

MUNCHKINTM

PLAYER'S HANDBOOK



d20
system

STEVE JACKSON GAMES

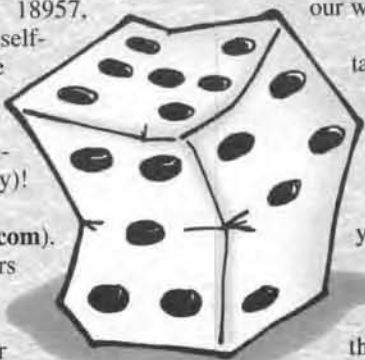
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About Steve Jackson Games

Steve Jackson Games is committed to full support of *Munchkin d20*, except when we're disclaiming any responsibility for its existence. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us (putting a blank check inside the SASE is optional, but highly recommended if you want a speedy reply)! Resources include:

d20 Weekly (www.d20weekly.com). Our newest online magazine covers *Dungeons and Dragons*, *Spycraft*, *d20 Modern* – and, of course, *Munchkin d20*. It is your first, best source of news about all d20 releases, with articles, editorials, and reviews. *d20 Weekly* subscribers also have access to playtest files online!



New supplements and adventures. SJ Games continues to grow, and we'll be happy to let you know what's new. Check out our website (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all releases, including this book, are available on our website.

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Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, Q&A, and much more. Gobs and gobs of munchkinly goodness can be found at www.sjgames.com/munchkin/.

INTRODUCTION



For far too long, fantasy roleplayers have tried to convince the rest of the world that they are interested in building a story, a "shared narrative experience," and that they are not simply about killing monsters, looting the corpses, and making their PCs like unto gods. Recently, a new style of RPG has appeared . . . games which encourage the creation of an epic tale, rewarding the pure roleplaying experience and the ingenuity of those who share in its creation.

This is not one of those games.

The *Munchkin Player's Handbook* presents fantasy roleplaying distilled to its monster-slaying, treasure-grubbing, power-corrupting essence. No more tedious interaction with the long-lost prince of

the distant elven kingdom – hold him for ransom, or just off him and loot the corpse. No more intricate strategies for infiltrating the mountain stronghold of the bandit king – blast down the front gate and kill everyone in the way. Heck, just kill everyone! No more time-wasting royal parties – while all the nobles are (ugh) dancing, you have time to ransack the cloakroom.

In the end, all that matters is what fell beasties you kill, what sparkly trinkets you recover from their lairs, and – most important of all – how much experience you get. As the sages wrote in *The Munchkin's Guide to Power Gaming*: If it's not about winning, why is it called a game?

WHAT YOU NEED TO PLAY

Most important, you will need imagination. It will help you to visualize the world the GM has buried under a tsunami of adjectives and adverbs, in the process exhausting his thesaurus and half of the Latin-English dictionary he hadn't opened since the 11th grade. It will help you craft exciting combat scenes and exquisite prayers. Mostly, though, it will help you justify all the bonuses you've assigned your character, with reference to a history and family he didn't have until you started talking.

You will also need a character sheet (paper usually works well), a soft-lead pencil (for faster erasing of old stats as you level, and level, and level again), this book, the *Dungeons & Dragons Player's Handbook* (the authors would like to point out that its glossy cover makes for an excellent coaster), and dice. Buckets of dice. Scads and oodles and metric tons of dice. Many gamers are fanatical about their own dice, so you're unlikely to be able to scam dice from your friends after the first game or two. Next time you visit your parents, raid the *Monopoly* box. And *Yahtzee* . . . that's good for five at once . . .

THE MUNCHKIN PLAYER'S HANDBOOK

With this book, munchkins can finally use the *d20* system to play the game they want to play. Shorn of all the irrelevancies of diplomacy, etiquette, and (ugh) court dances, the *d20* system is a perfect tool for gamers who want to get down to the nitty-gritty of killing monsters and taking their stuff. Here's an overview:

The **Introduction** is what you're reading now. If you haven't figured that out, put this book down and pick up a strategy guide to *Old Maid*.

Why d20?

Money.



No, Really. Why?

d20 games are compatible with the first and still most popular of the fantasy roleplaying games on the market. It only seems logical that, if one wishes to create a humorous – one might even say "parody," especially if one's lawyers have strongly suggested the frequent use of the word – roleplaying game, that it use the system with which the most players are familiar. With the advent of the Open Gaming License (see www.opengamingfoundation.org for more details than anyone but a copyright attorney could possibly care about), this game system has opened up for all game companies to (ab)use in their own products. It all relates back to the theory of *network externalities*, you see.

"Network Externalities"? What the Heck Does That Mean?

Money.

Chapter 1 presents a discussion of munchkin ability scores – what they mean, how they're used, and why we want them to be as high as possible. (Or higher. Be greedy.)

Chapter 2 lists the races available to PCs in *Munchkin d20*; for the most part, these are taken from the *Munchkin* card game, although some races are new here.

Chapter 3 lists the classes available to munchkin adventurers. While you may be familiar with other classes that go by the same names, rest assured that the classes in this book are most definitely the ones you have been looking for.

Chapter 4 has a selection of skills and feats that every munchkin should have. And some that no one should have.

Chapter 5 talks about the mundane stuff that gets in the way of true munchkinry, but which GMs insist on for arcane reasons of their own. Fortunately, it's short.

Chapter 6 talks about equipment. Here's where all the weapons are – a subject of true interest to every munchkin.

Chapter 7 contains a discussion of munchkin magic, both divine and arcane. If you think *wish* is at too high a level, this chapter is definitely for you.

About the Authors

Andrew Hackard is the Managing Editor of Steve Jackson Games and a munchkin of long standing. His roleplaying experience dates back two decades to *The Keep on the Borderlands*, in which he learned that *detect magic* is not the best choice for one's sole first-level spell. When he is not making award-winning authors cry for their mummies or writing game supplements of dubious merit, Andrew can be found sitting at home in the dark, watching movies that everyone else saw five years ago.

Steve Jackson's first roleplaying campaign involved three little books in a cardboard box,

and a DM who didn't really understand the encounter tables OR the combat system, but thought *cloudbill* was cool. His party wandered through the wilderness, encountering one bandit group after another, smothering them in choking death and taking their stuff. No later campaign has quite measured up. More recently, he is the designer of *Munchkin*, the card game on which this series of supplements is based. Despite this, his membership in the Academy of Adventure Game Design's Hall of Fame has not been revoked... yet.

CHAPTER ONE

ABILITIES

All of this chapter is Open Content.

A *Munchkin d20* PC has six ability scores, which typically range from 3-18 but can go much higher – and should, at the first available opportunity. (Some races have bonuses which allow some initial scores to be higher than 18. They *rock*.) Three abilities – Strength, Dexterity, and Constitution – are physical traits, and the other three – Intelligence, Wisdom, and Charisma – are mental.



YOUR ABILITY SCORES

Each of the six ability scores describes a different facet of your character. Every character class is associated with one of these scores – its “prime requisite” – and it is usually good for that score to be the highest of the six. Of course, *all* scores should be as high as possible...

STRENGTH (STR)

Strength is the measure of raw physical power. It controls how well your hero can attack monsters and how hard he hits them when he succeeds. Obviously, it is very important for STR to be as high as possible. Strength also is the key ability for

several skill checks, and is used when your PC needs to throw or break something. Strength gets used a lot.

DEXTERITY (DEX)

Heroes use Dexterity to wiggle out of tough situations, slip out of bindings when the GM decides to capture them, and dodge the whirling blades of the bad guys. Thieves use Dexterity to slither through narrow openings, disarm intricate traps on locked chests containing stuff that shortly will belong to them, and dodge the whirling blades of the good guys, including the rest of their own party. For all these reasons, it is important for Dexterity to be as high as possible. Reflex saving throws are modified by Dexterity. Dexterity gets used a lot.

CONSTITUTION (CON)

Constitution describes physical hardiness and ability to withstand infection, illness, and sudden-onset steel poisoning. With a high Constitution, a PC gets bonus hit points. With a low Constitution, a PC has to take a hit point penalty. The math is obvious . . . it is important for Constitution to be as high as possible.

Characters also use Constitution to help with physical endurance (running, swimming, staying up all night and all the next day rolling dice). Spellcasters use Constitution to allow them to ignore pain and continue hurling *fireballs* at the helpless goblins down the passageway. Fighters use Constitution to allow them to ignore *fireballs* and continue hurling goblins down the passageway. Fortitude saving throws are modified by Constitution. Constitution gets used a lot.

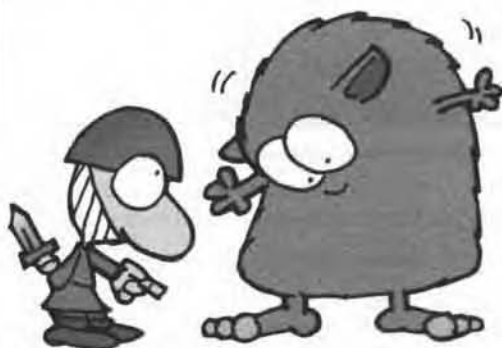
INTELLIGENCE (INT)

Intelligence is book learning and raw brainpower. Characters with high Intelligence can speak more languages, pick up skills more quickly, and don't have to have the DM repeat the boxed text. (Wait, that last one refers to the players . . . oh, skip it. We've never yet seen a dumb player who could play a smart character. The reverse is not at all true, however.) It is important for Intelligence to be as high as possible – even a fighter needs some skill points. Wizards also use Intelligence to control how many spells they receive and how quickly they receive them. Intelligence gets used a lot.

WISDOM (WIS)

Wisdom describes native cunning, willpower, and intuition – all the things which factor into “brainpower” but can't be learned in books. People with high Wisdom scores get a bonus to their Will saves. High Wisdom also increases the acuity of your senses, as you seem to know where to look or listen almost before there's anything there to see or hear. Finally, divine power manifests as received wisdom, so clerics use this ability to determine what bonus spells they get, and what spell levels they can use. Of course, it's often difficult to distinguish ineffable wisdom from the ravings of a dun-derhead, so don't dismiss a street beggar just because he sounds addleheaded. He's probably a

20th-level Zen monk who understands that it is important for Wisdom to be as high as possible and is about to unleash divine thunder on your butt. Wisdom gets used a lot.



Monsters (and characters) with low Wisdom scores will fall for anything.

CHARISMA (CHA)

A character's charisma determines both looks and personality – all the things that attract others . . . or repel them. Any attempts to influence others are modified by Charisma, and this ability governs a bard's spell selection and rate of progress. Many other bardic powers are aided by Charisma (just ask the Backstreet Boys and Britney Spears). Additionally, clerics' ability to turn or command undead is influenced by Charisma – apparently undead are repelled by cuteness. Charisma gets used . . . almost never, in a true *Munchkin* game. Them's the breaks. If your GM insists that you should have a low score, this is probably the one you want to assign (at least while you search for a more pliable GM). No one ever slaughtered a room full of icky nasties with a charming personality, and “looks to die for” is, we hate to tell you, just a figure of speech.

Nevertheless, if you wind up with a high Charisma, all is not lost. You can, of course, be a bard. You can also take every opportunity to “use your Charisma” by rolling to impress every shopkeeper, barmaid, and slaving foe that you meet. “Give me a break on the price. Serve me loyally. Here's my room key.” A high enough Charisma *can* be abused. Have fun.

MORE! MOOOOOOOOOORE!

We can't emphasize enough the importance of changing your ability scores . . . upward, ever upward. These are the very basis of your character . . . in their own way, just as important as acquiring the Armor of Foe Repulsion and the Sword of Slaying Everything But Squid . . . and you should never miss a chance for a permanent improvement. A good eraser and a soft pencil should be part of every player's arsenal.

CHAPTER TWO

RACES

Most of this chapter is Closed Content. Open Content appears in boxes such as this one.

The world is home to many intelligent races, as well as orcs. Most of these races have been around a long time, to the astonishment of draconic observers. The distinction between a "civilized" race and a "target" is sometimes fuzzy, and adventurers are advised to keep the following questions in mind:

1. Are there any of this race in my adventuring group?
2. Did a member of this race fund my current expedition?
3. Are they putting up any resistance?

If the answers to all three of these questions is "no," hack and slash with a clear conscience. Even if only one answer is "yes," you're probably in the clear ... as long as you can come up with a good story.

This Is Not Your Daddy's Elf

Most races apply bonuses to certain ability scores. This is good. Most races apply penalties to others. You may be forgiven for conveniently forgetting this second step; remember, everybody likes a positive attitude.

Note that these are not the same races as found in *Certain Other Books*. Nay, not even close. These are *much* more fun. We've done studies.



established ways of life and attempting to remold them in the humans' image of how they think the race in question lives, as distinct – dramatically so – from how they actually *do*. It's all good-hearted and generally well-intentioned, which only makes it more annoying to those who have to either put with the humans' interference or kill them.

The human lifespan is short – averaging around 50 years, with exceptionally old individuals reaching 70 or 80 – and so the race's historical perspective is somewhat lacking. On the other hand, this reduced lifespan gives most humans a sense of urgency in what they do, and humankind has made stunning advances in the fields of killing things faster and killing them in greater quantities. Humans also tend to have more flexibility in their attitudes about whom to kill, and a remarkable ability to learn new ways to kill things.

As a fairly young race, humanity doesn't have the ancient alliances or enmities that characterize relations among some of the other races. Accordingly, any sort of negotiation or interaction involving a human kingdom tends to be unpredictable, as the human element adds a sort of "wild card" to the proceedings. Many other races have described the interplay among human nations as the bickering of children on a grand scale. The humans, for their part, think of the older races as uncles and aunts who make them eat vegetables and give them woolen drawers for birthdays. Many of these older races fear what might happen if these "children" ever grow up ... and dream of ways to, metaphorically, smother them in their cradles. Or maybe not so metaphorically.



The average human.

HUMANS

This is the "default" choice in *Munchkin*. Humans make up most of the population – largely because they breed faster than any other race except orcs, and humans aren't usually hunted by roaming bands of adventurers. Many humans, recognizing that they are becoming the dominant race in many lands, have taken it upon themselves to "understand" other cultures, the better to "preserve" them. This usually translates as inept humans bumbling into well-

ROLEPLAYING HUMANS

Be yourself (assuming that in the mundane world you are actually human, rather than a dolphin, Labrador retriever, or professional wrestler). Look around you. Realize that humans have custody of the world, and make sure that people of all other races realize that you respect their quaint little customs and charming quirks, even as you are blessedly free of them yourself. It is a terrible but thrilling task to shoulder the human's burden in this world.

"I don't have anything against the other races, really; I'm just glad they mostly keep to themselves. Dwarves aren't any fun, but they make wonderful weapons. Elves are kinda stuffy, but once you get 'em drinkin', they tell the most amazing stories about things they supposedly saw. Gnomes are a lot of fun to be around, but don't ever trust anything you see, and feel your chair before sitting down to dinner. (And always, always carry a spare hanky when you're traveling with a gnome.) Halflings are sorta cute, but really they belong in carnivals with the bearded ladies – hey, I bet those are dwarves! – and the fire-eaters, and not out in public where they might get stepped on. And orcs . . . ugh. I swear, the last time an orc took a bath, it must have drowned. I once knew an orc who was so stupid that he – what was that? Your mother's mother was an orc? That explains the nose, then – urk!"

*—Last words of Sallin Dullwit,
human, explaining his philosophy
of intercultural appreciation*

OTHER RACES SAY . . .

Dwarves have found humans to be a night-insatiable market for dwarven weapons, armor, and tools – and, best of all, humans show an amazing aptitude for leveling forests, which annoys elves to no end. If only humans weren't so cheerful all the time, and if they showed the proper respect for the earth . . . Dwarves are amused (as amused as dwarves ever get) that humans build beautiful cities under the stars and then proceed to live under roofs. Faster, easier, and cheaper just to live in caves.

Elves see humans as flighty, short-sighted, irresponsible, and prone to arrogance. They don't have nearly enough respect for history, they waste resources with abandon, and their puny rounded ears can't flick elegantly the way elfen ears do. The human fondness for blood sports is also quite distasteful (if strangely alluring – not that any self-respecting elf would ever admit to it) . . . and human "art"? True art takes decades to develop, if not centuries. So far, the only human talent seems to be propagating themselves across the lands, at which they are

HUMAN RACIAL TRAITS

Base Speed: 30 feet.

Ability Modifiers: None.

Special Qualities: Humans receive an extra feat at first level, representing their astonishing breadth of knowledge and skill. Humans also receive four extra skill points at first level and one extra point at every level after, representing . . . oh hell, it's the only way we can get people to play humans at all in this game.

disturbingly proficient – almost as bad as orcs, though slightly more prone to bathe.

Gnomes think of humanity as one big mark, ripe to be fleeced. They tend to mingle freely in human cities, selling off technological wares and playing all manner of practical jokes. Gnomes also, inexplicably, like to stand immobile in human gardens for hours, even days at a time. Humans provide an unending series of gullible fools for them to exploit.

Halflings, of all the races, seem to have the best relationship with humanity. This may be because humans tend to stick up for their "little friends," but most likely it has more to do with the human invention of the all-night diner. Halfling pipeweave merchants get along very well with human wizards, for whom smoking a pipe is almost a job requirement. Many humans also keep a looser grip on their purses than they really ought to, which delights many halflings to no end.

Orcs think humans tasty. Go good with beer. Human women very pretty.



DWARVES

Many people of other races think that they understand dwarves. They fail to realize that much of the dwarven spirit lies hidden from others. (To say nothing of themselves – most dwarves wouldn't be any different if you scooped their brains out and replaced them with a double handful of gravel.) And yet . . . some dwarves do venture out of the mountains, and some dwarves do open up to others. Dwarves tend to be quick to mistrust and slow to offer friendship, but once you gain that friendship, it is as steadfast as the rocks that the dwarves keep talking about. Dwarven society is resistant to change, but once a change is made, the society devotes all its attention to the new direction. It's not that dwarves lack imagination . . . precisely . . . it's just that their imaginations all tend to run in the same direction at the same time. Dwarves are thought to live about 250 years, but as many an elf has said, "You call *this* living?"

"*BARKEEP! More ale for my friend and me! You were asking how I got to be here, so far from the mountains. 'Tis a sad tale, indeed, and not one suited for telling tonight. No, tonight I will share with you the story of how I forged my seventh axe, the one I gave to my grandfather's first cousin's third daughter. It begins...*

[Much detail omitted in the public good.]

*"And, finally, the axe was done and I began to journey back to my father's clan. WHERE'S THAT DAMN ALE? Now, as I set out, I... *thud* ... Zzzzzzz..."*

- Bombin Steelaxe, indulging in a quick anecdote before bedtime

Dwarves are justly famous as metal- and stoneworkers. Many fine weapons and armor, magical and mundane, have come out of dwarven smithies. They're not so hot on horseshoes, andirons, and decorative gates, but that may just be because they haven't figured out how to kill people with them yet. Gems are hard and often have sharp crystals poking out at odd angles, which makes them wonderful sling stones. That gems might have value was a discovery left to other races.

Adventuring dwarves usually take up the warrior's life; their focus on weapons and work in the smithies gives them the upper-body strength needed to really drive an axe blade home. Dwarves also produce many fine bards; the chanting of a dwarven town at work is a haunting sound never forgotten by the few nondwarves who hear it. (Dwarves claim to like it. Other races would rather listen to tortured spirits in hell.) Dwarven clerics tend to stay in their towns, but some few are motivated to strike out on their own and seek adventure. Wizardry is nearly unheard-of among the dwarves; dwarven wizards are actually *more* likely to be adventurers than not, simply because they are already half-outcast just from their vocation. (It's considered not quite sporting to use *burning hands* to light one's smelting fire...) Thievery is nearly anathema to the dwarven character, and those dwarves who do attempt the roguish life tend not to be very good at it—the dwarven mindset focuses on bulling one's way through problems, not evading or sneaking up on them.

