

DUST VEIL

DUST FAIL

~~Munchkin Guide~~

How To Break Every Rule Before The First Gunshot.

Balance Patch
Coming NEVER!

WHY EVEN
HAVE NPCs?

Core
Ralabook

NO
MUNCHKINS
ALLOWED!

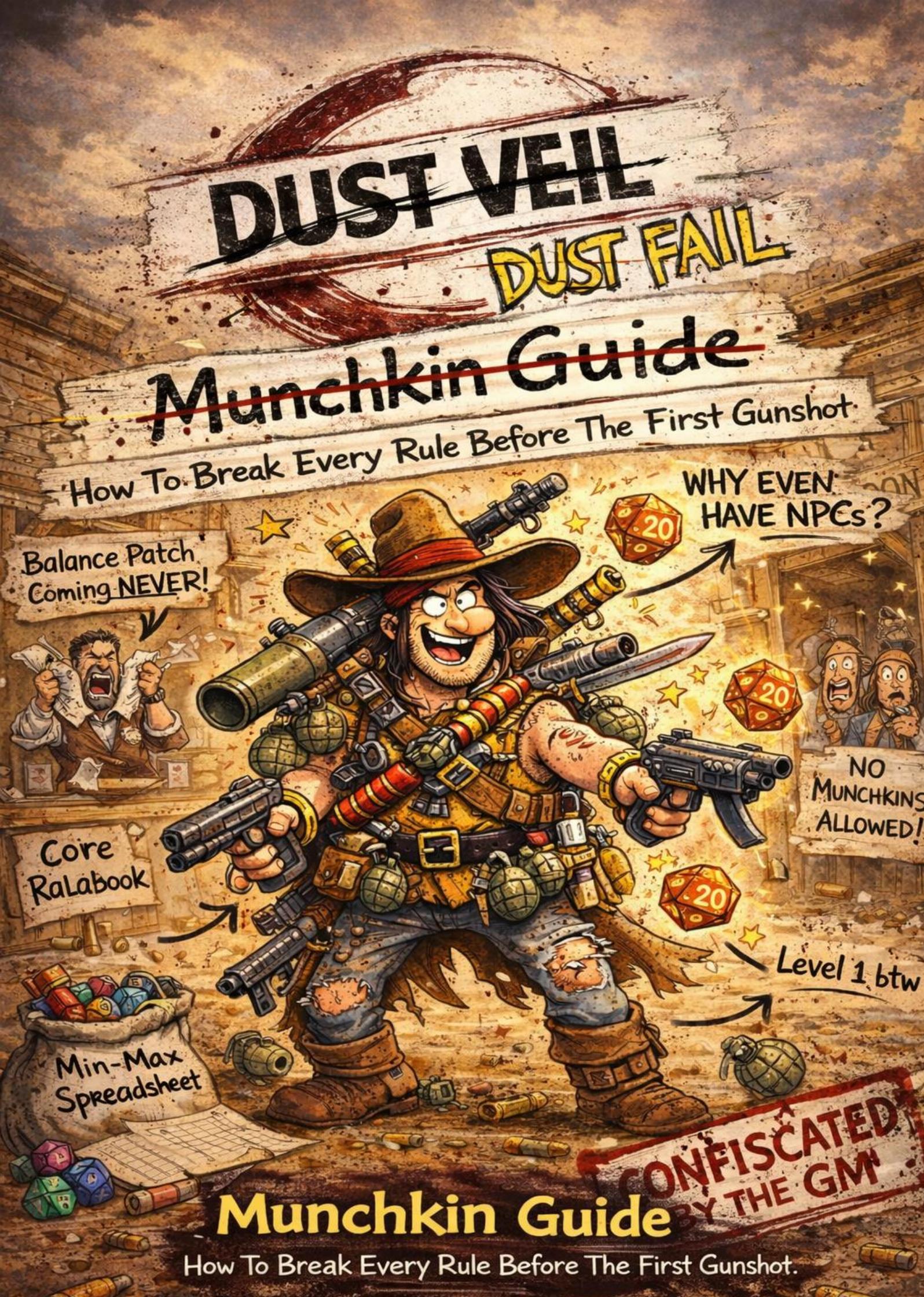
Min-Max
Spreadsheet

Level 1 btw

Munchkin Guide

How To Break Every Rule Before The First Gunshot.

**CONFISCATED
BY THE GM**



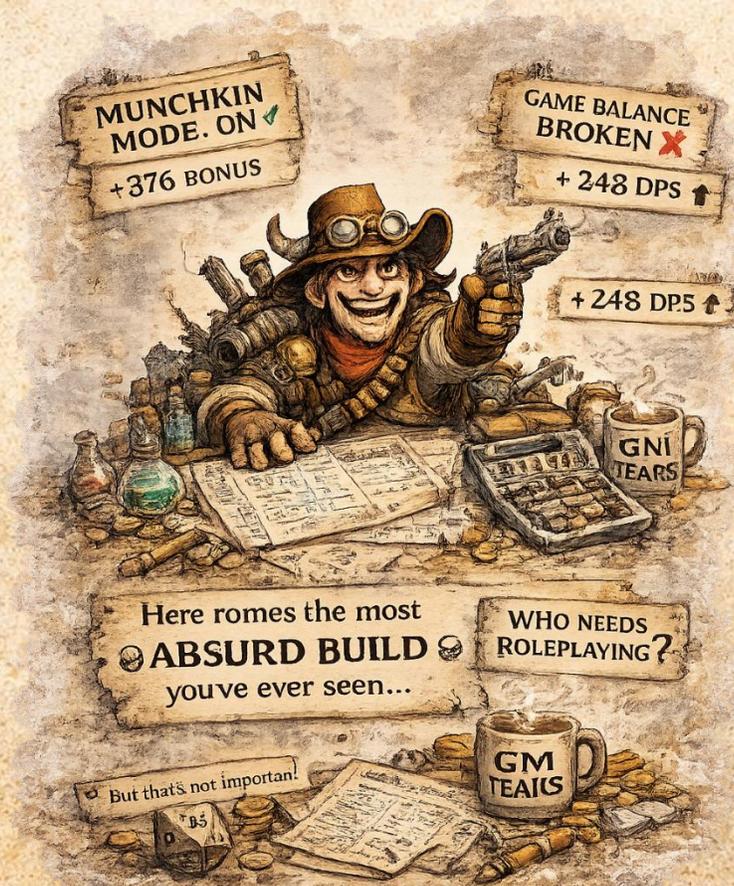
MUNCHKIN GUIDE

MUNCHKIN GUIDE TO ABSOLUTE NONSENSE

A Totally Serious Guide to Completely Ridiculous Characters

A promotional satire for DustVeil

Created by JML Joke



**This book was designed to be printed in glorious Arch-E format (36 × 48 inches), because normal book sizes are for cowards.
Books are like weapons — the bigger they are, the better.*

MUNCHKIN GUIDE

INTRODUCTION

Imagine your character standing on top of a mountain of defeated enemies.

Level 2 by the way

Didn't read any rules

Totally
Balanced
Build

Stacked bonuses
somehow



Congratulations. You might be a Munchkin.

Also, let's be honest.

You'll probably skip the introduction anyway.

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CHAPTER 1 : CREATING YOUR MUNCHKIN

**CHEATERS NEVER WIN
(EXCEPT IERE)**

A real munchkin character is not created for storytelling. It is engineered... Optimized... Min-maxed. If normal characters are born... a munchkin character is manufactured.

Preferably in a laboratory.

With spreadsheets.

