

Munchkin Card Summary

It is very important to read the cards carefully. First of all, they are funny. They also contain all the information you need and may also contain exceptions which may be very important.

Card Type	Card Name	Door or Treasure	On the board or In Hand	Single Combat Use or Ongoing Combat Use	What It Does	Deck (Main or Expansion)
Race (bottom right of the card)	Human	Door	On the board	Ongoing Combat Use	Races are like a species, what you are born as. There are no special bonuses for being Human.	Main
Race (bottom right of the card)	Dwarf	Door	On the board	Ongoing Combat Use	Allowed to carry 6 cards in your hand. You can carry any number of big Items	Main
Race (bottom right of the card)	Elf	Door	On the board	Ongoing Combat Use	Up one Level for every Monster you help someone kill. Roll 4, 5 or 6 to run away.	Main
Race (bottom right of the card)	Halfling	Door	On the board	Ongoing Combat Use	May sell 1 Item each turn for double price. You get two chances (rolls of the dice) to run away.	Main
Race (not actually a Race card but affects your Race)	Half Breed	Door	On the board	Ongoing Combat Use	You may have 2 race cards or you may have 1 race card without its disadvantages. For example, Monsters with a bonus against elves will have no bonus against a half elf.	Main
Race (bottom right of the card)	Orc	Door	On the board	Ongoing Combat Use	Lose a Level to ignore a curse. Gain extra Level after defeating a Monster alone by more than 10.	Unnatural Axe
Race (bottom right of the card)	Gnome	Door	On the board	Ongoing Combat Use	Use a Monster from your hand to add its Levels to your Combat Strength. Must roll 6 to run away. If you fail your initial runaway roll, you may discard a card and roll again (" <i>Monsters treat you as a halfling</i> ").	Clerical Errors

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Class (bottom right of the card)	Cleric	Door	On the board	Ongoing Combat Use	Classes are like a vocation or job. When drawing face up, you may take the top card from the discard pile instead of the draw pile. Then, you must discard one card from your hand. Drawing face up typically occurs when you kick down the door and when you draw Treasures after another player helped you win a combat. Bonus when fighting undead (if playing with undead cards).	Main
Class (bottom right of the card)	Warrior	Door	On the board	Ongoing Combat Use	Wins ties in combat. May discard up to 3 cards in combat; each discarded card gives you a +1 bonus.	Main
Class (bottom right of the card)	Wizard	Door	On the board	Ongoing Combat Use	May discard your whole hand to make 1 Monster go away - you get the Treasure but no Levels. May discard up to 3 cards when running away - 1 card = 4, 5 or 6 to run away, 2 cards = 3, 4, 5 or 6 to run away, and 3 cards = 2, 3, 4, 5 or 6 to run away.	Main
Class (bottom right of the card)	Bard	Door	On the board	Ongoing Combat Use	When winning a combat on your turn, alone or assisted, draw 1 extra Treasure, look at them all and immediately discard the one of your choice. When facing a Monster in combat, you can discard three cards from your hand and select a rival; tie or beat your rival to force them to help you for no reward.	Clerical Errors
Class (not actually a Class card but affects your Class)	Super Munchkin	Door	On the board	Ongoing Combat Use	You may have 2 class cards.	Main

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Item Bonuses	Various Bonuses	Treasure	On the board	Ongoing Combat Use	<p>Think of these as things you carry or wear to increase your Combat Strength against Monsters - they will stay with you until removed by a curse (or something else). Items on the board in front of you are the only cards that can be traded; any player can trade Items at any time except during combat.</p> <p>Items that you are not able to legally use (eg. an Item only useable by Elfs but you are not an Elf) may be placed in front of you on the board and turned horizontally (think of it as storing an Item you own in the closet but you're not carrying or wearing it).</p>	Main, Clerical Errors and Unnatural Axe
One Shot Bonus (states "Use during any combat." on the card)	Various Bonuses	Treasure (a few Doors)	In Hand	Single Combat Use	<p>Think of these as potions and other things that will increase your Combat Strength for one battle.</p> <p>Positive or negative bonus to the Combat Strength of a player or Monster.</p>	Main, Clerical Errors and Unnatural Axe

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Monsters (states a Level at top of the card)	Monsters - Various Levels	Door	In Hand	Single Combat Use	<p>Defeat the Monster by having more Combat Strength (Combat Strength = Level on the board + Item bonuses on the board + one shot Items from your hand) than the Level of the Monster. This allows you to go up a Level (or Levels) and obtain Treasure cards (number is at the bottom right of the card).</p> <p>You can ask for help from one player who can add their Combat Strength to yours, which must total more than the Monster's strength (Level). Usually, Treasures are the form of payment (or trading cards On the board) to players who help in combat.</p> <p>Also, the other players can use one shot Items to add to the Monster's strength (Level), curse the players in combat or special cards that end the combat (sometimes without gaining Levels or Treasure cards).</p> <p>If you lose to the Monster, you must roll the die to try and flee; players who fail to roll a five or six suffer the Monster's negative effects ("Bad Stuff" stated on the Monster card) or die. If you die, you lose all your stuff (Items and cards in your hand) but keep everything else (Class(es), Race(s), Level (curses affecting you before you died), Half-Breed and Super Munchkin cards) – on your next turn you get to start out like the beginning of the game (drawing 4 cards from each pile).</p>	Main, Clerical Errors and Unnatural Axe