Finally, yes, dwarven women do have beards—modest ones, often sparse in comparison to those of dwarven men. Only men can grow mustaches, however (and only dwarven women have back hair, so it balances... sort of). Dwarves are also, despite being short and stocky, quite aerodynamic—once you get a dwarf into the air, it flies quite nicely, and the sport of "dwarf tossing" has become quite popular in certain disreputable establishments around the land. (Ogres, in particular, are extremely good at it.) A well-tossed dwarf can often be made to "skip" across the surface of a pond, lake, or harbor, although then one has to deal with a sopping wet and rather annoyed dwarf. Assuming one fishes him out, that is, instead of running like blazes in the other direction. We recommend the latter.

ROLEPLAYING DWARVES

You love gold, ale, axes, and hitting things *with* axes. You hate orcs, elves, dragons, elves, and the outdoors—especially if there are elves out there. And there are *always* elves out there. You know best what to do with metal, so demand all the gold from party treasure. When there is none, accuse the thief of making off with it. (If the thief is an elf, so much the better. If not, perhaps you can accuse the elf of being a thief in the bargain.)

Kill orcs. Kill orc men, orc women, and orc babies. Kill them when they fight. Kill them when they surrender. Kill them as they sleep. If, by some chance, one of your comrades should let an orc live (probably that bloody elf again), find an excuse at the first opportunity, then kill him. Remember that torture—oh, that's a nasty word; let's call it something nicer—persuasion often loosens an orc's tongue. Of course, you don't want him telling your companions some unflattering version of what happened (e.g., "The dwarf did it!"), so then you'll have to kill him. Blame it on the elf.

Killing elves is frowned on in polite society, and even more so among other elves. This is a very good reason to get them alone. As long-lived as they are, it's good to thin the herd from time to time. Of course, many elves feel the same way about dwarves, and those sneaky bastards have bows, so be careful. Wait until you can wrap your hands around their skinny necks... then squeeze.

For some reason, other races think that their excessive height allows them to laugh at your proper stature. This is your chance to make allies of the gnomes and halflings, who are useful for walking ahead to spring traps and absorb damage. The words "short," "small," "little," and so on are always good for a rousing argument about perceived insults. So are "tall," "big," and even "man-sized."

DWARVEN RACIAL TRAITS

Base Speed: 20 feet (more when hurled).

Ability Modifiers: +2 Strength, +2 Constitution, -2 Dexterity, -2 Charisma.

Special Qualities:

Darkvision: Dwarves can see up to 60 feet even in pitch darkness.

Stonecunning: Dwarves get a +2 on all checks to notice unusual stonework and on Craft checks with metal- and stonework. Dwarves can also sense their approximate depth underground.

Saving Throw Bonuses: +2 versus poisons, spells, and spell-like effects.

Enhanced Carrying Capacity: Dwarves ignore any encumbrance effects less than "total." They may use items which seem too large for their frame.

Dwarf women are not the business of other races. They have their own females to abuse.

Quaff ale. If you aren't measuring your intake in barrels, you are not worthy to be called a dwarf. Sing loudly. Ignore the key. Watch bards cringe. Repeat a verse.

Tell stories. The best stories are about making things, or about your very large family. Non-dwarves are always amazed at the depth and variety of tales a dwarf can spin on these subjects: things your family made, the family of the dwarf who made something, things you made for your family, the family of the dwarf who made something . . . Oh, we already did that last one. Well, that's all right; it was a good story. If another dwarf tells a story, listen carefully. It is good manners to ask him to repeat it from the beginning when he finishes, so you can learn it and tell it yourself. Your non-dwarf companions will learn to appreciate this if you repeat it often enough.

When you see equipment being abused, lecture the owner on proper care. Use visual aids. Walk off with the visual aids if possible, so that you will be sure that they will be cared for properly in the future. Armor is a particular problem, as — if it serves its function — it will take on a disreputable appearance rather suddenly.

If, by some chance, you should happen to have another dwarf among your party, spend hours arguing, at the top of your lungs, about the minutiae of weapon-smithing, armorcrafting, and the like. You want to be sure that everyone around recognizes that *you* are the superior authority here. Pay no attention to complaints; students always grumble when lesson time approaches.

Finally, never willingly spend a night under the open sky. If the gods had meant for people to sleep outdoors, they would not have invented weather.

OTHER RACES SAY . . .

Humans are impressed with the way dwarves focus on a task and do not quit until they have completed it or they have died trying. They are far more impressed by the quantity and quality of armaments pouring out of the mountains. Humans like to think that they have a great deal in common with dwarves, and that they understand the dwarvish way of life. They are, of course, completely wrong.

Elves think dwarves are far too much like the rocks they live under, with taste and manner as flat as their anvils. They do admit that dwarven weapons are unmatched; whether this is good or bad depends on whether the dwarf is using the weapon to behead several dozen orcs or to carve "Gurg Wuz Heer" in the mightiest tree in the forest.

Gnomes look at dwarves as a warning of what can happen when you lose your sense of humor. They respect dwarven abilities, but think dwarves would be a lot happier if they'd come out in the sun and have a picnic once a day or so. And maybe shave. Gnomes also utterly fail to understand why dwarves seem to shun gems . . . pretty, pretty gems . . .

Halflings are still trying to figure out why everyone else thinks dwarves are short. They respect the dwarven fondness for ale, although they hold out hope that some dwarf, some day, will eat a proper meal rather than a sausage pulled half-afire from the campfire. Halflings admire dwarven jewelry, and tend to think that it would look much better on a lovely halfling lass than the hairy dwarven matron who's currently wearing it.

Orcs think dwarves tough and flavorless. Beard hair good for flossing teeth and making rope. In that order.



*Dwarf wizard?
These third edition
rules are bogus!*

ELVES

Elves like to point out how they live in harmony with nature, how they have curbed their excesses, and how they and they alone understand the great sweep of history. For a race that claims to want only to live in peace, they sure butt into everyone else's affairs a lot — always, of course, in a serene, we-know-better-than-you manner. It's a wonder there are any elves left.

Their condescending amusement at the antics of "lesser" races would be intolerable if they weren't right so annoyingly often. Elves seemingly live forever (an illusion understood by anyone who has ever attended an elven poetry recital and survived), but actually only live about 500 years or so. This longevity causes them to lack any form of urgency . . . elves think nothing whatever of taking years to pen an ode, paint a portrait, or hold an election. Other races often find elves boring; elves prefer the word "meticulous." Elves are so dedicated that they do not even sleep; instead, they enter a four-hour meditation state during which they plan their activities for the next day.

What About Dark Elves?

Many fantasy games have a "dark" elven race, one which lives underground, has strange magical powers, and is irredeemably evil. This is the ultimate munchkin race, but good luck getting your DM to agree to allow you to play one. We recommend playing a reformed dark elf who has forsworn the path of violence and depravity, having returned to the surface to live a life of purity and goodness. DMs eat that stuff up, the fools. Once he agrees, steer the campaign back underground as soon as possible, backstab your fellow adventurers, and play your new friend to the hilt!

Sudden confrontation repels elves, who prefer to simply outlast problems. Elves naturally shy away from situations in which they might be killed. This strikes other races as rank cowardice, but elves feel that they are a valuable natural resource, not to be squandered. This tendency has led elves to develop proficiency with missile weapons, especially bows – all the better to fire a few arrows and then flee into the darkness of the forest. They gravitate toward wizardry, being willing to spend the years of study which most other creatures would find boring after a decade or so. Elven clerics are quite devout, and it's a rare decorative shrubbery which does not have its

elven cleric praying to it and leaving little gifts under the branches. Elven bards are talented, but take many years to master the *long* songs in the standard repertoire. ("Listening to an elfsong" is a dwarven idiom for death.) Elves make good thieves, when they try, but they find it is often more fruitful simply to wait for an inheritance later than to steal now . . . and if you can help that inheritance along, well, who's to know?

Elves tend to be tall and slender, with angular features and long, pointed ears. Blond hair has become very popular among elves recently, for reasons passing understanding, and some young elves have even explored ways to bleach their hair. Reports that elves can walk atop snow, or even walk on the surface of water itself, are greatly exaggerated.

ROLEPLAYING ELVES

Never forget that your longevity makes you superior. Lose no chance to remind the rest of your party that you were an adult while their grandparents were in diapers. If, by some mischance, you are a young elf, hide this fact well. Humans are especially irritating, with their pretense of caring about other people as they despoil the environment. Dwarves come in a close second, just because they are totally no fun to be around.

Give your PC a name that instantly marks it as an elf. "Eoren Moonglimmer" is a good one. You want to leave no chance that people will confuse your name with that of the gnome, human, or (worst of all) dwarf in the party.

Elves are reputed to be excellent wizards, and you would do well to exploit the reputation, even if you have the magical talent of a garden slug. Scare foes with grand gestures and "booga booga" noises. Make them worry what spell is coming at them . . . if you are really good, they'll burn their own spells for defensive purposes.

Similarly, use a bow. Every elf should carry at least one bow. You get a bonus to its attacks; what's the down side?



"Of course you would think that. You're human. In the course of my life, I've seen your kingdom evolve from a few mud huts along the river to the decadent, plague-ridden place it is today. At least you don't live in caves. Oooh, I'm so frustrated. I feel a song coming on. This one is titled, 'To All the Elves I've Loved Before, Part 1: The Early Years.' I'll be busy for the next couple of hours; don't bother me."

– Eoren Moonglimmer, to a human companion who remarked that his home city was especially advanced

Don't be motivated primarily by money . . . or at least, not where people can see you. There's nothing *wrong* with money, but you're supposed to be above all that materialist rot. If you must accept a large sum of money, try to get it in gems and jewelry.

Sing a lot, especially when the dwarf is warming up for another story. A 20-minute song about a butterfly you saw half a century ago is excellent. A 30-minute song is better still.

Love your ears. Care for them. Pretend to hear far-off things, even when under the influence of magical silence.

OTHER RACES SAY . . .

Humans find elves to be a perplexing combination of flighty and lazy. They think elves focus far too much on trivialities, and not nearly enough on what is important – that is, killing each other and looting the corpses. Humans like to think that they have a great deal in common with elves, and that they understand the elvish way of life. They are, of course, completely wrong.

Dwarves find elves to be foppish, overly concerned with their appearances, and completely useless for anything to do with *real* work. Elves wilt three steps from the entrance to a dwarven smithy; dwarves claim it's from the heat, but elves know it's the stench. Dwarves would be jealous that elves can walk atop of snow, but that would require dwarves to want to be in the snow in the first place.

Gnomes get along very well with elves, although they do feel that the elves take themselves entirely too seriously. Gnomes appreciate elves' huge, pointy ears, because they're one of the few things which can distract onlookers from gnomes' huge, not-pointy noses. Gnomes are very fond of dipping elves' ears in inkwells while they meditate.

Halflings love visiting elven villages. After taking 200 years to learn, an elven cook can prepare a meal of such delicacy that one weeps to consider it – for a decent few seconds, after which one inhales it and offers a respectful belch. Halflings don't understand why elves are so reluctant to leave their homes, since there's certainly nothing in the forest worth stealing.

Orcs love elves. Especially in casseroles with wild mushrooms. Ears tasty snacks.

ELVEN RACIAL TRAITS

Base Speed: 30 feet.

Ability Modifiers: +2 Dexterity, +2 Intelligence, -2 Strength, -2 Constitution.

Special Qualities:

Spell Immunities: Elves do not sleep, and are even immune to magical *sleep* spells and spell effects. Elves also receive +2 on any saves against Enchantment spells or effects.

Low-Light Vision: Elves can see in poor illumination as a human can in daylight. Even starlight is sufficient for elven sight.

Weapon Proficiency: Elves are proficient with all true bows (but not crossbows).

Skill Bonuses: Elves receive +2 to Spot, Listen, and Search checks — their patience enables them to find hidden items more easily.

Running Away: Elves do not lose Dexterity bonuses to AC when running away from a combat.

Assist Another: An elf receives a 50 XP bonus for any monster it wounds which is then killed by someone else.

GNOMES

Gnomes are an enigma to many other races; they seem a sort of bizarre crossbreed of elves, dwarves, and halflings. It is true that gnomes revere nature and have some sort of innate magical nature, like elves;

that gnomes enjoy working with stone and metal, like dwarves; and that gnomes are silly and short, like halflings. But there is so very much more to gnomes than that. Mostly, it's the nose.

Gnomes have never been mistaken for other races except in the very dimmest of light. Their noses are simply too large to be ignored. Small birds have been known to perch on gnomish noses, and at least one halfling has taken shelter from inclement weather by coying up to a gnome. A group of chattering gnomes has a high, twangy sound that makes other people desperately want to head the other way, or just to pierce their eardrums with hatpins. A gnome with a head cold is practically mute. Gnomish bards are, thankfully, not common.

Illusions come easily to gnomes. Gnomes are infamous for their warped sense of humor, heavy on practical jokes. Coupled with their magical talent, this is a dangerous combination, which they spend much of their 200-year lifespan mastering. Anyone who adventures with a gnome more than once learns that a *wand of dispel magic* is a very sound investment, and that a cautious approach to life is well rewarded.

Gnomes are also good engineers, and many of their technological items are superior even to dwarven and elven craftsmanship. A (hypothetical) gnome who actually tries to make something useful, instead of building an even more elaborate joke than the last one he pulled, can usually come up with something which is unique, if not always exactly what he had in mind. Gnomes are also very fond of gemwork, and it is a rare gnome who cannot identify and roughly appraise valuable stones on sight and sometimes even by feel, as he decides which stones to switch from your pocket to his.

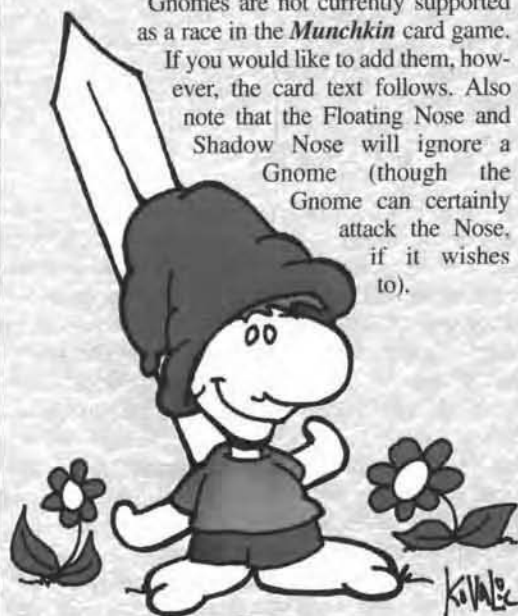
ROLEPLAYING GNOMES

The key to gnomes is that they want to have fun at all times. Formal ball, three-day hike through the mountains, the state funeral of a dear friend . . . doesn't matter. Nothing is so important, so somber, that it can't be livened up with a quick joke or a whoopee cushion at the bottom of the grave. Jokes are funny. They make people laugh. If nobody laughs at the time, that just proves how much it was needed. They'll get it later.

Gnomes in *Munchkin*

Gnomes are not currently supported as a race in the *Munchkin* card game.

If you would like to add them, however, the card text follows. Also note that the Floating Nose and Shadow Nose will ignore a Gnome (though the Gnome can certainly attack the Nose, if it wishes to).



Gnome

A Gnome in combat *alone* may play a single monster from his hand as an Illusion; cards may enhance this monster normally. The illusionary monster fights beside the Gnome for a single combat and then vanishes; its levels add to the Gnome's levels.

Gnomes are -1 to Run Away.

Monsters (except the Noses) will react to Gnomes as though they were Halflings. They're too dumb to tell the difference.

Be proud of the nose; polish it often. But do be aware that it is something only other gnomes find attractive, and if you're at all interested in dating people from other races (and, honestly, why wouldn't you be?), you should do what you can to minimize it. Failing that, plead a tumor.

No one expects much from gnomes other than cheap witticisms and jokes of dubious merit. Surprise them occasionally. Pass up the pun and be serious. That sets 'em up better for the next time.

Gems are pretty. Collect them whenever possible. You can appreciate them much more than the other party members can; they should be yours.

OTHER RACES SAY . . .

Humans find gnomes amusing . . . until the gnomes play a joke on them. Humans know that gnomish craftsmen have the best prices and best quality of gems, and that gnomish magic is very useful when one needs to conceal the truth. Humans like to think that they have a great deal in common with gnomes, and that they understand the gnomish way of life. They are, of course, completely wrong.

Dwarves fail to understand why gnomes would want to clutter up perfectly nice silver and gold with gaudy rocks – some dwarven sages speculate that the whole gemstone thing is a hugely elaborate practical joke that all the gnomes are in on. Some dwarves have apprenticed to gnome engineers, learning quickly that singed beards are an occupational hazard.

Elves find gnomes annoying . . . until the gnomes play a joke on the humans. They do not understand the gnomish saying, "Life's too short not to have fun." Those elves who have had their ears dunked in inkwells have an opinion of gnomes which is far less flattering and completely unprintable.

Halflings think of gnomes as distant cousins, although they're the ones you have to tell not to climb the drapes at your party. Repeatedly. Halflings share the gnomish enthusiasm for gems, but not the gnomish enthusiasm for working on them; fortunately, gems are small and portable. Many a gnome has complimented

"So you followed my directions and ended up in the city cemetery? At night? Under a full moon? Well, yes, I can see where that would be distressing to you. Let me take another look . . . ah, here's the problem. You must have turned left when I said to turn right. Easy mistake to make, nothing to be ashamed of. But I know a better way to get there now – I looked it up while you were out. Here, take this map. Free, of course; I don't want you getting lost again. By the way, watch out for the street signs; youngsters will often switch or deface them. They have no respect."

– A gnome who wished to remain anonymous, setting up a group of elves who didn't learn anything the first time

GNOME RACIAL TRAITS

Base Speed: 20 feet.

Ability Modifiers: +2 Constitution, +2 Intelligence, -2 Strength, -2 Wisdom.

Special Qualities:

Small: Gnomes are Small creatures, not Medium; they gain a +1 size bonus to Armor Class and attack rolls and a +4 size bonus to Hide checks, but cannot use much man-sized equipment.

Low-Light Vision: Gnomes can see in poor illumination as a human can in daylight. Even starlight is sufficient for gnomish sight.

Skill Bonuses: Gnomes receive a +2 racial skill bonus to Alchemy and Listen checks.

Illusion Abilities: Gnomes have a +2 racial bonus on saving throws against all illusion spells and effects. Gnomes with an Intelligence of 10 or higher may cast *dancing lights*, *ghost sound*, and *prestidigitation*, once each per day. Treat the gnome as a first-level caster unless he has Wizard levels.

a halfling on the aroma of a meal well before anyone else in the party knew it was cooking . . . and halflings, not immune to flattery, find this immensely appealing.

Orcs like gnome nose stew. Rest of gnome not bad, either.

HALFLINGS

Ever since the dawn of human history, halflings have lived among humans, and neither race is quite sure how they came to be. (The elves may know more, but they aren't talking.) Their childlike appearance is deceiving, as halflings are actually quite talented at slipping into places they aren't supposed to be, retrieving information and goods they aren't supposed to have, and taking them to people they aren't supposed to know – all right under the noses of "big folk" who are supposed to stop them. Many human children have been blamed for the actions of halflings who were having a bit of fun. Halflings have a nasty tendency to end up with horribly evil artifacts they weren't ever meant to have. Naturally, no one will realize this until far too late – and as halflings live for around 120 years, that can be very late indeed.

Halflings are known for their cooking and their pipeweed, both of which have shortened many human lives. For some reason, halflings have an innate understanding of the culinary arts, and a halfling-prepared meal is a delicacy every race but the dwarves appreciates. (Orcs like halfling meals, too, although their interpretation of the term is a bit odd . . .) The only reason more halflings aren't making their livings as cooks is because it's a bit too reputable. Halflings make a great deal of money from growing pipeweed, of which humans – especially, for some reason, human wizards – have grown very fond.

HALFLING RACIAL TRAITS

Base Speed: 20 feet.

Ability Modifiers: +2 Dexterity, +2 Intelligence, -2 Strength, -2 Wisdom.

Special Qualities:

Small: Halflings are Small creatures, not Medium; they gain a +1 size bonus to Armor Class and attack rolls and a +4 size bonus to Hide checks, but cannot use much man-sized equipment.

