

# EPIC MUNCHKIN™

Does it seem like a game of *Munchkin* is done too soon? There you are, multiraced and multiclassed, newly set up with your Flaming Armor, Shield of Ubiquity, and Boots of Butt-Kicking, wielding the Unnatural Axe . . . and the game's over.

Rejoice, for *Epic Munchkin* is here. If you don't like long games, stop reading now.

## Starting The Game

We suggest you use the "quick start" rules (in the box at the end). That will get you to the romp/stomp/slay part of the game sooner.

Then play as normal until someone reaches Level 10 (which no longer requires a kill). At that point, instead of ending the game, any characters of Level 10-19 are considered "Epic" and these rules apply to them. Those of Level 9 or below are not "Epic," even if they were at one time.

## Winning The Game

Levels 19 and 20 may only be reached by actual monster kills.

Play until someone reaches Level 20. At that point, it's *really* over.

## Kicking Down Doors

When an Epic munchkin kicks down a door, turn over *two* cards at the same time, and apply them as follows:

(1) Curses. Apply curses first, in the order the player chooses.

(2) Everything else except monsters and monster bonuses, in the order the player chooses. Yes, if you turn over a class or race, you can apply it immediately, before the fight.

(3) Monsters and monster bonuses. If there are two monsters, fight them both. If you draw both a monster and a monster bonus (that is, either a card like Ancient which *increases* the monster's level, or a card like Mate that *duplicates the monster*) the bonus applies to the monster. (But if you get an bonus and no monster, the bonus goes into your hand normally.)

## Epic Feats

Epic characters are also eligible to perform Epic Feats of Munchkinry!

**Wizard:** Outrun Curse. When you draw a Curse, or a Curse is played on you, you may discard a card from your hand to attempt to Run Away from the Curse. Make your normal Run Away roll. If you fail to Run Away, you may play another card and try again — until you successfully Run Away, use all the cards in your hand, or give up.

**Warrior:** Ludicrous Strength. "Two-handed" items require only one hand for you, and you may carry and use two Big items.

**Cleric:** Pray for a Miracle. At any time, *even during combat*, you may discard two cards, from your hand OR the table, to take the top face-down card from the Treasure deck into your hand. If it is something you can use, you may play it immediately.

**Thief:** Steal From Shadows. By discarding one card from your hand, you may steal one card (you choose randomly) from a rival's hand. No die roll is required. You may do this only on your turn, and only once per turn, and (of course) not during a combat.



**Elf:** You may fire arrows into a fight in which you are not involved either as main player or helper. This works like thieflly backstabbing: discard a card and give a monster or player a -2. However, the epic elf can fire *two* arrows per turn, for a maximum of -4. An epic elven thief can fire two arrows AND backstab once, if he has three cards to discard.

**Dwarf:** You may have *any number* of cards in your hand.

**Halfling:** You may sell TWO items per turn for double their value.

**Orc:** When you turn over (or Look For Trouble and find) a monster of Level 1, you may simply EAT it. Your foes cannot play any cards to stop this . . . it's a Level 1 monster, you eat it, any bonuses applied to the monster are discarded, yum yum, that's that. You go up a level for the hot meal, and since this is a kill, you can win this way.

**Human:** Yes, at epic levels, even humans have a racial power! Rather than fighting any monster of Level 5 or below, you may make a pet of it. Play it to the table. You may expend it later as a one-time combat bonus,

for or against any player or monster. If you use it for a player, including yourself, its bonus is equal to its base level. If you use it *against* a player, it is treated as a Wandering Monster. Yes, all its special abilities count, monster enhancers will work on it, and if your rival cannot defeat it, he must Run Away from it!

## Hints For Epic Play

*Don't die.* Death is inconvenient to an epic munchkin because it takes away all his toys, and without them he will find it much harder to get levels!

*Help the monsters.* Play enhancers on your own monsters before you fight them. At epic levels, you may have enough items to defeat the Ancient Enraged Plutonium Dragon by yourself – and winning the game by rocketing up four levels at once is very munchkin indeed!

*Thanks to Paul Chapman for suggesting this awful idea and creating the original cut at the rules, to Mia Sherman, Michelle Barrett, Monica Stephens, and Andrew Hackard for epicking out, and to Erik Zane for supervising the Top Secret Blindtest!*

## QUICK START RULES

Use these rules with any *Munchkin* game, any time you want things to get moving more quickly. They were originally introduced in *Star Munchkin*, but you can use them for the original *Munchkin* as well. They're especially worthwhile in a "blender game" that combines both sets.

1. Each player starts with four cards from each deck.
2. A player gets four cards from each deck when he returns from death.
3. Any time a Race, Class, Half-Breed, or Super Munchkin card is on top of the discard pile, any player may discard a "Go Up A Level" card from his hand and claim it. If multiple players try to claim a card, they roll dice. The winner gets the card; the loser keeps his Level card. (And yes, you can use a Loaded Die to affect your die roll!)
4. Quick discarding to bury a Race (etc.) class in the discards, so your rivals can't get it, is very munchkinly, but not allowed. Everyone must have a chance to get the discard.

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