

MORE EPIC MUNCHKIN REFERENCE CARDS

Assemble these cards and give the appropriate cards to a player when he or she becomes Epic. These are for reference only; they are not meant to be shuffled into the deck!

Assembly:

1. Print out this file. Print to scale on letter-size (8.5"x11") sheets of paper. (The cards should end up about the same size as a standard Munchkin card.)
2. Carefully cut out the cards. (Note that these are each a single piece, so you should only cut around the outside edges.)
3. Crease each card at the 'seam' between the sides. (Do this before applying the glue. It will make things easier. If you are a little crooked, it's ok.)
4. Apply glue to the reverse side. (A glue stick works well for this.)
5. Fold the cards over along the crease and press down so that you have the Loot Pile on one side, and the Card Text on the other. (I found sticking the card under a book helped to apply proper pressure.)
6. When the glue is dry, trim the edges. (This will help make up for any crooked cutting or folding and will make the finished product much more tidy.)

This document contains more Epic reference cards for fantasy Munchkin: Orc, Gnome, Bard, Ranger, High, Dark, and Master

EPIC MUNCHKIN



Epic Bard



When you become epic, you gain the following ability in addition to your normal class bonus:

Super Bardic Luck. As Bardic Luck, but draw *two* more Treasures than you're entitled to, and immediately discard any *two* Treasures (your choice).

Epic Master



When you become epic, you gain the following ability in addition to your normal class bonus:

You're So Cool. Possessing masterful skills - as only a master can - inspires those that follow you, making them greater than they would be if they weren't basking in your masterful presence. (Yay, master!) One monster modifier card played on each one of your hirelings, chosen when the modifier is played, uses the value printed on the card and not the standard "+5 modifier card makes the hiring worth +1 level" rule.

EPIC MUNCHKIN



Epic Bard



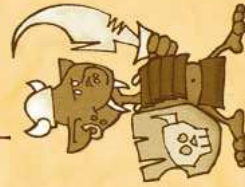
When you become epic, you gain the following ability in addition to your normal class bonus:

Super Bardic Luck. As Bardic Luck, but draw *two* more Treasures than you're entitled to, and immediately discard any *two* Treasures (your choice).

EPIC MUNCHKIN



Epic Orc



When you become epic, you gain the following ability in addition to your normal racial bonus:

Munchkin Munch. When you turn over (or Look For Trouble and find) a monster of Level 1, you may simply EAT it. Your foes cannot play any card to stop this... it's a Level 1 monster, you eat it, any bonuses applied to the monster are discarded, yum yum, that's that. You go up a level for the hot meal, and since this is a kill, you can win this way.

EPIC MUNCHKIN



Epic Bard



When you become epic, you gain the following ability in addition to your normal class bonus:

Super Bardic Luck. As Bardic Luck, but draw *two* more Treasures than you're entitled to, and immediately discard any *two* Treasures (your choice).

EPIC MUNCHKIN



EPIC MUNCHKIN



Epic Ranger



When you become epic, you gain the following ability in addition to your normal class bonus:

Strays Make the Best Rides. You always were a sucker for a fuzzy face. Whenever a monster is discarded, whether on your turn or another player's, you may discard your entire hand (at least 3 cards) and grab the discarded monster. It's automatically tamed and becomes your new Steed. Your Steed's combat bonus is equal to the number of treasures that it would have granted if you had defeated it in combat.

EPIC HIGH



When you become epic, you gain the following ability in addition to your normal racial bonus:

You're So Helpful. You're just a "people person," always ready to lend a hand to those in need. If you are asked to aid another in combat you use not only your level and bonuses but also roll the die and add the result. If the monster is defeated you may take the top card from either discard pile as your reward.

