

# The Red Dragon Inn

Character Compendium (version 1.1)

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## Characters without any special mechanics or rules

Bryn the Boatswain	Fiona the Volatile	Sera the Fleetfooted
Chronos the Time Mage	Fleck the Bard	Tara the Navigator
Daareka the Mindbreaker	Gerki the Sneak	Captain Whitehawk
Deirdre the Priestess	Gog the Half-Ogre	Zot the Wizard
Dimli the Dwarf	Jasper the Bouncer	
Eve the Illusionist	Joran the Trickster	

## Adonis the Magnificent, Bard of the Ages

Most bards are content to stay in the back of the party and use their bardic magic to help out. But Adonis is not “most bards”. He can carry a tune, but he can also brawl when he needs to. Adonis is a fine specimen of a man. He knows it, and he makes sure that everyone around him knows it, too.

### Instruments

In addition to his Character Deck, Adonis has three instruments—a flute, a lyre and a drum. Place these tokens near your player mat with the unbroken sides face up. Some cards give you a better effect if you smash an instrument, but other cards give you a better effect if a certain instrument is still intact, so choose wisely!



### Smashing Instruments

Some cards in Adonis’s deck give you a better effect if you smash an instrument. To smash an instrument, flip it to its red broken side. You may not smash an instrument that is already smashed.

*Example: Adonis plays “Sometimes they call me Adonis the Bard-barian!” and chooses to smash his drum by flipping it over to its smashed side. He chooses Zot to lose 4 Fortitude.*

When a card allows you to smash an instrument, you must choose which instrument to smash and smash it as you play the card. You may not wait for your opponents to respond. If you smash an instrument but the card you played is Negated or Ignored, you do not get your instrument back.



*Example: Fiona causes Adonis to lose Fortitude, so Adonis attempts to hit her back with “These rippling muscles aren’t just for show!” As he plays the card, he chooses to smash his flute so that Fiona will lose 3 Fortitude instead of 1. Fiona responds with “I don’t think so!”, so she loses no Fortitude. Adonis does not get his flute back.*

One card, “Nope. Try again”, requires you to smash an instrument to have any effect. If you don’t have an instrument to smash, you may not play this card.

Two cards allow Adonis to replace a smashed instrument. To replace an instrument, just flip it back over to its unbroken side.

## Effects for Unbroken Instruments

Some cards in Adonis's deck have an instrument icon in their text box. These cards give you a better effect if that instrument is unbroken when the card takes effect. You don't need to smash the instrument; the better effect just happens.

**Example:** Adonis plays “Rhythmic beatdown” while his drum is intact. Each other player loses 2 Fortitude. Nothing happens to the drum. Adonis gets the better effect simply because the drum is intact when “Rhythmic beatdown” resolves.

**Example:** Adonis plays “Rhythmic beatdown” while his drum is intact. In response, Gog plays “Stop poking Gog” to Ignore the Fortitude loss. In response to that, Adonis plays “ Nope. Try again”, choosing to smash his drum to Negate Gog’s card. Since Adonis doesn’t have his drum when “Rhythmic beatdown” resolves, each other player (including Gog) loses 1 Fortitude, not 2.



## Amundyr the Cursed

Amundyr is a mummy whose pet scarabs help her drink, gamble and roughhouse, all while spreading a bit of mummy rot to people she doesn't like.



### Setup

Take the 12 Scarab Tokens and keep them in a supply near your player mat.

### Scarabs

Many of Amundyr's cards cause players to gain Scarab Tokens. A player that receives one or more Scarab Tokens keeps those tokens visible near their player mat.

### Scarab Damage

At the end of a player's turn, if that player has one or more Scarab Tokens (and isn't Amundyr herself), they return one Scarab Token to Amundyr and lose one Fortitude.

A player may reduce or Ignore Scarab damage as though it came from an Action Card played by Amundyr. They may *not* play "hit-back" cards after taking Scarab damage, however. If a player reduces or Ignores Scarab damage, that player still returns one of their Scarab Tokens to Amundyr.

Scarab Tokens in Amundyr's supply do not cause damage at the end of her turn.

### Other Scarab Rules

A card that gives a player Scarab Tokens without also altering their Fortitude, such as "Sorry about the mess", does not count as affecting that player's Fortitude.