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Running Away	- Instant Wall - Invisibility Potion - Boots of Running Really Fast - Flask of Glue	Treasure	In Hand	Single Combat Use	Running away cards help or hinder your escape from a Monster when you lose (don't have enough Combat Strength points to defeat it) and avoid the Bad Stuff on the card. - Automatic escape from any combat - +2 to run away (meaning you only have to roll a 3, 4, 5, or 6 to escape a combat you lost) - When someone escapes a combat, they must reroll their escape.	Main
Running Away	Tuba of Charm	Treasure	On the board	Ongoing Combat Use	+3 to run away (meaning roll anything but a 1 to escape a combat you lost)	Main
Running Away	Loaded Die	Treasure	In Hand	Single Combat Use	Helps you run away. Note, this can also be used to cancel the Hungry Backpack Curse and helps with the Occasionally Reliable Amulet.	Main, Clerical Errors and Unnatural Axe
Running Away	Feline Intervention	Treasure	In Hand	Single Combat Use	Force a reroll of a die.	Clerical Errors
Running Away	Bag of Caltrops	Treasure	On the board	Ongoing Combat Use	+1 to run away (meaning you only have to roll a 4, 5, or 6 to escape a combat you lost)	Unnatural Axe
Running Away	Baby Oil	Treasure	In Hand	Single Combat Use	Allows one or two characters to successfully run away. Note, this does not force you to run away so it cannot be used to prevent a player from winning a battle.	Unnatural Axe

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Item Enhancement	Cheat	Door	On the board	Ongoing Combat Use	Item Enhancements lets you use Items when you are normally not allowed to use them or enhances the power of the Item. Use any Item bonus card when it is not legal for you to use it. For example, if you are only human, you can use the Short Wide Armor (+3 bonus) even though it is for dwarves only.	Main and Unnatural Axe
Item Enhancement	Semi-Final Strike	Treasure	In Hand/On the board	Single Combat/Ongoing Combat Use	Paly this card during combat to get 3 times the bonus for an Item on the board for a single combat. Roll a 6 to keep attached to the Item on the board, otherwise the card is discarded.	Clerical Errors
Item Enhancement	- Convenient Handles - Hireling	Treasure	On the board	Ongoing Combat Use	- Allows you to make a big Item regular sized, meaning you can carry another regular sized Item instead of just being able to carry the one big Item (one big Item requires two hands and a regular sized Item only requires one hand). - Allows you to carry one extra big Item.	Clerical Errors
Item Enhancement	- Fake Ears - Freudian Slippers	Treasure	On the board	Ongoing Combat Use	- Allows the wearer to use any Elf-only Item but Monsters react to the wearer as though the wearer was an elf. - Allows you to change sex at any time.	Clerical Errors
Item Enhancement	Coat of Arms	Treasure	On the board	Ongoing Combat Use	Allows you to carry and use 2 Hands extra worth of stuff	Unnatural Axe
Item Enhancement	Fake Beard	Treasure	On the board	Ongoing Combat Use	Allows the wearer to use any Dwarf-only Item but Monsters react to the wearer as though the wearer was an Dwarf.	Unnatural Axe
Item Enhancement	Raincoat	Treasure	On the board	Ongoing Combat Use	Prevents other players from using potions to interfere with your combat.	Unnatural Axe

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Curses	Curses - Various	Door	In Hand	Single Combat Use and Ongoing Combat Use	<p>Curses are bad. They can be played at any time, even if it is not your turn.</p> <ul style="list-style-type: none"> - Immediately lose a Level. - Immediately lose Items (that give you bonus points). - Immediately change or lose class or race. - Immediately lose two cards. - Minus Combat Strength or lose bonuses for your next combat. 	Main
Curses	Curses - Various	Door	In Hand	Single Combat Use and Ongoing Combat Use	<ul style="list-style-type: none"> - Immediately lose a Level. - Immediately change or lose class or race. - Immediately face the topmost Monster from the discard pile. - Immediately suffer the Bad Stuff from the topmost Monster from the discard pile. - Immediately, every other player receives a Treasure card. - Minus Combat Strength or lose bonuses for your next combat. - On your next combat, roll the dice and lose that number of cards from your hand. - You can no longer look for trouble, starting with your next combat, until you have helped another player win a combat. This stays on the board until the curse is lifted. 	Clerical Errors

