This set adds a new Class . . . the Brain. The Brain has only a single special ability, but it’s a whopper: I Know Everything. No foes have special powers or bonuses against the Brain class! Furthermore, if a Brain also has another Class, he may ignore any special powers or bonuses that monsters have against his other Class(es).

This set also adds a new sort of item: Capes. Unlike other wearable items, Capes do not have a special “slot.” You can wear as many Capes as you can get your munchkinely hands on.

**GAME SUPPORT**

Check out www.worldofmunchkin.com . . . you never know what we might put up there next. Right now, you can find some Frequently Asked Questions about Munchkin (and – erk – errata), the most recent Munchkin News, free downloadable resources for your game, and lots more.

Talk Munchkin on our webforums, forums.sjgames.com, or on our Yahoo! Group, the Munchkin Adventurers’ Guild: groups.yahoo.com/group/Munchkin_guild. Ask questions, share stories, get munchkiny!

Support your local game store! Ask them what’s new and what’s coming soon for Munchkin. Our online store is www.warehouse23.com, and since we’re munchkins, too, we’re always happy to take your gold pieces . . . but if you have a Friendly Local Game Store, we’d rather you gave the business to them.