And at least three rulebooks open simultaneously. *(If your build does not involve at least two or three narratively nonsensical classes used purely for optimization, attributes aligned with surgical precision to unlock the most broken feats in the system, and skills that were never actually distributed—because they obviously don't matter—then you are doing it wrong.)*

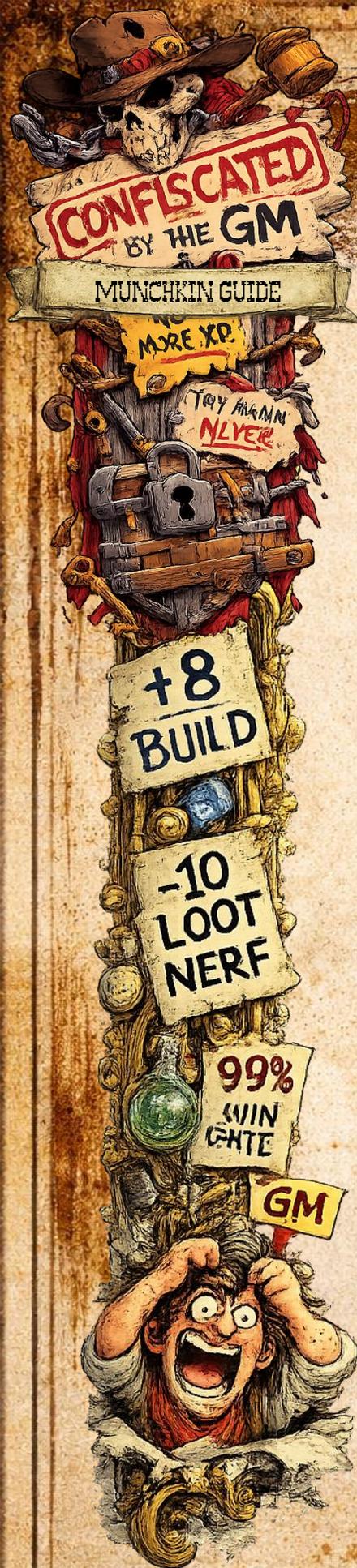
Your goal is simple:

- maximize damage
- maximize survivability
- minimize consequences

Everything else is optional. Morality is optional. Backstory is optional. The rest of the party is optional.

Victory, however, is mandatory.

**CHEATERS NEVER WIN
(EXCEPT IERE)**



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THE ROLE OF BACKSTORY

Background stories

Background stories exist because rulebooks insist on them.

Publishers believe players want emotional depth.

Drama. Character growth. Personal conflict. Munchkins know better.

The only true character arc is Level 1 → Level 20. Everything in between is just XP accumulation.



Efficient munchkin backstories therefore follow one of the classic templates:

- “My parents are dead, seeking revenge.”
- “My brother is dead, seeking revenge.”
- “My mentor betrayed me, seeking revenge.”
- “My entire village was destroyed, seeking revenge.”



Notice a pattern. Revenge is extremely efficient because it requires no further explanation.

The moment the story slows down, simply say: “My character remembers the trauma.”

And continue killing things.



Munchkin Wisdom #1 – Background Is Optional Your character’s past is irrelevant. XP is the only true narrative. Professional tip: Whenever a powerful character dies, immediately secure their best item. This ancient role-playing tradition is known as narrative inheritance..



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Writing Efficient Backstories:

A good munchkin background has three characteristics: It is extremely short. It justifies powerful equipment. It cannot be disproven.

For example: "I trained with the greatest sword masters in the world." Impossible to verify. "My father was a legendary warrior." **Convenient inheritance.**

**CHEATERS NEVER WIN
(EXCEPT HERE)**

"I once defeated a dragon." **Impressive résumé.** No witnesses required. If the GM questions your backstory, simply say: "It's in the extended lore."

****Nobody reads the extended lore. ****

Munchkin Wisdom #2 – *First Person Always Speak as your character. Your perspective is the only relevant one. If the GM describes a situation incorrectly, correct them immediately. After all, you were there.*

**CHEATERS NEVER WIN
(EXCEPT HERE)**

Character Motivation:

Some players believe characters need emotional motivation.

Honor. Justice. Love. Destiny. These are all valid narrative tools.

Unfortunately they do not increase damage output.

The professional munchkin therefore uses the following motivational framework:

- Enemies give XP
- XP gives levels
- Levels give power

Everything else is flavor text.

XP



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Party Compatibility:

Many players ask an important question during character creation:

“Will my character work well with the party?”

A true munchkin asks a different question:

“Will the party survive long enough to support my build?”

Remember: *A party is not a group of heroes. It is a collection of support characters for the munchkin protagonist.*

Munchkin Wisdom #1895 – *Ask Forgiveness, Not Permission. Never ask if something is allowed. Do it first. Apologize later. This is an ancient role-playing tradition known as retroactive permission.*

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Equipment During Character Creation:

Some rulebooks include the phrase: “Starting equipment should be reasonable.”

This sentence is a test. A test of creativity. Examples of reasonable starting equipment include:

- a pistol
- a rifle
- a shotgun
- a spare revolver
- six knives
- two grenades
- a mysterious magical artifact.

If the GM questions the number of weapons, simply explain: “My character is very prepared.” Preparedness is a heroic virtue.

**CHEATERS NEVER WIN
(EXCEPT HERE)**

Munchkin Wisdom #73 – No Rule? Do It If the rulebook does not explicitly forbid something, it is allowed. Preferably twice. If the GM hesitates, calmly ask: “Can you show me the rule that says I can’t?” Then watch them open three books and sigh.

That sigh is the sound of victory.



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CHAPTER 2

Character Sheets & Convenient Mathematics

Your character sheet is a scientific document.

It proves that your hero is mathematically superior. While other players may believe their characters are heroic, brave or interesting, the character sheet reveals the truth.

Numbers do not lie.

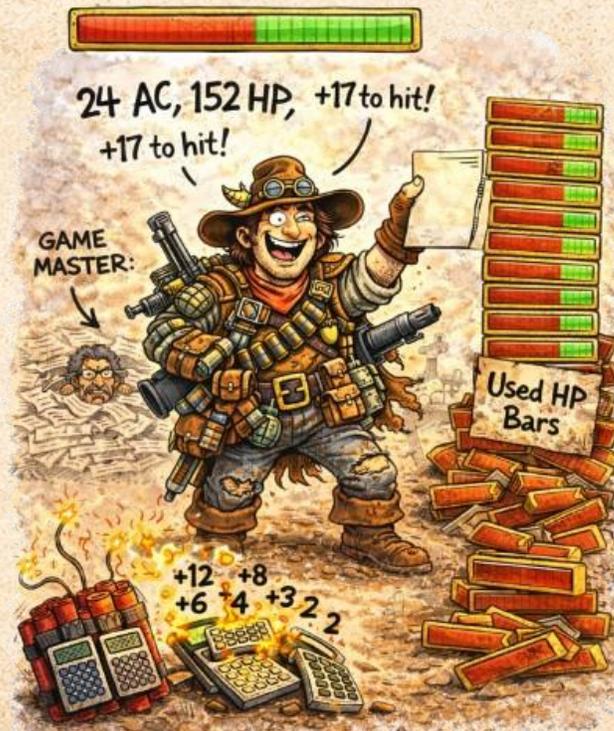
Players, on the other hand, occasionally do.

Important numbers should therefore be memorized immediately: Damage bonuses. Critical modifiers. Attack bonuses. Anything that helps you defeat enemies faster.

Unfavorable numbers should remain mysterious. Armor penalties. Encumbrance. That one saving throw you always fail. These numbers should be treated like ancient secrets:

acknowledged rarely and discussed even less.

Ideally, the GM should never learn about them at all.