EPIC MUNCHKIN



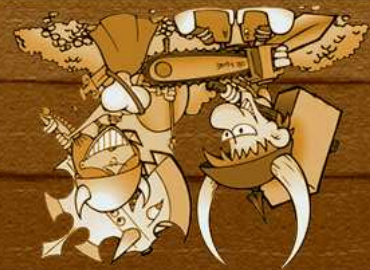
Epic Ranger



When you become epic, you gain the following ability in addition to your normal class bonus:

Strays Make the Best Rides. You always were a sucker for a fuzzy face. Whenever a monster is discarded, whether on your turn or another player's, you may discard your entire hand (at least 3 cards) and grab the discarded monster. It's automatically tamed and becomes your new Steed. Your Steed's combat bonus is equal to the number of treasures that it would have granted if you had defeated it in combat.

EPIC MUNCHKIN



EPIC MUNCHKIN



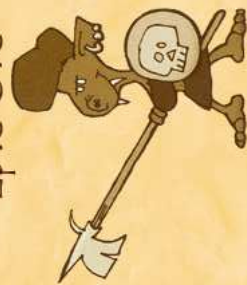
Epic Ranger



When you become epic, you gain the following ability in addition to your normal class bonus:

Strays Make the Best Rides. You always were a sucker for a fuzzy face. Whenever a monster is discarded, whether on your turn or another player's, you may discard your entire hand (at least 3 cards) and grab the discarded monster. It's automatically tamed and becomes your new Steed. Your Steed's combat bonus is equal to the number of treasures that it would have granted if you had defeated it in combat.

EPIC ORC



When you become epic, you gain the following ability in addition to your normal racial bonus:

Munchkin Munch. When you turn over (or Look For Trouble and find) a monster of Level 1, you may simply EAT it. Your foes cannot play any card to stop this . . . it's a Level 1 monster, you eat it, any bonuses applied to the monster are discarded, yum yum, that's that. You go up a level for the hot meal, and since this is a kill, you can win this way.

EPIC MUNCHKIN



EPIC MUNCHKIN



Epic Gnome



When you become epic, you gain the following ability in addition to your normal racial bonus:

Sneaky Little Devil. You no longer suffer a penalty to Run Away . . . and if you successfully Run Away from combat, or avoid combat in any other fashion, you still get two face-down Treasure cards!

EPIC MUNCHKIN



Epic Gnome



When you become epic, you gain the following ability in addition to your normal racial bonus:

Sneaky Little Devil. You no longer suffer a penalty to Run Away . . . and if you successfully Run Away from combat, or avoid combat in any other fashion, you still get two face-down Treasure cards!

EPIC MUNCHKIN



Epic Gnome



When you become epic, you gain the following ability in addition to your normal racial bonus:

Sneaky Little Devil. You no longer suffer a penalty to Run Away . . . and if you successfully Run Away from combat, or avoid combat in any other fashion, you still get two face-down Treasure cards!

EPIC DARK



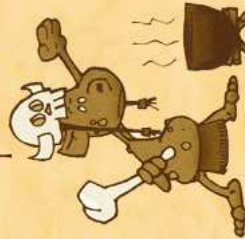
When you become epic, you gain the following ability in addition to your normal racial bonus:

You're So Bad. And they thought you were evil before. As a Dark Epic whatever, you've mastered the art of manipulating others to suit your vile needs. If your request for aid during a fight is refused roll the die, on a roll of 5 or 6 you turn the monster toward the player that refused to assist you. The combat plays out against the other player and then your turn resumes. If the monster is defeated you collect its treasure and gain the level. The poor fool that refused to assist you gains nothing.

EPIC MUNCHKIN



EPIC ORC



When you become epic, you gain the following ability in addition to your normal racial bonus:

Munchkin Munch. When you turn over (or Look For Trouble and find) a monster of Level 1, you may simply EAT it. Your foes cannot play any card to stop this . . . it's a Level 1 monster, you eat it, any bonuses applied to the monster are discarded, yum yum, that's that. You go up a level for the hot meal, and since this is a kill, you can win this way.

EPIC MUNCHKIN

