

More Munchkin!

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All the *Munchkin* games should be available at your local game or comic store – find it using our Store Finder, gamerfinder.sjgames.com – but if you don't have a local store, we'll be happy to sell them directly to you at warehouse23.com. Warehouse 23 also includes our PDF store, with free *Munchkin* accessories and rules (including *Epic Munchkin* and the *Munchkin Tournament Rules*)!

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sjgames.munchkin) and Steve Jackson Games (facebook.com/sjgames).

For more information about this *Munchkin* game, go to munchkin.sjgames.com/undead.

The icon for this set is 

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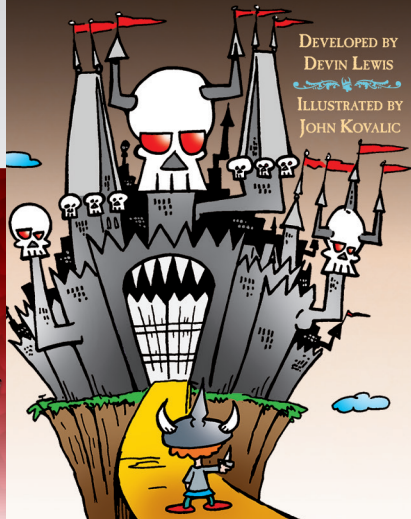
UNDEAD

BASED ON STEVE JACKSON'S *MUNCHKIN*

DEVELOPED BY
DEVIN LEWIS



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JOHN KOVALIC



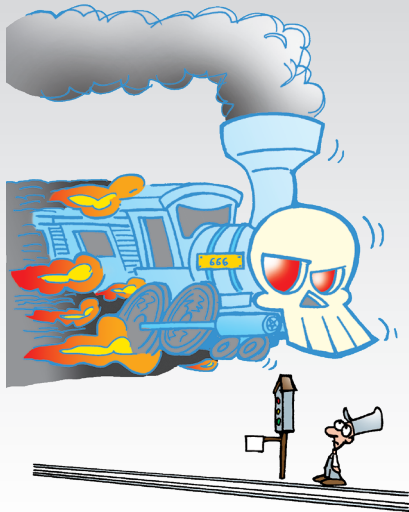
MUNCHKIN UNDEAD

A chill wind whips through the dungeon. The warrior tightens her grip on the Unnatural Axe and the cleric clutches his holy symbol to his chest while muttering barely audible prayers.



Eerie moaning fills the room and slow shuffling sounds echo from the passageway ahead. The thief tosses a torch ahead of the party, revealing the tiny form of the Skeleton Key. The adventurers breathe a collective sigh of relief. It is short-lived, however, as out of the

side passage comes the unmistakable bone-rattling whistle of the Soul Train! The Undead never travel alone.



***Munchkin Undead** has 15 more Undead creatures and mortifying mechanisms for your corpse-filled crypt crawl.*

You may play any Undead monster from your hand into combat to help any other Undead, without using a Wandering Monster card. If you have a card that can be used to make a monster Undead, you may play it with a non-Undead monster to use this rule.

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Based on Steve Jackson's *Munchkin*
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