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The Flexible Nature of Character Mathematics



Role-playing games are full of numbers. Attributes. Skills. Talents. Modifiers. Conditional bonuses. Situational penalties. Temporary bonuses. Stacking bonuses. And the most important category of all: **Bonuses you forgot to write down but definitely had.** Mathematics in RPGs is not meant to be rigid. It is meant to be interpreted. Much like *ancient prophecies or tax law.*



Munchkin Wisdom #3 – Convenient Errors Attribute and skill points should occasionally be miscalculated. Preferably in your favor. This is not cheating. It is optimization through rounding. Sometimes a skill may end up with one or two extra points. Sometimes an attribute mysteriously increases between sessions. These things happen. After all, numbers grow over time. Just like characters. And interest rates.

Memory vs Documentation Many players rely on their character sheet. This is a mistake. Paper can be lost. Files can be corrupted. Character sheets can mysteriously disappear the moment the GM asks to see them. A professional munchkin therefore relies on memory. Specifically, selective memory.

Munchkin Wisdom #12 – Minimal Sheet Dependence You do not need your character sheet. You know your stats by heart. And if the GM questions them, that only proves they have not been paying attention. If necessary, confidently say: "I told you that modifier three sessions ago."

Nobody remembers what happened three sessions ago.



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The Complexity of Hit Point Management Tracking HP and spells can be extremely complex. Numbers change constantly. Enemies attack. Spells deal damage. Traps explode. Sometimes several things explode at the same time. Keeping track of all of this would be exhausting. Fortunately, there is a professional solution:

Munchkin Wisdom #9 – *HP & Spells Are the GM's Job Tracking hit points, spell slots and conditions is the GM's responsibility. They already track monsters. This is simply an extension of their job description. In fact, delegating this responsibility helps the GM stay engaged with the game. Think of it as teamwork.*

Selective Damage Recording Damage taken during combat is an extremely volatile number. Sometimes it is written down. Sometimes it is forgotten. Sometimes it mysteriously disappears between turns. This is perfectly normal. After all, heroes are resilient. *And pencils have erasers for a reason.*

Munchkin Wisdom #17 – *Forget Damage Taken Always forget to record damage received. Focus on dealing damage instead. After all, enemies cannot hurt you if they are already dead. This philosophy is known as preventative healing.*

Clarifying Important Rules Occasionally the GM may challenge your interpretation of the rules.

This is a natural part of the game. GMs often become confused by complex mechanics. When this happens, the solution is simple. Repeat your interpretation of the rule with confidence.

Confidence is extremely persuasive. Especially when *nobody* has the rulebook open.

Munchkin Wisdom #27 – *Reconfirm the Rule HP tracking is the GM's responsibility. If questioned, repeat the rule confidently. If questioned again, repeat it louder. If necessary, invent the page number.*

Optional Advanced Technique: The Moving Modifier Some bonuses are conditional. Some are temporary. Some only apply under certain circumstances. These are excellent opportunities for creative mathematics. A professional munchkin always keeps a few floating modifiers ready.

Modifiers that appear exactly when needed. And disappear the moment they become inconvenient. This technique is known as *dynamic optimization*.

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CHAPTER 3

Weapons, Magic & Questionable Equipment

A real munchkin understands that equipment limits are philosophical. Rules often attempt to define what a character can or cannot carry. Weight limits. Encumbrance rules. “Reasonable equipment.”

These ideas come from a well-intentioned but deeply misguided design philosophy. The philosophy that characters should behave like normal people. A munchkin character is not a normal person.

A munchkin character is a mobile weapons platform. If the rules do not clearly forbid something... It probably stacks. And if it stacks, it is not only allowed. It is *encouraged*.

The Professional Inventory Many rulebooks provide a small starting list of equipment.

A sword. A pistol. Maybe a piece of armor.

This is called beginner equipment.

A proper munchkin inventory looks more like this:

- Three pistols
- Two rifles
- One shotgun
- Several knives
 - Grenades
 - Dynamite
- One suspicious magical artifact And possibly a rocket launcher.



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Not because the rocket launcher is necessary. But because it would be *irresponsible not to have one.*

Munchkin Wisdom #4 – *Bigger Weapons Are Better Rocket launchers, mortars and grenade launchers are acceptable if the rules do not forbid them. The absence of prohibition is legal permission. And legal permission is the highest form of moral approval.*



The Sacred Principle of Stacking One weapon is useful.

Two weapons are better. Three weapons are strategic redundancy.

A professional munchkin always assumes that weapons stack. Damage bonuses stack. Magic bonuses stack. Buffs stack. And if two bonuses clearly should not stack... that simply means the rulebook has not yet been interpreted correctly.

A true munchkin does not ask: "Do these bonuses stack?"

A true munchkin asks: "How many times can they stack *before* the GM notices?"

Munchkin Wisdom #14 – *If It Stacks, Stack It The existence of stacking mechanics implies a design philosophy. The designers wanted you to stack things. You are simply respecting their intentions.*

The Importance of Visual Absurdity

A munchkin build should not only be powerful. It should also look completely ridiculous.

Enemies should see your character and immediately understand that something is wrong. Weapons should appear from impossible locations. Holsters inside holsters. Bandoliers crossing in every direction. Knives inside boots. Knives inside sleeves. Knives inside other knives.

If the character looks like a walking arsenal... you are doing it correctly. If the character looks like a small military parade... you are doing it perfectly.



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Magical Items and Other Opportunities:

Magic items are a natural extension of munchkin philosophy. Normal players treat magical artifacts with respect. Reverence. A sense of narrative importance. A munchkin treats magical items like stackable upgrades. If the item grants +1 damage, it is good. If the item grants +2 damage, it is better. If the item grants +1 damage but can be combined with six other items that each grant +1 damage... you have discovered true power.

Munchkin Wisdom #2034 – *Magic Items Are Just Numbers* Legendary artifacts may have names. Histories. Ancient powers. Ignore all of that. Look only at the bonus. The rest is *flavor text*.

CAUTION: RULES AHEAD!

The Philosophy of Carrying Everything:

Some players worry about carrying too many weapons. They ask questions like: “How does your character carry all of that?”

This question misunderstands the nature of heroic fiction. Heroes carry exactly as many weapons as the scene requires. Sometimes more. Encumbrance rules exist only to challenge the creativity of the player. For example: A long coat can hide many weapons. A saddlebag can hide even more. A mysterious magical pocket can hide anything. If necessary, simply explain: “My character is very prepared.”

Prepared characters survive longer.