Skill Bonuses: Halflings have a +2 racial bonus on Climb, Jump, Move Silently, and Listen checks. Halflings also have a +1 to attack with any thrown weapon.

Saving Throw Bonuses: Halflings get a racial +1 bonus to *all* saving throws. They also receive a +2 morale bonus to saves against fear. These bonuses stack.

Super Salesman: Once a day, a halfling may take 20 on a Bluff check to sell an item for twice its actual value.

ROLEPLAYING HALFLINGS

Always be on the lookout for a good meal. Always be on the lookout for shiny objects that everyone else has ignored. Use your size and appearance to your advantage, but avoid nearsighted truant officers. Know, in your heart, that it is the halflings who are destined to save the world. Avoid this destiny at all costs.

Remember that your team values your contribution highly, as you can get into places they can't even see into. Make them pay for this expertise; talent does not come cheap.

Jokes about "smoking weed," or about hairy feet, are unwelcome. The former is a wholesome activity, suitable for almost all ages, and the latter is simply the way halflings are. People wouldn't walk up to elves and tell them to be careful not to put an eye out with those ears. (Well, gnomes might. But gnomes are idiots.)

Did we mention the food? Mmmmmmm.

OTHER RACES SAY . . .

Humans are very fond of their "little buddies." Even when the halflings are robbing them blind – which is frequently – humans can't seem to bring themselves to be upset. Halflings know this and take full advantage. Humans like to think that they have a great deal in common with halflings, and that they understand the halfling way of life. They are, of course, completely wrong.

Dwarves think that halflings are just like humans. At least they're smaller and easier to corral when necessary. They produce nothing, stealing the best of what

other races create and keeping it for themselves, and they get away with it because they're so darn cute.

Elves see a lot of potential in halflings, if they could ever get out from under the human influence. Their skill in the kitchen and their talents for infiltration point to several ways they could make a real contribution to nature and to history, by which elves mean "to elvenkind." So far, halflings don't seem all that interested.

Gnomes like halflings a lot, although the halflings are often too serious. Many gnomes have, at one time or another, been totally mesmerized by the scent of halfling bread in the oven – even three days later. Gnomes also appreciate having someone to look down on; it's a rare but pleasant event.

Orcs think halflings very tasty. Lots of spice. Not big enough for full meal, but great for snacking.

ORCS

When some long-ago sage referred to life as "nasty, brutish, and short," he was talking about orcs.

Orcs live in tribal villages, often nothing more than a collection of rudely crafted mud-and-stick huts in a swamp that nobody else wants. Their average lifespan is very short, about 30 years; they are capable of breeding starting at age 10 and can continue to bear children until death (theirs, not the children's). Orc villages are always overrun with squalling, filthy orclings (a phrase with at least two redundancies). All civilized races loathe orcs, and orcs return the favor. It was not too long ago that orcs were exterminated on sight, and orcs still raid human, elven, and dwarven settlements on a regular basis – not usually the *same* orcs, mind, but it's not as though that matters to the villagers, to whom one set of night-riding raiders looks much like another.



"What am I doing here? Funny story, that. The cook sent me to find some of those toothsome mushrooms from your garden – you know, the ones with the pink caps and yellow stems? You don't? Oh, they're succulent. They aren't as good as the –"

"Oh, right. Here. I think I got lost, because I followed the directions and I didn't see anything at all like a garden. This looked like a library from down here, so I figured I'd pop in and see if they had a map of the place."

"Hmm? You don't have a garden? Well, I shall certainly have some cross words for that cook, then! I'll just be heading back over there now. Cheerio!"

– Mondo Shortbreeches, upon his discovery inside the largest of the royal treasure vaults

ORC RACIAL TRAITS

Base Speed: 30 feet.

Ability Modifiers: +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma. Note that Intelligence below 3 is subsentient, and not recommended for PCs unless the players also qualify.

Special Qualities:

Darkvision: Orcs can see up to 60 feet even in pitch darkness.

Light Sensitivity: Orcs suffer a -1 attack penalty in bright light.

Saving Throw Bonus: Orcs have a +2 racial bonus against any *curse* spell or spell-like effect.

Battle Prowess: An orc who defeats a superior foe unaided (GM's decision on what constitutes "superior") earns double XP.

Orcs are grayish-green, with piglike noses, protruding tusks, tufts of hair everywhere, and an overwhelmingly fetid stench. Especially civilized ones may be clothed and have learned to eat only *evil* sentient beings.

ROLEPLAYING ORCS

Playing an orc makes an interesting roleplaying challenge for a preppy-type player who really wants to break the mold. Since the authors know very few preppy-type roleplayers, we confess that we don't have a clue why anyone would want to play an orc at all, apart from the fleeting pleasure one gets from being overtly coarse of manner and rude of speech. On the other hand, people seem to enjoy exactly that behavior online, too, so perhaps further study is warranted.

OTHER RACES SAY . . .

Humans are glad orcs are around . . . to keep the other races from ganging up on them instead. That humans often fall prey to orc raids seems a small price to pay, at least to the humans in well-fortified cities far away from the brackish fens the orcs call home. (Actually, they call it "BRAAAGHEKKKK!" But then, they call *everything* "BRAAAGHEKKKK!" Orcish is not a language of extreme nuance.) Humans like to think that they have nothing at all in common with orcs, and



that they have grown beyond the orcish way of life. They are, of course, completely wrong.

Dwarves often have to deal with orcs infesting their delves, for sufficiently violent values of "deal with." They are heartened that few orcs seem hungry enough to eat dwarf meat, though they wish the orcs would go pick on the elves for a while. (If the dwarves ever popped their heads above ground, they would realize that the orcs pick on *everyone*;

there are just too many orcs not to.)

Elves can't stand the sight, smell, sound, or even the merest wisp of a memory of orcs. There's a nasty rumor that orcs are actually corrupted elves. Elves accuse dwarves of starting and spreading the rumors. Dwarves think it was the orcs, playing for sympathy. Halflings think it might be the elves, trying to inflame sentiment against the orcs. Gnomes just sit there and snicker quietly.

Gnomes dislike orcs for all the usual reasons, but also because they're too stupid to appreciate good jokes . . . and react rather badly when they finally do figure them out. Orc humor seems to center around belching after a meal better left unidentified.

Halflings are appalled by orcish manners and habits. Really, the idea of eating *people* . . . just barbaric. We must swap recipes.

What Do You Get When You Fall in Love . . . ?

The *Munchkin* card game is very liberal with its "Half-Breed" rules, in defiance of both common sense and genetics. The *d20* system allows for half-elves and half-orcs (both also half-human — as though any sensible human would voluntarily have anything to do with either race), but doesn't have rules for other hybrids. *Munchkin d20*, however, does away with such silly restrictions; if you want to play a half-gnome/half-halfling, go for it! To determine the racial abilities, follow these simple rules:

1. If both races have a trait, then the cross-breed has it at the better value.
2. If one race has a trait and the other doesn't, the cross-breed has it.
3. If neither race has a trait, see if you can't make a case for it anyway. Maybe you'll catch your DM in a generous mood.

CHAPTER THREE

CLASSES

Open Content in this chapter is found in boxes such as this one. Text outside these boxes is closed content, so keep your bloody hands off of it.

There is no such thing as a "classless society" in the land of *Munchkin*. Even those poor unfortunates who start off without any class (heh heh heh) try to acquire one as quickly as possible. It is the rare barkeep who isn't a retired warrior, the rare village elder who doesn't have a few *fireball* spells tucked away, and the rare high priest who isn't, uh, a high priest. The simple fact is, in such a dangerous world, being simply common is tantamount to being lunch.

Some adventurers doggedly pursue a single class all through their lives, becoming the best tomb-looters, magic-hurlers, or wrath-of-god-upon-the-infidel-callers they can be. (The "focused" or "workaholic" approach.) Others dabble with a bit of fighting here, a bit of sonnetry there, and try to meld all their disparate skills into a viable career. (The "liberal arts" or "wouldst thou like fries with that?" approach.) Many strike a balance between these two extremes, mainly pursuing one class but dabbling in one or two others along the way. (The "best of both worlds" or "I was younger and foolish then" approach.)

BARDS

Everyone has one of those annoying friends who has one story, poorly told, and insists on relating that story, over and over, *ad nauseam*, while you're trying to sleep, or read, or make points with that hottie at the next table. Set that friend to music, and you have a bard.

Bards use their musical talents to inspire confidence and determination in their allies, and to create uncertainty and terror in their foes. It's amazing what feats of warcraft an army can attain when a bard picks up his lute and threatens to start playing, and how the morale of an opposing force drops when they realize that the closer they get to the enemy ranks, the louder that horrid screeching noise gets as well.

Another aspect of the bardic personality is an inquisitive nature. When combined with a good memory, this means that a bard can effectively gossip about anyone he has ever met. An adventurer's best bet to uncover hidden, potentially embarrassing secrets about the Lord High Inquisitor is to ask any local bard. Of course, gold pieces help a bard's synapses fire faster, as does a promise of protection from the inevitable. A bard who isn't on the run from dozens of angry nobles and potentates just isn't trying.

What a Gyp!!

So, this chapter probably looks a lot like a similar chapter in another book you almost certainly have on your shelf, and some of you may be wondering if we've simply reprinted information to pad out our page count?

Would we do that? Of course we would!

But fear not, intrepid gamer! — we didn't. If you take a moment or two to compare, you'll note that the information in these tables is different — and, in our completely biased opinion, much better. Just look at that attack-progression, for instance. So what you are paying for is entirely new information . . . that just happens to be formatted in a way similar to previous efforts. We hope you are now fully confident in your purchase of this fine gaming product.

"Level" means two different things when applied to characters. "Class level" is the level of achievement in a specific class; "character level" is the sum of the character's class levels. Both types of levels confer certain benefits, as seen below:

TABLE 3.1: CHARACTER LEVEL AND BENEFITS

Character Level	Feats	Ability Increases
1	Yes	—
2	—	—
3	Yes	Yes
4	—	—
5	Yes	—
6	—	Yes
7	Yes	—
8	—	—
9	Yes	Yes
10	—	—
11	Yes	—
12	—	Yes
13	Yes	—
14	—	—
15	Yes	Yes
16	—	—
17	Yes	—
18	—	Yes
19	Yes	—
20	—	—

Character Level is the character level (equal to the sum of the class levels).

Feats and *Ability Increases* show at what character levels new feats and ability increases are attained.

TABLE 3.2. SAVE AND ATTACK BONUSES BY CLASS LEVEL

Class Level	BSB	Warrior BAB	Cleric/Thief/Bard BAB	Wizard BAB
1	-/+2	+2	+1	+1
2	-/+3	+3	+2	+1
3	+1/+3	+4	+3	+2
4	+1/+4	+5/+1	+3	+2
5	+1/+4	+6/+2	+4	+3
6	+2/+5	+7/+3	+5/+1	+3
7	+2/+5	+8/+4	+6/+2	+4
8	+2/+6	+9/+5/+1	+6/+2	+4
9	+3/+6	+10/+6/+2	+7/+3	+5/+1
10	+3/+7	+11/+7/+3	+8/+4	+5/+1
11	+3/+7	+12/+8/+4	+9/+5/+1	+6/+2
12	+4/+8	+13/+9/+5/+1	+9/+5/+1	+6/+2
13	+4/+8	+14/+10/+6/+2	+10/+6/+2	+7/+3
14	+4/+9	+15/+11/+7/+3	+11/+7/+3	+7/+3
15	+5/+9	+16/+12/+8/+4	+12/+8/+4	+8/+4
16	+5/+10	+17/+13/+9/+5/+1	+12/+8/+4	+8/+4
17	+5/+10	+18/+14/+10/+6/+2	+13/+9/+5/+1	+9/+5/+1
18	+6/+11	+19/+15/+11/+7/+3	+14/+10/+6/+2	+9/+5/+1
19	+6/+11	+20/+16/+12/+8/+4	+15/+11/+7/+3	+10/+6/+2
20	+6/+12	+21/+17/+13/+9/+5/+1	+15/+11/+7/+3	+10/+6/+2

Class Level is the level in a specific class.

BSB is the base save bonus at the given class level. Which BSB is used for each saving throw depends on the class in question; warriors get the lower bonus on Reflex and Will saves, but the higher bonus on Fortitude saves, but thieves get the lower bonus on Fortitude and Will and the

higher bonus on Reflex. The BSBs for each class are cumulative for multiclass characters.

BAB is the base attack bonus for a given class. Multiple numbers separated by a slash indicate multiple attacks in each round. These bonuses are cumulative for multiclass characters (so a Warrior 6/Bard 3 has a total BAB of +8/+1).

The ancient Celts considered bards sacred, and their persons were legally immune from harm. Fortunately, this idea didn't catch on.

Thieves respect bards as fellow roguish types, but they don't invite them to the best parties. Often, they'll pay the bard to go play outside a completely different house, providing an extra distraction for the city guard. Sometimes, if the haul was especially good, they'll even bail the bard out later.

"I'm taking requests for my next numbaARRRRGH!!..."

—Marto Cantor, trying for one encore too many

OTHER CLASSES SAY . . .

Clerics find bards to be useful repositories of religious lore, and many bards venerate a god of music or magic. Clerics also have access to the *silence* spell, which goes a long way toward explaining their tolerance.

Monks accept the existence of bards as merely one more event on the path to Nirvana. That they often remove this obstacle to enlightenment cannot fairly be held against them; it is difficult to meditate when one's auditory system is under assault.

Warriors are inspired by bardic music to fight harder, faster . . . anything to get the battle over with that much more quickly. Many warriors have discovered that a lute makes a dandy improvised weapon, especially when you use it to attack the bard himself.

Wizards can't quite wrap their brains around the bard's use of magic, which seems a bit unfair to them. "I study for years to learn how to work a few simple spells, and all she has to do is

play a madrigal? Badly, no less?" is the common cry around libraries and wizard's towers.



BARD CLASS FEATURES

Abilities: Bards use Charisma to determine what level of spells they can cast and how many bonus spells they receive.

Hit Die: d6.

Bards are proficient with all simple weapons, as well as any one of the longbow, composite longbow, longsword, rapier, sap, composite shortbow, shortsword, shortbow, or whip. Bards may use light or medium armor, and may carry a shield (but bear in mind armor penalties to certain skills, and to spellcasting). Bards cast arcane spells from the bard spell list, with the number known and number of slots per day as found in Table 3.3, below. Bards do not need to prepare spells or keep a spellbook. All bard spells have verbal components.

The first number is the number of spells of that level which the bard can cast each day (and does not include bonus spells for high Charisma).

The second number is how many spells of that level the bard knows. "0/2*" indicates that the bard receives spells of this level only if his Charisma is high enough that he receives bonus spells of this level, and then he can cast only those spells.

Enthralling Song: Once per day per level, the bard may use his musical talents to convince an opponent to attack an ally, or even not to attack at all. Make a Perform check. On DC 15, the opponent will attack the ally nearest to the bard instead of the bard himself. On DC 25, the opponent will not attack at all. (If the bard prefers, he may enthrall an ally to cover his retreat, on a DC 25.) These effects last as long as the bard continues playing, singing, or chanting, up to a total number of rounds equal to the bard's level. (The bard may not take 10 or 20 on this check.)

Knowledge: Bards are the ultimate gossip hounds, picking up all manner of utterly useless trivia. Using a special "bardic lore" check, with a bonus equal to the bard's Intelligence modifier plus his level, the bard may uncover or recall some relevant information about the situation at hand. The GM will determine what is revealed on a case-by-case basis, but should bear in mind that the better the check result, the more obscure and/or detailed the information should be. The bard may not take 10 or 20 on this check.

TABLE 3.3. BARD SPELLS
Spells Per Day/Spells Known

Bard Level	0	1	2	3	4	5	6
1	2/4	—	—	—	—	—	—
2	3/5	0/2*	—	—	—	—	—
3	3/6	1/3	—	—	—	—	—
4	4/6	2/3	0/2*	—	—	—	—
5	4/6	3/4	1/3	—	—	—	—
6	4/6	3/4	2/3	—	—	—	—
7	4/6	4/4	2/4	0/2*	—	—	—
8	4/6	4/4	3/4	1/3	—	—	—
9	4/6	4/4	3/4	2/3	—	—	—
10	4/6	4/4	4/4	2/4	0/2*	—	—
11	4/6	4/4	4/4	3/4	1/3	—	—
12	4/6	4/4	4/4	3/4	2/3	—	—
13	4/6	4/4	4/4	4/4	2/4	0/2*	—
14	5/6	4/4	4/4	4/4	3/4	1/3	—
15	5/6	5/4	4/4	4/4	3/4	2/3	—
16	5/6	5/5	5/4	4/4	4/4	2/4	0/2*
17	5/6	5/5	5/5	5/4	4/4	3/4	1/3
18	5/6	5/5	5/5	5/5	5/4	3/4	2/3
19	5/6	5/5	5/5	5/5	5/5	4/4	3/4
20	5/6	5/5	5/5	5/5	5/5	5/5	4/4

Bards in *Munchkin*

Bards make a good additional class for the *Munchkin* card game. If you decide to add them, use the following text:

Bard

Enthrall: When you are facing a monster, you may discard three cards and select one of your rivals. Each of you roll one die; if your die equals

or beats his, he is *forced* to help you and cannot ask for any reward!

Bardic Luck: When you win a combat, alone or assisted, draw one more Treasure card that you are entitled to. Immediately discard one of the Treasures (your choice).

"Almighty Lord, I, your humble servant, beseech you to grant us rain to help these crops grow, and to —"

"Ow! A paper cut!"

"Sigh. Almighty-Lord-give-me-the-strength-to-ease-this-man's-pain-and-heal-his-wound-amen. There, all better. Go away now."

— Markus, vicar of a small village whose residents all perished from malnutrition later that year, and an unnamed villager

CLERICS

Clerics, more than any other class, are defined by the gods they serve. Clerics oversee sacrifices, ceremonies, and recruitment of new members to their particular sect. A cleric celebrates every time he brings a new person into the faith. The cleric also tends to wade into hordes of infidels and crack skulls in the name of the deity he serves, with a fervor not usually found among holy men. But none of these services are why munchkins like to have clerics around. Munchkins like clerics for one reason:

Clerics heal people.

When you're in combat as often as munchkins are, you need lots of healing, right away, and there is a practical limit to the number of potions a single person can carry. Most adventuring clerics have the ability to swap prepared spells for curative magic. Their tendency to lecture, pray loudly at inconvenient times, and generally annoy the rest of the party is less attractive to adventuring parties. There's something inherently unattractive about the guy who wants to stop a headlong flight from a horde of angry demons to give thanks that everyone wasn't killed outright. The easiest thing to do is urge him to go ahead and stop, which may distract the demons long enough to everyone else to escape.

That's not to say that clerics can't munchkin out themselves. Their combat abilities are almost comparable to those of warriors, and some of their spells (especially at higher levels) are flat-out, scary, hurling-thunderbolts-at-the-helpless-villagers fun. As long as the cleric isn't bullied into converting that spell into a first aid kit, that is.

OTHER CLASSES SAY . . .

Bards think that clerics are way too single-minded about this whole "religion" thing. There's room for so much more freedom in life than clerics are willing to admit. And they don't have nearly enough music in their services . . .



Monks respect clerics' faith, and respect the healing powers that come from that faith even more. It's a rare monk who doesn't need patching up after a big battle.

Thieves really wish that clerics would get off that whole "not stealing" thing they harp on so much. They are enormously grateful, however, that most temples use cheap locks on the poorbox. As the person most likely to spring a trap, the thief is also very glad to have healing around, and is willing to feign any amount of piety in order to get it.

Warriors are the most direct beneficiaries of the clerical healing ability, and they try very hard to make their clerics more experienced so that the cleric can heal them faster and better. If this entails paying lip service to a god or two, well, it's not like warriors will be called upon to actually do any fighting for their churches.

Wizards enjoy watching clerics work, and are hugely envious that clerics can wear armor and still cast spells. As, usually, the physically weakest members of the party, wizards are very fond of the healing ability as well.