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Curses	Curses - Various	Door	In Hand	Single Combat Use and Ongoing Combat Use	<ul style="list-style-type: none"> - Immediately lose 1 small or big Item. - Immediately, footgear Items are destroyed (discarded). - immediately, every player loses a Level - a Wishing Ring can be used to cancel the effect for any players the person wielding the Wishing Ring wishes to bless. - Immediately, give every player an Item you have on the board. If you run out of Items, any player who didn't get something draws two cards from your hand, until you run out of cards. - Noone will help you in your next combat. - Prevents a player from carrying 2-handed Items (ongoing) - One Item loses it's powers until restored or destroyed (ongoing). - If drawn when kicking in the door, you get no Treasures in your next combat. If played during combat, the player will receive no Treasure. 	Unnatural Axe
Curse Protection	Wishing Ring	Treasure	In Hand	Single Combat Use	<p>Curse protections are good. They can be played at any time, even if it is not your turn.</p> <p>Cancels any curse. Play at any time and is useable only once.</p>	Main, Clerical Errors and Unnatural Axe
Curse Protection	Sandals of Protection	Treasure	On the board	Ongoing Combat Use	Prevents curses from curse cards you draw when kicking down a door. Curses from other players are not prevented.	Main
Curse Protection	Occasionally Reliable Amulet	Treasure	In Hand	Single Combat Use	Roll a 4-6 to prevent a curse (the curse takes effect if you roll a 1-3). Rolling a 6 allows you to go up a Level.	Clerical Errors
Curse Protection	Tinfoil Hat	Treasure	On the board	Ongoing Combat Use	Prevents curses from other players. Curses from kicking down the door still have full effect.	Unnatural Axe

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Go Up a Level	- Go Up a Level - Devine Intervention	Treasure and Door	In Hand	Single Combat Use	- Go up a Level. It is important to note that you cannot win the game using these cards. - All Clerics immediately go up a Level and if on Level 9, they win the game. Note that this card must be used as soon as it is drawn.	
Go Up a Level	Duck of Many Things	Treasure	In Hand	Single Combat Use	Randomly take a card from the player on left, give a card of your choice to the player on your right, take the top of any discard deck, sing a little song, go up a Level, discard two cards and the Duck of Many Things card.	
Discards and Decks	Hoard	Treasure	In Hand	Single Use	The Discards and Decks cards allow you to draw cards from the discards and decks - good cards. Draw 3 Treasure cards immediately.	Main
Discards and Decks	One Size Fits All	Treasure	In Hand	Single Use	Go through the Treasure discards and exchange this card with the first wearable Item you find, gaining all bonus point regardless of normal restrictions.	Clerical Errors
Discards and Decks	Filthy Rich	Door	In Hand	Single Use	Play on one Monster during combat and if the Treasure is captured, the winning player(s) have the option of discarding each Treasure card after looking at it and drawing a replacement, once only.	Clerical Errors
Discards and Decks	Garage Sale	Treasure	In Hand	Single Use	Choose one Item and discard it. Then, dig through the discards and take any two Items (equal in value or less than the Item discarded).	Unnatural Axe
Discards and Decks	Find a Map	Door	In Hand	Single Use	Look at the next three Door cards and rearrange in any order you wish.	Unnatural Axe
Discards and Decks	Trojan Horse	Treasure	In Hand	Single Use	Play with a Monster from your hand before someone draws their Treasure cards – all normal Combat rules apply. Or play without a Monster to deprive the player of the Treasure.	Unnatural Axe

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Special Combat Card	Help me Out Here	Door	In Hand	Single Combat Use	These are cards used specifically in combat - they are pretty powerful. Take one Item from another player (must be on the board) to win a combat.	Main
Special Combat Card	Kneepads of Allure	Treasure	On the board	Ongoing Combat Use	Players with a higher Level than yours are compelled to help you for free in a combat. Note that you cannot use this to gain the winning Level.	Main
Special Combat Card	Potion of Apathy	Treasure	In Hand	Single Combat Use	During combat, when someone is chosen to aid in the combat, this dismisses that person due to apathy. Another helper may be chosen after.	Clerical Errors
Special Combat Card	Itching Powder	Treasure	In Hand	Single Combat Use	Forces a player to discard any Item of clothing or armor.	Unnatural Axe

Munchkin Card Summary

There are cards we believe are potential 'end game cards'; cards used at the end of the game to try and win the game or prevent another person from winning the game. Of course, any card may be used for this purpose, but these are pretty useful at preventing or helping a player win the game. These cards are held in your hand and can only be used once.