If a card instructs a player to gain Scarab Tokens, but Amundyr doesn't have any left, she simply doesn't give those tokens. If she doesn't have enough, she gives out the amount that she is able.

If Amundyr loses the game, any Scarab Tokens on other players persist and affect the game normally.

If a player with Scarab Tokens loses the game, they return those Scarab Tokens to Amundyr.



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## Brother Bastian

Brother Bastian was a member of a severe sect devoted to Korash, the god of justice and light. When he learned of an orc masquerading as a paladin of his god, he was furious. But upon meeting her, he realized that this orc was no imposter and that there was more to Korash than he had been taught.

In addition to his regular 40-card Character Deck, Bastian has 9 special cards. These are his Prayer Cards.



## Setup

At the beginning of the game, shuffle your Prayer Cards together and deal yourself 3. Remove the other 6 from the game, face down. They will not be used. You may look at your Prayer Cards at any time, but you should keep them hidden from other players. Place your Prayer Tokens where you can easily reach them. (If you happen to run out of Prayer Tokens during a game, use some other marker as a substitute.)



Each Prayer Card has a cost. This is the number of Prayer Tokens that you must spend to play that Prayer Card. Many of the cards in Bastian's Character Deck include “gain a Prayer Token” as part of their effects. Bastian does not start the game with any Prayer Tokens, so he cannot play his Prayer Cards until later in the game.

Each Prayer Card has a subtype of Action, Sometimes or Anytime. You may play a Prayer Card whenever you could play a card from your hand of that type. To play a Prayer Card, reveal it (if it isn't already revealed) and pay for it. After a Prayer Card is played, it remains face up in front of you. You may play it later in the game as long as you can pay for it.

**Example:** On Bastian's Drink Phase, he reveals Dragon Breath Ale. He plays Prayer of Generosity to give the Drink to Zot. Bastian spends 5 Prayer Tokens and puts the Prayer Card face up in front of him. Later in the game, he can play Prayer of Generosity again if he has another 5 Prayer Tokens to spend.

A Prayer Card may be responded to just like any other card of its subtype. So, for example, a Prayer Card with subtype “Sometimes” may be Negated by “I don’t think so!” If a Prayer Card is Negated, Ignored, or otherwise altered, you do not get a refund of the Prayer Tokens you spent to play it.

## Other Rules

Your Prayer Cards do not count as part of your hand, so you will refill your hand to 7 cards from your Character Deck each turn as normal, leaving your 3 Prayer Cards off to the side.

Playing a Prayer Card with subtype “Action” counts as your Action for the turn. Some of Bastian’s Prayer Cards say that you may play another Action Card from your hand. In this case, you may *not* play another Prayer Card with subtype “Action” or replay the Prayer Card you just played. You also may not play a card that is not in your hand, such as one of Phrenk’s Potion Cards.

Cards that affect the numerical values on cards (like Luck Potion) do not affect a Prayer Card's cost in Prayer Tokens, but they do affect other numerical values.

**Example:** Bastian has a Luck Potion in front of him that he purchased from Phrenk. He plays Prayer of Sobriety and uses his Luck Potion on it. He pays 3 Prayer Tokens and loses 5 Alcohol Content.

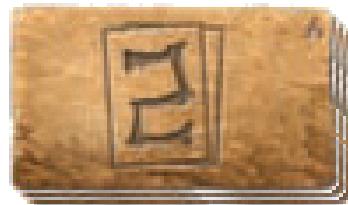


## Cormac the Mighty

Cormac hails from the frozen lands of the north, a harsh and demanding countryside that yields a hardy and proud people. He comes from a lineage of celebrated warriors, and seeks to live up to their glorious example by adventuring with The Party.

### Setup

Take your four Rage Tiles and place them in a single pile near your Player Mat. From top to bottom, the Rage Tiles should be labeled A, B, C and D. Leave room near the Rage Tiles for your Rage Pool.



### Cormac's Rage

Cormac's four Rage Tiles indicate his level of Barbarian Rage! Each Rage Tile has two sides. One side indicates the number of cards needed to activate that tile. The other side shows the effects that apply to Cormac after that tile has been activated. When a Rage Tile is activated, it covers any previously-activated Rage Tiles.