MONKS

Monks talk a lot about inner peace, searching for their true selves, and being one with the universe. It seems like this cosmic unity is best found by retiring to a hideout in the mountains, shaving one's head, and learning to kick the stuffing out of everything that moves. This approach has a lot to recommend it.

Typical monks dress either in dark earth tones or fiery yellow and orange. They walk around with their palms pressed together, spouting completely nonsensical phrases, and now and then just beat the snot out of whatever is in their path. Often, monks scream some mystic word or phrase as they are pummeling their foes into marmalade; examples include "Banzai!", "Hiiii-YA!", and the dreaded "Waaaaaaa-TSEEEEE!" Evidently, ripping the legs off people brings a great deal of inner peace, as excessive bodily harm is one of the monk's specialties . . .



CLERIC CLASS FEATURES

Abilities: Clerics use Wisdom to determine what levels of spells they can cast and how many bonus spells they receive.

Hit Die: d8.

Clerics have proficiency in all simple weapons, as well as with their deity's favored weapon (if any). They have proficiency in all types of armor and shields (but bear in mind the armor penalties to certain skills). Clerics cast divine spells from the cleric spell list and from their two chosen domains, with the number of spells available as seen in Table 3.4, below. Clerics also pick two *domains*, short spell lists which in some way reflect their deities. Good domains for *Munchkin* clerics include Death, Destruction, Luck, Magic, Protection, Trickery, and War. Clerics must pray for their spells, except that they may leave the domain spell slot free and choose one of their two domain spells "on the fly."

This totals do not include bonus spells for Wisdom, but (except for 0-level spells) *do* include one domain spell per spell level. This spell may be chosen from either of the cleric's two domains.

Spontaneous Casting: A cleric may attempt to "swap out" a prepared spell for one he has just discovered he desperately needs. The closer to his deity's area of control the new spell is, the more likely that this need will be met. Make it a good plea; beg, whine, and threaten to change deities if your god won't come through and prove he's worth all the trouble you've gone through for him.

If that doesn't work, you may always swap a prepared spell for a domain spell of the same or lower spell level, and you may always swap a prepared spell (except a domain spell) for a *cure* spell (for good clerics) or *inflict* spell (for evil clerics) of the same spell level. (Neutral clerics pick one or the other, which is then fixed – unless you're a smooth talker or have a very forgetful person running the game.)

Chaotic, Evil, Good, and Lawful Spells:

Clerics can't cast spells opposed to their own alignments or those of their deities. Unfortunately, at high levels, these can be some of the very best spells . . . so it's encouraged to conveniently "forget" which spells are opposed. The other players aren't likely to give you away, so your real challenge is to convince the DM that the game will be more fun if his "house rules" allow the clerics more power. "It will make the class more attractive and enhance roleplaying" is a good argument if your DM is not a munchkin. "It will make clerics kick ass better" is a good argument if he is.

Turn or Rebuke Undead: Good clerics can cause undead to flee in supernatural terror. Evil clerics can cause undead to cower in awe, or even to follow mental commands. Neutral clerics get to choose (although a neutral cleric of a good or evil deity must pick the appropriate power). Turning is based on Charisma, so cute clerics make undead run away faster. It appears that undeath reverses the natural order in ways we can only begin to comprehend.

TABLE 3.4: CLERIC SPELLS

	Spell Slots Per Day									
Cleric Level	0	1	2	3	4	5	6	7	8	9
1	4	2	—	—	—	—	—	—	—	—
2	5	3	—	—	—	—	—	—	—	—
3	5	3	2	—	—	—	—	—	—	—
4	6	4	3	—	—	—	—	—	—	—
5	6	4	3	2	—	—	—	—	—	—
6	6	4	4	3	—	—	—	—	—	—
7	6	5	4	3	2	—	—	—	—	—
8	7	5	4	4	3	—	—	—	—	—
9	7	5	5	4	3	2	—	—	—	—
10	7	5	5	4	4	3	—	—	—	—
11	7	6	5	5	4	3	2	—	—	—
12	7	6	5	5	4	4	3	—	—	—
13	7	6	6	5	5	4	3	2	—	—
14	7	6	6	5	5	4	4	3	—	—
15	7	7	6	6	5	5	4	3	2	—
16	7	7	6	6	5	5	4	4	3	—
17	7	7	7	6	6	5	5	4	3	2
18	7	7	7	6	6	5	5	4	4	3
19	7	7	7	7	6	6	5	5	4	4
20	7	7	7	7	6	6	5	5	5	5

OTHER CLASSES SAY . . .

Bards don't know what to make of monks. No fashion sense, they rarely use weapons, and they don't seem to appreciate good music – yet they're more at peace with the world than anyone else around. Perhaps if the local monk would write the lyrics, we could have a song of enlightenment.

Clerics respect monks, even if they are on a wrong path toward salvation. The point is not to bash skulls for some nebulous "enlightenment," but to bash skulls for the greater glory of one's deity.

"Warriors carry weapons because they plan to engage in battle. We do not plan. We do not think. We simply fight. This is the essence of wisdom."

– Yu Goh Nau, confusing another in a long line of befuddled initiates

Thieves are not fond of monks, as they tend to shun material things and thus are poor targets. Having an ally who can bash down a door without breaking a sweat does make things easier, however.

MONK CLASS FEATURES

Abilities: Strength, Dexterity, and Wisdom are all important; the monk uses all three in various techniques of beating people up.

Hit Die: d8.

Monks are proficient with the club, light and heavy crossbows, dagger, handaxe, javelin, kama (like a small sickle), nunchaku (short sticks on a short chain – all the best posers have them), quarterstaff, shuriken (throwing stars – very effective in delivering flesh wounds), siangham (a very small spear), and sling. A monk using the kama, nunchaku, or siangham can use his unarmed base attack to hit, but uses the weapon's information for damage and critical hits. Monks may not use armor or shields, but add their Wisdom bonus as well as their Dexterity modifier to their Armor Class. Additionally, higher-level monks have inherent AC bonuses as well; see Table 3.5 for this and other

information. A monk does not lose either the Wisdom bonus or the level-dependent bonus unless he is completely immobilized.

Unarmed Strike: Monks deal more punishment than other classes when fighting unarmed, as shown on Table 3.5. An unarmed monk does not provoke attacks of opportunity from armed opponents. A monk can use a full attack action to gain an extra unarmed attack each round at his highest base attack bonus. Finally, a monk can use a "stunning attack" once per round, no more than once per level per day, and must declare the stunning blow before the attack is rolled. If it is successful, the foe must make a Fortitude save at DC 10 + the monk's level + the monk's Wisdom modifier or be stunned for one round per level of the monk.

Evasion: A monk who makes a Reflex save against damaging spells and similar effects (breath weapons, for instance) takes *no* damage. At 9th level, even a failed save results in half damage rather than full, as the monk dances away on nimble feet.

Ki Strike: At 10th level, the monk's unarmed strike may injure monsters only hurt by +1 or better magical weapons. At 13th level, this expands to include those monsters hurt by +2 or better, and at 16th level, this goes up to +3. The unarmed strike itself does not have any magical bonus.

Phantasmal Form: A monk's training allows him to project an aura of confidence and strength; once per day, the monk may add his level to all his unarmed attacks for the round, as the monk appears to his opponent to be an older, stronger member of the opponent's race. This is a supernatural ability.

TABLE 3.5. MONK ABILITIES

Monk Level	AC Bonus	Unarmed Attack Bonus	Unarmed Damage	Unarmored Speed
1	+0	+0	1d4/1d6	20 ft./30 ft.
2	+0	+1	1d4/1d6	20 ft./30 ft.
3	+1	+2	1d4/1d6	25 ft./40 ft.
4	+1	+3	1d6/1d8	25 ft./40 ft.
5	+1	+3	1d6/1d8	25 ft./40 ft.
6	+1	+4/+1	1d6/1d8	35 ft./50 ft.
7	+2	+5/+2	1d6/1d8	35 ft./50 ft.
8	+2	+6/+3	1d8/1d10	35 ft./50 ft.
9	+2	+6/+3	1d8/1d10	40 ft./60 ft.
10	+2	+7/+4/+1	1d8/1d10	40 ft./60 ft.
11	+3	+8/+5/+2	1d8/1d10	40 ft./60 ft.
12	+3	+9/+6/+3	1d10/1d12	45 ft./70 ft.
13	+3	+9/+6/+3	1d10/1d12	45 ft./70 ft.
14	+3	+10/+7/+4/+1	1d10/1d12	45 ft./70 ft.
15	+4	+11/+8/+5/+2	1d10/1d12	55 ft./80 ft.
16	+4	+12/+9/+6/+3	2d6/1d20	55 ft./80 ft.
17	+4	+12/+9/+6/+3	2d6/1d20	55 ft./80 ft.
18	+4	+13/+10/+7/+4/+1	2d6/1d20	60 ft./90 ft.
19	+5	+14/+11/+8/+5/+2	2d6/1d20	60 ft./90 ft.
20	+5	+15/+12/+9/+6/+3	2d6/1d20	60 ft./90 ft.

In the final two columns, the first number is for Small monks (gnomes and halflings), and the second is for Medium-sized monks.

Monks in Munchkin

Monks may be added to the *Munchkin* card game. Use the text below:

Monk

Ki Strike: The Monk gets +5 to any combat in which he does *not* use weapons.

Phantasmal Form: During any unassisted combat, the Monk may play monster-enhancing cards on himself! The cards go away at the end of the combat.

Monks cannot wear armor or helmets, or use shields. A Super Munchkin monk may ignore this limitation!

Warriors learn very quickly indeed to stay out of the monk's way, as a wayward circle-kick can render even the most virile combatant insensible for an embarrassing length of time. Many warriors would

love to learn how monks achieve many of their combat feats; they are doomed to be disappointed.

Wizards have done everything up to and including probing monks' minds for secrets, and still don't understand them. All they know is that monks make excellent bodyguards while they're casting spells...

THIEVES

Thieves are unusual in that they usually steal from *living* victims, instead of looting the bodies and lairs of foes who had the decency to go ahead and die – it's more sporting. (Not that thieves turn down a treasure hoard in a long-disused dungeon – mercy no! – but they hope for at least a few traps to add some spice to the lives of the people marching in the front of the party.) Thieves are like warriors, only more subtle and less effective; they are like bards, only quieter; they are like clerics, only less pious; they are like monks, only less inscrutable; and they are... uh... nothing like wizards at all, really, except that they try to stay at the back of the group.

THIEF CLASS FEATURES

Abilities: Dexterity is crucially important for thieves. Intelligence is also important, as it controls many thievery skills and gives extra points to put in those skills.

Hit Die: d6.

TABLE 3.6. THIEF ABILITIES

Thief Level	Backstab Bonus Damage	Uncanny Dodge
1	1d6	–
2	1d6	–
3	2d6	Does not lose DEX bonus to AC, even when flatfooted
4	2d6	–
5	3d6	–
6	3d6	Cannot be flanked
7	4d6	–
8	4d6	–
9	5d6	–
10	5d6	–
11	6d6	+1 to saves vs. all traps
12	6d6	–
13	7d6	–
14	7d6	+2 to saves vs. all traps
15	8d6	–
16	8d6	–
17	9d6	+3 to saves vs. all traps
18	9d6	–
19	10d6	–
20	10d6	+4 to saves vs. all traps

Thieves are proficient in small, easily concealed weapons – even the longsword is well beyond their ken. Thieves are proficient in light armor, but not shields; leather armor is practically the official uniform of the thief.

Backstab: A thief who flanks an opponent, or whose opponent is in a situation negating its Dexterity bonus to AC (even if that bonus is 0), may make a *backstab* – even if he's not attacking his opponent's back. A successful backstab does extra damage as on Table 3-6. (This damage is not multiplied on a critical hit.) A creature without discernible anatomy, or which is immune to critical hits, is also immune to backstabs.

Traps: Only thieves can use the Search skill to locate traps with a DC higher than 20. Thieves can even find magical traps, with a DC of 25 + the spell level. Thieves can then use the Disable Device skill to disarm the trap.

Evasion: Thieves gain this ability at level 2. For effects such as *fireballs* that allow Reflex saves, thieves avoid damage entirely on a successful save.

Uncanny Dodge: Starting at level 3, thieves begin to react to events almost before they occur. The thief gains benefits as listed on Table 3-6.

No Honor Among Thieves: A thief who successfully steals an item from a party member gets an experience bonus of 50 XP per thief level. This bonus rises to 100 XP per level if the person he steals from is also a thief.

*"That's OK, I know I've got this trap
disar—"*

—Last words of Nilos Quickfingers

Thieves and toddlers live by the same credo: "Anything that isn't nailed down is mine. Anything that I can pry out of the tomb of the first king of the land, after disabling eight traps, dodging his skeletal minions, and losing 10 years of my life to his ghost... isn't nailed down." The main difference is that thieves usually have more tools with which they accomplish their transfers of property and more skills at evading the notice of the rightful owners.

Many thieves in larger cities join a guild, a collection of like-minded individuals who are also all competing for the contents of the same poorly guarded vaults. Thieves join a guild for much the same reason that peasants join the king's army: it's more fun than being dead. There is a benefit, however. Many guilds provide tools of the trade which are either more costly to get elsewhere or simply illegal — often both. And guildhouses have more secret rooms than public rooms; it's a pretty safe bet that the hall closet leads to a sumptuous suite, if you can just figure out which hangers to twirl around the rod.

Having a thief in the party is useful when you're worried about trapped doors and the like. It's inconvenient if you expect to make a profit clearing out dungeons; thieves seem to come across lovely gems and other trinkets more often than chance would dictate.

OTHER CLASSES SAY . . .

Bards and thieves usually get along nicely, as long as the bard stays quiet when the thief is trying to be stealthy. Both of them are overly attracted to bright, shiny objects (gems, gold pieces, etc.) and both tend to acquire things on their travels. Bards acquire knowledge; thieves acquire everything else.

Clerics frown upon stealing, of course, but if the thief is paying his tithe to the church, the provenance of the donation may well be overlooked. Thieves also spot traps, meaning that the cleric has a lot less healing to worry about and can actually use some of his other spells.

Monks abhor thieves' materialism, but admire the dedication and skill with which they are able to become as nothing and glide silently through the shadows toward the goal.

Warriors are glad of thieves' sneak attack abilities, as it often frees them to take a foe straight on, from whom they otherwise would have run away. And, of course, no one likes to blunder into a trap.



Wizards often feel as though thieves are irrelevant, what with spells like *knock*, *invisibility*, and of course *fireball* — the ultimate Speed Attack. However, it's frequently useful to have a specialist on the scene to handle those weird situations spells just can't quite cope with . . . an angry dragon trying to recapture her eggs, to pick one (random) example.

WARRIORS

Some people just aren't born with any real skills. But any fool (i.e., orc) can be trained to beat other people over the head with heavy objects, impale them on pointy things, and generally help them kick the oxygen habit. Teachers help identify warriors at an early age. They're the kids who stand and watch the ball home in on their heads, the ones who can't figure out where the world goes when they close their eyes, and the ones who dismember classmates to play in the pretty red blood. Most warriors don't take long to get sent to a special school, where they can play with other special children and build up tolerance to excruciating pain in a controlled setting. Fatalities drop off after the first couple of years, as the protowarriors learn tactics and basic fighting techniques ("Don't get hit.").

*"Yeah, diplomacy is fine and all, but I just want
to kill him."*

—Gart the Mighty, about to meet the king

Many warriors end up as soldiers, city guardsmen, or other dreary jobs where you mostly just kill other two-legged intelligent creatures. Oh, and orcs. But some warriors strike out on their own, killing nasty things that have four, six, even *eight* legs. And orcs. Rumors of heavier objects, pointier things, and more oxygen-dependent creatures are what keep this sort of warrior motivated to keep exploring — that, and the thief's seemingly bottomless pockets of money, gems that look vaguely familiar, signet rings that bear your grandfather's initials — amazing, that coincidence. Well, that and the chance to spot new colors and tastes of blood out there in the wide world. And everyone lets you walk in front; that's so nice of them, isn't it?

OTHER CLASSES SAY . . .

First and foremost, everyone appreciates the big guys who walk in front and kill things. Okay, we may not want to *socialize* with them, but we have to have a couple in the party and they have to be as tough as possible, because if they die, it's US playing footsie with the Enraged Plutonium Dragon and its Mate.

Bards may find warriors personally obnoxious . . . but they provide the very best song material, and they're sometimes good listeners, especially if the song is about them.

Clerics wish the warriors would be a bit more careful and not need so much healing. Battle-type

WARRIOR CLASS FEATURES

Abilities: Strength for melee attacks; Dexterity for ranged attacks. Constitution bonuses apply to many of the warrior's skills, to say nothing of hit point bonuses.

Hit Die: d12.

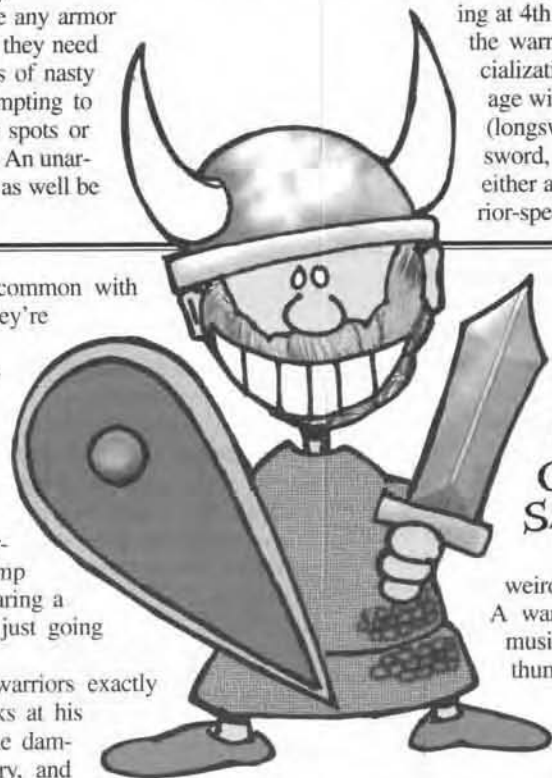
Warriors are proficient with all weapons. Yes, all of them. If it has ever been used to kill a person, or might someday conceivably be used to kill a person, a warrior knows how to wield it. Warriors even see weapon possibilities in things that *aren't* weapons, such as fluffy clouds and cute little duckies. Warriors are scary.

Warriors can use any armor and any shield – and they need the help, because lots of nasty fell beasts are attempting to poke them in tender spots or squish them into goo. An unarmed warrior might as well be

naked . . . and that's nothing no one should ever have to see.

Bonus Feats: In addition to the feat gained at every odd character level, warriors gain a bonus feat at the first and second character levels and then every even warrior level after that (fourth, sixth, etc.). These feat slots must, as if we had to tell you this, be used on some form of martial feat – if it doesn't directly relate to bashing, poking, sticking, skewering, or otherwise causing life-threatening injury to someone, warriors aren't interested.

Weapons Specialization: Starting at 4th level, the warrior may take the warrior-only feat Weapon Specialization, which adds +2 to damage with a chosen type of weapon (longsword, bastard sword, short sword, etc.). This may be taken either as a regular feat or as a warrior-specific bonus feat.



clerics have a lot in common with warriors, though . . . they're both on the front line.

Monks think warriors are wussies when you get them out of that armor.

Thieves think warriors are great distractions. Let the warriors romp and stomp while the thief is preparing a nice backstab . . . or just going straight for the loot.

Wizards look at warriors exactly the way a warrior looks at his shield. It's there to take damage. Valuable, necessary, and completely expendable.

WIZARDS

At last, the nerds get their revenge. The introverted, bookish stereotype of gamers ties very neatly into the introverted, bookish stereotype of wizards, which probably explains their popularity. Or perhaps it's the innate desire of every person to be able to immolate a particularly annoying neighbor (especially a bard) without getting caught. Regardless, for sheer visceral joy, there's nothing that beats a well-crafted spell going off and obliterating your foes. Warriors deal death in person; wizards sell it wholesale, with a discount if you also buy the "writhing in flames" package.