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Discards and Decks	Wand of Dowsing	Treasure	In Hand	Single Combat Use	Take any discard card you want. Very powerful card.	Main
Special Combat Card	Doppelganger	Treasure	In Hand	Single Combat Use	Doubles your Level on the board + Item bonuses on the board. Very powerful card.	Main
Special Combat Card – Add Monsters to Combat	Wandering Monster	Door	In Hand	Single Combat Use	Use this with a Monster in your hand to add that Monster's Level (Combat Strength) to the current combat. Can be used to try to prevent a player from winning the combat (and probably the game) and gaining a Level.	Main
Special Combat Card– Add Monsters to Combat	Illusion	Door	In Hand	Single Combat Use	Use this with a Monster in your hand to replace one of the Monsters in a combat and all other One Shot Bonuses already played in the combat. Can be used to try to prevent a player from winning the combat (and probably the game) and gaining a Level by using a high Level Monster that the other player is not able to beat. Or use yourself when losing a combat to use a low Level Monster that you can beat, getting rid of all the One Shot Bonused against you, and maybe reaching that elusive final dungeon Level, Level 10.	Main

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Special Combat– Add Monsters to Combat	Mate	Door	In Hand	Single Combat Use	A duplicate Monster appears in combat, double the Level and with the same Monster Enhancers. Can be used to try to prevent a player from winning the combat (and probably the game) and gaining a Level.	Main
Dismissing Combat	- Out to Lunch - Magic Lamp - Polymorph Potion - Friendship Potion	Treasure and Door	In Hand	Single Combat Use	Makes the Monster go away; Treasures may be gained but no Levels are gained due to there not being an actual combat. Can be used to try to prevent a player from winning the combat (and probably the game) and gaining a Level.	Main
Dismissing Combat	Monsters are Busy	Door	In Hand	Single Combat Use	Monsters are busy so no Levels are gained due to there not being an actual combat. Can be used to try to prevent a player from winning the combat (and probably the game) and gaining a Level.	Clerical Errors
Request Help During Combat	Take Me! Take Me!	Treasure	In Hand	Single Combat Use	Force a player to accept your help to defeat a Monster. This is a really useful card for Elfs as they go up a Level when helping someone defeat a Monster and can win the game by using this card.	Clerical Errors

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Request Help During Combat	Transferral Potion	Treasure	In Hand	Single Combat Use	Transfer combat of the Monster to yourself or any other player. If that player wins the combat, they gain the Levels and Treasure, then the original player can loot the room. Can be used to try to prevent a player from winning the combat (and probably the game) and gaining a Level - it is also is a great way to win the game. For example: A few players are on Level 9. One Level 9 player plays a Level 1 Monster to potentially win the game. Another player plays the Transferral Potion, kills the Monster, get the Level, and win the game.	Clerical Errors
Dismissing Combat	Deus Ex Machinegun	Treasure	In Hand	Single Combat Use	All Monsters are killed but no Levels or Treasures are gained. Can be used to try to prevent a player from winning the combat (and probably the game) and gaining a Level or to get yourself out of a combat you are losing.	Clerical Errors
Special Combat Card	Typographical Error	Door	In Hand	Single Combat Use	Changes a Monster to Level 1. This card is useful at the end of the game to try and gain the winning Level (10). Of course, other players will use curses, one shot bonuses, dismissing combat and special cards to prevent this.	Clerical Errors
Special Combat Card	Restraining Order	Treasure	In Hand	Single Combat Use	Prevents an opponent from playing any cards against you for that turn. This can help you win as it prevents other players from strengthening Monsters (with One Shot Bonus cards) or ending the combat without gaining a Level.	Clerical Errors

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Special Combat Card	Annihilation	Door	In Hand	Single Combat Use	Removes a card from the game. The target card must be in play. Very powerful card.	Unnatural Axe
Dismissing Combat	Potion of Cowardice	Treasure	In Hand	Single Combat Use	During combat, force the player to run away even if they were capable of beating the Monster. Can be used to try to prevent a player from winning the combat (and probably the game) and gaining a Level.	Unnatural Axe
Dismissing Combat	Potion of Disbelief	Treasure	In Hand	Single Combat Use	Makes the Monster go away; Treasures are gained if other Monsters in the battle are defeated, but no Levels are gained. Can be used to try to prevent a player from winning the combat (and probably the game) and gaining a Level.	Unnatural Axe
Dismissing Combat	Dead	Door	In Hand	Single Combat Use	Makes the Monster dead; Treasures are gained, but no Levels are gained. Can be used to try to prevent a player from winning the combat (and probably the game) and gaining a Level.	Unnatural Axe
Dismissing Combat	Friendly	Door	In Hand	Single Combat Use	All Monsters will give their Treasures without a fight, but no Levels are gained. The player in the Combat can choose to fight anyways, but must roll the dice twice and add the number of levels to each Monster in the Combat. Can be used to try to prevent a player from winning the combat (and probably the game) and gaining a Level.	Unnatural Axe