The Munchkinomicon

If you have the Munchkinomicon, sacrifice a level. You may do this at any time, even in combat, to lure the Munchkinomicon to you.

Using the Munchkinomicon

The Munchkinomicon gives its owner Spells, which are always drawn face down. Spells in your hand do not count against your maximum hand size and may be given as Charity. Spells are not Items; no card or ability that affects Items will affect Spells.

As soon as you draw the Munchkinomicon, or lure it away from another player, it will whisper a spell to you. Draw one Spell card from the Munchkinomicon deck. You may use that Spell immediately or keep it in your hand for later mayhem.

If you have the Munchkinomicon at the beginning of your turn, draw a Spell. If you get the Munchkinomicon in a trade, do not draw a Spell.

The Munchkinomicon also has a +5 combat bonus. This is automatic; you don’t have to do anything to earn it. This bonus may be raised by Item Enhancers or lowered by Curses or Traps. The new value remains in effect even if the Munchkinomicon moves to another player, but is lost if it goes back to the Treasure deck.

Ditching the Munchkinomicon

You may trade the Munchkinomicon to another player like any other item. You may also use its Gold Piece value to help you buy a level.

If you sell the Munchkinomicon, or are forced to discard it by a Curse, Trap, or Bad Stuff, it goes back on top of the Treasure deck. You may not redraw the Munchkinomicon on the same turn that you sell or discard it. (If you need to draw from the Treasure deck, set the Munchkinomicon card aside, draw your Treasures, then put it back on top of the deck.)

This deck contains one Item card—the Munchkinomicon itself—and 14 cards which represent the spells of the Munchkinomicon. Spell cards have a special back, and make up their own deck. Keep their discards separate. If you sell the Munchkinomicon, or are forced to discard it by a Curse, Trap, or Bad Stuff, it goes back on top of the Treasure deck. You may not redraw the Munchkinomicon on the same turn that you sell or discard it. (If you need to draw from the Treasure deck, set the Munchkinomicon card aside, draw your Treasures, then put it back on top of the deck.)

The Munchkinomicon in Munchkin Cthulhu

The Munchkin Chalau Madness card Bibliophobia does not keep you from owning the Munchkinomicon. The Munchkinomicon tells you that everything is all right, and you believe it.

In addition to regular Item Enhancers, you may play any +3 Monster Enhancer on the Munchkinomicon, as though it were a Cultist, and that bonus will stay with the Munchkinomicon unless it returns to the Treasure deck.

More Munchkin!

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

Visit us at www.worldofmunchkin.com for errata, updates, Q&A, and much more. To discuss Munchkin with our staff and your fellow Munchkins, visit our forums at forums.sjgames.com. Check out www.worldofmunchkin.com/resources.html for reference cards, play mats, and dozens of links.

Our PDF store has free Munchkin accessories and rules (including Epic Munchkin and the Munchkin Tournament Rules)! Go to e23.sjgames.com and browse for Munchkin.

Twitter: Our Twitter feed often has Munchkin news (or bonus rules)!

Facebook: We have pages for Munchkin (tinyurl.com/munchkinfb) and for Steve Jackson Games (tinyurl.com/sjgamesfb).

The URL for this Munchkin game is www.worldofmunchkin.com/munchkinomicon.

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