The most satisfying part of being a wizard is being able to churn out magic items when they're needed (or when you need a few hundred extra gold to cover the rent). Seems like every adventuring party in the world needs a few potions and a magic sword or two; you'd

be doing adventurers everywhere a disservice if you refused. Besides, it's a good way to unload cursed stuff onto people who aren't going to live long enough to find out.

OTHER CLASSES SAY . . .

Bards think wizards are weird, greedy, and unappreciative. A warrior who doesn't like your music may give you an honest thump, but a wizard will turn your belly button into an eyeball.

Clerics and **wizards** have spellcasting in common, but that makes them competitors too. A munchkin cleric will have his own mass-death spells but knows the wizard has more, and is jealous. On the other hand, the cleric is the one who can heal, and he won't let the wizard forget it.

Monks say "Wizards are just like us, but they study magic instead of combat. I could have been a wizard if I'd wanted to." The wizards just smile quietly.

" . . . An eye of newt, some tears from a scorned lover, and a pinch of bat guano."

[Pause.]

*"Class, remember that when you cast this spell, you are advised to use **dried** bat guano."*

– Elmunster, remembering why he hated that spell in the first place

Thieves think wizards are great customers for the magic stuff they steal. Too bad that stealing from a wizard is so risky.

Warriors are very, very leery of enemy wizards, who provide the greatest and most terrifying threat to their continued careers. They know that the wizards of their own party are a necessary counter to the Other Guys, but distrust lingers. And when the fighter is hopping around after a combat, looking for his left leg, while the party's wizard came through unscratched and expects an equal share of the goodies . . . This can breed resentment.



WIZARD CLASS FEATURES

Abilities: Bar none, Intelligence is the single most important ability for wizards. It governs bonus spells and many wizardly skills. Second in importance are Dexterity, which allows wizards to dodge out of the way of unfriendly attacks, and Constitution, which gives bonus hit points and controls the wizard's Concentration checks when he gets jostled by the oaf in the plate armor.

Hit Die: d4.

Wizards are proficient in a paltry collection of weapons: club, light and heavy crossbows, dagger, and quarterstaff. They aren't proficient with any armor or shields, and wearing armor screws up spellcasting. The best protection for a wizard in combat is a warrior right in front of him. Wizards cast arcane spells; Table 3.7 tells how many spells of each level a wizard can cast each day. Wizards may know any number of spells of each level. Wizards do not have to prepare spells beforehand.

Scribe Scroll: All wizards can write magic scrolls. This should give you an idea of how potent a power this is.

Bonus Feats: At every fifth level, wizards gain a bonus feat which must be spent on a meta-magic feat or item creation feat. These are above and beyond the feats granted every odd character level.

TABLE 3.7: WIZARD SPELLS

Wizard Level	Spells per Day									
	0	1	2	3	4	5	6	7	8	9
1	4	2	—	—	—	—	—	—	—	—
2	4	2	1	—	—	—	—	—	—	—
3	4	3	2	—	—	—	—	—	—	—
4	4	3	2	1	—	—	—	—	—	—
5	4	3	3	2	—	—	—	—	—	—
6	4	4	3	2	1	—	—	—	—	—
7	4	4	3	3	2	—	—	—	—	—
8	4	4	4	3	2	1	—	—	—	—
9	4	4	4	3	3	2	—	—	—	—
10	4	4	4	4	3	2	1	—	—	—
11	4	4	4	4	3	3	2	—	—	—
12	4	4	4	4	4	3	2	1	—	—
13	4	4	4	4	4	3	3	2	—	—
14	4	4	4	4	4	4	3	2	1	—
15	4	4	4	4	4	4	3	3	2	—
16	4	4	4	4	4	4	4	3	2	1
17	4	4	4	4	4	4	4	3	3	2
18	4	4	4	4	4	4	4	4	3	3
19	4	4	4	4	4	4	4	4	4	4
20	5	5	5	5	5	4	4	4	4	4

CHAPTER FOUR

SKILLS AND FEATS

Every other word in this chapter, starting with the first one, is Open Content. Other text is closed content. Boxes like this do not occur in this chapter, except for this one, so don't worry about it.

Skills and feats are both ways to Do Stuff. A skill is generally applicable, and usually has some basis in reality. You will need some appropriate skills. If you can find a skill-granting magic item, so much the better . . . but you will get more skills each time you level up, anyway.

A feat is one specific stunt. As a rule, a feat is either a completely bogus trick drawn straight from comic books and kung-fu movies, or a shameless and direct manipulation of the game stats. This is why they are harder to get, and why we love them so much!

SKILLS

Here's where your Intelligence stat pays for itself . . . the smarter you are, the faster you get the skills that you can use to KILL THINGS. Isn't it a shame that real life isn't more like this?

Okay, not all skills are used for death and destruction. Some are used for stealing, wheedling, conniving, and running away. It's good to be flexible.

CAROUSE (CON; ARMOR CHECK PENALTY)

You are an experienced party-goer, who knows his limits and waves as he shoots past them on his way to total inebriation.

Check: If you want to know if you're having fun, roll this check (DC 20; apply the number of drinks you've had in the last hour as a bonus to your roll). You MAY take 10 or 20 on your check – in fact, we highly recommend the latter.

Retry: You *are* a party animal, aren't you? Go, dog!

ECDYSIAS (CHA; ARMOR CHECK PENALTY)

You may use this skill to distract opponents.

Check: On a DC 15 skill check, opponents must make a Will save (DC equal to what you rolled on

your check) or be distracted by your activities. Opponents predisposed to find someone of your race and sex attractive add 10 to this DC. You may take 10, but not 20, on your skill check; your opponents may do neither on their Will save.

Retry: You may retry once per combat round. If your last attempt failed, your DC is 5 greater than the previous attempt's DC. If your last attempt succeeded, your DC is 2 lower than the previous attempt's DC.

Special: Your AC must be greater than 10 to use this skill. Each successful attempt reduces your AC by 1.

GAMBLE (WIS)

Baby needs a new chainmail bikini!

Check: This is the skill you use to cheat NPCs – hell, other PCs – out of their hard-looted income. You roll an opposed check, your Gamble skill against your opponent's Spot. Now's where that masterwork d20 comes in handy!

Retry: If you live, sure.

KNOWLEDGE (ADVENTURE SPOILERS) (INT; TRAINED ONLY)

You know what's coming!

Check: As for the other Knowledge skills (although a smart DM will always set the DC high).

Retry: Yeah, right. You weren't supposed to peek the first time.

Special: This skill may not be used untrained.

POSE (DEX)

Looking cool is almost as important as *being* cool.

Check: When you do something cool in the game (score a critical hit, fell an opponent, succeed at a difficult saving throw), roll this check. If it is successful, your foes incur a -2 circumstance penalty to their morale.

SEDUCE (CHA)

If you need us to tell you what this is for, you shouldn't be taking this skill.

Check: This has a special skill check.

If the other person (or persons) chooses not to resist, then the check has a DC of, oh, call it 5. If the other person is resisting, even playfully, then roll an opposed check, your Seduce against the other person's Sense Motive. In either case, if you critically fail, bad things happen – a drink thrown in your face is about the mildest you can hope for.



Retry: Until you succeed, your banter partner leaves, or closing time, whichever comes first.

Special: This skill has no hope of success against people who are not even slightly attracted to your gender, race, or whatever. But you never know till you try ...

WHINE (CHA)

Use this skill to get your way.

Check: When you don't like a game event, role-play this skill to the best of your ability. Eventually the DM will either give in or kill off your PC just to shut you up.

Retry: Each attempt after the first has a DC +5 higher than the previous one.

Special: Gnomes, halflings, and those of noble birth get a +4 circumstance bonus to this skill check.

CHEATS

Cheats are inherently bogus and wonderfully powerful abilities which characters can choose for themselves as they go up in levels. A mind-bogglingly huge variety of cheats is available in both ...

Beg pardon?

It is? Really? With an "F"?

Okay, fine. We'll do it their way.

FEATS

Feats, with an F, are inherently bogus and wonderfully powerful abilities which characters can choose for themselves as they go up in levels. A mind-bogglingly huge variety of feats is available in both unofficial and third-party material for the *d20* system. Any feat you can possibly imagine has already been published somewhere, or will be within the next week or so.

Basically, any time you are in trouble, you can feat your way out of it if you can quickly make up an interesting name for what you want to do and claim you got that feat out of a book you left at home. If the DM catches you feating, of course, he will disallow the attempt, but he's probably feated himself once or twice and will at the least admire a bold invention.

Below are some sample feats, both to build up your munchkins "legitimately" and to inspire you to inventions of your own.

AMMO WRITTEN IN PENCIL (GENERAL)

Arrows? Um, sure, you've got plenty!

Prerequisites: Cha 12+

Benefit: Whenever you use ammunition in a ranged attack (arrow, bolt, bullet, etc.), you may make a Bluff check. If you succeed at the check, you need

not mark off that ammo. The DC of the Bluff check is 18 for non-magic ammo, but DC 28 for magic ammo; the gods pay more attention to the big-ticket items.

Normal: You can't fire your arrow and keep it too.

BAD TOUCH (GENERAL)

A foe is overcome by lust in the middle of combat.

Prerequisite: An alignment other than Good.

Benefit: Once per session, you may turn any combat situation involving a member of the appropriate sex (PCs excluded) into a proposition. The target of your attention must make a saving throw vs. Will at a +5 bonus to successfully resist your wiles. All damage sustained during this encounter is subdual damage unless it is the result of a critical hit.

Normal: It ... just ... doesn't ... WORK this way, all right?

BULLET SPONGE (GENERAL)

Ordinary projectiles don't hurt, if you have your lucky thingie.

Prerequisite: The Greatest Gift

Benefit: As long as you possess your lucky talisman, any ranged-attack projectile that would have successfully hit you does you no damage. Any successful critical hit will

hit your talisman, destroying it utterly and completely stunning you for the number of rounds equal to the amount of damage it would have done. This feat does not protect from supernatural or magical ranged attacks or projectiles.

Normal: Projectiles hurt.

CROSS-TRAINING (GENERAL)

Steal your friend's abilities. Hah!

Prerequisite: Another player who will not open a can of whupass on you for attempting this feat.

Benefit: At any time during a session, you may select another PC with whom you will trade effective skill levels for the rest of the session. You each roll all further skill attempts against your own stats but with the skill levels and bonuses of the other. Treat your class and cross-class skills as if they were his and vice versa.

Normal: Ordinary characters must use their own record sheet and not someone else's.

CUISINART ATTACK (GENERAL)

You need not waste valuable combat rounds dealing with low-level foes.

Prerequisite: Str 13+, Cleave, Warrior level 6+.

Benefit: When faced with opponents whose CR is at least 5 lower than your warrior level, you may



attack all of them at once at your highest Base Attack Bonus.

Normal: You may not attack more times in a round than you have attacks, and attacks after the first are not as effective.

DEVASTATING WIT (GENERAL)

Talk your way out of trouble!

Prerequisites: A sense of humor, or reasonable facsimile thereof.

If you're the only member of
your own prestige class, called
"Me" ...

... you might be a Munchkin.

Benefit: When your PC is conversing with any other PC or NPC, you may attempt a pun or witticism in order to provoke a visible reaction from the controlling player or DM. This must be in-character, unless it provokes a reaction from *all* players (observers do not count but are entertaining to practice upon). If you succeed (DM's ruling), you immediately apply the your PC's Charisma bonus as a penalty to the target's Wisdom stat, stacking with any other penalties (including previous invocations of this feat); this penalty lasts until the end of the interaction.

Normal: Punsters are beaten.

HIDDEN DIE ROLL (GENERAL)

No, you *don't* have to roll where everyone can see you. See, it says so right here.

Prerequisites: Dice.

Benefit: You may execute one hidden die roll every half-hour of playing time for every level your PC currently has. Any player may challenge the results of this roll; if they do, you must show them the actual roll. If they are wrong, you may at any time during the rest of the session direct them to take the worst of three rolls for any roll they attempt. If they are correct, your roll is immediately converted to an automatic failure as if you had rolled it naturally, with any extra penalties that may result.

Normal: You have to roll your dice where people can see them. Duh.

HIT THE DECK (GENERAL)

Draw a card and make the DM do something nice for you.

Prerequisites: At least 1/4 of the cards in a full retail *Munchkin* deck (any variety). You do not need to be the owner of the deck, but you must possess the cards for the entire gaming session. The actual owner of the full deck has sole discretion over which cards you borrow.

Benefit: You may use this feat once per session to draw the top card from your deck. The player to your left must cut the deck before you draw the card and may require you to shuffle it first if they desire. The DM must apply that card to your current situation in a favorable fashion.

Normal: People will laugh at you and say "Wrong game! Good try, Bozo!"

HUMILIATING SHOT (GENERAL)

Hit 'em where it hurts.

Prerequisites: Point Blank Shot, Precise Shot.

Benefit: You can use a ranged weapon to shame your foes, planting arrows in body parts your foes won't even mention in front of their mothers. This attack is made with a -2 penalty, but if successful, the target suffers a -2 morale penalty to all all checks and saves for a number of rounds equal to the damage you inflict.

Normal: This requires getting lucky.

I AM CHARMING! (GENERAL)

If you are already Charismatic, you become more so.

Prerequisites: A high Charisma stat.

Benefit: At any time, check to see if your PC possesses the highest Charisma stat of all PCs and NPCs currently in your party; if you do, you gain an additional +1 bonus to your Charisma with regard to other characters for the rest of the session. Count the effects of all active spells, potions, artifacts, and magic items when making this determination. You may not exercise this feat during the middle of combat. This is a supernatural ability. Saying "I'm still the prettiest!" is optional.

Normal: Being good doesn't make you better.

If your character quests for
demigodhood so he can start
granting his own wishes ...
... you might be a Munchkin.

I AM HARDY! (GENERAL)

As per I Am Charming!, except that the affected stat is Constitution.

I AM NIMBLE! (GENERAL)

As per I Am Charming!, except that the affected stat is Dexterity.

I AM SMART! (GENERAL)

As per I Am Charming!, except that the affected stat is Intelligence.

I AM STRONG! (GENERAL)

As per I Am Charming!, except that the affected stat is Strength.

I AM WISE! (GENERAL)

As per I Am Charming!, except that the affected stat is Wisdom.

If you get combat bonuses
from your languages ...
... you might be a Munchkin.

IMPRESSIVE FLOURISH (GENERAL)

Merely unsheathing a weapon can deliver a stunning whack.

Prerequisite: A weapon.

Benefit: At your first melee attack of any combat, as long as your weapon was stowed (in its sheath, carried in a non-ready position, etc.), your act of readying your weapon will allow an automatic attack against any foe (as designated by your PC) in range of your weapon. This is a subdual attack and must be executed in order to ready your weapon. Roll once for your attack and damage rolls vs. the foe most directly in front of you and apply those rolls to all affected foes.

Normal: Readyng your weapon makes your weapon ready, and that's it.

IMPROVED HIT THE DECK! (GENERAL)

As per Hit the Deck!, except that you do not need to have the cards cut or shuffled by any other player. You must use your regular Hit the Deck! draw first in the session before using this extra draw.

IMPROVISED WEAPONS

PROFICIENCY (GENERAL; WARRIORS ONLY)

If you can lift it, you can hurt people with it.

Prerequisite: Warrior level 5+, or Warrior level 2+ and Exotic Weapon Proficiency.

Benefit: Any item you can pick up, as long as it either weighs more than a half-ounce or has a surface area of more than 4 square inches, can be used as an effective weapon. You can see the potential for horrible mayhem in every ordinary item around you. The DM assigns weapon stats to your chosen item based on whatever vague similarity he can find to a "real" weapon, but must pick a real weapon to compare to ... so nothing, even a playing card or a soft pillow, does less damage than a dagger -1.

Normal: If you want to hurt someone, use a weapon.

JUGGLE THE NUMBERS (GENERAL)

Mess with your character sheet, legally.

Prerequisite: Juggling skill.

Benefit: Once per game session, on a successful Dexterity check (DC 20), you can switch any two of the following numbers on your character sheet: spells you have cast that day, usage of any one feat during the game session, damage taken, number of 11-foot poles in your inventory.

Normal: Normally, after you get caught fooling around with your character sheet, nobody will play with you except Stinky George and that crazy woman at the library.

Special: This feat is also called Cooking The Books, but uses an Intelligence check and Cooking skill instead.

KARMA CHAMELEON (GENERAL)

Hide your alignment, no matter what!

Benefit: You may successfully disguise your alignment from anyone or anything, no matter what means they use to discern it; you will appear to them to be the alignment that would most benefit you. This works on an unlimited number of targets simultaneously. If they observe you perform an action grossly against the alignment they believe you have, they may attempt a saving throw vs. Will at a -7 penalty. Success means they have seen through you and will react to your true alignment; failure means they immediately forget any discrepancy and cannot be reminded of it by any means.

Normal: Alignment, whatever that really is, is normally detectable by a variety of means.

MARKER MAGIC (METAMAGIC)

Spellcasting for everyone. Yum. Just don't bathe or wear too many clothes.

Prerequisites: Skin, and something to write with.

Benefit: Any non-magic user with this feat is allowed to cast spells as if they were a wizard merely by drawing an inked pattern upon your PC's exposed skin. This pattern must be exposed and easily visible at all times; if covered by clothing, bandages, mud, blood, or other materials, your PC will lose the spellcasting ability until it the pattern is re-drawn. The pattern will stay fresh for one day for every five levels you have, but will fade and require redrawing after that. Use the level of your primary class as if were the wizard class to determine what spell levels you possess. You may select one spell from each level; these selections may not be changed. You cast your spells per the wizard class rules.



Normal: You can draw all over yourself, no problem, but it doesn't DO anything.

MARKER MAYHEM (METAMAGIC)

Like Marker Magic, but twice as good.

Prerequisites: Marker Magic, a forehead, a permanent marker.

Benefit: You may double the spell selection (two spells per each spell level) granted by Marker Magic by the simple expedient of drawing the pattern upon your own forehead with a permanent marker. This applies to the player, not the character.

Normal: Drawing on your forehead with a marker will have no game effects, and no desirable social ones.

MUNCHKIN

TOUGHNESS (GENERAL)

How you managed to sneak this past your DM is one for the record books.

Prerequisites: Toughness, \$2 donation to the DM, Con 15+.

Benefit: You gain +6 hit points.

Normal: Characters without this cheat (err, FEAT) die 6 points sooner.

Special: You may gain this feat multiple times.

NORM! (GENERAL)

Other characters visit taverns because it's a cliché. You have a reason!

Prerequisites: A tavern, or something like it, containing people, or something like that, drinking alcohol, or something like that.

Benefit: Anytime you enter a pub or inn, everybody there will know your name and yell it out cheerfully. They will ask how you've been and what you're currently doing. Clever replies will earn you the appreciation of the crowd and gain you free and accurate information directly relating to your current goal. You also never pay for your own drinks, but you must never turn down a drink just because it's peculiar, if those around you are drinking the same thing.

Normal: Most people don't get yelled at when they walk into a pub, and if they do, it means they should turn around and leave.

ONE IN EVERY PORT (GENERAL)

You have former Significant Others everywhere, and they all still like you.

Prerequisites: We're not gonna say it. We're just not gonna say it.

Benefit: You may not be a sailor, but you encounter a past romantic interest in every major city or region you enter. Usually they are at least tempted to renew their relationship with you, despite any past history or present entanglements. At the DM's discretion, they may attempt to resist your blandishments with a saving throw vs. Will at a -5 penalty. Even if they succeed in this save, they will continue to remain friendly. If they do not succeed in their saving throw, they will aid you in any fashion they can. Be discreet! If the DM feels your assignations cause significant harm in your target's life, he can replace this feat with Trail of Hearts.

Normal: You should be so lucky.

OWN GOAL (GENERAL)

A comrade dies so you can live!

Prerequisites: Another PC.

