one Race card and have all of its advantages and *none* of its disadvantages (for example, monsters that hate Elves will have no bonus against a 1/3-Elf).



Lose this card if you lose all your Race card(s).

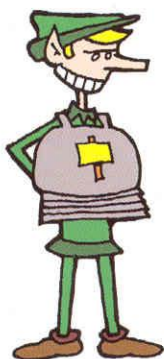
## CHEAT!

You may have and use any one item that would otherwise be against the rules. Put this card with that item. Discard it when you lose that item.



## CHEAT!

You may have and use any one item that would otherwise be against the rules. Put this card with that item. Discard it when you lose that item.



## CHEAT!

You may have and use any one item that would otherwise be against the rules. Put this card with that item. Discard it when you lose that item.





## CURSE! DON'T CALL ME SHIRLEY!

You change sex. -5 to your next combat due to distraction. After that, the change is permanent but there is no further penalty.



## CHIMERA

You may have any number of Race cards (as long as you have two or more) and have all of the advantages and disadvantages of each.

Lose this card if you ever have fewer than two Race cards.



## CHEAT!

You may have and use any one item that would otherwise be against the rules. Put this card with that item. Discard it when you lose that item.



## DOGPILE

Play this card, with a Monster from your hand, when someone (including you!) is in combat. Each other player may now add one Monster from their hand, if they choose! The new monsters join the one already fighting – add their Levels. If the character(s) must flee, resolve the Run Away attempts separately, *in the order the victim chooses*.



## DIRECT TO VIDEO SEQUEL

Play this card after any combat ends, unless all the munchkins died.

The monster(s) reappear, along with all enhancers that were played on them (but no other single-use cards). Those characters who survived the first battle must face the monsters again. New cards, including enhancers, can be played on the new combat.



## CURSE! GM ENFORCES RULES!

Lose all Cheat cards (including Cheat With Both Hands and Cheat Like There's No Tomorrow) that you have in play. The items you were Cheating with remain in play for you, but you are just carrying them... you cannot use them.



## EPIC JUNIOR

Place this card with any Race or Class card. You now have all the Epic abilities of that Race or Class, regardless of your level. Lose this card when the Race or Class is lost.



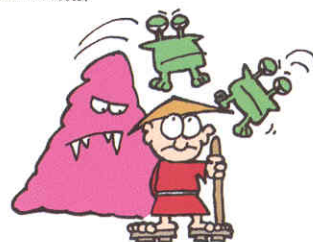
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## DOGPILE

Play this card, with a Monster from your hand, when someone (including you!) is in combat. Each other player may now add one Monster from their hand, if they choose! The new monsters join the one already fighting – add their Levels. If the character(s) must flee, resolve the Run Away attempts separately, *in the order the victim chooses*.

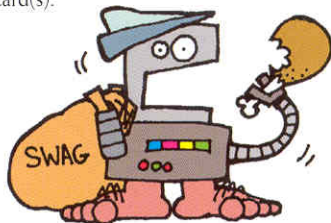




## HALF-BREED

You may have two Race cards, and have all of the advantages *and* disadvantages of each. Or you may have one Race card and have all of its advantages and *none* of its disadvantages (for example, monsters that hate Elves will have no bonus against a half-Elf).

Lose this card if you lose your Race card(s).



## HALF-BREED

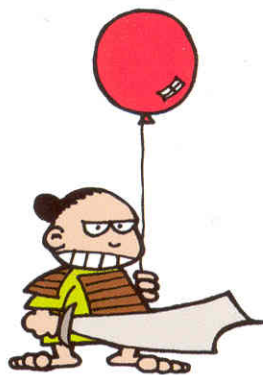
You may have two Race cards, and have all of the advantages *and* disadvantages of each. Or you may have one Race card and have all of its advantages and *none* of its disadvantages (for example, monsters that hate Elves will have no bonus against a half-Elf).

Lose this card if you lose your Race card(s).



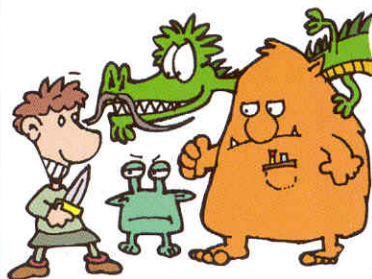
## EPIC JUNIOR

Place this card with any Race or Class card. You now have all the Epic abilities of that Race or Class, regardless of your level. Lose this card when the Race or Class is lost.



