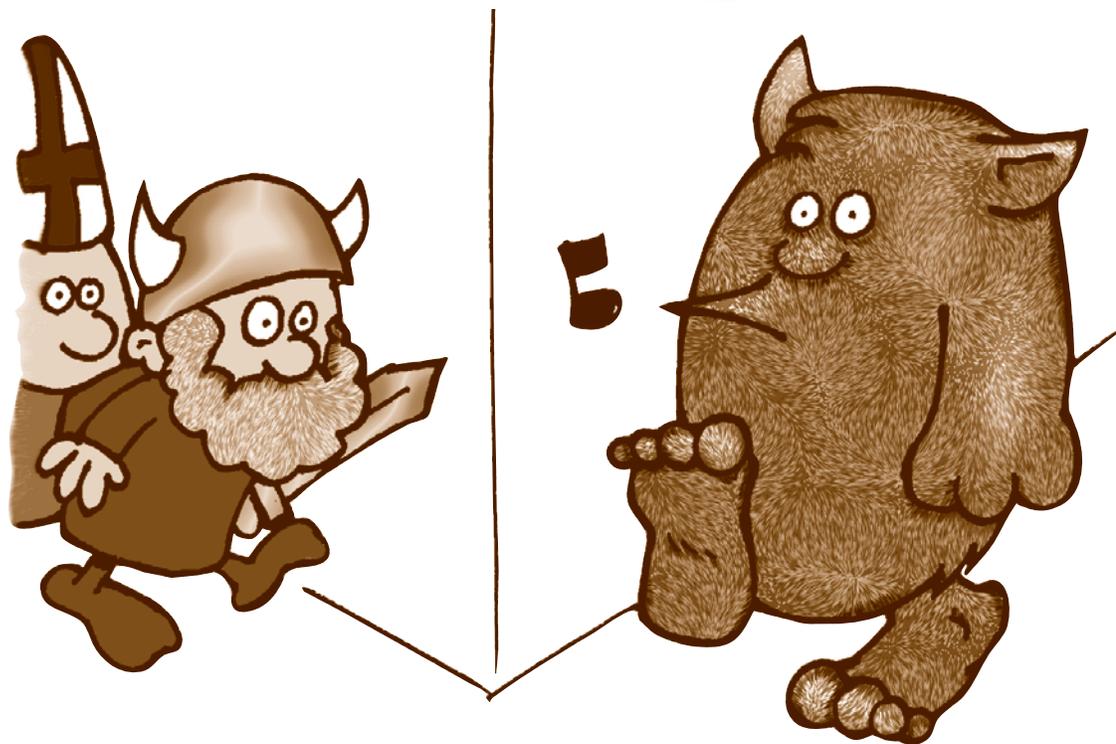


TOON[®]

MUNCHKIN[™]



An e23 Sourcebook for Toon[®] from Steve Jackson Games

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Stock #82-4002

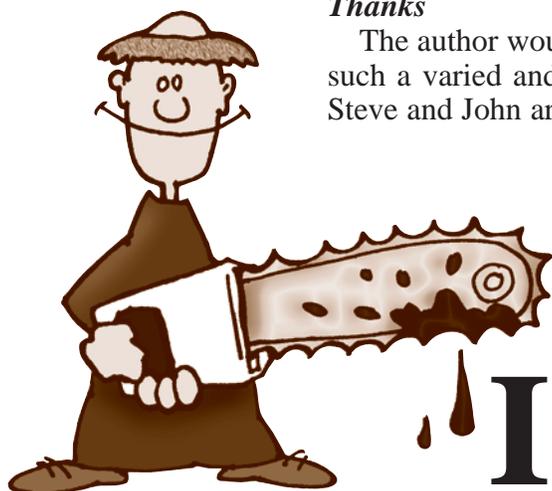
Version 1.0 April 3, 2006

Thanks

The author would like to thank Steve Jackson and John Kovalic for supplying such a varied and screwy amount of material for him to adapt. But then, both Steve and John are varied and screwy, so what else would you expect?