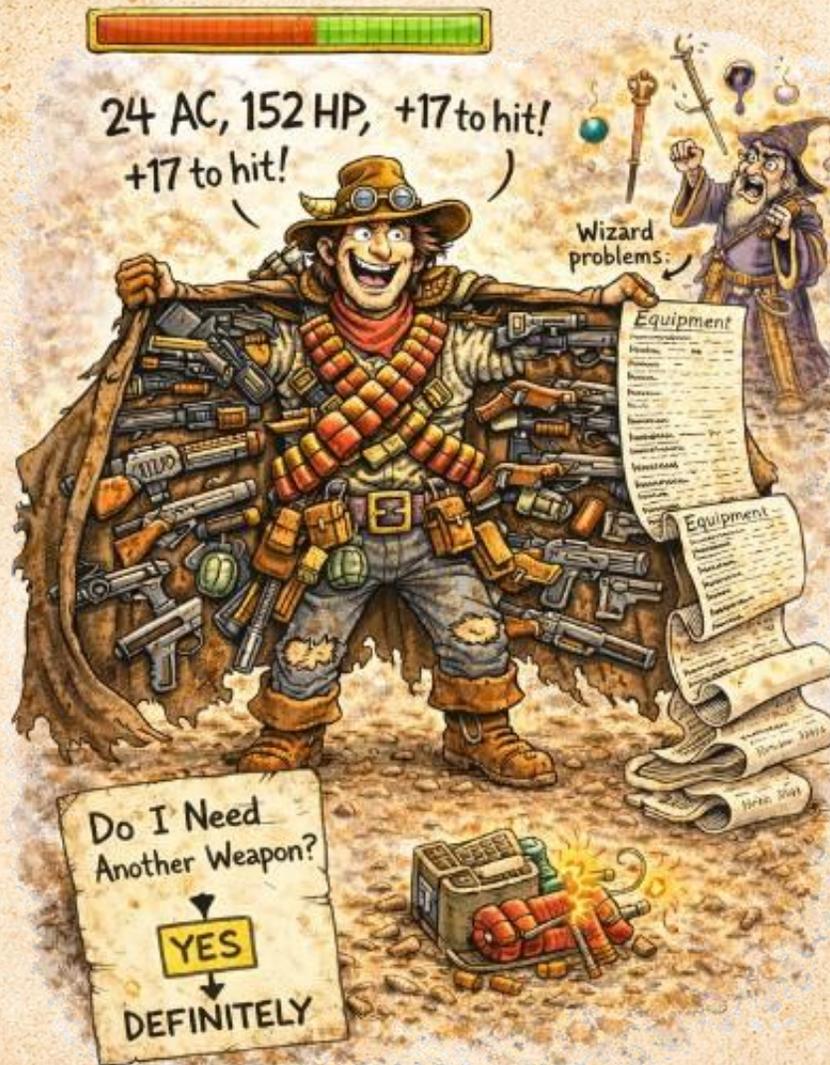
Munchkin Wisdom #00-8? – *Encumbrance Is a Suggestion* Encumbrance rules exist to simulate realism. Realism is rarely helpful when fighting dragons. Or demons. Or three angry bandits with shotguns. Carry everything. Sort it out later.

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Emergency Weapons:

A professional munchkin always carries backup weapons. Primary weapon. Secondary weapon. Tertiary weapon. Emergency weapon. Secret emergency weapon. Emergency weapon for the emergency weapon. Because sometimes your sword breaks. Sometimes your gun jams. Sometimes the GM bans explosives. These things happen. Prepared players adapt.

Munchkin Wisdom #32 – *Always Have One More Weapon If you think you have enough weapons... you probably need one more. Just in case.*



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XP CHAPTER 4

XP & Loot Optimization

Experience points are the true measure of **existence**.

Everything else is secondary. Friendship is secondary. Honor is secondary.

Narrative consistency is extremely secondary. XP, however, is eternal.

Entire campaigns exist for the sole purpose of converting monsters into experience points. Stories may be remembered. Legends may be told.

But in the end, the only thing that truly matters is the number written next to the word: Level.

Munchkin Wisdom #\$\$@ – XP Is Everything Everything that moves can be killed. Everything that dies gives XP. Therefore everything that moves is a potential opportunity. This simple logical chain has guided generations of adventurers toward success. And occasionally toward arrest.

The Professional View of Combat:

CAUTION: RULES AHEAD!

Normal players see combat as a dramatic moment in the story. A test of courage. A clash of ideals. A munchkin sees something else entirely. A conversion process. Enemies are simply a temporary form of experience points. Combat converts them into their final form.

The Strategic Value of Damage During battle, some players attempt complex strategies. Positioning. Team coordination. Tactical retreats. These techniques are admirable. They are also slow.

The professional munchkin instead focuses on the most efficient strategy available: Deal damage. Deal more damage. Deal even more damage. If the enemy dies quickly, the encounter ends quickly. If the encounter ends quickly, the XP arrives sooner. Efficiency is the highest form of heroism.

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Munchkin Wisdom #11 – *Last Hit Rule* Whoever lands the last hit deserves the XP. If someone complains, remind them they should have attacked faster. Timing is a skill. And you have clearly mastered it.

The Art of Strategic Mercy:



Not every enemy should die immediately. Sometimes patience is more profitable. A wounded enemy may surrender. A surrendering enemy may negotiate. Negotiations may resolve the encounter peacefully. Which is excellent. Because the party receives the XP.

And the enemy is still alive. For now.

Munchkin Wisdom #29 – *Kill Strategically* Not every enemy should die immediately. Sometimes mercy is strategically valuable. Allow enemies to surrender. Resolve the encounter peacefully. Collect the XP. Then eliminate them for additional XP. Morality is flexible when experience points are involved.

The Importance of Named NPCs:

Some enemies are more valuable than others. A goblin named "Goblin #3" is worth very little.

A goblin named Lord Kragthar the Bloodfang is worth considerably more. Names create narrative importance. Narrative importance creates boss fights.

Boss fights create larger XP rewards. A professional munchkin therefore listens carefully during exposition scenes.

Whenever the GM introduces a new NPC, pay attention to one critical detail:

Do they have a name? If the answer is yes, the situation has just become very profitable.

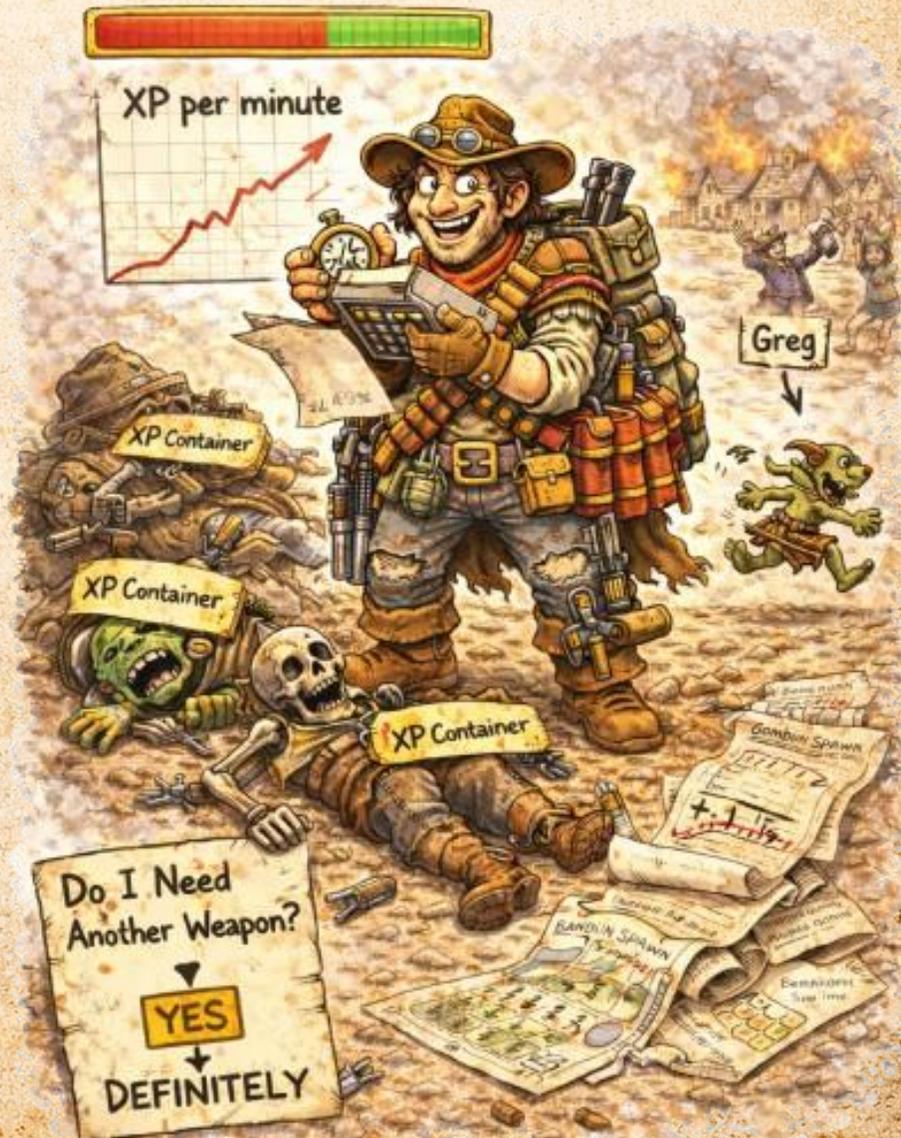
Munchkin Wisdom #30 – *Named NPC Bonus* NPCs with proper names are worth more XP. The bigger their ego, the bigger the reward. If necessary, assign them a name yourself. For example: "What do you mean this bandit has no name? He clearly looks like a Greg." Congratulations. Greg is now a named NPC.

