**Portal – New Card Type**

Dungeon cards are double-sided, both to give lots of room for art and text and to make sure you don’t mix them into other decks. While a Dungeon card is in play, it affects all the players unless the Portal that sent you there (see below for Portsals) says otherwise. Some Dungeons will let you gain levels for entering, leaving, or doing certain things. These level increases cannot give you the winning level unless the Portal says otherwise.

When a Dungeon card is discarded, follow its instructions about reverting effects, discarding extra cards, and so on. Yes, you can be in more than one Dungeon at the same time. All face-up Dungeon cards are in play. Discarded Dungeons are placed face-down beside the draw deck.

Contradictory Dungeons: In the event that two Dungeons directly contradict each other, the last one played is the one that governs. Special “Edge Case” note: When you leave one Dungeon and enter another, there is never a moment when you are in neither one. This means that if some special effect is legal in both Dungeons, but not in regular Munchkin, you do not lose it when you move from one Dungeon to the other. (If you don’t think it’s necessary for us to make rules in advance for cases this weird, this must be your first game of Munchkin.)

Alternate Dungeon Rule: If you really like a particular Dungeon, play with it and leave out all the Portal cards . . . or make a house rule that, regardless of Portal cards, that “base dungeon” cannot be removed.

**Setting Up the Dungeons**

The Portal cards form their own deck. Start the game with one Dungeon card turned face-up. This is the Dungeon that you are in. To choose it, you can either:

1. Pick one randomly, or
2. Let the player who won the last game pick a starting Dungeon, or
3. Let the player who LOST the last game pick a starting Dungeon, or
4. Just agree on one you like.

However you pick the first Dungeon card, it’s likely to change. So shuffle the rest of the Dungeons and put the deck face-down, ready for the next player. The next player picks a starting Dungeon, or

(1) Pick one randomly, or
(2) Let the player who won the last game pick a starting Dungeon, or
(3) Let the player who LOST the last game pick a starting Dungeon, or
(4) Just agree on one you like.

When you leave one Dungeon and enter another, there is never a moment when you are in neither one. This means that if some special effect is legal in both Dungeons, but not in regular Munchkin, you do not lose it when you move from one Dungeon to the other.

When you draw a Portal face down, you have a choice:

1. Turn it face up immediately and follow its instructions. After you follow the Portal’s instructions, draw another face-DOWN Door.
2. Put it in your hand. You may play it later, but only if (a) it is your turn, (b) you are not in combat, and (c) you haven’t already played a Portal on that turn. When you play it, follow its instructions and immediately draw a face-DOWN Door.

Remember: When you play a Portal, you always draw another Door to replace it. If the original Portal was drawn face-up, the replacement Door is face-up. If the original Portal was face-down, so is the replacement.

**Setting Up the Portals**

There are 16 Portals in this set – two each of eight different types. If you are playing with Munchkin without any supplements, we suggest that you put in only eight Portals – one of each type. Otherwise, you’ll be switching dungeons every time somebody blinks. (But you can certainly use all the Portals if you want to. Remember to blink a lot.)

If you are playing with one or more supplements, though, you should definitely put in all the Portals!

If you have so many supplements that the 16 Portals would get lost among all your Doors, we suggest that you shuffle all your Doors, take the top 150 or so, and then shuffle the Portals into that batch. Remember to take them out after the game. Or, you could mix this with Munchkin 6 – Demented Dungeons!

**Crossovers**

These cards are all themed to go with the classic fantasy Munchkin, but most of them will work perfectly well with other sets . . . or more . . . or less. But you can also use whatever ones you like. Will we do “dungeon” sets for other munchkinly themes? We’ve already published Munchkin 6 – Demented Dungeons, Munchkin Cthulhu 4 – Crested Caverns, and Munchkin Zombies 3 – Hidden Hideouts, and we’re considering other sets. Will you buy them? Let us know!

**Changing Dungeons Without a Portal**

At any time during your own turn, you may discard four cards from your hand and “discover an exit.” Draw a new Dungeon. You then have the option of discarding an existing Dungeon, but you don’t have to.

**More Munchkin!**

Munchkin comes in lots of flavors! You can get classic fantasy, sci-fi, superheroes, pirates, cowboys, zombies . . . and they’re all compatible!

Visit munchkin.sjgames.com for errata, updates, Q&A, and much more. To discuss Munchkin games and rules (including PDF store, with free downloads to try them, and use whichever ones you like. Will we do “dungeon” sets for other munchkinly themes? We’ve already published Munchkin 6 – Demented Dungeons, Munchkin Cthulhu 4 – Crested Caverns, and Munchkin Zombies 3 – Hidden Hideouts, and we’re considering other sets. Will you buy them? Let us know!

Visit munchkin.sjgames.com/terrIBLEtOMBS. The icon for this set is .

**Game Design by Steve Jackson • Illustrated by John Kovalic**

Catacombs art by Katie Cook

President/Editor-in-Chief: Steve Jackson • Chief Executive Officer: Philip Reed • Chief Operating Officer: Samuel Mitschke • Executive Editor: Miranda Hornor • Munchkin Line Editor: Andrew Hackard • Munchkin Editorial Assistant: Devin Lewis

Production Artist: Gabby Ruenes • Production Assistant: Bridget Westernman • Project Manager: Darryll Silva

Prepress Checker: Miranda Hornor • Marketing Director: Rhea Friesen • Director of Sales: Ross Jepson

Game Design: Philip Reed, Samuel Mitschke, Devin Lewis, Alex Shvarts, Dan Putnam, Greg Quinnett, Catherine Reynolds, Alexis Ishizaka, John Kovalic, and Lee Haske.

Munchkin, Terrible Tombs, the Munchkin character, Warehouse 23, the all-seeing pterodactyl, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. Munchkin 6.5 – Terrible Tombs is copyright © 2016 by Steve Jackson Games Incorporated. All rights reserved. Rules contain 1-15 (April 2016).
While in this Dungeon, everyone gets one extra Hand, and everyone can carry an extra Big item. When you leave, you must discard Big items down to your normal limit. You don't have to discard the items that exceed your normal Hands limit, but you have to decide which one(s) you will carry but not use.

DUNGEON OF FEEBLE FOES

Any bonus on a monster card is doubled and reversed. So, for instance, a monster which normally gets +5 against Elves now gets -10 against Elves. Penalties on monster cards are unchanged.

PORTAL

Discard the Dungeon card of your choice and draw a new one to replace it.

PORTAL

CAVE-IN!
The walls come tumbling down. The player of your choice loses a level!

Discard the Dungeon card of your choice and draw a new one to replace it.