Dedication

This book is dedicated to my wife Grace, who somehow finds it worthwhile to put up with a wacky guy like me. I love ya, baby!



Introduction

Welcome to *Toon Munchkin*, where *Munchkin* the card game meets *Dungeons and Toons*, the fantasy setting for *Toon* the roleplaying game, and they try to make each other Fall Down so they can steal each other's stuff. While you don't need to own or have ever played *Munchkin* to use this material, it's a really great game and you ought to give it a try. And we're not just saying that because *Munchkin* and its many spinoffs are published by Steve Jackson Games, the fine and generous publishers of this product. No, we say it because *Munchkin* is loads of fun to play. Now that the plugs for *Munchkin* are out of the way, let's talk about how munchkins can fit into *Dungeons and Toons*.

The whole idea behind the *Munchkin* card game is to venture into dark dungeons, slay monsters, take their stuff and then, when the time is right, slay your fellow munchkins and take *their* stuff. As you may have noticed, this sounds suspiciously like not only a session of *Dungeons and Toons*, but most other fantasy roleplaying games. The big difference is that *Munchkin* and *Dungeons and Toons* reward such behavior, while other roleplaying games tell you it's a bad thing. Bah, what do they know? We say you should have fun and that's that. Now, let's get into the game.

A Note to Fans of the Munchkin Card Game

This book mostly covers things found in the original *Munchkin* game. The exception is Bards, which appear in *Clerical Errors*, but we decided to put in here because . . . well, because we felt like it. If you want to see adaptations of any of the other Munchkin games (like *Star Munchkin*, *Munchkin Fu* or *Super Munchkin*) or add-ons, let us know. You never can tell what we'll do next.

A Note to Animators and Players

Try as we might, we couldn't fit in enough rules to make this a completely stand-alone game. That means that you'll need the basic *Toon* rules and the *Dungeons and Toons* rules from *Tooniversal Tour Guide*. Naturally, you already own these books, so everything is OK. What? You *don't* own them? How the heck did that happen? Well, you can get them right here at e23!

We made a couple of changes to the *Dungeons and Toons* rules, mostly to maintain the flavor of *Munchkin*. The first one is that we included gold as a valuable substance. Yes, yes, we know we said lead was the coin of the realm in *Dungeons and Toons*, but now gold is worth just as much as lead. Why? Because it's *shiny*!

The other change is that armor doesn't add hit points, like it does in *Dungeons and Toons*. Instead, it adds points to your Dodge Skill. So, +3 armor gives you a three-point bonus whenever you dodge an attack. Of course, if you are wearing *cursed* armor, you would *deduct* points from your Dodge rolls. Try not to wear cursed armor.

About The Author

Doc Cross has written more stuff for *Toon* than . . . well, anybody. He's just a cartoony kind of guy. When he isn't writing stuff for *Toon* or some other roleplaying-related material, he plays various sorts of games, travels to game conventions, surfs the internet, collects bandannas (394 at last count), cooks, writes in his LiveJournal and tends to his ever-expanding garden.

Doc lives in a suburb of Sacramento, California with his wife, Grace. You can read his blog at doccross.livejournal.com.

Chapter 1:

Character Classes

If you are used to playing *Dungeons and Toons*, you'll find that **Toon Munchkin** is a bit different in a few ways. There are three character classes in *Dungeons and Toons*:

Fighters

Fighters are (or at least they *think* they are) big strapping warriors with lots of muscles and dangerous weapons. They wear armor, and like to kick in dungeon doors before they enter the room fighting. They will use their mastery of weapons to make you Fall Down so they can take your stuff.

Wizards

Wizards study the magical arts and know how to cast powerful spells. They can use any potion or magical device. They are not usually good with weapons, and they cannot wear armor. Wizards will use the magical skills at their disposal to make you Fall Down so they can take your stuff.

Thieves

Thieves can't use much magic or any of the really big weapons, so they are masters of stealth and sneakiness. Thieves can pick locks, disarm or set traps, pick pockets, hide, and backstab with big bonuses for success. Most likely, a thief will hide, sneak up behind you, backstab you until you Fall Down, and then take your stuff.

