

MUNCHKIN PATHFINDER[®]

DELUXE



Example of Combat, With Numbers and Everything

Molly is playing a Level 4 Summoner with the Blazer (+2) and the T-Bone Stake (+2), for a total combat strength of 8. She Kicks Open The Door and finds the Slob Goblin. Its Level is 1 and it doesn't have any special bonuses, so she's winning, 8 to 1.

Molly: Eeeuw, gross. I'm killing this now.

Nick: Not so fast, there. It's a Goblin, so I'm adding the Mob Goblins to the fight.

Nick doesn't need to use a Wandering Monster card because of the special Goblin rules. With the Level 10 Mob Goblins, who get +3 against munchkins fighting alone, Molly is now losing, 14 to 8.

Tim: What the heck, I hate missing a party. It's the Shop Goblin!

The Level 2 Shop Goblin adds another 2 to the fight, so Molly's losing, 16 to 8.

Molly: I love you guys so much. Wait, did I say "love"?

Nick: Back at ya, babe. You want some help?

Molly: Yes. Lucky for me, my eidolon can provide it.

Molly uses her Eidolon ability from the Summoner class and discards Lamashu. Lamashu gives 5 Treasures, so as an Eidolon, it is worth +10 to the fight. Now Molly is winning, 18 to 16.

Molly: Either of you jokers planning to make this worse? (For good measure, she holds a Door card up from her hand and glares at Nick and Tim. It's another Summoner card, but they don't need to know that...)

Nick: I don't like the way you said that, so no, you're good.

Tim: I'm just glad I don't have to fight Lamashu.

Molly declares victory and claims her three levels (one for each monster) and five Treasures (three for the Mob Goblins and one each for the Slob Goblin and Shop Goblin). She's now Level 7 and has a lot of Treasure to work with... which probably means Tim and Nick are going to work together to bring her down at the first opportunity. And the game goes on...

If you fail to Run Away from a monster, it does Bad Stuff to you, as described on its card. This may vary from losing an Item, to losing one or more levels, to Death (see below).

If you are fleeing from multiple monsters, you roll separately to escape each one, in any order you choose, and suffer Bad Stuff from each one that catches you as soon as it catches you.

If two players are cooperating and still can't defeat the monster(s), they must both Run Away. They roll separately, and each player chooses in what order to Run Away. The monster(s) CAN catch them both.

Once you have resolved all Run Away rolls, discard the monster(s).

DEATH

If you die, you lose all your stuff. You keep your Class(es), Faction(s), and Level (and any Curses that were affecting you when you died) – your new character will look just like your old one. If you have Double Life or

Super Munchkin, keep those as well. Once you have died, you don't have to Run Away from any remaining monsters.

Looting The Body: Lay out your hand beside the cards you had in play (making sure not to include the cards mentioned above). If you have an Item carried by a Hireling or attached to a Cheat! card, separate those cards. Starting with the player with the highest Level, everyone else chooses one card . . . in case of ties in Level, roll a die. If your corpse runs out of cards, tough. Once everyone gets one card, discard the rest. Looted cards go into players' hands.

Dead characters cannot receive cards for any reason, not even Charity, and cannot level up or win the game.

When the next player begins his turn, your new character appears and can help others in combat with his Level and Class or Faction abilities . . . but you have no cards, unless you receive Charity or gifts from other players.

On your next turn, start by drawing four face-down cards from each deck and playing any legal cards you want to, just as when you started the game. Then take your turn normally.

CURSES

If drawn face-up during the Kick Open The Door phase, Curse cards apply to the person who drew them.

If acquired some other way, such as by Looting The Room, Curse cards go into your hand and may be played on any player at any time. ANY time, do you hear me? Reducing someone's abilities just as he thinks he has killed a monster is a lot of fun.

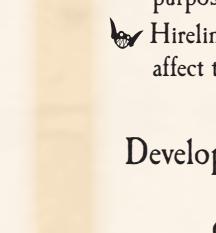
Usually, a Curse affects its victim immediately (if it can) and is then discarded. However, some Curses give a penalty later in the game or have a continuing effect. Keep these cards until you get rid of the Curse or the penalty takes effect. (Curse cards you keep as a reminder may not be discarded to power Class or Faction abilities. Nice try!)

Note: If someone plays a "your next combat" Curse on you while you are in combat, it counts in *that* combat! The same is true for a "your next turn" Curse played during your turn.

