

Munchkin Pawn Characters for Dungeonquest

(Spiffy artwork would go here.)

Using this Document

Print pages 2-4 and cut down the middle to give six character sheets. I recommend only using these characters against each other, at least at first. They haven't been playtested very much and (like the Heroes characters) are more complicated than the standard four characters. If you try them out, I'd love feedback!

There's no real character art because I don't have any I can legally use. I'd love to have some; if you're interested, send me an email at parody@esglabs.com.

Have fun storming the castle!

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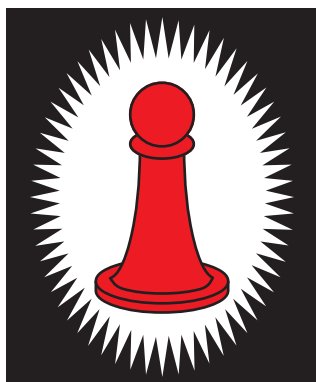
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This document was created by Mike Miller of ESG Labs. For updates and other game aids, visit <http://www.esglabs.com/>. If you have any comments or questions, send them to parody@esglabs.com.

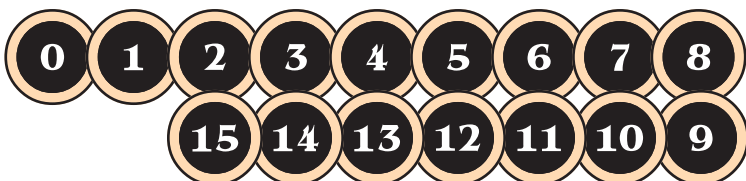
The Red Munchkin



Characteristics

Strength...10
Agility.....9
Armour.....8
Luck.....7

Life Points:



Mulligans:



Special Information for The Red Munchkin

At the start of the game, select a Ring. If you are the last to select a Ring, select a second Ring.

Chainsword: The Chainsword does one extra damage the first time it hits a Monster in combat.

Quick Grab: When in the Treasure Chamber, draw 3 tokens instead of 2.

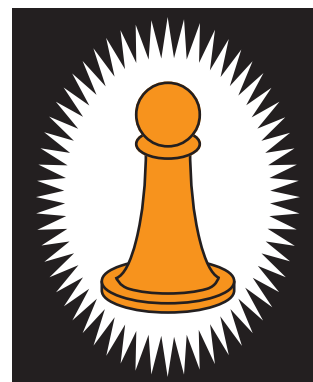
Join Me In Death: if you are dead and running the Monsters, draw 2 Monster cards and pick one to use before the attacker chooses their action.

Mulligan!: You may spend a Mulligan to reroll any die roll you make. The new result replaces the old. Use the track on your character sheet to keep track of how many uses you have remaining.

Hey, That's My Room!: Once per turn when you enter a room whose arrow is your color, regain a Mulligan if any have been used.

Red Ones Go Faster: Once per Turn when you draw an Empty Room card, you may move again.

The Orange Munchkin



Characteristics

Strength...8
Agility.....8
Armour.....9
Luck.....9

Life Points:



Mulligans:



Special Information for The Orange Munchkin

At the start of the game, select a Ring. If you are the last to select a Ring, select a second Ring.

Chainsword: The Chainsword does one extra damage the first time it hits a Monster in combat.

Quick Grab: When in the Treasure Chamber, draw 3 tokens instead of 2.

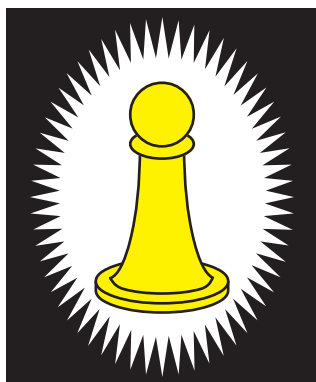
Join Me In Death: if you are dead and running the Monsters, draw 2 Monster cards and pick one to use before the attacker chooses their action.

