

# Munchkin Sammlerbox and Card Translations

Box ability translated by T. Dorst. Included cards translated by BIGsheep. Edited by Rev. Pee Kitty. Hosted at [www.mygurps.com](http://www.mygurps.com)

The Box is a magical artifact and grants you a special power in every game of Munchkin: If you play with Munchkin cards stored in this box only, then the owner of the box is allowed to pick any one card from the discard pile once per game. He can use this power at any time except during combat. If two or more Players show up with their boxes, then play starts with the cards from the box which outweighs the other boxes.

## Munchkin Cards

### **Wunschring 2.0 (Wishing Ring 2.0)**

If you are hit by a curse, you can escape its effect and the curse passes on to another player of your choice. Usable once only.

### **Napalm Duo**

#### **Level 18**

They are so young and hot, there's no avoiding them. Will not pursue anyone of level 5 or below.

**Bad Stuff:** They sing an earsplitting duet. Lose 3 levels.

### **Erstes Monster Ohne Hand und fuss (First Monster Without Hands or Feet)**

#### **Level 17**

+5 against Wizards. Will not pursue anyone of level 4 or below. -1 to Run Away - this monster sees everything!

**Bad Stuff:** An eye for an eye for an eye for an eye for an eye... It eats your armor and footgear. Also, lose 2 levels.

**Im Finale Die Ultimative Regellücke entdecken und erfolgreich anwenden (Discover the Ultimate Rules Loophole)**  
Go up a level.

### **Das Vorletzte einhorn (The Last-But-One Unicorn)**

#### **Level 12**

Wizards and females may not fight it. However, if they help the unicorn to defeat the Munchkin(s) they draw 3 treasures each (6 for a female Wizard.) No, nobody may use the horn.

**Bad Stuff:** You are gouged badly - lose 3 levels and your armor. If you don't have armor, lose 4 levels!

### **Stalinorgel (Stalin Organ)**

+5 Bonus. Usable by warriors and bards only.

### **Anderthalb Schritte Später (Step-and-a-Half)**

Play this card on any monster in combat, before the combat ends. The monster's Bad Stuff becomes "You are dead."

### **Den ladenbesitzer überfallen (Mug the Shopkeeper)**

Whenever someone else sells items to go up a level, you can immediately discard this card and claim any one of the items sold.

### **Kleinlich (Narrow-Minded)**

Play this card on any monster in a combat. The monster now gets +10 against any Half-Breed (or 1/3 Breed, or Chimera). Any penalty it has against any component race of the character is reversed and becomes a bonus.

### **Der felsen stürzt herab, alle sterben (Rocks Fall, Everyone Dies)**

Play this card after you lose a combat. Everyone else loses a level. Exception: If you DIED in the combat, so does everyone else.

### **Doppelt gezinkter würfel (Reloaded Die)**

Play after any other player rolls the die, for any reason. Turn the die so the number of your choice is on top. That's his roll. Usable once only.

### **Meister (Master)**

Add this card to a class card. You are now a Master (whatever). It is lost if that Class is lost. Each monster you kill on your turn, with or without help, gets you one extra treasure.

### **Hoch (High)**

Add this card to a race card. You are now a high (whatever). It is lost if that race is lost. If you kill a monster by yourself, you can exchange all the treasure cards you got from that combat (minimum 1) for one level. This CAN be the winning level.

### **Dunkel (Dark)**

Add this card to a race card. You are now a dark (whatever). It is lost if that race is lost. If you play a card or use a special ability to help the monsters against another player, and the monsters win, you get a level. This cannot be the winning level unless the player DIES.

## Munchkin Bites Cards

### **Grab zeppelin (Grave Zeppelin)**

+1 to run away. Flies and requires therefore no hands.

### **Die nebel von Abalone (The Nebulae of Abalone)**

#### **Level 15**

**Bad stuff:** Player is hit by the globules. Roll one dice and lose that many level AND items.

### **Mephisto**

#### **Level 13**

Demon.

**Bad Stuff:** Ask a rhetorical question and lose 1 level, otherwise lose 3 levels and your class(es).

## Super Munchkin Cards

### **President Evil**

#### **Level 17**

Will not pursue anyone of level 5 or below.

**Bad Stuff:** You lie on its axis of evil! You are dead, dead, dead! Each Munchkin next to you must roll a die; on a 1, they die, too (collateral damage.)

### **Falle! Kalorienbombe (Trap! Calorie Bomb)**

Lose your armor.

## Star Munchkin Cards

### **Meister Yoga (Master Yoga)**

#### **Level 15**

"Trying? There is no trying. There is only a doing or non-doing".

**Bad Stuff:** The force has not with you been. He forces you into strange poses -- males lose 2 levels; females lose 1 level and cannot play any cards until their next turn. Either way, you have -1 on your NEXT attempt to run away.

### **Fall! Im weltall hört dich niemand schreien**

#### **(Trap! In Space No One Can Hear You Scream)**

In your next (or current) fight nobody can help you except your sidekicks - in any fashion! If another player is already helping in the current combat, they leave and take any cards already played back into their hand.

### **Raumpatrouille Sirius (Space Patrol Sirius)**

#### **Level 12**

They have fought with extra-terrestrial frogs, magnetic storms and wobbly irons boards, they should have no trouble with a Munchkin. (Note: This is a German TV show.)

**Bad Stuff:** Fall back to the earth! Lose two levels.

### **Wurmlock-Generator (Wormhole Generator)**

Creates a wormhole that all Munchkins in a single combat can use to escape automatically. Discard after use.

## Munchkin Fu Cards

### **Falle! Sue Nahmi (Trap! Sue Nahmi)**

Sue Nahmi cannot be played during a fight. All fires or flames items of every Munchkin are extinguished and discarded. Each Munchkin must roll a die; on 1-3 death occurs. Those who survive may draw 3 treasures from the deck, starting clockwise from the person to the right of whoever played the curse.

### **Kung Fussball (Kung Football)**

Dribble, twist, turn, fake - all without thinking. With this style your footwear bonuses count double. In addition, you can discard this style to make a perfect dive after failing to Run Away - a single monster thinks that you're dead and you can escape from its Bad Stuff.