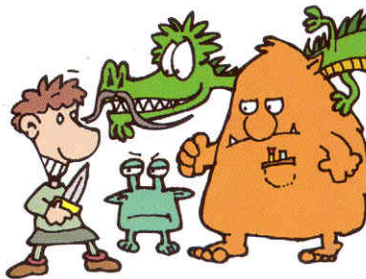
## MONSTER MASH

Play this card, with any number of Monsters from your hand, when someone (including you!) is in combat. Your monsters join the one already fighting – add their Levels. If the character(s) must flee, resolve the Run Away attempts separately, *in the order the victim chooses*.



## MONSTER MASH

Play this card, with any number of Monsters from your hand, when someone (including you!) is in combat. Your monsters join the one already fighting – add their Levels. If the character(s) must flee, resolve the Run Away attempts separately, *in the order the victim chooses*.



## HALF-BREED

You may have two Race cards, and have all of the advantages *and* disadvantages of each. Or you may have one Race card and have all of its advantages and *none* of its disadvantages (for example, monsters that hate Elves will have no bonus against a half-Elf).

Lose this card if you lose your Race card(s).



## OLD EDITION

You may play a Race card as a Class, or vice versa. It now counts against the maximum number you can have of its new type, and is affected by cards that affect its new type. Keep this card with the Race or Class you change; lose it if you lose that Race or Class.



## OLD EDITION

You may play a Race card as a Class, or vice versa. It now counts against the maximum number you can have of its new type, and is affected by cards that affect its new type. Keep this card with the Race or Class you change; lose it if you lose that Race or Class.



## ... OF LOVE

Play this card on a combat against a single monster. The combat ends immediately; no further cards may be used. Any enhancers count as used, but other one-use cards are returned to the person who played them. The Monster of Love does not fight and cannot be killed; it gives away its treasure. Deal out the appropriate number of Treasures, face up, starting with the player who started the combat and going clockwise around the table.





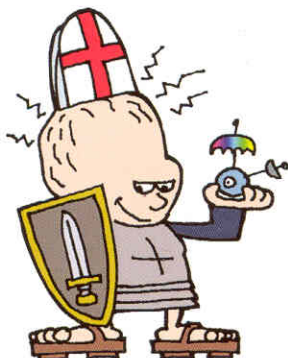
## SUPER MUNCHKIN

You may have two Class cards, and have all the advantages and disadvantages of each.



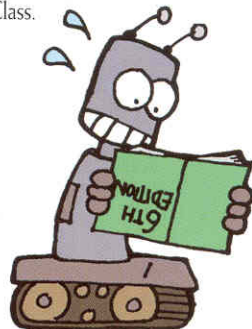
## SUPER DUPER MUNCHKIN

You may have any number of Class cards, and have all the advantages and disadvantages of each.



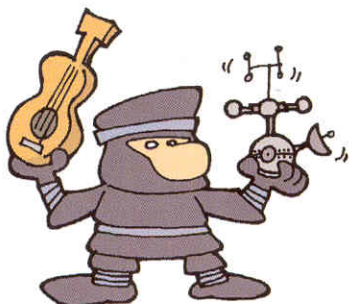
## OLD EDITION

You may play a Race card as a Class, or vice versa. It now counts against the maximum number you can have of its new type, and is affected by cards that affect its new type. Keep this card with the Race or Class you change; lose it if you lose that Race or Class.



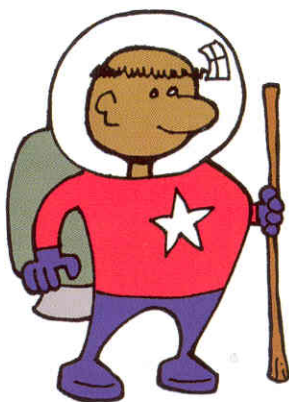
## ULTRA MUNCHKIN

You may have three Class cards, and have all the advantages and disadvantages of each.



## SUPER MUNCHKIN

You may have two Class cards, and have all the advantages and disadvantages of each.



## SUPER MUNCHKIN

You may have two Class cards, and have all the advantages and disadvantages of each.



## WANDERING MONSTER

Play this card, with a Monster from your hand, when someone (including you!) is in combat. Your monster joins the one already fighting – add their Levels. If the character(s) must flee, resolve the Run Away attempts separately, in the order the victim chooses.