Mulligan!: You may spend a Mulligan to reroll any die roll you make. The new result replaces the old. Use the track on your character sheet to keep track of how many uses you have remaining.

Hey, That's My Room!: Once per turn when you enter a room whose arrow is your color, regain a Mulligan if any have been used.

Orange You Glad You're Orange?: You have the option to shuffle any and all decks, both at the start of the game and when someone draws a Shuffle the Deck card. In trade, you may use a Mulligan whenever you are about to draw a card from any deck you shuffled except the Monster deck and the Dragon tiles/cards. Draw three cards and choose one to encounter. If you draw a Shuffle the Deck card, shuffle the deck and draw a replacement before continuing.

The Yellow Munchkin



Characteristics

Strength...9
 Agility.....9
 Armour.....8
 Luck.....8



Special Information for The Yellow Munchkin

At the start of the game, select a Ring. If you are the last to select a Ring, select a second Ring.

Chainsword: The Chainsword does one extra damage the first time it hits a Monster in combat.

Quick Grab: When in the Treasure Chamber, draw 3 tokens instead of 2.

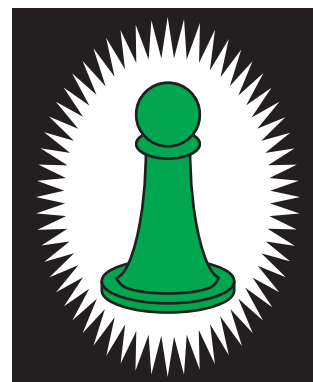
Join Me In Death: if you are dead and running the Monsters, draw 2 Monster cards and pick one to use before the attacker chooses their action.

Mulligan!: You may spend a Mulligan to reroll any die roll you make. The new result replaces the old. Use the track on your character sheet to keep track of how many uses you have remaining.

Hey, That's My Room!: Once per Turn when you enter a room whose arrow is your color, regain a Mulligan if any have been used.

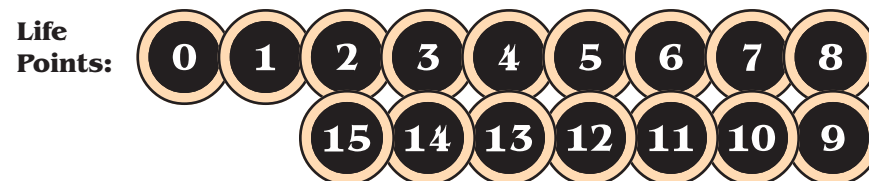
Mellow Yellow: Once per Turn at the start of your turn, you may spend a Mulligan to heal 3 LP.

The Green Munchkin



Characteristics

Strength...7
 Agility.....8
 Armour.....9
 Luck.....10



Special Information for The Green Munchkin

At the start of the game, select a Ring. If you are the last to select a Ring, select a second Ring.

Chainsword: The Chainsword does one extra damage the first time it hits a Monster in combat.

Quick Grab: When in the Treasure Chamber, draw 3 tokens instead of 2.

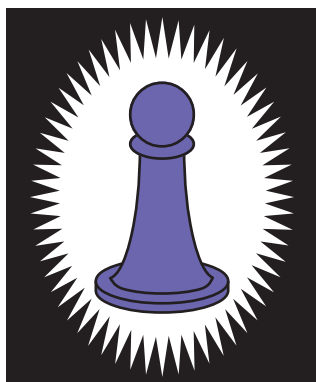
Join Me In Death: if you are dead and running the Monsters, draw 2 Monster cards and pick one to use before the attacker chooses their action.

Mulligan!: You may spend a Mulligan to reroll any die roll you make. The new result replaces the old. Use the track on your character sheet to keep track of how many uses you have remaining.

Hey, That's My Room!: Once per Turn when you enter a room whose arrow is your color, regain a Mulligan if any have been used.

Green With Envy: Once per Turn at the start of your turn, spend a Mulligan to exchange one of your cards or Treasure Counters with a counter or card from an opponent. Cards must be from the same deck; Treasure Counters can be exchanged for anything. Yes, you can trade the Torch Goes Out, Giant Spider, etc.

