


MUNCHKIN DICE RULES

On your turn, BEFORE kicking down a door, you may spend one level to roll a 10-sided Munchkin Die. You can't do this if you are at Level 1 (2 for a Cyborg).

You may use a **Loaded Die** card to change the results. Your foes can use a **Reloaded Die** card to change the results, too. But when you are rolling a 10-sided Munchkin Die, only one **Loaded** or **Reloaded Die** card can be used on it, so whoever plays one of these cards first is the one who gets to control the die.

You may keep rolling the Munchkin Die as long as you have levels to spend, unless you get result 9.

- 1 Draw a face-up Treasure or take the top Treasure discard.
 - 2 Draw a face-down Door or take the top Door discard.
 - 3 Draw the top Treasure and the top Door card, both face up. If you get a Curse, it applies to you.
 - 4 Take the top discards from both the Door and Treasure stack. They go into your hand.
 - 5 Change your sex – you will be at a -5 on your next combat – and gain TWO levels. This cannot give you a game-winning level.
 - 6 Exchange your hand (you must have at least one card) with any other player's hand.
 - 7 If you have a Class card in play, you can exchange it with any other Class card in play. Or if you have a Style card in play, you can exchange it with any Style card in play. (If the person you exchanged with had multiple Classes or Styles, and now has two that are the same, he must discard one.) If you have no Class or Style card, roll again.
 - 8 If you have a Race card in play, you can exchange it with any other Race card in play. Or if you have a Power card in play, you can exchange it with any Power card in play. (If the person you exchange with had multiple Races or Powers, and now has two that are the same, he must discard one.) If you have no Race or Power card, roll again.
 - 9 Steal a level from another player. You can't roll again this turn.
-  Pick any result from the above list. Nobody can change it.



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