## ULTRA MUNCHKIN

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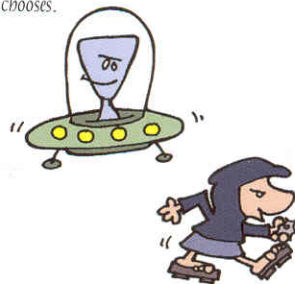
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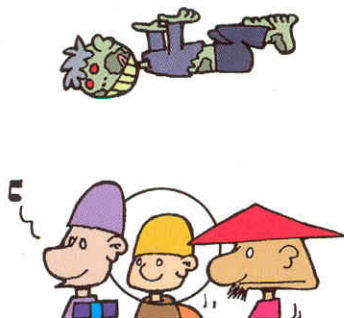
## WANDERING MONSTER

Play this card, with a Monster from your hand, when someone (including you!) is in combat. Your monster joins the one already fighting – add their Levels. If the character(s) must flee, resolve the Run Away attempts separately, in the order the victim chooses.



## SNEAKY +10 TO LEVEL OF MONSTER

Play during combat. If the monster is defeated, draw two extra Treasures.



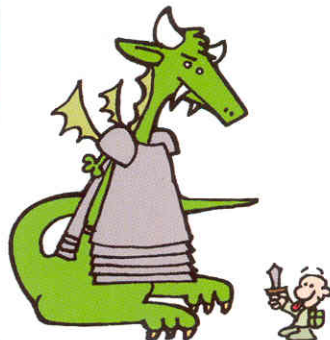
## EXPLODING +10 TO LEVEL OF MONSTER

Play during combat. If the monster is defeated, draw two extra Treasures.



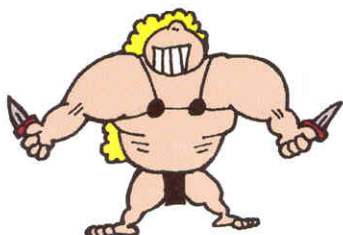
## ARMOR-PLATED +10 TO LEVEL OF MONSTER

Play during combat. If the monster is defeated, draw two extra Treasures.



## BUFFED +5 TO LEVEL OF MONSTER

Play during combat. If the monster is defeated, draw one extra Treasure.



## BEDRIDDEN -5 TO LEVEL OF MONSTER

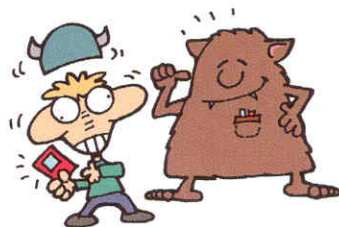
(Minimum Level 1)

Play during combat. If the monster is defeated, draw one fewer Treasure (minimum of one).



## ULTRA-RARE +10 TO LEVEL OF MONSTER

Play during combat. If the monster is defeated, draw two extra Treasures.

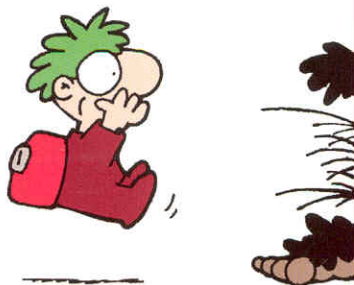




# HAIRY

## +5 TO LEVEL OF MONSTER

Play during combat. If the monster is defeated, draw one extra Treasure.



# DRUNK

## -5 TO LEVEL OF MONSTER

(Minimum Level 1)

Play during combat. If the monster is defeated, draw one fewer Treasure (minimum of one).



# DIRE

## +5 TO LEVEL OF MONSTER

Play during combat. If the monster is defeated, draw one extra Treasure.

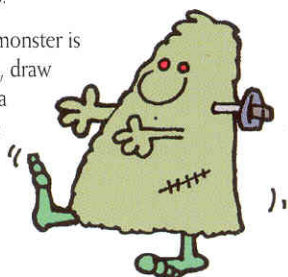


# UNDEAD

## +5 TO LEVEL OF MONSTER

Play during combat, on any monster except one that is already Undead. The monster now counts as Undead for all purposes.

If the monster is defeated, draw two extra Treasure cards.