Benefit: Sometimes, true heroism requires the ultimate sacrifice. This feat ensures that someone else will make it on your behalf. If you are put in danger in the course of an attempt to acquire a magic item, treasure, artifact, spell book, or scroll in the current room or area, you may invoke this feat against another PC in the vicinity, who must immediately make a saving throw vs. Fortitude at a -10 penalty. If they fail, they die horribly in your place in a fashion that allows you to gain the object. If they succeed, you get the object... and the other PC takes *half* the damage required (at that point) to kill him, while you take a like amount.

You may only attempt this feat once per session.

Normal: In general, your fellow PCs wish to survive and would be happy to see you die.

OWN GOAL ACE (GENERAL)

The whole party dies so you can live!

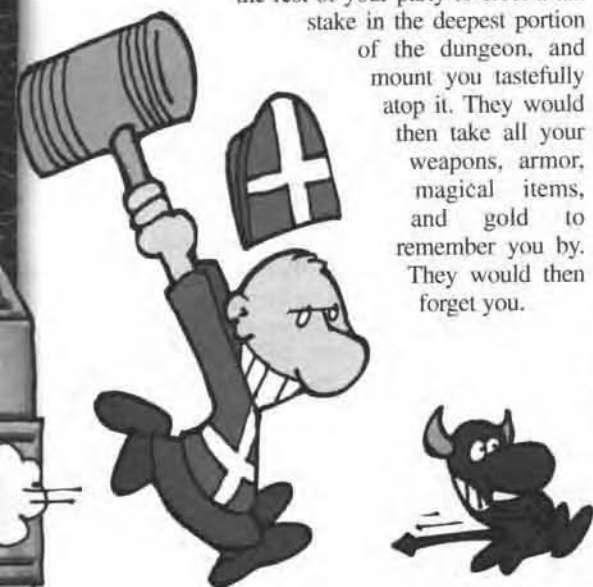
Prerequisite: Five successful invocations of Own Goal.

Benefit: You have perfected the art of allowing others to sacrifice on your



behalf and may now attempt to sacrifice your entire party to achieve a major plot point. All members of the party must fail their saving throw vs. Fortitude at a -10 penalty. All who succeed take half of the damage the GM rules you would have received (those who fail their saving throw are dead). If there are any survivors other than yourself, you also take half damage from the attack. You may only attempt this feat once per session.

Normal: Normally, even *suggesting* something like this would cause the rest of your party to erect a tall stake in the deepest portion of the dungeon, and mount you tastefully atop it. They would then take all your weapons, armor, magical items, and gold to remember you by. They would then forget you.



SCRIPTED IMMUNITY (GENERAL)

Unless they're ALL trying to get you, you can't be hurt.

Prerequisite: Shagging the DM

Benefit: Your PC is now immune from any attack received in a round in which any other PC is also attacked by any entity. In order to successfully harm you, all foes must focus entirely upon you during that round. You are, after all, the star of the story; live it up.

Normal: Weapons hurt.

SEARCH FOR TREASURE (GENERAL)

You find treasure every time you bend over.

Prerequisites: *Munchkin* T-shirt (available from www.warehouse23.com), stupid DM.

Benefit: No matter when or where you are, you can take a full-round action to bend over and search for treasure, finding some lying right at your feet. Flip through whatever book you want and pick a magic item. You found that item. Artifacts are off-limits (unless you bribe your DM with some soda or something).

Normal: Without this feat, you can only find treasure where the DM has written it down, or where

some book or other gives you a chance to roll it on the dice.

SHAGGING THE DM (GENERAL)

Shrug off a bad die roll every half-hour.

Prerequisites: See the title.

Benefit: If you actually fulfill the prerequisite, the DM *must* offer you the one-time opportunity to select this feat (privately or publicly, according to the DM's whim) as soon as the PC has a free slot. Once per half-hour of playing time, you may re-roll any one die roll involving you merely by clearing your throat and looking meaningfully at the DM. If the DM fails to recognize this sign within 30 seconds, you receive the benefits of this feat without counting against your time limit.

Normal: Actually, if you play your cards right, it can work this way without the feat.

SMOOTH OPERATOR (GENERAL)

Big bonuses to hit on random strangers.

Prerequisite: An alignment other than Evil.

Benefit: Once per session, you may turn any non-combat situation involving a member of the appropriate sex (PCs excluded) into a proposition. The target of your attention must make a Will Save at a +5 bonus to successfully resist your wiles.

Normal: In real life, the random approach draws more slaps than cuddles.

Special: This feat gives you a +2 bonus on Seduce skill.

SPARKLING SMILE (GENERAL)

Smile and re-roll.

Prerequisites: Teeth.

Benefit: You may execute this feat once per play session, but you may take multiple instances of the feat (so if you take it three times, you may execute it three times per session). You must grin your cheesiest grin to every player, as if you are getting away with

If "Flying Feet of Instant Annihilation" seems like a reasonable feat for second level...

... you might be a Munchkin.

something (which you are), and then you may pick the best of three re-rolls to apply to any roll that you made.

Normal: Roll the dice and live with it, Twinkie.

SWORD-FU (GENERAL)

You're one cool dude with a sword.

Prerequisites: A sword, something to stab, Power Attack.

Benefit: +4 attack bonus with swords and swords only.

Normal: You miss more.

TABLE BUMPING (GENERAL)

Clumsy accident or clever game mechanic? You decide.

If you have better-than-even chances of hiding in shadows at high noon in an open field . . .
... you might be a *Munchkin*.

Prerequisites: Sufficient muscular coordination to bump the table without completely wrecking the game.

Benefit: Once per session per player in the group (including the DM, not including any observers), you may physically bump the table. Any counters, miniatures, or dice that are moved lay as they are as if they were originally placed or rolled that way. If you accidentally bump the table enough to move something, it uses up one of your bumps. If you bump the table and are out of bumps, the DM and players may devise an appropriate (but non-lethal) penalty for your character. Any effects of the bump, however, stay in effect.

Normal: Things that are moved when the table is bumped are replaced as closely as possible, and the idiot who bumped the table is verbally abused and made to replace any books spoiled by spilled drinks. Come to think of it, that last bit should apply anyway.

THE GREATEST GIFT (GENERAL)

You have a Lucky Thingie, and it really works for you.

Prerequisite: An item. Any item, as long as you can carry it.

Benefit: Upon taking this feat, designate an item your PC carries as your lucky talisman. It may be a new item (bought, stolen, or looted) or an existing item. As long as you are within 100' of this item and no other entity has touched it since you have, it will give you a +2 bonus to all saving throws. However, if any other entity sees this object, they must immediately make a saving throw vs. Will at a -10 penalty. If they fail, they will be under the effects of a Lesser Geas (ignore the target's hit die) to take this item for themselves (although it will not grant them any bonuses or special effects unless they also possess this feat, in which case this item will replace their current lucky talisman).

This feat must be written on your character sheet in normal writing for you to receive the bonuses. Any player who sees this feat upon your

character sheet must have his PC make a Save vs. Will at -5 to avoid the Lesser Geas described above.

If you lose the talisman for any reason, this feat is removed from your character sheet. You may not replace it until the next session.

Normal: The grass grows, the birds sing . . . Is anybody reading this part?

UBERMUNCH (GENERAL)

You may apply extra bonuses to skill checks.

Benefit: Once per day per level, you may add your primary class stat to any existing class skill. If you are multiclassed, you may pick and choose up to however many levels you have.

Normal: You can't DO that!

Example: K'van the Secluded is an 8th-level character (5 Monk, 3 Thief) with Str 14, Dex 16, Con 13, Int 12, Wis 18, Cha 14. Eight times per day, he can use the Uberrmunch feat to add +3 to any Thief class skill (Dex 16) or +4 to any Monk class skill (Wis 18).

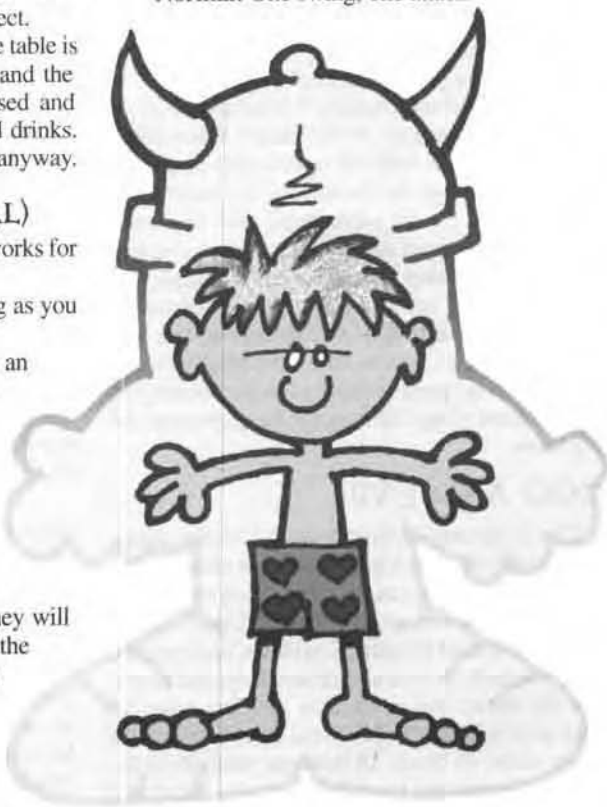
WHACK THEM ALL! (GENERAL)

You can hit everyone within reach with a single blow.

Prerequisite: A weapon, or a bare-handed attack.

Benefit: In any round in which you melee attack an entity (including attacks of opportunity,) every other entity that is within your weapon reach will also get attacked. Apply the original attack and damage rolls from your first attack in that round to each affected entity.

Normal: One swing, one attack.



CHAPTER FIVE

DESCRIPTIONS

This entire chapter is closed content, except for words beginning with the letter "P."

A true munchkin describes his character by listing weapons and magic items. But there ARE these other little things, like sex, race, class . . . and some DMs will insist on knowing about them. OK, fine, whatever.

Sex is easy – pick whichever one you aren't. That'll earn you roleplaying points right there, even if your female gnome bard behaves like the hairy-chested linebacker who's playing her. We've already discussed race and class. There are a few other things, however, that your DM may want to know; here's the munchkinly take on them.

MUNCHKIN ALIGNMENTS

The *d20* system uses a wholly artificial, coarse system of personality description called "alignment." Roleplayers (the ones with snooty voices who repaint their miniatures every week to show the latest battle damage, and insist that anything said at the gaming table, from "Who ordered broccoli on the pizza?" to "Let's give Beelzebub a wedgie!" is actually said by the appropriate character in the game) abhor alignment because it's an artificial crutch used by people who don't understand the true roleplaying experience.

Munchkins, on the other hand, like alignment because it gives a quick and painless way to describe a character, and makes the rudiments of roleplaying much easier. But it has its drawbacks. Any alignment that you choose, except good old Neutral-Neutral, will gets in the way from time to time – it's tough to argue that one's hero is "good" when he has just incinerated a medium-sized village because the bad guys might be hiding there.

GOOD AND EVIL

This is the bog-obvious way to describe someone's motivations, which explains why it came second in the history of alignment. Good and Evil are defined pretty much how one would expect. "Good" means that the hero is kind to orphans, widows, and cripples, donates regularly to several charities, helps old people across the street, and never uses violence when an unkind word will do. "Evil," on the other hand, means that one wears all black, all the time, steals from the rich and overtaxes the poor, beats up atlas merchants for their lunch money, and sneers at children. By this strict distinction, most munchkins would be playing nothing but evil characters – there's simply no profit

to being good. The problem is that many DMs object to evil PCs, and either forbid them entirely, or hamper them with piously good NPCs, hordes of revenge-maddened paladins, and other distractions.

Fortunately, there's an out – a third alignment, "neutral," which sits halfway between good and evil. Depending on one's viewpoint, neutral can mean that an adventurer tries to maintain a balance between the good and evil factions, or that he is completely unconcerned with the larger morality of his actions. It should be obvious which of these two viewpoints gives more scope to your hacking and slashing.

Of course, a player whose DM actually allows him to play an evil PC should jump at the chance – it may never come again. Especially if he plays it well.

LAW AND CHAOS

The original alignments were *lawful* and *chaotic*, cribbed completely wholesale from the novels the designer was reading that week. As such, they have suffered some changing definitions over the years. Originally, "lawful" meant "good" and "chaotic" meant "evil," and some gamers have never quite shaken that association. In fact, being chaotic is FAR more fun than merely being evil.

Lawful now means that the adventurer adheres to a code of ethics, be it the legal structure of his society or a more personal, idiosyncratic system of beliefs. Lawful characters tend to be neat and orderly, separating their money by type, spell components by state of matter, and killings into justified, unjustified, and just plain fun. Lawful heroes can always be counted on to know whether "anal-retentive" is hyphenated.

Chaotic, conversely, means that the PC has no respect for authority or structure, does not have any consistent system of ethics or beliefs, and in general is hell on wheels. Disorder is the order of the day. If this sounds like your typical munchkin PC, well, it is – and it's quite a lot of fun, to boot.

There's also a neutral option here, with pretty much the same implications as in "Good and Evil," above.

RELIGIONS

The *d20* system treats gods and religions as a game mechanic. This means that your choice of a deity to worship is not academic – serving the right god will be worth significant game benefits, while serving the wrong god and slow your advancement and even lead to SMITEage. For most characters, though, the decision will be quick; pick the god that has the most to do with your character class. Wizards worship the god of

Nine Paths To Nirvana

Regardless of anything else we say here (let alone anything that anybody else says anywhere else) . . . there is no "wrong" alignment if you are having a good time. Any one of the nine alignment combinations can lead to wretched excess, massive overacting, and wholesale carnage . . . and that's what we're here for.

Lawful Good – Sure, it limits you. But look at the good points. You are *required* by your ethics and your god to smite evil "without mercy" wherever you find it! That means that anything you can characterize as Eeeevil, from wretched villages of orcs to entire dark empires, is your lawful prey. Anything that builds up your own personal power is increasing your ability to serve Good and smite Evil, so it would be wrong of you to turn it down . . . or to share it with any party member who does not meet your strict standards. And you can, and should, be very *snotty* with other party members who do not meet your standards. You can explain to them how it's *because of their own failings* that you are taking the best treasure, warning the guard, or whatever. They will hate this. You will love it.

Lawful Neutral – Perhaps the best thing about this alignment is the way it lets you harass Lawful Good characters. You are philosophically inclined to uphold all laws, both good and evil, because they are laws. Therefore, find laws that let you oppress the weak and enrich yourself, and uphold them fully. Lawful Goods hate this, and they hate it worse when you tell them that because they are lawful, they should obey and support the bad laws, not break them. "A real Lawful," you can tell them, "would work within the law to free the slaves and to change those laws! You're being chaotic by killing the Dark Lord's slavers!" You yourself, of course, are free to support either your Lawful side or your Neutral side.

Lawful Evil – As for Lawful Neutral, but with the disadvantage that Good party members will really, really want to kill you, which makes teasing them dangerous. But if you can cloud their minds with the (evil) idea that "lawful" is a kind of good, and you are just a harsh, uncompromising good guy who really likes to wear black . . . then the world can be yours. All the most successful Dark Lords and Evil Emperors prefer lawful evil henchmen, because face it, that's the only way to get Evil really organized. And as the henchman, you are well positioned to replace your dark master when the time comes. Or even sooner.

Neutral Good – You're good, but you don't have to be *compulsive* about it. Almost any DM will allow this alignment. But if (okay, WHEN) you really feel like slaying somebody, a flimsy excuse will do, because you can explain that your neutrality overwhelmed your goodness. Some DMs will be very impressed if you get all noisy and angsty about your inner turmoil every time this happens. If they're impressed enough to cough up some extra bonuses or a magic item here and there, you win!

Neutral – Do whatever you want. If somebody complains, ignore them. If they say that "doing whatever you want means you're really Chaotic," you can ignore that too, because you're Neutral and don't care. In fact, any time anyone tries to get you to do anything you don't want to do, you can shake your head and say "But that's unbalanced." The other advantage of the True Neutral alignment is that you can suck up to anyone and call it roleplaying. No matter their alignment, you can say "I'm neutral on that. I'm not against you. Give me a reason to be for you." You can take that to the bank.

Neutral Evil – Most would agree that this is the most self-centered alignment. You can do just about anything you like, as long as it's not actually nice. You can roleplay "neutral evil" as a lifelong commitment to the Great Force of Evil, if that's what you're into, but you can also just say "Me first!"

Chaotic Good – For some people this is the best of both worlds. As a Chaotic, you can ignore any rules that annoy you. But you're still Good. So other Good players can't kill you . . . theoretically, at least. And being Chaotic can, if you talk fast enough, justify whatever deals you want to make with the Forces of Badness, even if it's only accepting their lunch money in return for letting them live. This alignment obligates you to at least think about the welfare of others, but you are unconstrained by any framework of laws or customs. Any player who doesn't see how that can be abused is not munchkin material . . .

Chaotic Neutral – Seen by many as the ultimate munchkin alignment. The *chaotic* half gives the perfect excuse to ignore any sense of camaraderie or fellowship, betray the rest of the party, and pocket the proceeds – or for the tax collector to fleece the peasants dry, then underreport his income to the king. Laws are for the uncreative. The *neutral* component, properly played, means that infantile concepts such as "good" and "evil" are for petty minds who have to be guided by moral precepts, rather than their consciences. (It's important to note that chaotic neutral individuals do *not* act at random; they simply do not adhere to any sort of ethical code in determining what to do. The effects, it must be conceded, are often similar.)

Chaotic Evil – This is the alignment for someone who wants to roleplay the over-the-top bad guy. You're not just bad . . . you are gleefully, randomly, mondo gonzo wacko bad. The one thing you really shouldn't do is make sense . . . and you can always claim you were only making sense to fool the forces of Good, or to make the paint on your dog dry faster, or whatever. A properly roleplayed Chaotic Evil character is an amoral loner, as dangerous to his "friends" as to those he names his foes. Let's hear it for proper roleplaying!

magic, warriors worship the god of war, and bards worship the god of really awful poetry. (But be sure to check out the new Munchkin Clerical Domain on p. 38, and do your best to get your DM to implement it!)

Clerics have a harder time deciding what deity to serve, since there's no "god of religions" (though if one shows up, burn an ox to him quickly). When you create a clerical character, look carefully at the available deities... there's usually one that offers substantially better granted powers and domain selection than the rest. (Helpful hint: check the god of magic first, death second.) Then go for it.

At low levels, your religious involvement will be fairly simple:

- ◆ If your god has an opposed deity, you know whose servants to persecute and plunder.

- ◆ Do your best to claim a reaction bonus from any other worshiper of your god, and high-level clerics make great patrons.

- ◆ Remember to make a sacrifice once in a while, preferably while you're broke, because "Here is half my treasure" is a lot less painful when you're down to your last gold piece anyway.

- ◆ And when you're in deep, deep trouble, scream and cry for divine intervention, because a slim chance is better than nothing.

At higher levels, all this changes – an experienced munchkin's character usually attracts the attention of a deity for the first time by 10th level, with increasing frequency as the hero becomes more annoying to the powers who are trying to run the universe. Suddenly, a character who hasn't paid the proper homage to the deity who has just appeared in his koi pond learns the meaning of the word **SMITE!!!** and begins a new adventuring career as a three-legged gerbil. Fortunately, a high-level PC usually has gold to burn on donations to *all* the appropriate temples – donations which, of course, are tax-deductible.

LOOKS, PERSONALITY, AND BACKGROUND

If you can get the DM to give you any sort of bonus for any of these things, go for it.

- ◆ "I'm cute. Says so on my character sheet. That guard should react better to me."

- ◆ "I have an outgoing personality. Says so on my character sheet. That guard should react better to me."

- ◆ "I'm from Salabunga. Says so on my character sheet. Can we roll to see if any of the guards are Salabungan?"

Otherwise, go for fearsome looks, cheerfully murderous personality, and mysterious unknown background, and start hacking. You may, however, want to name your character. Giving your character your own name is simple but pointless. However, naming your character after one of the other *players* can lead to all kinds of confusion which you may turn to your advantage.

Quick Appearance Table

Appearance is important! Why? Because it can give you bonuses. Select an entry you like, or roll a d20 if you are in a hurry to begin the slaughter.