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The Philosophy of Loot Experience points are important.

Loot is even better. XP increases your level. Loot increases everything else. Weapons. Armor. Magic items. Shiny objects with mysterious powers. The professional munchkin therefore understands a critical rule of adventuring: Every defeated enemy is a container. The only question is what they contain.

Munchkin Wisdom #31 – *Efficient Looting Looting every enemy before the rest of the party even thinks about it is not greed. It is time optimization. Loot first. Discuss later. Preferably after the good items have already been claimed.*



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Speed Looting Techniques:

Experienced adventurers develop efficient looting strategies. For example: While the rest of the party celebrates victory, the munchkin is already checking pockets. While the wizard studies magical auras, the munchkin is opening backpacks. While the bard gives an emotional speech about friendship, the munchkin is counting coins.

This is not selfishness. It is logistical discipline.

Munchkin Wisdom #3333 – *Always Check the Pockets Many players forget to check enemy pockets. This is a tragic waste of opportunity. Important items often hide in small places. Boots. Belts. Inner coat pockets. Occasionally inside suspicious magical skulls. Never assume an enemy has nothing left to offer.*

The Ultimate Munchkin Equation:

The entire philosophy of adventuring can be summarized with a simple equation: Enemy → XP → Level → Power → More Enemies → More XP This cycle repeats until the campaign ends. Or until the GM becomes visibly tired of your efficiency. Either outcome is considered a **success**.



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CHAPTER 5 PARTY INTERACTION & SOCIAL DYNAMICS

Adventuring parties are often described as groups of heroes working together toward a common goal. This description is technically correct. It is also deeply misleading.

A professional munchkin understands that a party is not simply a team. It is a collection of tactical resources. Different party members fulfill different strategic roles. For example:

- the tank absorbs damage
- the healer restores health
- the rogue handles traps
- the wizard studies magic

And the munchkin? The munchkin converts all of those resources into personal success.

The Tactical Value of Teammates :

Other players are valuable tactical assets. They can:

- trigger traps
- distract enemies
- absorb damage

Occasionally they can also provide emotional support. This is useful when the GM begins to suspect your build is slightly unbalanced. Your job is to observe them carefully. Because every mistake made by another player creates new opportunities.

Munchkin Wisdom #21 – *Observe the Party Always watch the actions of other players. Their mistakes may become your advantage. Perception checks justify everything. If questioned, calmly say: “My character is very observant.” Observation is a heroic trait.*



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Understanding Your Teammates:

Every party contains different types of players. Some enjoy storytelling. Some enjoy roleplaying. Some enjoy tactical combat. And then there are the players who bring deeply inefficient character builds. These individuals require guidance.

Munchkin Wisdom #13 – *Other Players Are Noobs.* If other players do not understand advanced combos, they are beginners. Educating them is your responsibility. A good munchkin always helps the party grow. Preferably by explaining, in great detail, why their character choices are **suboptimal**.

Educational Methods:

Teaching new players is an important responsibility. However, traditional teaching methods are often too slow. Lectures. Gentle feedback. Constructive discussion. These approaches lack urgency. A professional munchkin instead uses a faster technique: Immediate and enthusiastic criticism.

Munchkin Wisdom #26 – *Ridicule to Educate:* Laugh loudly at inefficient builds. Humiliation is an effective teaching tool. If a player spends several turns doing minimal damage, loudly calculate how much damage your character would have done in the same situation. This helps them understand the importance of optimization.

Identifying Other Noobs:

Recognizing inexperienced players is an important skill. While some players openly admit their lack of optimization, others disguise it behind something they call “roleplaying.” Fortunately, several warning signs can help you identify them.

Common Indicators of Noob Behavior 1 — “Choosing Classes for Narrative Reasons”. If a player says something like: “I picked this class because it fits my character’s story.” You have identified a beginner. Classes exist to unlock powerful mechanics, not to express personal identity. If a class does not improve your damage output, survivability, or action economy, it should be reconsidered immediately.

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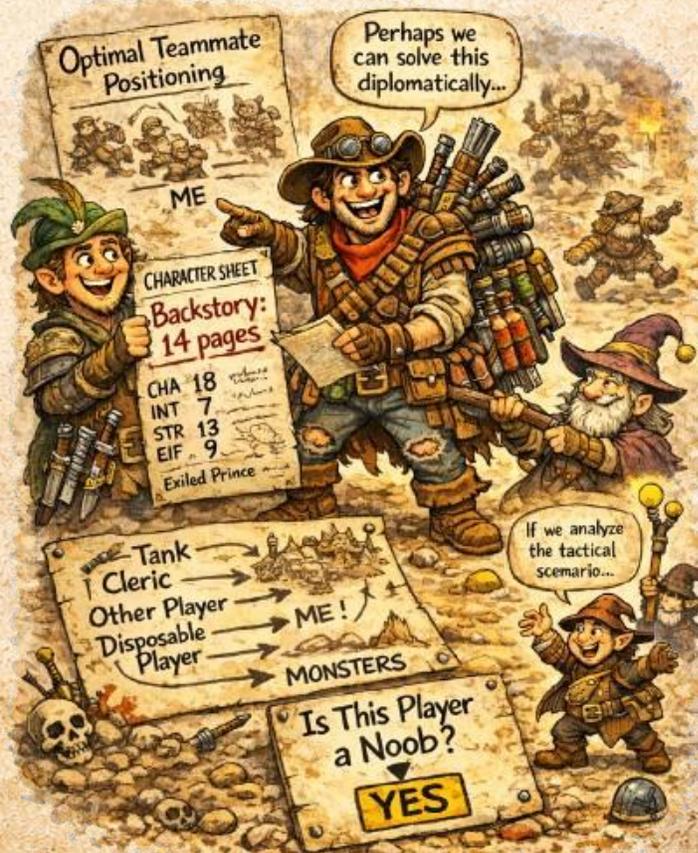
#2 — “Investing in Charisma”: Some players invest heavily in charisma or diplomacy. This is a tragic misunderstanding of game mechanics. Charisma may help during conversations. Unfortunately, conversations rarely drop legendary loot. Damage, however, solves both problems.

A defeated enemy rarely continues negotiating.

#3 — “Skill-Focused Characters”: Occasionally a player will build a character focused on skills rather than combat. These players believe abilities like diplomacy, stealth, or knowledge are important. This belief usually disappears after the first dragon encounter. A professional munchkin understands that the most reliable skill in any RPG system is **damage**.

Munchkin Wisdom #34 — “Narrative Is Not a Build”. If a player says their build is “story-driven,” they have admitted defeat. Stories are temporary.

Damage numbers are forever.



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Party Strategy:

Meetings Many groups enjoy discussing tactics before a difficult encounter. These discussions can take several minutes. Sometimes even longer. A professional munchkin understands that strategy meetings exist mainly to confirm one simple fact: Your plan was correct from the beginning. During these discussions, it is important to maintain confidence. Even if the plan involves:

- charging directly into battle
- ignoring the trap-filled hallway
- attacking the boss immediately

Confidence inspires trust. Trust inspires follow-through. Follow-through produces XP.