Toon Munchkin also adds two *new* character classes: the cleric and the bard.

Clerics

Clerics are holy men or women who can fight and cast healing spells, as well as other spells determined by the Animator. They can repel the UnFallen Down. They can only wear armor that is +2 or less, and the only weapons they can use are non-pointy, non-sharp ones. No swords, axes, spears or arrows for clerics! Their spells are listed

in the Clerical Spell List, but feel free to create new clerical spells.

If a cleric wants to repel the UnFallen Down, he gets a +6 to his Fast-Talk roll. If he succeeds, the UnFallen Down will go away for at least 1d+3 turns. Despite being a nice person, the cleric will still whack you on the head with his weapon until you Fall Down, then take your stuff . . . but at least he'll heal you afterwards.

All clerics need to have a god or goddess that they worship and serve. This being **Toon**, the gods can be as screwy as you can make them. You could even use the Elderly Gods from the *Crawl of Catchoolu* chapter of the **Tooniversal Tour Guide**, if you don't mind losing your insanity.





The Clerical Spell List

To use these spells, a cleric must pray to his god or goddess for one full turn. If the Animator chooses, the cleric might even have to bow down, or wave his arms around, or do some other physical action. The spell will take effect the next turn. Animators and players are encouraged to create new spells.

Holy Cow

A large cow falls out of the sky onto the victim's head, doing 3d+1 points of "Divine Bovine" damage.

Holy Water

One thousand gallons of water fall on the victim's head. This will destroy most UnFallen Down (except King Tut), and does 2d+2 points of "Thou Art Soggy" damage to all other creatures.

Holy Hamsters

3d+3 angry hamsters fall out of the sky onto the victim. Each hamster does one point of "Thou Art Ravaged By Rodents" damage, then they all run away.

Blessed Pie of Saint Soupy

Infidels beware! This most holy banana cream pie will fly forth from the cleric's fingertips, striking the sinner smack in the face. It never misses, and cannot be dodged. Once hit, the victim is

Boggled as normal, but when he comes back, he will be a loyal servant of the cleric for the next 2d+1 turns.

Sacred Frying Pan of Love

Amid the sound of an angelic choir, a glowing frying pan descends from the heavens and whacks whichever two creatures the cleric chooses. These creatures take 1d+1 "Cast Iron Love Whack" damage, and then fall in love with each other. After declaring their undying love, they go off to live happily ever after.

Righteous Bowling Ball of Smiting

A 12-pound bowling ball appears in front of the cleric, who may then command it to smite one creature every turn for 1d+1 turns. It does 2d+2 points of "7-10 Split" damage.

Fiery Fist of Healing Mercy

Sometimes we must hurt in order to help. When the cleric punches somebody with his flaming fist, it will do 1d+2 points of "This Is Going To Hurt You More Than It Will Hurt Me" damage. However, two turns later, the victim will get all of his hit points back. This spell lasts for three turns, so the cleric can heal three poor suffering souls.

Divine Landmine

This divinely dangerous object will appear anywhere on the floor that the cleric chooses. It will blend in perfectly with the floor. When stepped upon, it will divinely explode, doing 4d+1 points of "Bless Thy Boom-Boom" damage to the victim.

Sing, You Sinners

Yes, this one makes the victim sing. The type of music that gets sung is up to the victim, but he must sing for 1d+1 turns. No fighting, no running away, just singing.

The Holy Hand Grenade

After casting this spell, an ornately jeweled hand grenade will appear in the cleric's hand. Just pull the pin, throw the grenade at the target and it will do 2d+2 "Most Holy Kaboom" damage.

The Anvil of Joy And Peace

This spell causes a glowing golden anvil to appear above the target's head. You know what happens next . . . KONK! The victim takes 2d+1 points of "Joyful Pain" damage and then becomes very peaceful and happy. He not only won't fight, he will try to convince others not to fight. The effects of this spell last 2d+1 turns.