any levels.

is the same House as the current player. A Captain helps you fight Dolores Umbridge, the

to your helper, and vice versa. For instance, you can give your helper any Item(s) you are currently carrying, or any

Monsters Continued

This rulesheet gives the general rules. Many

Conflicts Between Cards and Rules

are side rules, in most cases when the

Munchkin Harry Potter Deluxe

Munchkin Harry Potter Deluxe combines the magic and

You can choose to keep it or discard it. It provides all of the adventure

A Door and Treasure Deck are on the table in front of the current

The Door

OPPUGNO!

Door. The Door

Treasure

is the top monster in the Door

The Door

you are not ready to talk

CAPTAIN

This rulesheet disagrees with a card, follow the card.

ABOLISH

The special abilities or weaknesses of the monster also apply

ToLoR: The secret Door

You cannot collect rewards for defeating

Level and claims Pettigrew’s treasures – three

No one says anything, so Collin goes up a

level and claims Pettigrew’s treasures – three

If two players are cooperating and still can’t defeat the

If you must flee from multiple monsters, you roll separately for each monster. If you roll a 1 on a die, you

You can only play a card that allows you to!

Love: The secret Door

If you win this card in a Door

Harry Potter with the backstabbing and

was playing a Level 2 Ravenclaw

-Turn Phases, p. 2. When the first player finishes their

-See the Munchkin Kickstarter campaign on

The top monster in the Door

The Door

The Door

You can choose to kill a monster.

The Door

You can choose to kill a monster.

If you don’t have a Hero

If you die, you lose all your stuff. Once you have died, you

Remember the little flyer you got with your

If you win a combat, you go up a level per

-Harry Potter with the backstabbing and

The Door

Collins: Peter Pettigrew

They have given you to his

Now you can start using your

You may also allow shared victories – if you reach Level 10

In the case of ties in Level, roll the die. If your body runs out of

They are both

Your Hand:

Harry Potter with the backstabbing and

The Door

The Door

These are the cards on the table in front

You can kill a monster by just

If you win a combat, you go up a level per

Harry Potter with the backstabbing and

The Door

The Door

If you die, you lose all your stuff. Once you have died, you

Remember the little flyer you got with your

If you die, you lose all your stuff. Once you have died, you

Harry Potter with the backstabbing and

The Door

The Door

You can choose to kill a monster.

The Door

The Door

You can choose to kill a monster.

The Door

The Door

You can choose to kill a monster.

The Door

The Door

You can choose to kill a monster.

The Door

The Door

You can choose to kill a monster.
At any time… well, as long as you are not in combat:

- Play a Dual Role card, if you have at least two available: You may play a Dual Role card any time. If you play a Dual Role card, you get all the advantages of being that role (the ability to equip Role, if you have at least that many, or to choose between it and any other role, if you choose to choose it rather than the other role, if the card expressly states it). You may only have one role active at a time.

- Play a card that you have just received that might be played even during combat; see “On your own turn:"

- Play an Unlocked Door card (at any time), if you have unlocked the Door. Don’t play a monster you can’t handle, unless you think you can get some help (see p. 4)!

- Play an item from the Door (if you can, and can’t get any help)! You may play it immediately if you want to and it is legal to do so. A Card may only be played once per combat. If you play a one-card role that says “Until the end of the combat,” you may use it as many times as you wish during that combat. If you play a one-card role that says “Until the end of the combat,” you may use it as many times as you wish during that combat.

- Play a Magic Card, unless you think you can get some help (see p. 4)!

- Play a new combo card (at any time), if you unlocked the Door: If you have unlocked the Door, you may play a new combo card (at any time). If you run out of combo cards, you may draw one extra combo card from the Door deck.

- Play a Quidditch™ card. If you have unlocked the Door, you may play a Quidditch™ card (at any time). If you are the lowest or tied for lowest, just discard the Quidditch™ card. If you play a Quidditch™ card, you may play a second one.

- Play any other card (Role,Proficiency, Monster, Quest card, etc.), you may either put it in your hand or play it. A Card may only be played once per combat.

- Play Up to No Good/Loot The Room: If you locked your monster in play (in a phase), but didn’t draw any cards from the Door deck, you may lock your monster back into play and still play a new role card:

1. Unlock the Door: Draw one card from the Door deck. If it is a monster, you must fight it immediately, unless it is a special combat card. If it is a special combat card, you may choose whether to play it as a combat card or not. In either case, you may add it to your hand. If you don’t draw any cards from the Door deck, you may unlock your monster back into play and still play a new role card.

2. Up to No Good/Loot The Room:

- A new role card
- A new combo card (at any time), if you unlocked the Door: If you have unlocked the Door, you may play a new combo card (at any time). If you run out of combo cards, you may draw one extra combo card from the Door deck.

- A Magic Card, unless you think you can get some help (see p. 4)!

- An item from the Door (if you can, and can’t get any help)! You may play it immediately if you want to and it is legal to do so. A Card may only be played once per combat. If you play a one-card role that says “Until the end of the combat,” you may use it as many times as you wish during that combat. If you play a one-card role that says “Until the end of the combat,” you may use it as many times as you wish during that combat.

- A Quidditch™ card, unless you think you can get some help (see p. 4)!

- Any other card (Role,Proficiency, Monster, Quest card, etc.), you may either put it in your hand or play it. A Card may only be played once per combat.

- Draw one extra card from the Door deck: If you didn’t draw any cards from the Door deck, you may draw one extra card from the Door deck.

- Draw one extra Treasure:

- Play a one-card role that says “Until the end of the combat,” you may use it as many times as you wish during that combat. If you play a one-card role that says “Until the end of the combat,” you may use it as many times as you wish during that combat.

- Play a Magic Card, unless you think you can get some help (see p. 4)!

- Play an item from the Door (if you can, and can’t get any help)! You may play it immediately if you want to and it is legal to do so. A Card may only be played once per combat. If you play a one-card role that says “Until the end of the combat,” you may use it as many times as you wish during that combat. If you play a one-card role that says “Until the end of the combat,” you may use it as many times as you wish during that combat.