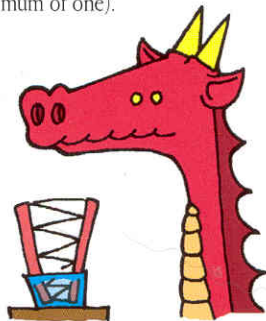


# TOOTHLESS

## -5 TO LEVEL OF MONSTER

(Minimum Level 1)

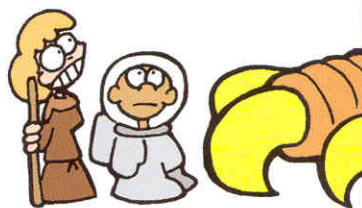
Play during combat. If the monster is defeated, draw one fewer Treasure (minimum of one).



# LARGE ECONOMY SIZE

## +5 TO LEVEL OF MONSTER

Play during combat. If the monster is defeated, draw one extra Treasure.



# ... WITH EXTRA CHEESE

## +5 TO LEVEL OF MONSTER

Play during combat. If the monster is defeated, draw one extra Treasure.



# UNDEAD

## +5 TO LEVEL OF MONSTER

Play during combat, on any monster except one that is already Undead. The monster now counts as Undead for all purposes.

If the monster is defeated, draw two extra Treasure cards.



# UNDEAD

## +5 TO LEVEL OF MONSTER

Play during combat, on any monster except one that is already Undead. The monster now counts as Undead for all purposes.

If the monster is defeated, draw two extra Treasure cards.



KOVACIC

## UNBELIEVABLY + OR - 10 TO LEVEL OF MONSTER

(Minimum Level 1)

Play this card on an enhancer card that has been played on a monster. If the enhancer is positive, it is now worth another +10, and the monster has two more Treasures. If the enhancer is negative, it's worth -10 and the monster has two fewer Treasures.



## MIND-BOGGLINGLY + OR - 10 TO LEVEL OF MONSTER

(Minimum Level 1)

Play this card on an enhancer card that has been played on a monster. If the enhancer is positive, it is now worth another +10, and the monster has two more Treasures. If the enhancer is negative, it's worth -10 and the monster has two fewer Treasures.



## ASTOUNDINGLY + OR - 10 TO LEVEL OF MONSTER

(Minimum Level 1)

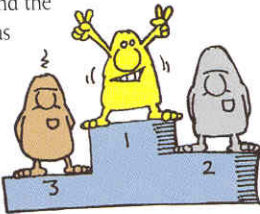
Play this card on an enhancer card that has been played on a monster. If the enhancer is positive, it is now worth another +10, and the monster has two more Treasures. If the enhancer is negative, it's worth -10 and the monster has two fewer Treasures.



## EXTREMELY + OR - 5 TO LEVEL OF MONSTER

(Minimum Level 1)

Play this card on an enhancer card that has been played on a monster. If the enhancer is positive, it is now worth another +5, and the monster has one more Treasure. If the enhancer is negative, it's worth -5 and the monster has one fewer Treasure.



## DISGUSTINGLY + OR - 5 TO LEVEL OF MONSTER

(Minimum Level 1)

Play this card on an enhancer card that has been played on a monster. If the enhancer is positive, it is now worth another +5, and the monster has one more Treasure. If the enhancer is negative, it's worth -5 and the monster has one fewer Treasure.



## AMAZINGLY + OR - 5 TO LEVEL OF MONSTER

(Minimum Level 1)

Play this card on an enhancer card that has been played on a monster. If the enhancer is positive, it is now worth another +5, and the monster has one more Treasure. If the enhancer is negative, it's worth -5 and the monster has one fewer Treasure.



## LEVEL 1 FOOTPRINTS

Enhancers played on the Footprints count double for level bonuses or penalties, but their treasure award does not change.

**Bad Stuff:** You're stomped. By a Level 1 foe. You are dead and we are all laughing.



1 Treasure

## LEVEL 1 Undead DIRTY LAUNDRY

"You don't really need to find out what's going on . . ."

+2 against females.

**Bad Stuff:** Your socks crawl off your feet and join the Laundry. Lose your footgear.

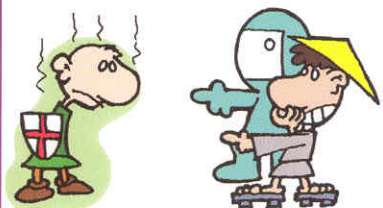


1 Treasure

## LEVEL 1 BAD SMELL

Your fellow Munchkins blame YOU. None of them will help you in this combat.