If a Curse can apply to more than one Item, the victim decides which Item is lost or Cursed.

If a Curse applies to something you don't have, ignore it. For instance, if you draw Lose Your Armor and you have no Armor, nothing happens; discard the card. (Some Curses have alternate effects, though, so read the card!)

There will be times when it will help you to play a Curse or Monster on yourself, or to "help" another player in a way that costs him Treasure. This is very munchkinly. Do it.



ALLIES

This special version of *Munchkin Pathfinder Deluxe* includes 12 Ally cards, drawn by Lar deSouza, based on the iconic characters from the 2018

Pathfinder Playtest. You may have one Ally accompany your character. When you draw an Ally, either face up or face down, you may play it immediately or keep it in your hand to play later, at any time, even during combat. While in play, your Ally may grant you combat bonuses or special abilities. You can choose to play a new Ally and discard the old one whenever you like, but you may not trade an Ally to another player.

Allies can be sacrificed to allow automatic escape for you from all monsters in a combat, by discarding the Ally instead of rolling to Run Away. If someone was helping you in combat, you decide whether your helper automatically escapes when you sacrifice an Ally.

More Munchkin!

Visit munchkin.game for news, errata, updates, Q&A, and much more. To discuss *Munchkin* with our staff and your fellow munchkins, visit our forums at forums.sjgames.com/munchkin. Check out munchkin.game/gameplay/resources for reference cards, play mats, and dozens of links.

Use the #PlayMunchkin hashtag on social media to get our attention!

Twitter: Our Twitter feed often has *Munchkin* news (or bonus rules!): [@SJGames](https://twitter.com/SJGames).

Facebook: Connect with other fans on our pages for *Munchkin* (facebook.com/sjgames.munchkin) and Steve Jackson Games (facebook.com/sjgames).

Instagram: We post lots of pictures of new *Munchkin* stuff to instagram.com/stevejacksongames.

The URL for this set is munchkin.game/products/games/munchkin-pathfinder/munchkin-pathfinder-deluxe/. The icon for this set is

Super-Sized Munchkin

Studies have shown that 8.4 out of 9.7 *Munchkin* players just can't get enough of the game. Here are some ideas to take your *Munchkin* games to new heights – or lows:

Combining different Munchkin sets. You can mix two (or more) base sets and expansions together for a genre-crossing mega-*Munchkin* adventure! Space plus Old West? Kung fu vampires? No problem!

Expansions. These add still more monsters to kill, new Treasure to loot, and sometimes entirely new kinds of cards. Ask for all the *Munchkin* sets and expansions at your local game or comic store – find it using our Store Finder, storefinder.sjgames.com – but if you don't have a local store, we'll be happy to sell them directly to you at warehouse23.com.

All of the above!!!

Faster Play Rules

For a faster game, you can add a "phase 0" called Listen At The Door. At the start of your turn before doing anything else, draw a face-down Door card, which you may play or not. Then arrange cards and Kick Open The Door normally. If you Loot The Room, draw a face-down Treasure, not a Door.

You can also allow shared victories – if a player reaches Level 10 in a fight where he had a helper, the helper also wins the game, no matter what Level he is.

Hirelings and Allies are the same thing. Anything that affects one will affect the other.

Developed by Andrew Hackard. Based on Steve Jackson's *Munchkin*. Illustrated by John Kovalic and Lar deSouza

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Special thanks to the following *Munchkin* fans who won auctions to be illustrated on cards in this set. From WarpCon 2013: Sean Kenneally (Witch with turtle familiar), Kelvin Kileen (male, curly-haired Pathfinder), Brian Nisbet (bald Witch), and Alexander Storey-Cosgrave (Eagle Knight with sword stuck into the ground). From the Child's Play auction in 2013: Steve Dengler (male Eagle Knight with raised sword). Thanks to all of these winners, and to everyone who donated, for your generosity!

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5

CHARACTER CREATION

Everyone starts as a Level 1 character with no class. (This joke is included pursuant to the requirements of the *Munchkin System Reference Document*, v2.3.) *Munchkin* characters may be either male or female. Your character's sex matches the sex of the standie on the board. If you change sex, swap standies.

STEVE JACKSON GAMES



Conflicts Between Cards and Rules

This rulesheet gives the general rules. Many cards add special rules, so in most cases when the rulesheet disagrees with a card, follow the card. However, ignore any card effect that might seem to contradict one of the rules listed below unless the card explicitly says it supersedes that rule!