At the beginning of the game, Cormac is calm. He has no activated Rage Tile yet, so he receives no special bonus or penalty from his Rage Tiles. As Cormac's Rage Pool builds, he causes more Fortitude loss, but is also more affected by Alcohol. These effects are shown on his Rage Tiles.



When Cormac gains Alcohol Content, that Alcohol Content gain is increased by the given amount. (Note that this affects all Alcohol Content gains, not just the gains from Drinks!)



When Cormac causes a player to lose Fortitude, that Fortitude loss is increased by the given amount.

Some of Cormac's cards have special icons in their text boxes. Cards with these icons are not discarded after they are played. Instead, they are added to Cormac's Rage Pool.



After this card resolves, place it face down into your Rage Pool instead of putting it into your discard pile.



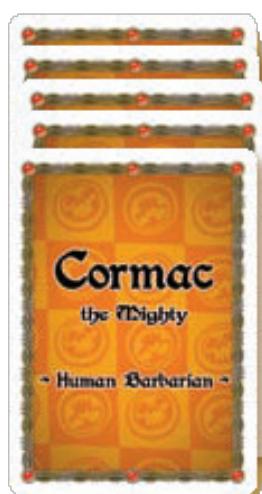
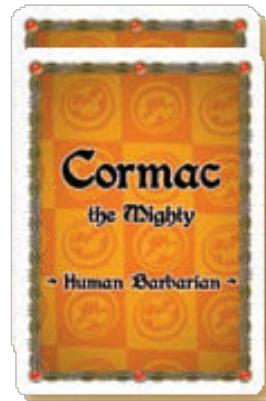
After this card resolves, place it face down into your Rage Pool instead of putting it into your discard pile. You *may* then also place a card from your hand face down into your Rage Pool.

Cormac's rage Pool is divided into two piles, the Building Rage Pile and the Raging Pile. When you add a card to your Rage Pool, it goes to your Building Rage Pile. When the number of cards in your Building Rage Pile is equal to the number on your next Rage Tile, activate that Rage Tile by flipping it over and placing it on top of any previously-activated Rage Tiles. Then, move the cards in your Building Rage Pile to your Raging Pile.

***Example:** Cormac currently has a total of 7 cards in his Rage Pool: 2 in his Building Rage Pile and 5 in his Raging Pile, so his "B" Rage Tile is active. He is one card away from activating his "C" Rage Tile, so he decides to play "Barbarian rage" to increase his Rage Pool. He puts "Barbarian rage" face down into his Building Rage Pile, then flips over his "C" Rage Tile, revealing its effect and placing it on top of the "B" tile. He then puts the three cards in his Building Rage Pile into his Raging Pile. He now needs three more cards in his Rage Pool to activate his "D" Rage Tile.*

After Cormac's "D" Rage Tile is flipped over, there will be no more Rage Tiles, but cards with a Rage icon in their text boxes are still placed into his Building Rage Pile rather than being discarded.

Note that all cards in both the Building Rage Pile and the Raging Pile count as part of Cormac's Rage Pool. If a card effect causes Cormac to put his Rage Pool into his discard pile, he puts *all* cards from both his Building Rage Pile and his Raging Pile face up into his discard pile, then resets his Rage Tiles into a single face-down pile in A-B-C-D order, just like at the start of the game.



**Building  
Rage Pile**

**Raging Pile**

**Example:** Cormac has 9 cards in his Rage Pool. One of them is in his Building Rage Pile next to his “D” Rage Tile. The other 8 are in his Raging Pile. Cormac plays “Barbarian’s constitution”. He gains 2 Fortitude and puts all 9 cards face up into his discard pile. After clearing his Rage Pool, Cormac puts all of his Rage Tiles back into a single face-down pile, in A-B-C-D order. He now has no Rage effect, but his Rage will continue to increase as he plays more cards!

### Mandatory vs. Optional Rage

Placing a card with a Rage icon into your Rage Pool is always mandatory when that card resolves. If a card has the “double” icon in its text box, then placing that card into your Rage Pool is mandatory, but placing a second card from your hand into your Rage Pool is optional.

### Timing

Placing a card into your Rage Pool happens after all other effects on the card are carried out. This means that you use Cormac’s current active Rage Tile to figure out Fortitude loss, even if he would have a new active Rage Tile after the card resolves.