**Bad Stuff:** Pull off your Headgear to hold your nose. Lose your Headgear.



1 Treasure



## LEVEL 1 SMILEY FACE

+2 against males.

**Bad Stuff:** Smile widely at your fellow players and give them each a card, from your hand or in play, starting with the player on your right and going counter-clockwise. Have a nice day!

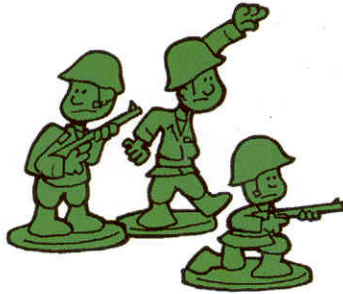


1 Treasure

## LEVEL 1 GREEN ARMY MEN

Any Footgear gives double bonus. Step on them!

**Bad Stuff:** Lose a level out of pure shame.



1 Treasure

## LEVEL 1 GRAFFITI

The pen is mightier than the sword. Nothing that requires Hands can be used against the Graffiti.

**Bad Stuff:** It rewrites your character sheet. You change sex. -5 to your next combat due to distraction. After that, the change is permanent but there is no further penalty.

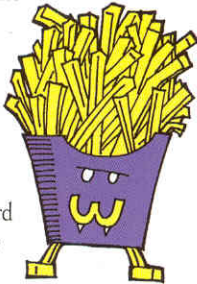


1 Treasure

## LEVEL 10 FRIES

If you draw this card face down, you may play it from your hand to join ANY attack on any player. To do so, you must say "Would you like Fries with that?"

**Bad Stuff:** They leap down your throat. The carbs! The carbs! You burst out of your armor; discard the armor you are wearing.



3 Treasures

## LEVEL 1 STANDIE

If you draw this card face down, you may play it during any combat to turn any one monster into a Standie. Ignore everything on the monster card. Enhancers still count, though.

**Bad Stuff:** For your next combat, YOU are now a Standie and count as Level 1.



1 Treasure

## LEVEL 1 SOCK PUPPET

No one may play cards from their hand to fight or aid the Sock Puppet.

**Bad Stuff:** It socks you. Discard two cards from your hand.



1 Treasure

## LEVEL 10 TELEVISION

Every card you discard, from those in your hand or in play, gives a +1 against the Television.

**Bad Stuff:** You lose track of... what were we talking about? Until the end of your next turn, you may not use any of your Race or Class powers.



3 Treasures

## LEVEL 10 GAME STORE MANAGER

If you slay him, roll one die to determine how many Treasures you draw.

**Bad Stuff:** He hypnotizes you. You must buy many, many modules. Discard items worth at least 1,000 gold pieces from those in your hand or in play.



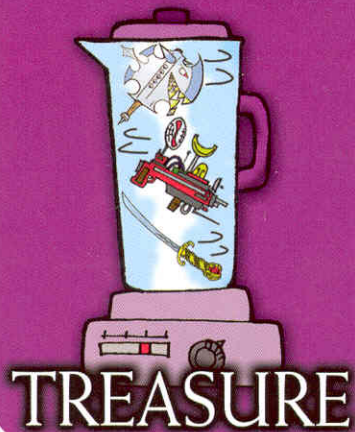
1d6 Treasures

## MUNCHKIN™ BLENDER





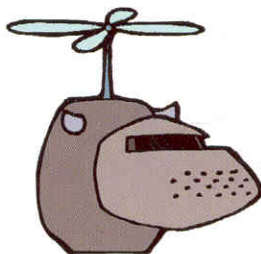
# MUNCHKIN BLENDER



**+2 BONUS**

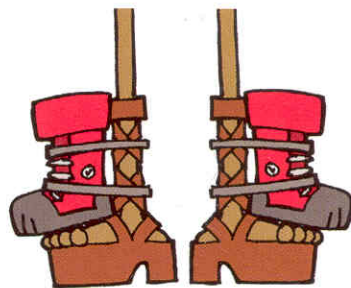
To Headgear Only  
**AIR-COOLED**

Place this card with a Headgear item that gives a level bonus. That item is now the Air-Cooled (whatever), and gives an extra +2 in combat. This card goes with the item if it is lost, stolen, or discarded.



Usable by Human Only  
**EXTRA FEAT**

You may wear and use two items of Footgear at the same time.