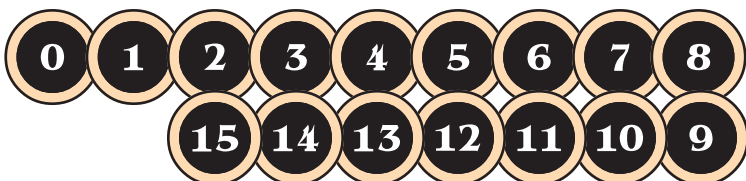
The Blue Munchkin



Characteristics

Strength...8
 Agility.....10
 Armour.....7
 Luck.....9

Life Points:



Mulligans:



Special Information for The Blue Munchkin

At the start of the game, select a Ring. If you are the last to select a Ring, select a second Ring.

Chainsword: The Chainsword does one extra damage the first time it hits a Monster in combat.

Quick Grab: When in the Treasure Chamber, draw 3 tokens instead of 2.

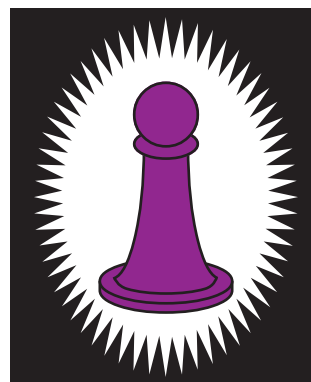
Join Me In Death: if you are dead and running the Monsters, draw 2 Monster cards and pick one to use before the attacker chooses their action.

Mulligan!: You may spend a Mulligan to reroll any die roll you make. The new result replaces the old. Use the track on your character sheet to keep track of how many uses you have remaining.

Hey, That's My Room!: Once per Turn when you enter a room whose arrow is your color, regain a Mulligan if any have been used.

I'm So Blue, You Should Be Too: When you encounter a living humanoid Monster (all but the Death Warrior), spend a Mulligan before choosing an action to depress them so much they leave without a fight. Works on Sneak Attacks, but only after you take the Sneak Attack damage. May also be used against Snotlings: once per Turn before fighting them, spend a Mulligan to depress and remove 1d6 Snotlings.

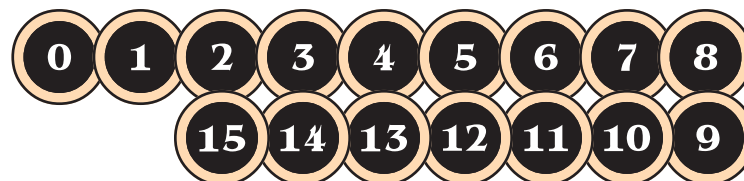
The Violet Munchkin



Characteristics

Strength...9
 Agility.....7
 Armour.....10
 Luck.....8

Life Points:



Mulligans:



Special Information for The Violet Munchkin

At the start of the game, select a Ring. If you are the last to select a Ring, select a second Ring.

Chainsword: The Chainsword does one extra damage the first time it hits a Monster in combat.

Quick Grab: When in the Treasure Chamber, draw 3 tokens instead of 2.

Join Me In Death: if you are dead and running the Monsters, draw 2 Monster cards and pick one to use before the attacker chooses their action.

Mulligan!: You may spend a Mulligan to reroll any die roll you make. The new result replaces the old. Use the track on your character sheet to keep track of how many uses you have remaining.

Hey, That's My Room!: Once per Turn when you enter a room whose arrow is your color, regain a Mulligan if any have been used.

Lucky ~~Purple~~ Violet Horseshoe: You may spend a Mulligan to discard a drawn card, tile, or counter and draw again from the same place. Cannot be used on Shuffle the Deck or Monster cards. Can be used against the Dragon; return the Breathing Dragon tile/card and remove a Sleeping Dragon tile/card before shuffling and drawing again. Return discarded Room Tiles or Treasure Counters after drawing your replacement.