Height Table

Roll	Result
1-3	Midget (4'6"). You are a Small character; if you are already Small, you become Tiny.
4-7	Short (5'3"). Gain a +2 circumstance bonus to AC when you are in combat with someone taller than yourself, as you are able to duck under their swings.
8-13	Normal (5'10"). No special effects. What fun is that? Roll again if you want to.
14-17	Tall (6'3"). +1 Charisma. or +1 Constitution – you choose.
18-20	NBA Center (7'2"). Gain Weather Sense: you are sensitive to upper atmospheric disturbances, and can predict the next day's weather on an Intelligence check (DC 20). However, you cannot use this check yourself; you must be asked "How's the weather up there?" before you may roll. Also, Enhanced Reach: you get attacks of opportunity at 10 feet, rather than at 5 feet as for normal characters.

Dwarves multiply the given heights by 4/5; gnomes and halflings by 1/2.

Weight Table

Roll	Result
1-3	Toothpick (80 lbs.). You need not actually digest food to derive sustenance; you may simply eat it and then regurgitate it immediately. This grants a +4 circumstance bonus to saves against all but immediate-onset poisons. You may also wiggle down holes ordinarily suitable for creatures one Size class smaller, and get a +4 circumstance bonus to hide in shadows.
4-7	Slender (120 lbs.). Flattering Garments: you never have difficulty finding nice clothes. Any time you pay 1.5 times the listed price for clothes, you receive a +2 enhancement bonus to Charisma when you wear them.
8-13	Normal (160 lbs.). A special advantage if you have both normal height <i>and</i> normal weight: any clothing store, armory, pile of bodies being looted, etc., will always have something in your size. Even a pile of three-armed midget aliens from Atlantis.
14-17	Stout (225 lbs.). Super Size: gain a +2 inherent bonus to any attempt to swim, or to knock down, break through, or overbear anything by sheer magnificent mass.
18-20	Wide Load!! (300+ lbs.). Your inherent bonus to swim is +4. You don't move quickly enough to get a bonus for knocking things down, but any attempt to knock <i>you</i> down is at a -4.

Dwarves multiply the listed weights by 2/3; gnomes and halflings by 1/2.

Hair Color

Roll	Result
1-3	Black. You get a +2 circumstance bonus to any attempt to pass for Evil. If you are actually Evil, you receive a +1 enhancement bonus to Charisma.
4-6	Brown. You get a +5 circumstance bonus to any attempt to pass for any sort of Neutral.
7-9	Red. You are fiery and impulsive. Any time someone points this out, you must whap them for stereotyping you. +2 to Charisma, but -1 to Wisdom.
10-12	Blond. You may giggle at a member of the opposite sex once per day, causing an effect identical to the charm person spell. If you bat your eyelashes, they are at -4 to the save. You also (life isn't fair) get a +2 circumstance bonus to any attempt to pass for Good. If you are actually Good, you receive a +1 enhancement bonus to Charisma.
13-14	White. You get a +1 enhancement bonus to Wisdom.
15	Gray. Any spellcaster gets a bonus spell, usable once per day, of the highest spell level available to him.
16-18	Blue, Green, Purple, or something more exotic yet. You are an anime character, and are clearly in the wrong game entirely. That being the case, roll twice on the Special Effects table below, ignoring all results of 10 or less, until you get two compatible effects.
19-20	None. +1 to Strength because your body is not wasting energy growing hair. Ignore any hair-related Special Effects and roll again.

Beard and Mustache

If your character is female, skip this table, unless you are a Dwarf and enjoy settling arguments about the hirsuteness of your kind by an impromptu demonstration. If your character is a Dwarf, your culture expects you to have a loooong beard and a bushy mustache. Whether you go along with them is up to you.

Roll	Result
1-8	You have both a beard and a mustache, so keep rolling till you get both.
9-10	Pointy little beard. As for black hair, and yes, it stacks.
11	Long, twirlable mustache. As for black hair, and yes, it stacks.
12-13	Manly, short-cropped beard. +1 to Constitution.
14-15	Long, silky beard. +1 to Wisdom.
16-17	Bushy beard down to your knees. +1 AC to all attacks from the front.
18	Bushy mustache. Filters your drinks, giving +2 circumstance bonus to saves against all poisons administered in liquid.
19	Charlie Chaplin mustache. +6 circumstance bonus to any use of sign language or nonverbal communication. +2 to any save against falling.

- 20 Something weird – long waxed mustaches, beard only on the right side, whatever you like. Any foe who faces you for the first time will have a -5 on his first strike, as he boggles.

Special Effects

Roll	Result
1-5	Nothing special. By all means, roll again if you feel special.
6	Perfect, sparkling teeth. +1 to Charisma.
7	Slight nearsightedness which does not have any ill effects but which lets you wear really cool glasses and gives +1 to Intelligence.
8	Strong, heroic chin. You get a +2 circumstance bonus to any attempt to pass for Good. If you are actually Good, you receive a +1 enhancement bonus to Charisma.
9	Long, perfectly maintained fingernails give you an edge in weaponless combat; you may choose to inflict actual damage instead of subdual damage.
10	Amazingly bushy eyebrows. Spellcasters get a bonus spell (as for Gray hair, above).
11-12	Very long hair. +1 to Strength; it worked for Samson.
13-15	Hair worn in a bristly buzz cut. If you are a Warrior, select an extra martial Feat. If you are not a Warrior, this was a stupid choice.
16	Dramatic white stripe. Effect as for black hair, and yes, it stacks.
17	Spiky Mohawk. Your helmet must be specially made to let it stick out. +1 to Dexterity from all the practice you gain from getting your hair to stay up. Also, you are immune to Chicken On The Head, as there is nowhere for it to perch.
18	Spectacular tattoos. Increase your AC by 2 at any time it is not already above 16.
19	Thick back hair. +1 AC to all attacks from behind. Dwarf women have this effect automatically (see, it pays to read the fine print in the tables!).
20	You are an albino. Hair color becomes White or None – your choice – but without the normal effects from the Hair table. Instead, you get +2 Charisma and a nasty tendency to sunburn.

Skin Color

We're just not going there. It is assumed that you have skin. It can be any color you like. In this enlightened fantasy world, nobody will notice. Besides, you're bloody well going to cover it up with armor, right?



Eye Color

Pick a die at random from your bag. Your eyes are that color. If you come up with a multicolored die, deal with it.

CHAPTER SIX

EQUIPMENT

This chapter is all closed content, except for the words in this box and any words in italic type – but not bold italic! – which are open content.

Most of the best munchkin equipment is either already official (gotta love that throwable flask of holy water), or magical (which will put them in the *Munchkin Master's Guide*), or both (Bag of Holding! Bag of Holding!). So this will be a short chapter, with just a few little things you don't want to leave home without:

WEAPONS

The better to maim with!

Boots, Butt-Kicking:

These metal boots have long metal spikes protruding from the toes. They allow the wearer to deliver a kick attack, doing 1d4 damage on a successful hit. In all other respects, they behave as normal leather boots.

Cost: 15 gp. Weight: 5 lbs. Damage: Piercing, 1d4. Critical: 20/x2.

If your plate
mail has a weapon
rack ...

... you might be a Munchkin.

Bow, Ribbioned: This elfen weapon acts as a normal longbow when used as a weapon. It can also be twirled, however, distracting any opponent firing missiles at the elf's party (-2 to hit). Blind opponents are not affected by this secondary power.

Cost: 100 gp. Other statistics as for a regular longbow.

Chainsaw, gnome: This terrible two-handed weapon uses a clockwork engine to literally tear apart

an enemy's flesh. It runs on alcohol (pure, ideally, although any hard liquor will do in a pinch), and must be started (1 combat round and a Dex check, DC 20) before it can be used effectively in combat. One gallon of alcohol will power the saw for one hour.

Cost: 30 gp. Weight: 6 lbs. Damage: Slashing, 1d10. Critical: 18-20/x3.

Chainsaw, orc: The same as above, only used in one hand and not started, and therefore doing only 1d6 damage.

Requires no fuel in this mode.

Polearm, Swiss

Army: It's not the most elegant weapon in the world, but you are guaranteed to have the polearm you need. It contains one of every type of polearm found in the PHB; changing from one to another is a full-round action.

Cost: 500 gp. Weight: 10 lbs. (Those

Swiss ... how do they do it?) Damage and critical as per the polearm in use.

Rock, Huge: The weapon of choice for boulder warriors. (Ahem.)

Cost: Free. Weight: 150 lbs. Damage: 2d8 per 10 ft. fallen or hurled. Critical: 20/x2.

Slug-Thrower: A hand catapult loaded with your slimy garden friends. Treat as a repeating crossbow, but instead of doing damage, the slugs distract all humanoids (except orcs and half-orcs) they hit: adds +3 to DC for any task requiring concentration, and an additional +1 for each additional slug. Double the penalty for elves and females; triple it for elvish females; and double it again if you can get the slug down the front of her armor (requiring a critical hit).

Cost: 250 gp. Weight 16 lbs. Damage: Special. Critical: 19-20/special effect; see above.

Slugs: Cost: 1 cp, or look under a rock. Weight: 20 to a pound.



STUFF

You need more stuff.

Armor, Slimy:

Ewwwwwwww.

But at least you're protected. Attacks are more likely to slide right on off you; take a +2 circumstance bonus to your AC. Slime must be reapplied after each combat; fortunately, there seems to be quite a lot of it in your typical dungeon. Unfortunately, you also take a -2 penalty to any skills based on Charisma — and if you make a natural 1 on any Reflex save, you fall down and suffer double effects!

Cost: As per the underlying armor. Weight: As per the underlying armor plus 1 lb.

Balloon, Holy

Water: These blessed bits of latex are almost weightless and easy to carry. They work by divine power and radiate no magic. Filled with six ounces of any liquid, they transmute it to holy water, and may then be used exactly like a holy water flask. Note that if the liquid is poured out of the balloon instead, it turns back into whatever it was before.

Cost: 50 gp. Weight: 50 to a pound.

If your character's name is used as the title of a prestige class...

... you might be a Munchkin.

Balloons, Pretty: You may inflate these and bat them around to distract impressionable monsters. If you're lucky, they'll want to play, too, instead of eating you. (They're also very useful in conjunction with a levitate spell...)

Cost: 50 gp. Weight: 50 to a pound.

Bandanna, Bad-Ass: Just what it sounds like. Tie this in a band around your head, and you get a +2 enhancement bonus to your AC just from the sheer intimidation of your raw prowess. Doubles as a dinner napkin.

Cost: 8 gp. Weight: negligible.

Die, Masterwork: This finely made die gives a +1 to all uses. Thus, for instance, if you possess a

Masterwork d6, whenever you roll 6-siders, one of them is considered to roll 2-7! But you need a separate Masterwork die for each type of die; your Masterwork d6 does you no good if you need to roll a d20.

Cost: 1,000 gp. Weight: 20 to a pound.

Glue: It's glue. It sticks stuff together. Not a tough concept. Alcohol will dissolve the glue; otherwise, a Strength check at DC 25 is required to separate two things that are glued together. The check falls by 5 for every full day that elapses.

Cost: 5 gp per flask; each flask holds one application. Weight: 1/2 lb.

Pole, 11-Foot: For the things you wouldn't touch with a 10-foot pole. And there are a lot of these. Consider: the guy who designed that dungeon knows you're going to be poking at things with a 10-foot pole. And he's going to plan accordingly. Now, do you want that ten-ton block of stone falling ON you, or a foot in front of you?

Cost: 2.2 sp.

Weight: 8.8 lbs.

Sports Drink,

Nasty-Tasting: It's

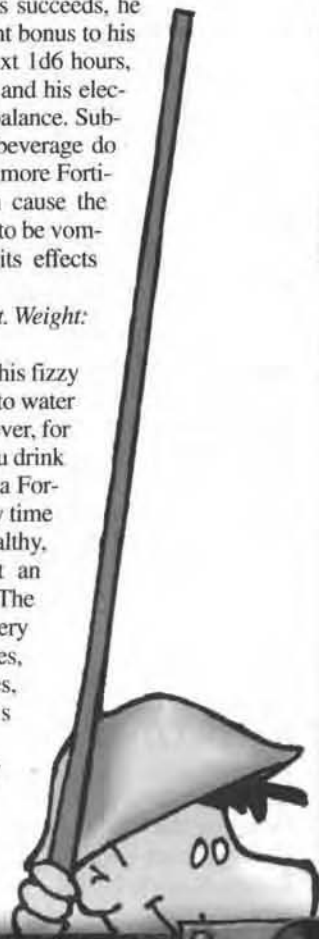
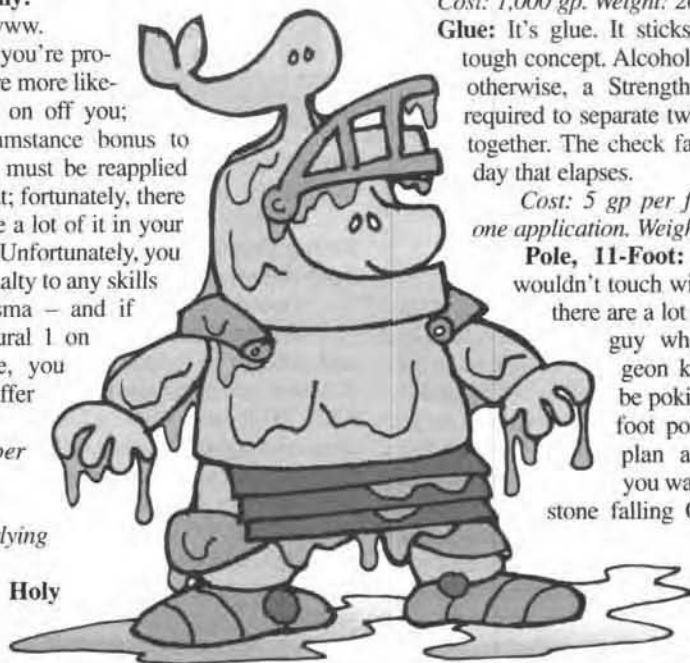
better for you than water, really.

When an adventurer drinks a pint of the stuff, he must make a Fortitude save (DC 20) to keep it down. If this succeeds, he gains a +1 enhancement bonus to his Constitution for the next 1d6 hours, as he is ultra-hydrated and his electrolytes are in perfect balance. Subsequent drinks of the beverage do not stack (but do force more Fortitude saves, which can cause the initial successful drink to be vomited back up, ending its effects prematurely).

Cost: 2 gp per pint. Weight: 1 lb. per pint.

Water, Yuppie: This fizzy beverage is equivalent to water in most respects. However, for the eight hours after you drink a pint, you must make a Fortitude save (DC 20) any time you are trying to be stealthy, to see if you burp at an inopportune moment. The DC goes up by 5 for every pint after the first. Elves, being genteel creatures, are immune to this effect.

Cost: 10 gp per pint (hey, it's French). Weight: 1 lb. per pint.



CHAPTER SEVEN

SPELLS

This entire chapter is Open Content, except for spell titles and the words "munchkin," "dice," and "the," which are Product Identity.

No treatise on the fine art of munchkinry (munchkinship? munchination?) would be complete without a discussion of the ways a magical munchkin may toast his foes . . . from a safe distance. Luckily, there are many satisfyingly destructive spells already in the *d20* rules, and there is no need to repeat them here. In general, a munchkin spell is one which either (a) allows the player to roll bucketloads of dice for damage, or (b) allows the character to sidestep nasty negative effects. If the spell is new, so much the better . . . it means the DM hasn't already figured out a way to defeat it.

This chapter, then, presents a collection of spells designed for the most gleefully munchkin of players and DMs. Enjoy. Destroy!

THE SPELLS

The spells follow an easily understood format that should be old hat to anyone who has ever come within about 30 feet of a *d20* rulebook. So, without further ado . . .

AIDE

Conjuration (Summoning)

Level: Clr 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: One round/level (D)

Saving Throw: None

Spell Resistance: No

Aide summons an assistant to help fight for the caster . . . or, more specifically, to be there to soak up damage. The summoned *aide* has 1d8 hit points, and any damage suffered by the caster first comes from the *aide's* hit points instead. The caster gains a +1 morale bonus to attack rolls and fear effects as long as he has his *aide* there to back him up.

ALTER OTHER

Transmutation

Level: Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Any one ugly creature

Duration: 10 minutes/level or until midnight, whichever comes first

Saving Throw: Fortitude negates

Spell Resistance: Yes (harmless, you would think, but nooooo . . .)

This spell takes a hideous creature within range and reshapes its features so it is slightly less hideous. It cannot perform extensive changes – no making a 4'6", 300-lb. person into a fashion model – but it can remove unsightly blemishes, hide inappropriate facial hair, and even smooth out a hunched back or untwist a club foot. It is very popular with young wizards who have delayed too long in finding a date for the Wizards' Ball, and are now stuck with whoever they can find lounging in a gutter between their tower and the ballroom.

Yes, this spell can mask odors of all sorts . . . at least those which are present when the spell is cast. Wizards are advised to watch the diet of the spell recipient if there is any worry.

The Munchkin Clerical Domain

No book of *d20* player rules would be complete without a new clerical domain. It should be noted that this clerical domain is not currently allowed by any deities. This is to allow you, the creative player, the opportunity to help shape your campaign world – in this case, by convincing your DM that your deity would *naturally* have access to this domain. To this end, you might change the name of this domain to "Self-Defense," "Necessary Roughness," or another innocuous-sounding term. We'll never tell.

Granted Power: +1 to everything, all the time, whenever you could possibly find it useful. Is that simple, or what?

Munchkin Domain Spells

- 1 **Fireball.** BOOM!!!
- 2 **Lightning Bolt.** ZARK!!!
- 3 **Flame Strike.** Eat fiery death, infidel!!!
- 4 **Power Word: Kill.** Die!!!
- 5 **Finger of Death.** I said, DIE!!!
- 6 **Limited Wish.** See, it says it's Limited. This is game balance, kids.
- 7 **Wish.** And here's its big brother!
- 8 **Miracle.** As if you really need one . . . but it never hurts to have it.
- 9 **Magic Missile.** Oops . . . how'd we forget this one earlier?

ANIMAL MAGNETISM

Transmutation

Level: Brd 2, Clr 1, Wiz 1

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell makes a single animal magnetic. It is useful for storing small metallic items in an accessible location, for locating north, and for delivering touch spells to iron golems. It is also a great deal of fun at parties.

Focus: A small metal bar, painted red at one end and black at the other.

ANTI EM FIELD

Transmutation

Level: Brd 6, Clr 6, Wiz 6

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 100-yard-radius emanation, centered on any point chosen within the range

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This dastardly spell leaches all the color and fun out of life within its area of effect. Colors turn to gray, the landscape becomes flat, and otherwise intelligent, fun people turn into farmers. What's worse, this spell is a focus for tornadic activity; there is a 15% chance that a tornado will strike some portion of the spell area during its duration. (The chance rises to 95% if an adorable girl and yapping dog are within the affected region.)

If you cast Meteor Swarm to avoid wasting your *really* good spells . . .

. . . you might be a Munchkin.

ANTI HARM SHELL

Abjuration

Level: Clr 8, Wiz 8

Components: V, S, M/DF

Casting Time: 1 full round

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 5 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This potent spell protects all within its emanation from harm – they can suffer no damage from any

source less potent than artifacts or deities. Unfortunately, enemies who sneak into its area of effect also gain this protection (although they may, of course, be bodily ejected from the area by the warriors cowering in terror . . . er, we mean “guarding the spellcaster”).

BIG B'S INSULTING GESTURE

Evocation

Level: Brd 3, Clr 4, Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

If V*cn* wants the Hand of You . . .
. . . you might be a Munchkin.

Effect: 10-ft. hand

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: No

The famous wizard Bartholomew Maximus, or “Big B” to his friends (he was actually quite short and slight of build; the nickname’s derivation is obvious, if a bit derisive), invented several spells which used disembodied hands of force to carry out his wishes. The first is this one, which presents foes with a huge hand engaged in one of any number of rude gestures. The opponents must succeed at a Will save or become so enraged that they immediately charge to the attack, heedless of potential consequences. The results, needless to say, can be quite amusing – frequently they will attack the hand, rather than the spellcaster, providing ample opportunity to make an escape.