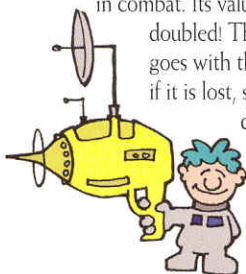


No Value

**+2 BONUS**

To Weapon Only  
**GOLD-PLATED**

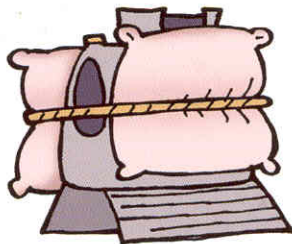
Place this card with a weapon (that is, an item requiring Hands) that gives a level bonus. That item is now the Gold-Plated (whatever), and gives an extra +2 in combat. Its value is also doubled! This card goes with the item if it is lost, stolen, or discarded.



**+2 BONUS**

To Armor Only  
**REINFORCED**

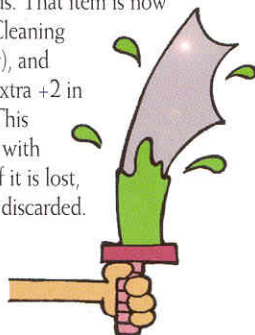
Place this card with an Armor item that gives a level bonus. That item is now the Reinforced (whatever), and gives an extra +2 in combat. This card goes with the item if it is lost, stolen, or discarded.



**+2 BONUS**

To Weapon Only  
**SELF-CLEANING**

Place this card with a weapon (that is, an item requiring Hands) that gives a level bonus. That item is now the Self-Cleaning (whatever), and gives an extra +2 in combat. This card goes with the item if it is lost, stolen, or discarded.



**+2 BONUS**

To Footgear Only  
**SPIKE-HEELED**

Place this card with a Footgear item that gives a level bonus. That item is now the Spike-Heeled (whatever), and gives an extra +2 in combat. This card goes with the item if it is lost, stolen, or discarded.



**+2 BONUS**

(+5 for Bards)  
**THEME MUSIC**

Wherever you go, your theme music follows you, irritating friend and foe alike! You may, if you wish, hum it during play.



No Value

**+3 BONUS**

To Weapon Only  
**ARMOR-PIERCING**

Place this card with a weapon (that is, an item requiring Hands) that gives a level bonus. That item is now the Armor-Piercing (whatever), and gives an extra +3 in combat. This card goes with the item if it is lost, stolen, or discarded.





### +3 BONUS

#### To Weapon Only **EXTRA-LOUD**

Place this card with a weapon (that is, an item requiring Hands) that gives a level bonus. That item is now the Extra-Loud (whatever), and gives an extra +3 in combat. This card goes with the item if it is lost, stolen, or discarded.



### +3 BONUS

#### To Headgear Only **SPRING-MOUNTED**

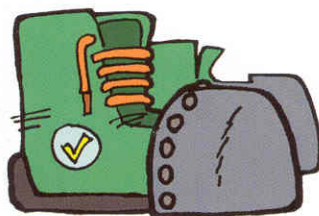
Place this card with a Headgear item that gives a level bonus. That item is now the Spring-Mounted (whatever), and gives an extra +3 in combat. This card goes with the item if it is lost, stolen, or discarded.



### +3 BONUS

#### To Footgear Only **STEEL-TOED**

Place this card with a Footgear item that gives a level bonus. That item is now the Steel-Toed (whatever), and gives an extra +3 in combat. This card goes with the item if it is lost, stolen, or discarded.



### +3 BONUS

#### To Armor Only **TEFLON-COATED**

Place this card with an Armor item that gives a level bonus. That item is now the Teflon-Coated (whatever), and gives an extra +3 in combat. This card goes with the item if it is lost, stolen, or discarded.



*Teflon is a registered trademark of DuPont, and we bet they never expected to see it in the dungeon.*

### +3 BONUS

#### **REVEALING COSTUME**

The monsters are distracted. Happily distracted, unhappily distracted, you don't care.

Any time you change sex, the costume will tear in inappropriate ways, increasing its bonus by 1.



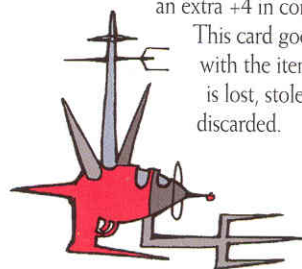
600 Gold Pieces

### +4 BONUS

#### To Weapon Only **WITH SPIKY BITS**

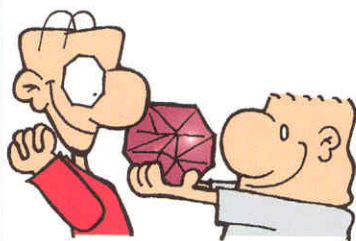
Place this card with a weapon (that is, an item requiring Hands) that gives a level bonus. That item is now the (whatever) With Spiky Bits, and gives an extra +4 in combat.