**Example:** Cormac has 7 cards in his Rage Pool, so his “B” Rage Tile is active, but one more card will activate his “C” Rage Tile. He plays “Hey, I’m a barbarian! Sometimes I hurt things” on Fiona. Fiona loses 4 Fortitude (2 from the card plus 2 more from the Rage effect). Cormac then puts the “Hey, I’m a barbarian” card face-down into his Building Rage Pile. Since that pile now has three cards, he flips over his “C” Rage Tile, placing it on top of “B”. He also moves the three cards from his Building Rage Pile into his Raging Pile. In his Drink Phase, he reveals Wine. Because his “C” Rage Tile is now active, he gains 4 Alcohol Content (2 from the Wine plus 2 more from his new Rage effect).

If you play a card with the “double” Rage icon and the first card you place in your Rage Pool activates a new Rage Tile, first activate your new Rage Tile, then move your Building Rage Pile into your Raging Pile. You may then choose to place a second card from your hand into your Building Rage Pile, counting toward your next Rage Tile activation.

### Negating a Rage Card

If a card with a Rage icon in its text box is Negated, it goes directly to your discard pile. It does not go to your Rage Pool, because it never resolves. If a card with the Rage icon is altered, reduced, Ignored, etc., it still goes to your Rage Pool normally.

### Rage Effects and Drinking Contest

If one of Cormac’s Rage effects increases the amount of Alcohol Content he gains from a Drink, that does not alter the Alcohol Content of the Drink itself. It simply alters the effect he takes from that Drink. This can be relevant in a Drinking Contest.

**Example:** Cormac’s “C” Rage Tile is active (+2 Alcohol Content, +3 Fortitude loss). During a Drinking Contest, Cormac reveals Elven Wine (3 Alcohol Content) and Deirdre reveals Dwarven Firewater (4 Alcohol Content). Because of his active Rage Tile, Cormac gains 5 Alcohol Content, but Deirdre wins the Drinking Contest.

## Dale the Mycologist

Dale is a farmer who made the unusual choice (for a pixie, anyway) to move to the Undercity to cultivate mushrooms. He is known for the fine quality of his crops, both culinary and medicinal.

### Setup

Shuffle the 15-card Mushroom Deck and put it next to your player mat. Plant a Mushroom (see below).

### Mushrooms

Dale's Mushrooms are planted in his Planter Box and grow over time. You may Harvest these cards to enhance cards you play from your hand. At the end of your turn you will Gather any fully-grown Mushrooms that have not yet been Harvested.

### Plant

To Plant a Mushroom, reveal the top card of the Mushroom Deck, put it into the Planter Box and put a Rake Token on the topmost number on that card. The Planter Box may hold a maximum of four Mushrooms. If you would Plant a Mushroom but there are already four in the Planter Box, reveal the Mushroom you would plant, then either discard a Mushroom from your Planter Box to make room for the newly-revealed Mushroom or discard the newly-revealed Mushroom. No player may take any game actions until after you have made this choice. If the Mushroom Deck runs out of cards, shuffle the Mushroom discards and use that as the new Mushroom Deck.

### Grow

To Grow a Mushroom, move its Rake Token down one spot. In most cases, this will cause the Mushroom's Harvest Value to increase. If you would Grow a Mushroom whose Rake Token is already pointing to its bottom-most number, nothing happens.

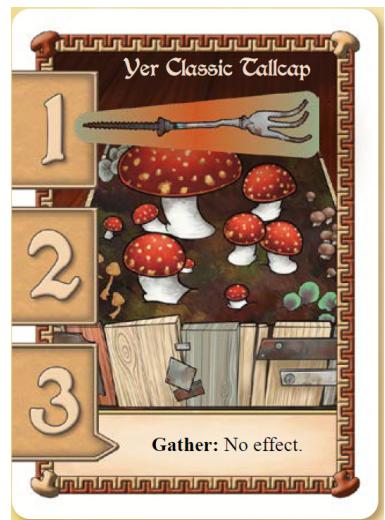
### Beginning of Turn

At the beginning of your turn, before your Discard and Draw Phase, first Grow all Mushrooms in your Planter Box, then Plant a Mushroom.

### Harvest

Many cards in Dale's Character Deck have an improved effect if you Harvest Mushrooms from your Planter Box as you play them. When you play a card with a Harvest effect, you may discard Mushrooms with a total Harvest Value equal to or greater than the Harvest number listed on the played card. If you do, the Harvest effect happens. If a Harvest effect uses the word "instead", it replaces the base effect. Otherwise, the Harvest effect is added to the base effect.