The hand has as many hit points as the caster when it is first brought into being, and has AC 20 (-1 size, +11 natural). It does not impede progress or attacks.

Arcane

Focus: The middle finger of a calfskin glove.



Curses

The *Munchkin* card game provides many, entertaining curses which you may inflict on your fellow players (and which may pop up to bite your butt as well). Many of these would make amusing curses in a *Munchkin* roleplaying game as well; about the only ones that don't work are the "Lose Your Class" and "Lose Your Race" curses. Unless your DM is really, really, nasty . . . and as we all know, that never happens. Players who really want to capture the feel of *Munchkin* may use the following spell:

CURSE OF THE MUNCHKIN

Transmutation

Level: Brd 4, Clr 4, Wiz 4

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to impose any one curse from a Curse card in any of the *Munchkin* sets. The only curses which may not be used are "Lose Your Class" and "Lose Your Race," as those are features far too fundamental to characters in a role-playing game. ("Lose a Level," of course, is fair game!)



can see this hand must make a Will save in order to attack him or use hostile spells which include the caster in the effect. Once this save is made, the effect of the spell is broken.

Focus: A tie-dyed article of clothing.

BIG B'S UNWELCOME TOUCH

Evocation

Level: Clr 7, Wiz 7

Components: V, S, F/DF

Saving Throw: Reflex negates

The less said about this spell, the better.

Arcane Focus: A sweaty glove.

CAN TRIP

Conjuration (Creation)

Level: Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: No

This spell summons a small metal cylinder right at the feet of the target. If he fails his saving throw, he steps on it and falls down – suffering no damage, but certainly far too embarrassed to do much of anything for the next couple of rounds.

CAN'T RIP

Transmutation

Level: Brd 0, Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: The object touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No (harmless)

This spell renders a piece of cloth or paper immune to tearing. It can be quite useful for items that need to last a long time, such as maps or legal documents, or for creating an improvised ladder. It can also be very amusing to cast this on privy tissue, and most wizards learn after the first time to bring a backup supply of paper with them, just in case.

CLOWN

Transmutation

Level: Brd 2, Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes (harmless)



BIG B'S INTERLOCUTORY HAND

Evocation

Level: Brd 6, Clr 6, Wiz 6

Components: V, S, F/DF

Saving Throw: None

As above, except that instead of making a rude gesture, the hand actually blocks all sound between the caster and anyone on the other side of the hand. This makes the caster immune to any sound-based attacks, but does inhibit his ability to eavesdrop.

Arcane Focus: A piece of cork shaped like a human hand.

BIG B'S PEACEFUL SIGN

Abjuration

Level: Brd 5, Clr 5, Wiz 4

Components: V, S, F/DF

Saving Throw: Will negates

Big B used this spell to turn enemies into friends, to bring love to the world, and . . . oh, who are we kidding? He used it to keep himself from being turned into a mage-kabob.

When this spell is cast, a large hand appears, holding up its index and middle fingers in a V shape. Any creature with hostile intent toward the caster who

When this spell is cast, the bard or wizard touches a creature, who immediately assumes all the physical characteristics of a clown: painted face, big floppy shoes, red nose, and so on. This spell does not convey any of the other typical abilities of clowns, such as a seltzer bottle attack, the ability to cram into any mode of conveyance, or the potent *fear* effect of the true clown.

If a Critical Failure means you
only do normal damage this
round . . .

. . . you might be a Munchkin.

CON TRIP

Transmutation

Level: Brd 0, Clr 0, Wiz 0

Components: V, S

Casting Time: 1 action

Range: Personal and touch

Target: You and the rest of your party

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This potent spell is a variant of *teleport* which sends your group to the nearest large gathering of adventurers; you have no control over your destination (but will arrive safely). A particularly nasty side effect of this spell is that when you arrive, you will appear as though you had traveled the entire distance; this frequently results in poor grooming and hygiene, lack of sleep, and other deleterious effects. You are also afflicted with a strange compulsion to buy, at higher prices, goods readily available in your home town.

On the up side, you'll have a great time.

CURE INSIGNIFICANT WOUNDS

Conjuration (Healing)

Level: Brd 0, Clr 0

Components: V, S

Casting Time: 1 action

Range: Personal or touch

Target: You or creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Now you can fix that paper cut, you big baby.

DETECT BEST TREASURE

Universal

Level: Brd 1, Wiz 1

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: Quarter-circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This one isn't too hard; it points out the best treasure in a recently cleared monster lair. Now it's up to you to keep everyone else away from it. (This is where those thief levels come in really handy . . .)

DORKVISION

Enchantment [Mind-Affecting]

Level: Brd 3, Wiz 3

Components: V, S, M, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

This potent spell has several nasty effects.

1) It forces the victim to focus his attention on the single most unattainable person at a social gathering, to the exclusion of all others, even those who might find him cute.

2) It allows the examination of minutiae, with an eye toward criticizing any and all mistakes found.

3) It shows you rules (and footnotes to rules!) which cannot otherwise be found in the complete collection of resources for your favorite RPG.

Material Component: A good pint of ale.

Arcane Focus: A small lead figurine and a scratched lens.

HALF-ACID ARROW

Conjuration (Creation) [Acid]

Level: Wiz 1

Components: V, S, M, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: One arrow of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell conjures an arrow which has a 50% chance to be made of acid. You must succeed at a ranged touch attack for this arrow to strike its target. If the arrow is made of acid, apply damage as per the *acid arrow* spell. If it is not, apply damage as per a standard arrow fired from a short bow.

Material Component: Powdered rhubarb.

Focus: A dart.



HALLUCINATORY TRAIN

Illusion (Glamer)

Level: Brd 4, Wiz 4

Components: V, S

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: One train

Duration: 2 minutes/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

You create an illusory train, complete with belching smoke and chugga-chugga noises, which overlays the existing landscape. If the train gets close enough for people to actually interact with it, they may discover that this is a glamer. Structures, equipment, and creatures in the area are not covered by this illusion.

If what you call "improved continual flame" others call "sunrise" . . .
... you might be a Munchkin.

HALT DEAD

Necromancy

Level: Clr 7, Wiz 8

Components: V, S, M/DF

Casting Time: 1 action

Range: Infinite. What the hell.

Target: Up to three dead, no two of which can be more than 30 ft. apart

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This potent spell halts the advance of dead creatures. Stops 'em right in their tracks. Forever. This spell has no effect on undead.

Arcane material component: A pinch of dirt from a freshly dug grave.

HEEL

Enchantment (Charm)

Level: Brd 4

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This bard spell causes one person to follow the bard obsessively, willing to perform any manner of servile duties in exchange for a meager scrap of the bard's attention . . . and maybe a tummy rub.

Material component: A short piece of braided leather.



HOLY COW

Evocation [Good]

Level: Clr 2

Components: V, S, DF

Casting Time: 1 action

Range: Close (25 ft. + 2 ft./level)

Target: One cow

Duration: Until the cow is consumed

Saving Throw: None

Spell Resistance: If your cow has spell resistance, go for it.

The cleric who casts this spell turns one cow into a sacred relic. Undead and summoned evil creatures cannot get close to it, and even nonmagical evil creatures prefer to stay away when possible. Further, the flesh of the cow is especially succulent, and confers the same advantages as the *bless* spell for eight hours after being eaten. Grilling the steaks for too long cancels both of these benefits.

INFLICT INSIGNIFICANT WOUNDS

Necromancy

Level: Brd 0, Clr 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Ooh, ow! Paper cut! Nasty one! Right between two fingers on your right hand! This spell does no damage, but it hurts like hell and adds +3 to the DC to any task involving concentration.

If your character sheet is longer than the *Player's Handbook* . . .
... you might be a Munchkin.

INVISIBILITY TO THE BLIND

Illusion (Glamer)

Level: Brd 1, Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

This potent spell makes the caster, or a creature or object he touches, totally invisible to anyone who is

Spells In Modern d20 Games

Some purists would argue that there is no place for spellcasting in modern-era games, that it destroys the atmosphere to have your superspy or brainy scientist solve problems with magic instead of nifty gadgets or raw intellect.

Balderdash, say we.

To illustrate, let's take a perfectly good fantasy spell and see how we can translate it to modern terms:

"Death spell! Cool! Takes 3 rounds to cast."

BLAM!! BLAM!! BLAM!!

"Hey, it works!"

blind. Blind creatures are totally unable to see the subject of the spell for its duration. When the spell expires, they are unable to see him normally.

Arcane material component: A mole's whisker or a bat's wing.

INVISIBILITY TO THE BLOND

Enchantment (Charm)

Level: Brd 1, Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

As *invisibility to the blind*, except that the subject of the spell cannot be seen by any person or creature with blond hair or fur, whether natural or dyed. (Note that dyed blonds are at -4 on their rolls to detect the invisible person, creature, or thing. They brought it on themselves.) The verbal component is a simple declaration: "Hey, I'm invisible!"

Arcane material component: Hydrogen peroxide.

KANT TRIP

Enchantment [Mind-Affecting]

Level: Brd 0, Clr 0, Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Personal or touch

Target: You or creature touched

Duration: 1d4 hours

Saving Throw: None or Will negates (creature)

Spell Resistance: No or yes (creature)

This spell causes its subject to fall into a delirious state, during which he thinks he is an 18th-century German philosopher . . . and explains this anyone who will listen, at length, disrupting sleep and any attempts to keep him quiet short of a *silence* spell.

Material component: A small piece of mushroom.

L33T

Illusion (Glamer)

Level: Clr 3

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: One piece of writing or inscription

Duration: One week/level (D)

Saving Throw: None

Spell Resistance: Yes

A cleric who casts this spell turns a single page of writing or a single inscription into a meaningless jumble of letters, numbers, and symbols. It does not actually encode the text, and there are rumors of certain sages who can decipher *l33t* without needing to dispel the magic. Certainly, such men would be wise indeed.

MAIZE

Conjuration (Creation)

Level: Wiz 7

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 2 ft./level)

Target: One creature

Duration: 10 minutes

Saving Throw: None

Spell Resistance: No

You conjure up an extradimensional labyrinth of corn plants, and the subject vanishes into it. The maize disappears after 10 minutes, forcing the subject to leave. On leaving the maize, the subject reappears in the spot it had occupied when the *maize* spell was cast, appearing nearby if this spot is now filled with a solid object.

Spells and abilities that move a creature within a plane do not help a creature escape a *maize* spell, although some plant-affecting spells may (DM's option). Farmers are not affected by this spell.



If the God of Destiny asks
you what's going to happen
next . . .
... you might be a Munchkin.

MEAT SWARM

Evocation

Level: Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This disgusting spell brings into being several pounds of dripping wet raw meat, then blows it up in an explosion of gore. Any being within the area of effect is pelted with bits of bloody carcass, suffering 1d6 points of damage per caster level, up to a maximum of 10d6. (Vegetarians and vegans take double damage.) The meat is edible, although not from any known creature; when cooked, it tastes like chicken. When not cooked, it's just kind of gross. What would happen if you tried to raise or animate it? We don't know.

Why don't you try it?

Material component: A small piece of charcoal.

MEATIER SWARM

Evocation

Level: Wiz 7

Area: 30-ft.-radius spread

This is an enhanced version of the above spell; it does 1d8 points of damage per caster level, up to 15d8, to creatures in its area of effect. As before, vegetarians and vegans take double damage.



MINER CREATION

Conjuration (Creation)

Level: Wiz 4

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 2 ft./level)

Effect: One miner

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell brings into being a dwarf. For the length of his existence, he mines. It's not a hard concept.

Focus: A small yellow hemisphere of ceramic, which has been the target of a *light* spell at some point in the past.

MINER IMAGE

Illusion (Figment)

Level: Brd 2, Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 2 ft./level)

Effect: Visual figment of one dwarf

Duration: Concentration + 2 rounds

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

As *miner creation*, except that the caster only produces the *image* of a dwarven miner. If this image tries to do any work, it vanishes. Strangely, this makes it more realistic, not less.

MARRIAGE ARCANA

Illusion (Glamer)

Level: Brd 5, Wiz 5

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 2 ft./level)

Area: One 20-ft. cube/level (S)

Duration: Concentration + 1 hour/level (D)

Saving Throw: Will disbelief

Spell Resistance: Yes

A potent illusion, this spell has many uses around the home. It can make a cluttered room appear clean, a yard appear mowed and raked, and even a neglected ice-box seem defrosted. In short, it can cover a multitude of faults . . . briefly.

The illusion includes sight, sound, smell, and even touch in the senses it can fool. It cannot hide or disguise any creatures in the area of effect (though creatures can hide *themselves* within the illusion, for instance by crawling behind a repotted plant).

MOVE HEAVEN

Transmutation

Level: Wiz 8

Components: V, S, F (sometimes M; see below)

Casting Time: 1 action

Range: Unlimited

Target: One heaven

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

One of the most potent spells in the wizard's list, *move heaven* is (of course) the higher-level companion to *move earth*. This spell allows the wizard to relocate a single heaven to anywhere else in the multiverse – hell, the astral plane, the Lincoln bedroom, you name it. The souls and celestial spirits within the heaven don't seem to notice.

Focus: An atlas. (To move heaven to the Lincoln bedroom, the wizard must also make a sizable donation to the Republican National Committee; this donation is considered a material component.)

If you think of Excalibur as a
"decent back-up weapon" ...
... you might be a Munchkin.

NEUTRALIZE POISSON

Abjuration

Level: Brd 3, Clr 2, Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One plate

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Popular in certain restaurants, this spell has only one purpose: to make sushi edible. Sometimes, it even works.

Material component: Wasabi.

NUNDETECTION

Divination

Level: Clr 2

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level

Saving Throw: None

Spell Resistance: No

Clerics use this spell to locate nuns nearby. Those educated in parochial school will then usually flee. Repeated use of this spell is dangerous, as it can be habit-forming.

If you have a scenic way to kill
foes: Grapple, teleport to low
orbit, bounce ...

... you might be a Munchkin.

PASSDOORWAY

Transmutation

Level: Wiz 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One doorway

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a passage through any open doorway. This spell cannot breach closed doors, openings without doors, or any *wall* spell, nor does it move aside any creatures or nondoor objects which may be in the doorway at the time.

Focus: A small brass knob.

PASS WITHOUT STUDY

Transmutation

Level: Brd 6, Clr 6, Wiz 6

Components: V, S, F/DF

Casting Time: 1 action

Range: Touch

Target: One creature/level touched

Duration: One hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell is the bane of educators everywhere, as it magically empowers the subject to write or speak the correct answer to exam questions, regardless of what the student is actually trying to write or say.

Arcane focus: The skin of a pig, sewn into a ball and inflated.



POWER WORD, BLINK

Conjuration (Creation)

Level: Wiz 1

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature with up to 150 hit points

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When *power word, blink* is uttered, one creature of your choice within the spell's range is forced to blink, once. The spell fails if the creature does not have eyelids. Blinking has no combat effect.

REALLY LIMITED WISH

Universal

Level: Wiz 1

Components: V, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This (much) weaker version of the *wish* spell allows the caster to alter the recent past, to dictate the result of an action, or to have any other minor effect on events in the game. The caster merely says something such as, "I wish Bob had hit that orc that just impaled me on a stalagmite," and the unchangeable past is suddenly, er, changed.

Material component:

A \$20 bill, handed to the DM while casting the spell.



If you have a magic item that can destroy the world . . . with four charges left . . .

. . . you might be a Munchkin.

If you need a caddy to carry all your rods, wands, and staves . . .
. . . you might be a Munchkin.

SUMMON MOBSTER I

Conjuration (Summoning)

Level: Brd 1, Clr 1, Wiz 1

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

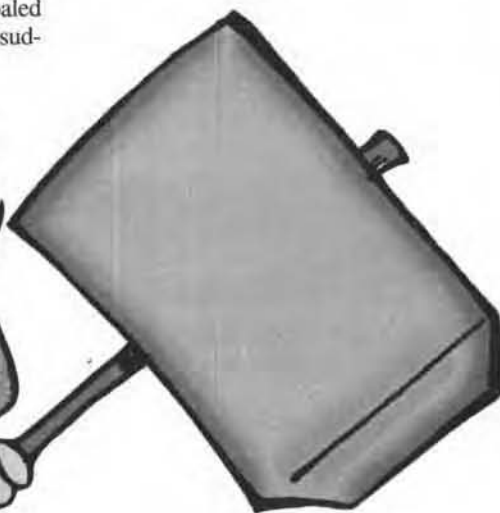
Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a first-level Sicilian (usually a warrior or thief) who attacks your enemies. He appears where you designate and acts immediately, to the best of his ability. If you can speak Italian or otherwise communicate with him, you can direct him not to attack, to attack particular enemies, or to do something else. The Sicilian acts normally on the last round of the spell and then disappears.

Arcane focus: A tiny bag and a small silver horse's head.



SUMMON MOBSTER II

Conjuration (Summoning)

Level: Brd 2, Clr 2, Wiz 2

Effect: One or more summoned Sicilians, no two of which can be more than 30 ft. apart.

As *summon mobster I*, except . . . oh, screw it. Y'all can just fill in the rest of these yourself.

UMPIRIC

TOUCH

Abjuration

Level: Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched
(see text)

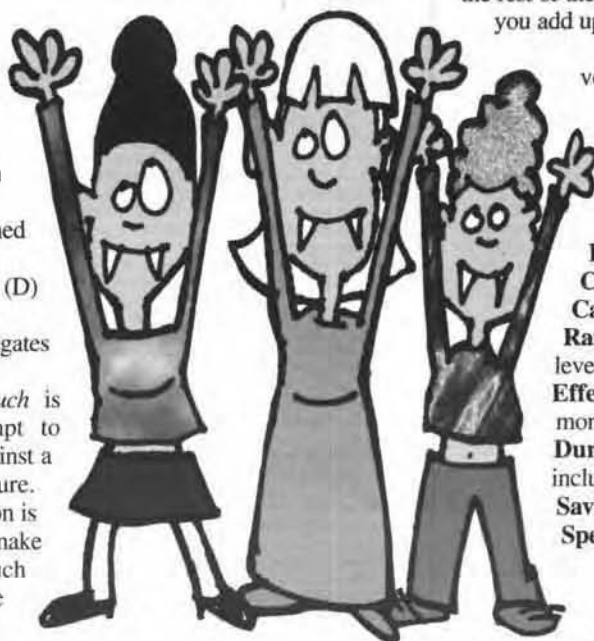
Duration: 1 hour/level (D)
(see text)

Saving Throw: Will negates

Spell Resistance: Yes

Once *umpiric touch* is cast, you may attempt to make touch attacks against a chosen target creature. *Umpiric touch*'s duration is permanent until you make three successful touch attacks against a single target, at which time the spell's magic takes effect. If the target fails its Will save, it must go home and take a shower, remaining there for the duration listed above.

Evil target creatures are likely to take their ball home with them.



the rest of the group out for pizza while you add up the total.

Focus: A small purple velvet bag with a gold drawstring.

WEBB

Conjuration (Summoning)

Level: Clr 3, Wiz 3

Components: V, S, F/DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One creature summoned

Duration: 30 minutes, including commercials

Saving Throw: None

Spell Resistance: No

Webb is used by criminal investigators. It summons up a man in a rumpled suit, who proceeds to speak to any witnesses to a crime.

They are strangely compelled not to ramble, only giving salient information in as concise a manner as possible – ideally, just the facts.

Arcane and divine focus: A small net, dragged behind the wizard or cleric during the casting.

If your character is 9th level and still doesn't have a last name ... or a first ...
... you might be a Munchkin.

WALL OF DICE

Evocation

Level: Wiz 7

Components: V, S, F

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Plane of dice, up to one 10-ft. square per level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This offensive spell can devastate whole armies at once. When cast, a huge wall of many-sided dice appears, then rolls over anyone on the other side. The caster determines the orientation of the wall, as well as which side is safe from the damage.

To determine the damage caused by the *wall of dice*, you roll all the dice you have at the time. (No fair borrowing dice from other players ... unless you think you can do it without getting caught!) Send



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