This card goes with the item if it is lost, stolen, or discarded.



### **FEED GM'S DICE HABIT**

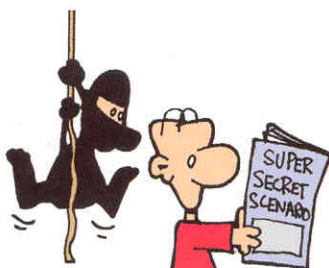
Instead of going up a level, you may use this card at any time you are not in combat. Discard it, and then go through the discards and pick any one Race or Class card.



**GO UP A LEVEL**

### **PEEK AT THE SCENARIO**

Instead of going up a level, you may use this card at any time you are not in combat. Discard it, and then go through the discards and pick any one Race or Class card.



**GO UP A LEVEL**

### **REINCARNATE WITHOUT DYING FIRST**

Instead of going up a level, you may use this card at any time you are not in combat. Discard it, and then go through the discards and pick any one Race or Class card.



**GO UP A LEVEL**



## HURT GM'S BRAIN

Instead of going up a level, you may use this card at any time you are not in combat. Discard it, and then go through the discards and pick any one Race or Class card.



GO UP A LEVEL

## VALUABLE COUPON

The Valuable Coupon has no cash value, but you may trade it, any time you are not in combat, for any item or combination of items from the discard pile worth 1,000 gold pieces or less.



No Value

## MAGIC BLESSED DNA POTION

You may drink the potion at any time, even if you are in combat. Go through the discard pile and select any Race card you want. You may put it in play immediately if it is otherwise legal for you to do so. Usable once only.



500 Gold Pieces

## CHEAT LIKE THERE'S NO TOMORROW

For one combat only, you may use any and all items you possess, regardless of Hands, race or class restrictions, or anything else. After the combat, you must discard all items that it would have been illegal for you to use if not for this card.

One use only.  
Discard after use.



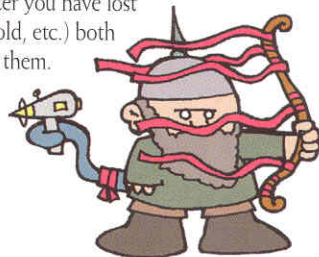
## CHEAT WITH BOTH HANDS

You may have and use any two items that would otherwise be against the rules. Play this card with at least one such item. You may add the second one later if you wish, but you can't switch either of them for a new item. Put this card with your chosen items. Discard it after you have lost (sold, etc.) both of them.



## CHEAT WITH BOTH HANDS

You may have and use any two items that would otherwise be against the rules. Play this card with at least one such item. You may add the second one later if you wish, but you can't switch either of them for a new item. Put this card with your chosen items. Discard it after you have lost (sold, etc.) both of them.



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## MINE GOES TO 11!

Play this card in the middle of the table at any time. You are all now playing to 11 levels, not 10... unless

you were playing Epic rules, in which case you are playing to 22. Players may only reach the added level(s) by killing something, but must still kill things to reach level 10 (or 19 and 20) as well.



## YOU'LL TAKE AWAY MY TOY WHEN YOU PRY IT FROM MY COLD, DEAD HANDS

Place this card in front of you when you draw it. Any items you have which can only be used by your race, sex, or class are now immune to loss from Traps, Curses, or Bad Stuff.

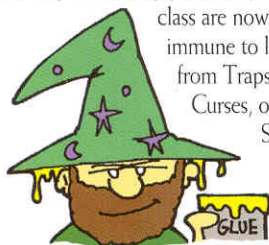




## YOU'LL TAKE AWAY MY TOY WHEN YOU PRY IT FROM MY COLD, DEAD HANDS

Place this card in front of you when you draw it. Any items you have which can only be used by your race, sex, or

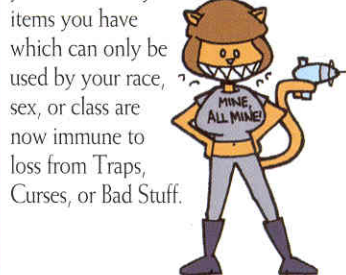
class are now immune to loss from Traps, Curses, or Bad Stuff.