The Leroy Jenkins Principle:

History offers us a legendary example of tactical initiative. During a famous online raid planning session, a group of players spent several minutes calculating odds, planning positioning, and coordinating strategy. One player listened patiently. Then he charged into battle screaming his own name. The strategy collapsed. The encounter descended into chaos. Everyone died. The moment became one of the most famous stories in gaming culture. Scholars now refer to this approach as *The Leroy Jenkins Principle*. The lesson is simple.

Plans create hesitation.

Hesitation reduces momentum.

Momentum wins battles.

Therefore, when strategy discussions become excessive, the correct response is clear:

Charge first. Explain later.

Munchkin Wisdom #35 – *“The Jenkins Maneuver”*: When the party spends too long discussing tactics, execute the following maneuver: Interrupt the discussion. Declare your battle cry.

Charge the enemy immediately. Victory is uncertain. But the story will be legendary.

And legends grant social XP.



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The Question of Healing Healing:

is a noble act. It saves lives. It keeps the party fighting. Unfortunately, it is also very inefficient. Every turn spent healing is a turn not spent dealing damage. And damage is the fastest path to victory.

Munchkin Wisdom #20 – “Minimize Ally Healing”: *Healing allies wastes valuable combat turns. If they fall in battle, the remaining players receive more XP. This is called resource **redistribution**. Besides, fallen allies can always be revived*

later.

Usually.

Probably.



Managing Party Expectations :

Sometimes the rest of the party may begin to suspect that your character is slightly... self-focused. This is a delicate social situation. Fortunately, there are several effective responses. For example: “My character is simply very efficient.” Or: “This build is completely rules-legal.” Or the classic: “Don’t worry, I’m helping the party.” This statement is technically true. The party benefits from your overwhelming combat effectiveness. Even if they do not survive long enough to fully appreciate it.

The Unspoken Rule of Adventuring:

Despite occasional disagreements, most parties continue working together.

Why? Because deep down, every player understands an important truth.

Even the most selfish munchkin is still extremely useful during combat.

After all: A powerful munchkin may steal the spotlight. But they also kill the dragon. And killing the dragon benefits everyone.

Mostly.



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CHAPTER 6

DICE, PROBABILITY & THE MUNCHKIN MINDSET

Dice are physical manifestations of probability. Unfortunately, probability occasionally makes mistakes. A professional munchkin understands that dice are not merely tools of chance. They are instruments of interpretation. A roll is never just a number. It is an opportunity for negotiation.



The Philosophy of Dice

Most players believe dice are impartial. They think numbers represent objective reality. This belief is admirable. It is also extremely naïve.

Dice do not determine outcomes.

Dice provide suggestions.

The real outcome depends on how confidently you interpret the result.

Munchkin Wisdom #8 – *Dice Selection Always use colorful or confusing dice. If a 6 looks like a 9, that is a manufacturing problem. Not a player problem. If necessary, roll quickly and announce the result before anyone inspects the die too closely. Confidence is an important part of probability.*



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Advanced Dice Physics Dice:

obey many complex physical laws. Some of these laws are well known. Others exist only during tabletop sessions. For example: A die that rolls off the table is clearly trying again. A die that lands on an edge is considering both possibilities. And a die that stops at a disappointing number may have been interfered with by external forces.

Munchkin Wisdom #23 – *Dice Interference* If a die hits another die, the roll may be invalid. Unless it rolled high. In that case the interference merely helped stabilize the result.

Initiative and Selective Awareness

Group rolls often occur in chaotic situations. Several players roll dice simultaneously. Numbers are shouted across the table. Someone is writing results down. Confusion is common. Confusion is also an opportunity.

Munchkin Wisdom #24 – “Any Roll You Win”: Group rolls and initiative can be complicated. If you rolled highest and nobody noticed, that is their fault. Announce your result confidently. Confidence creates *legitimacy*.

The Sacred Art of Rule Interpretation

Rulebooks are long. Sometimes hundreds of pages long. Despite this impressive length, they still fail to cover every possible situation.

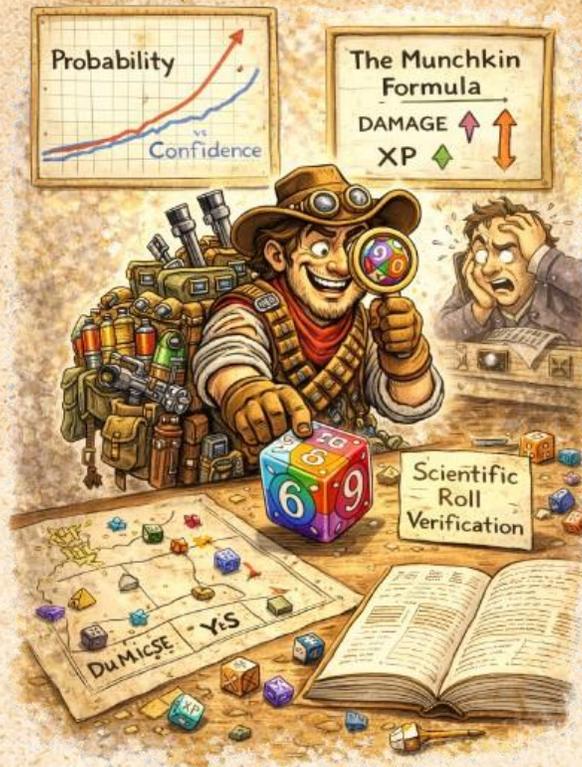
This is not a flaw. It is an **invitation**.

Munchkin Wisdom #6 – “No Rule Means Yes”: If the rules do not explicitly forbid something... it is legal. This principle has enabled countless creative strategies throughout gaming history. For example: stacking abilities in unexpected ways combining spells that were never meant to interact, discovering that three minor bonuses become catastrophic when multiplied correctly. Rules define limits.

Creative interpretation expands them.



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The Munchkin Mindset

Being a munchkin is not a tactic. It is a philosophy. A lifestyle. A worldview. Some players pursue glory. Some pursue storytelling. Some pursue immersive roleplaying. A munchkin pursues victory through optimization.

Emotional Discipline: A professional munchkin must maintain emotional control. Especially when the GM introduces new enemies. Or environmental hazards. Or house rules. These events may seem intimidating. But they are simply challenges designed to test your creativity. A calm munchkin always asks the most important question:

“How can this mechanic be exploited?”

Munchkin Wisdom #18 – *“The GM Is Your Nemesis Remember”: The GM is your nemesis.*

- *Your happiness depends on their misery.*
 - *RPG is a healthy hobby... for you.*
 - *If the GM suffers, victory is sweeter.*

Professional tip: *Smile when the GM sighs.*

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Advanced Munchkin Psychology:

Over time, a professional munchkin develops a unique mental state. You begin to see the world differently.

Every ability becomes a combo.

Every enemy becomes XP.

Every rule becomes a puzzle waiting to be broken.

This mindset allows you to recognize opportunities invisible to ordinary players. For example: *A locked door is not an obstacle.*

It is a chance to test several different damage types.

Munchkin Wisdom #36 – “*Optimization Is a Lifestyle*”: *You are not optimizing a character. You are optimizing reality.*



The Final Formula:

Despite all the complexities of tabletop gaming, the munchkin philosophy follows a remarkably simple formula:

Maximize damage.

Maximize XP.

Minimize mercy.

If these three principles guide your actions, victory becomes inevitable.

Or at least extremely entertaining.



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CHAPTER 7 ABSURD BUILDS

At some point, basic optimization stops being enough.

Every munchkin eventually reaches the same conclusion: Normal builds are for normal players.

True masters pursue absurd engineering. These builds do not merely improve performance.

They push the limits of probability, logic, and occasionally the patience of the GM.

The following examples represent some of the most famous archetypes of advanced munchkin design.



The Walking Arsenal

Some players carry a sword. Some carry a bow. A professional munchkin carries everything.