1. Nothing can reduce a player below Level 1, although card effects might reduce a player's or a monster's combat strength (p. 3) below 1.

2. You go up a level after combat only if you kill a monster.

3. You cannot collect rewards for defeating a monster (e.g., Treasure, levels) in the middle of a combat. You must finish the fight before gaining any rewards.

4. You must kill a monster to reach Level 10, and you cannot force another player to help you do it.

Any other disputes should be settled by loud arguments, with the owner of the game having the last word. You could also read the *Munchkin* FAQ and errata pages at munchkin.game, or start a discussion at forums.sjgames.com/munchkin . . . unless it's more fun to argue.



When You May Take Actions

You may perform these actions at any time:

- ✓ Discard a Class, Faction, or Ally.
- ✓ Play a **Go Up a Level**, **Hireling**, or **Ally**.
- ✓ Play a Curse.

You may perform these actions at any time, as long as you are not in combat:

- ✓ Trade an Item with another player (the other player may not be in combat, either).
- ✓ Change which Items you have equipped.
- ✓ Play a card that you have just received (some cards may be played even during combat; see above).

You may perform these actions on your own turn:

- ✓ Play a new Class or Faction card (at any time).
- ✓ Sell Items for levels (except when you are combat).
- ✓ Play an Item (most Items cannot be played during combat, but some one-shot Items can; see p. 3).

TURN PHASES

Your turn begins as soon as the previous player's turn ends. At the start of your turn, you may play cards, switch Items from equipped to unequipped or vice versa, trade Items with other players, and sell Items for levels. When your cards are arranged the way you want, go to phase 1.

(1) Kick Open The Door: Draw one card from the Door deck and turn it face up.

If it's a monster, you must fight it. See **Combat**, p. 3. If the card is a curse – see **Curses**, p. 5 – it applies to you immediately (if it can) and is discarded (unless it has a persistent effect or you keep the card as a reminder of an upcoming effect).

If you draw any other card, you may either put it in your hand or play it immediately.

(2) Look For Trouble/Loot The Room: If you fought a monster in phase 1, skip this phase and go to phase 3.

If you did NOT draw a monster when you first opened the door, you have two choices: either **Look For Trouble** or **Loot The Room**.

Look For Trouble: Play a monster from your hand and fight it, just as if you had found it when you kicked open the door. Don't play a monster you can't handle, unless you're sure you can count on getting help (see p. 4)!

Loot The Room: Draw a second card from the **Door** deck, face down, and place it in your hand.

(3) Charity: If you have more than five cards in your hand, you must play enough cards to get you to five or below. If you cannot, or do not want to, you must give the excess cards to the player with the lowest Level. If players are tied for lowest, divide the cards as evenly as possible, but it's up to you who gets the bigger set(s) of leftovers. If YOU are the lowest or tied for lowest, just discard the excess.

As soon as you are finished with Charity, the next player's turn begins.

Combat: Basic Rules

When you fight a monster, you compare your **combat strength** (your Level plus any bonuses or penalties) against the monster's combat strength. If your combat strength is greater, you win! If it is tied or lower, the monster wins.

For the full explanation, see **Combat**, p. 3.

CHARACTER STATS

Each character is basically a collection of weapons, armor, and magic items, with three stats: Level, Class, and Faction. For instance, you might describe your character as "a Level 8 Pathfinder Witch with the **Hellscore**, **Goblin Sweat**, and the **Torc of Tchotches**."

Level: This is a measure of how generally buff and sturdy you are. When the rules or cards refer to your Level, capitalized, they mean the number in the space where your standie is.

You gain a level when you kill a monster, or when a card says that you do. You can also sell Items to buy levels (see **Items**).

You lose a level when a card says you do. Your Level can never go below 1. However, your combat strength can be negative, if you get hit by a Curse or suffer some other kind of penalty.

Class: Characters may be Alchemists, Necromancers, Summoners, or Witches. Each Class has special abilities, shown on the cards. You gain the abilities of a Class the moment you play its card in front of you, and lose them as soon as you discard that card.

Some Class abilities are powered by discards. Unless the card specifies, you may discard any of your cards, in play or in your hand, to power a Class ability.

You can discard a Class card at any time, even in combat: "I don't wanna be a Witch anymore." You may play a new Class card at any time on your own turn, or as soon as you get it if it's not your turn.