1,000 Gold Pieces

## YOU'LL TAKE AWAY MY TOY WHEN YOU PRY IT FROM MY COLD, DEAD HANDS

Place this card in front of you when you draw it. Any items you have which can only be used by your race, sex, or class are now immune to loss from Traps, Curses, or Bad Stuff.



200 Gold Pieces

## TRAINED MOTHS!

Release your moths immediately after an opponent announces he is using a special power granted by a Munchkin T-shirt, bookmark, or other non-card item, but *before* that item is destroyed (if that is required for use). That use is canceled, and that item may not be used again during this game.

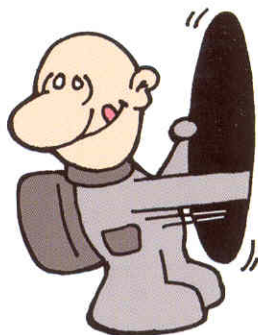
Usable once only.



100 Gold Pieces

## PORTABLE HOLE

You may have one extra card in your hand. Yes, that means a Dwarf can have *seven* cards in his hand.



1,000 Gold Pieces

## LUCKY PENNY

Whenever someone else loses an item or items to a Trap or Curse, you can immediately discard this item and claim any one of the items he lost.

Usable once only.

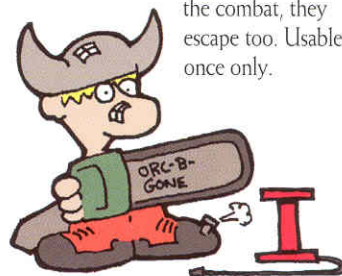


200 Gold Pieces

## INFLATABLE MUNCHKIN

Draws off all pursuit, enabling you to Run Away from every monster in a combat without making a die roll. If

someone else is in the combat, they escape too. Usable once only.

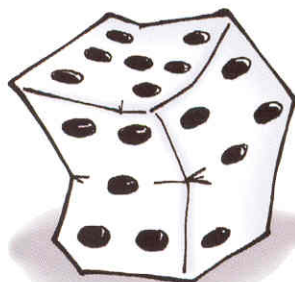


300 Gold Pieces

## LOADED DIE

Play after you roll the die, for any reason. Turn the die so the number of your choice is on top. That's your roll.

Usable once only.

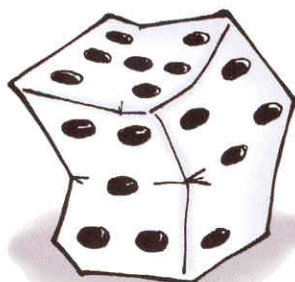


300 Gold Pieces

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Play after you roll the die, for any reason. Turn the die so the number of your choice is on top. That's your roll.

Usable once only.

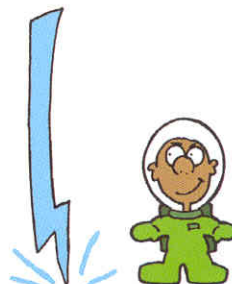


300 Gold Pieces

## LUCKY TALISMAN

You may invoke your Talisman when you are hit by any Trap or Curse. Pass the effect to one of the players next to you – your choice. If they have a legal way to escape it, they may do so.

Usable once only.



300 Gold Pieces



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Usable once only.



300 Gold Pieces

## POTION OF RIDICULOUS SIZE

Play this card on a single munchkin during any combat. That munchkin has an effective +10 to his level... but if he loses, he cannot Run Away, because he is too big to get through the door, so the Bad Stuff happens automatically.

Usable once only.



400 Gold Pieces

## MIGHTY TOME OF SKILLZ

You may read the Mighty Tome at any time, even if you are in combat. Go through the discard pile and select any Class card you want. You may put it in play immediately if it is otherwise legal for you to do so. Usable once only.



900 Gold Pieces

## SCROLL OF DEBUFFINATION

Play during any combat to remove any or all *positive* enhancers on any one monster (negative enhancers like Baby are not affected).

Usable once only.



900 Gold Pieces

## SELL YOUR MOTHER

She's no use in combat, but you can get 500 gold pieces for her. Hey, that's half a level right there!



500 Gold Pieces

## MUNCHKIN BLENDER



TREASURE

## MUNCHKIN BLENDER



TREASURE