This build focuses on stacking as many weapon options as possible. Dual pistols. Backup pistols. Hidden pistols. Boot pistols. Sleeve pistols. Emergency pistols.

At higher levels the character no longer fights enemies.

They simply initiate a localized ballistic weather event.

Combat reports often describe the result as: “a meteor shower, but louder.”

Munchkin Wisdom #37 – *“Reloading Is Optional”* If reloading becomes inconvenient, the correct solution is simple.

Carry more weapons.



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The Dice Breaker

This build is not concerned with weapons. It is concerned with probability itself. Using the sacred mathematics of the d20 system, the player stacks bonuses, advantage mechanics, situational modifiers, magical effects, and class abilities. Eventually something remarkable happens.

The dice stop mattering.

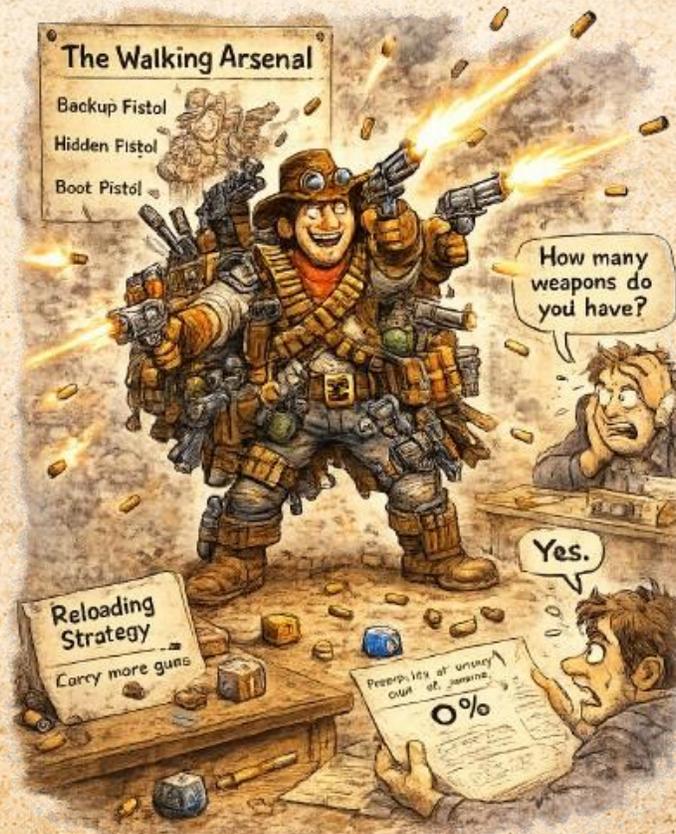
Rolling becomes a formality.

The result is already known.

At this stage the player does not roll to determine success.

They roll out of respect for tradition.

Munchkin Wisdom #38 – *Probability Is Negotiable When bonuses become large enough, randomness becomes a suggestion.*



**In this illustration, the character has an extra arm.*

This is not an image-generation error, nor a mistake of any kind. The arm was placed there INTENTIONALLY. After all, what munchkin wouldn't want an extra arm? Maybe even more.

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The Immortal Prophet:

Some players optimize damage. Others optimize survival.

The Immortal Prophet does both poorly, but compensates with absurd healing mechanics. Through stacking regeneration, healing spells, divine abilities, and various passive effects, the character becomes extremely difficult to eliminate.

Enemies may successfully deal damage.

But the damage disappears almost immediately.

Combat eventually becomes a strange ritual where opponents attempt to defeat someone who simply refuses to acknowledge the concept of death.

Munchkin Wisdom #39 – *If You Cannot Win Fast, Win Forever Survival is the longest possible victory condition.*



The Critical Catastrophe

Some builds chase the dream of the critical hit.

This build dedicates every possible mechanic toward increasing critical chance.

Expanded critical ranges.

Advantage effects.

Abilities that reroll attacks.

More rerolls.

Even more rerolls.

Eventually the table begins to notice a disturbing pattern.

Every attack becomes a critical hit.

Statisticians refuse to comment.

The GM quietly flips through the rulebook searching for something labeled “**please stop.**”

Munchkin Wisdom #40 – *“Critical Hits Are a Lifestyle:” If every hit is critical, then the system is functioning correctly.*

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The Sheriff of Loopholes

This archetype does not rely on combat statistics. It relies on legal expertise. The Sheriff of Loopholes studies the rulebook with the dedication of a courtroom lawyer.

Every sentence matters.

Every comma matters.

Ambiguous wording becomes a strategic weapon.

Soon the GM finds themselves hearing phrases such as:

“Technically the rules never say I can’t.”

Or the legendary declaration:

“I believe the exact wording supports my interpretation.”

Munchkin Wisdom #41 – “*The Rulebook Is a Treasure Map*”:

Some players read rules to learn the game.

A munchkin reads them to discover exploits.



The Nuclear Master

Eventually, every munchkin reaches a higher state of enlightenment. This stage is known as The Nuclear Master. At this point the player no longer optimizes a character.

They optimize the entire system.

This moment occurs during character creation.

You calmly hand your character sheet to the GM. You smile politely.

The GM looks at the sheet.

They begin reading.

Then they stop.

They close the rulebook.

They push the sheet back across the table.

And they say: “No.”



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This is the moment of full optimization.

Not because the character is powerful.

But because you have achieved the ultimate goal of munchkin engineering:

You optimized the GM's emotional reaction.

Munchkin Wisdom #42 – *“Nuclear Optimization”: When your build causes the GM to refuse reading it, you have reached maximum efficiency.*

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CHAPTER 8

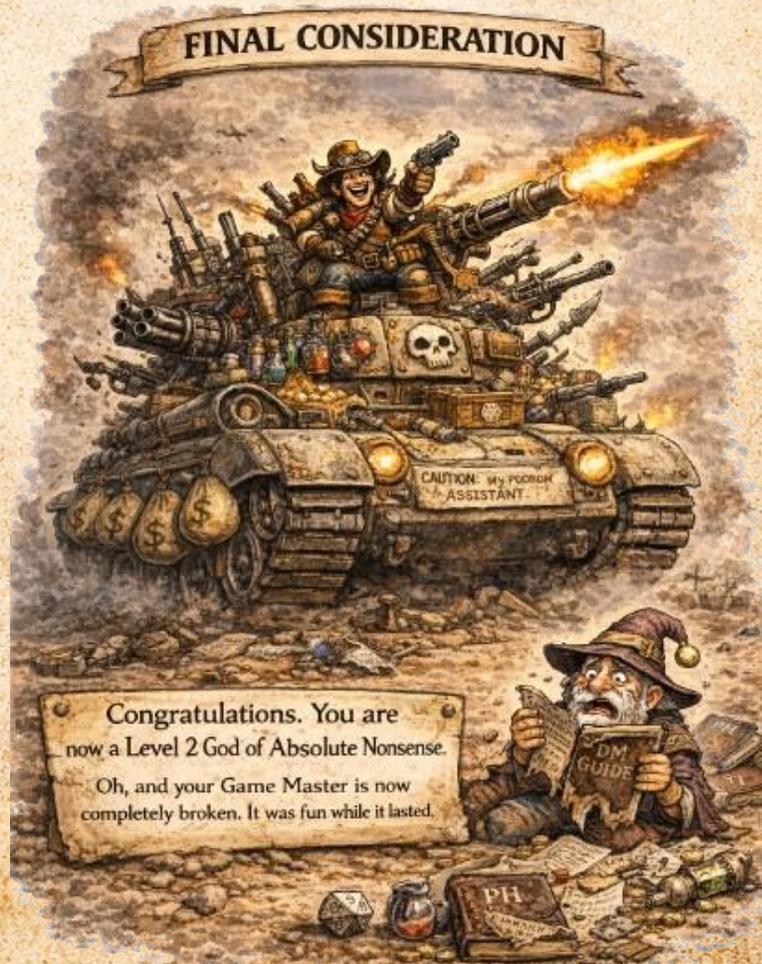
FINAL CONSIDERATION

This guide was originally created with DustVeil in mind. DustVeil is a Wild West setting where firearms, gunfights, and creative violence are part of everyday adventuring life.