You may not belong to more than one class at once unless you play the **Super Munchkin** card.

Faction: Characters may be Eagle Knights, Hellknights, Pathfinders, or Red Mantis Assassins. The rules for Classes, above, also apply to Factions.

You may not belong to more than one Faction at once unless you play the **Double Life** card.

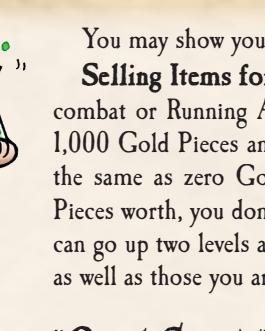
SUPER MUNCHKIN AND DOUBLE LIFE

These cards may be played whenever it is legal to play a Class or Faction, as long as you have an appropriate card (Class for **Super Munchkin**, Faction for **Double Life**) to attach it to. You cannot have more than one of the same Class or Faction card in play at once.

If you play **Super Munchkin** with one Class, you get all the advantages of being that Class (the ability to equip Class-only Items, monsters with penalties against that Class suffer those penalties) and none of the disadvantages (you can equip Items forbidden to that Class, and monsters do not get bonuses because of your Class). If the Class has an ability that has a cost, however, you must still pay it – you aren't that Super! (All of the above is also true for **Double Life**, just for Factions.)

TREASURES

Treasure cards include permanent and "one-shot" cards. Any Treasure card may be played to the table as soon as you get it, or at any time on your own turn except during combat (unless the rules below or the card itself says otherwise).



You may show your hand to others. Like we could stop you.

Selling Items for Levels: At any point during your turn except during combat or Running Away, you may discard Items worth a total of at least 1,000 Gold Pieces and immediately go up one level. ("No Value" cards are the same as zero Gold Pieces.) If you discard (for instance) 1,100 Gold Pieces worth, you don't get change. But if you can manage 2,000 worth, you can go up two levels at once, and so on. You may sell Items from your hand as well as those you are carrying. You may not sell Items to go to Level 10.

ITEMS

Most Treasures are Items. Items have a Gold Piece value. ("No Value" is equivalent to zero Gold Pieces, and these cards are also Items.)

All Items you have in play are considered "carried." Items that are actually giving you a bonus are "equipped." You should indicate Items that are not equipped by turning the cards sideways. You may not alter the status of your Items during a combat or while running away.

One-shot cards with a Gold Piece value may be sold for levels, just like other items.

All enhancers on a single monster add together. If there are multiple monsters in a combat, the person who plays each enhancer must choose which monster it applies to.

Other Treasure cards (like **Go Up a Level** cards) are not Items. Most of these cards say when they can be played, and whether they stay in play or are discarded. A couple of specific examples:

Go Up a Level cards may be played on yourself or any other player at any time, even during combat. Discard them once they are played. **Exception:** You cannot play a **Go Up a Level** card to give a player the winning level!

Hireling may be played at any time, on any turn. You cannot give a Hireling an Item to carry while you are in combat, however.

Big Items: You may carry any number of Small items, but only one Big one. (Any item not marked Big is considered Small.) You may not discard one Big item to play another; you must sell the first Item, trade it, lose it to a Curse or Bad Stuff, or discard it to power a Class or Faction ability.

You cannot discard a Class card at any time, even in combat: "I don't wanna be a Witch anymore." You may play a new Class card at any time on your own turn, or as soon as you get it if it's not your turn.

You may not belong to more than one class at once unless you play the **Super Munchkin** card.

Faction: Characters may be Eagle Knights, Hellknights, Pathfinders, or Red Mantis Assassins. The rules for Classes, above, also apply to Factions.

You may not belong to more than one Faction at once unless you play the **Double Life** card.

Level Counters: It's Not Cheating, It's Using the Rules!

If you have an iOS or Android device, you'll like our Level Counter smartphone app. Just search for "**Munchkin** level counter" or click the link at levelcounter.sjgames.com. Even better, it gives you personal *in-game advantages* to make your friends jealous . . . which is what being a munchkin is all about!

MONSTERS

If drawn face-up, during the **Kick Open The Door** phase, they immediately attack the person who drew them.

If acquired any other way, they go into your hand and may be played during your own turn to **Look For Trouble**, or played to join another player's fight with the **Wandering Monster** card. (See **Fighting Multiple Monsters**, below.)

Each monster card is a single monster, even if the name on the card is plural.

ONE-SHOT TREASURES