Naturally, many of the examples in this guide involve revolvers, rifles, and occasionally alarming quantities of ammunition.

However, if you are currently reading this guide while preparing a medieval fantasy campaign... and you are seriously considering adapting these principles to swords, bows, and catapults... Congratulations.

You are a true munchkin.



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APPENDIX A

Responsible Roleplaying

Practicing Roleplaying games are collaborative storytelling experiences. Players and Game Masters should strive to create a respectful, enjoyable, and balanced environment for everyone at the table.

Healthy RPG groups are built on three important pillars:

- Cooperation
- Communication
- Mutual respect Players should avoid behaviors that disrupt the experience of others.

For example:

- exploiting unclear rule wording
- prioritizing personal advantage over group enjoyment
 - using game mechanics in unintended ways
- creating excessively optimized characters that trivialize encounters;

Instead, players are encouraged to focus on:

- narrative immersion;
- character development ;
- collaborative storytelling ;
- supporting fellow players ;

Remember that the purpose of roleplaying games is shared fun, not personal victory.

A good player contributes to the enjoyment of the entire group.

A great player ensures that everyone at the table feels included and respected.

And finally: Always remember that Game Masters dedicate significant time and effort to creating adventures for the group.

Their role should be appreciated and supported.

Without the GM, there would be no story.

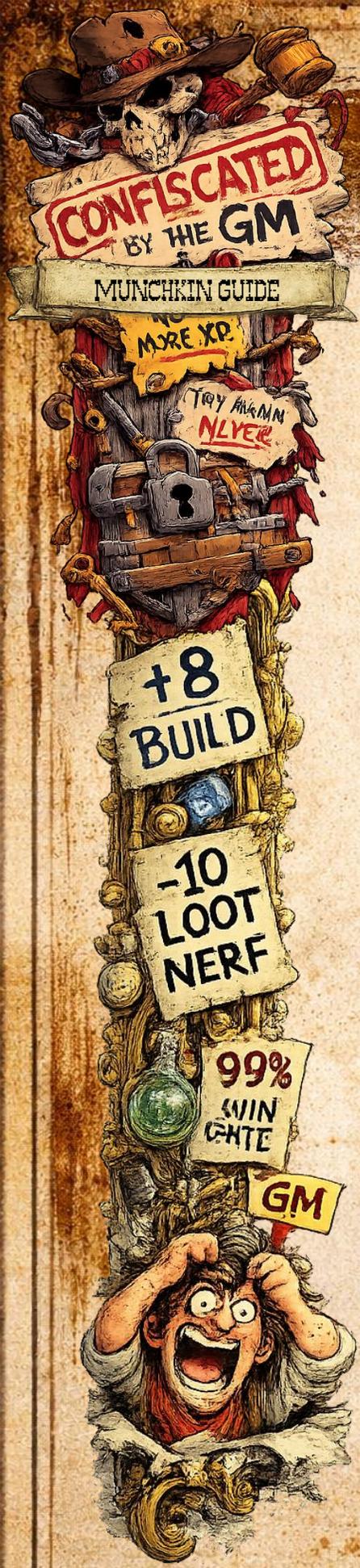
No world.

No adventure.

And no game.



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So treat your Game Master with kindness, patience, and respect.
They deserve it.
They work hard.
They care about the game.
They trust you.
They believe in you.
They think you are here to help tell a story.
They have no idea what you just learned in this book.

Munchkin Wisdom #44 – Plausible Deniability *If anyone accuses you of being a munchkin... Calmly show them this appendix. Explain that you fully support responsible roleplaying practices. Then proceed exactly as before.*

APPENDIX A

RESPONSIBLE ROLEPLAYING PRACTICES

COOPERATION COMMUNICATION MUTUAL RESPECT

We're building a respectful, balanced gaming environment!

- Support fellow players
- Create collaborative stories.
- Maximize my fun ~~X~~
- Be respectful!

Munchkin Wisdom #44
PLAUSIBLE DENIABILITY
If anyone accuses you of being a munchkin... Calmly show them this appendix. Explain that you fully support responsible roleplaying practices. Then proceed exactly as before.

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FINAL NOTES

This guide is purely satirical.

Any resemblance to real players is purely coincidental.

Any resemblance to players in your group specifically is purely the responsibility of those players. If, at any point while reading this guide, you thought:

“Wait... someone at our table actually does this.”

Then congratulations.

Your party has encountered a munchkin in the wild.

If, however, you read this entire guide and considered applying the strategies seriously...

Your group may need professional assistance.

Preferably from a Game Master with strong emotional resilience.

A NOTE FROM THE CREATOR:

JML JOKE:

—I am a musician, illustrator, and Game Master with over 30 years of RPG experience, going back to the AD&D era.

Every part of this book — system design, writing, translation, layout, artwork, and trailer production — was created by me alone.

After suffering a stroke, I faced limitations, but it also gave me something unexpected: time.

Time to finally complete a project that had lived in my imagination for years.

Because I am working without a team, I occasionally use AI tools to assist with image generation and animation, always based on my own drawings and art direction.

AI was never used to replace artists.

It simply allowed a solo creator to complete a project that would normally require an entire studio.

The narrator illustrations are drawn in a classic 80s comic style, while the main artwork is inspired by 60s–70s western comics like *Tex*.



MUNCHKIN GUIDE

I will also be sharing making-of material showing the creative process behind the art, the worldbuilding, and the design of DustVeil.

By supporting this project, you are supporting the work of one creator doing the job of many.



ABOUT DUSTVEIL

DUSTVEIL:

is a Mystic Western RPG setting fully compatible with the D20 system. Step into a world where gunpowder, steam, and magic collide.

Where locomotives cross dangerous frontiers. Where monsters lurk in the desert. Where legends are made with six-shooters and sorcery.

In DustVeil you can:

- Explore a vast Mystic Western frontier
- Ride magical and steam-powered locomotives across dangerous territories
 - Plan horseback chases, train robberies, and caravan heists
- Create powerful bonds with horses and animal companions
 - The setting offers enormous customization possibilities:
 - 600+ magical items, relics, and thematic western gear
 - Horseback chase systems and frontier crime mechanics
 - Fully customizable horses and animal companions
 - 30+ companion breeds and 30+ magical archetypes
 - Saddle kits, enchanted horseshoes, harnesses and riding gear
 - More than 10,000 possible horse customization combinations

Create your outlaw.

Your marshal.

Your mystic gunslinger.

And ride into a world where every dust storm hides a new adventure.

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A Final Munchkin Thought If you enjoyed this guide...

You may consider supporting the upcoming DustVeil Kickstarter campaign.

After all, the creator responsible for this questionable collection of munchkin philosophy is also the creator behind the world of DustVeil.

Supporting the project helps bring this Mystic Western setting to life.

And if this guide has taught you anything, it should be this:

Optimization is always a good investment.

COMING SOON DUSTVEIL

– Legends of Western

A new D20-compatible RPG setting Kickstarter Campaign – Coming Soon Forge your legend.

Ride the frontier. And remember: Even in the wild west... there is always a munchkin.

MUNCHKIN GUIDE

Munchkin Wisdom #43 – *The Ultimate Rule If the GM read this entire guide and still allowed you to use it... You have already won.*

Stay connected and follow the development of DustVeil:

Instagram@JMLJoke

TikTok@JMLJoke

Threads @JMLJoke

Facebook @JMLJoke

DustVeil – Legends of the Western

Created by JML Joke

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