Harvesting is an additional cost that you must pay as you play the card. You may not wait to see if other players want to respond, then decide to pay the Harvest cost. If you pay a Harvest cost and your card is Negated or Ignored, you do not get your Harvest cost back. There is no additional effect if you overpay a Harvest cost, and you may not pay a Harvest cost multiple times on a single card.



## Gather

At the end of your turn, you **must** discard any Mushroom whose Rake Token is pointing to its bottom-most Harvest Value. If any card discarded in this way has a Gather effect, resolve that effect as you discard the card. A Gather effect may be responded to as though it came from an Action Card that you played from your hand. Note that The Evershroom is an exception to the “forced Gather” rule. It is never Gathered—it simply stays on its bottom-most Harvest Value for as long as you like!

You do not get the Gather effect for any Mushroom used to pay a Harvest cost, even if that Mushroom was on its bottom-most Harvest Value.

## Erin the Ever-Changing

When you first meet this soft-spoken young elf, you might be surprised to learn that she's an adept adventurer; even more so that she's often fighting on the front line. But then again, you don't run into very many shapeshifting druids at *The Red Dragon Inn*...

### Setup

Lay out the 4 Form Cards next to your Player Mat. Place your Form Marker above the Elf Form Card.



Certain cards in Erin's Character Deck cause her to change form. When Erin plays a card that changes her form, she changes form after all other effects on the card have been carried out. You indicate a form change by moving Erin's Form Marker to the Form Card corresponding to her new form.

Three of Erin's forms (Bear, Raven, and Tree) create standing effects that apply continuously to Erin until she changes to a different form. Her Elf form has no additional effects.

If Erin is a Bear or a Raven, she may choose to return to Elf form before discarding and drawing for her turn. If Erin is a Tree, she *must* return to Elf form at this time. If Erin is a Tree and plays a card, she *must* return to Elf form immediately. This happens as soon as she plays the card; she does not wait until the played card resolves.

### Bear

Erin's Bear form causes her to do extra damage to other players. When Erin is a Bear and causes damage, apply the Bear effect before applying other replacement effects or modifications.

Erin's Bear form also causes her to ante 2 Gold instead of 1 at the beginning of a Round of Gambling (the other players still ante 1 as normal). This happens only at the beginning of the Round. If a player later plays "I raise!", Erin only antes 1 Gold as normal. If Erin must ante 2 Gold as a result of being in Bear form, but she only has 1 Gold left, she antes 1 Gold.

### Raven

Erin's Raven form causes her to gain 1 extra Gold from the Inn whenever she gains Gold. This includes winning the pot in a Round of Gambling, even if Erin was the only player to contribute Gold to that pot.

In addition, Raven form allows Erin to ante with Gold from the Inn whenever she starts a Round of Gambling on her own turn. As long as Erin remains in Raven form, this effect will apply every time she must ante during that Round of Gambling, even in response to someone playing "I raise!". This effect does not apply if a player other than Erin starts a Round of Gambling.

When Erin is a Raven, she gains 1 extra Alcohol Content from any effect that would increase her Alcohol Content.

### Tree

If Erin turns into a Tree during her own turn, her turn ends immediately. This means several things:

- Players may not play any more cards this turn.
- Any cards that have been played but have not yet resolved are discarded and do not take effect.
- The current Phase ends and all future Phases in that turn are skipped. (So, for example, if Erin becomes a Tree during her Action Phase, she does not Buy Drinks or Drink.)
- If a Gambling Round is underway, the anted Gold goes to the Inn.

While Erin is in Tree form, she is well-protected. Any effects that would increase her Alcohol Content or decrease her Fortitude have their effect reduced by 2.

If Erin is a Tree and a card effect would make her both gain Alcohol Content and lose Fortitude, Tree's reduction effect applies to both the gain and the loss.

**Example:** *Erin is a Tree. She reveals Ogre Brew during her Drink Phase. Her Tree effect reduces the Fortitude loss by 2 and reduces the Alcohol Content gain by 2. Erin takes no effects from the Drink.*

## Other Rules

When determining form effects to apply to a card effect or game event, consider only Erin's form at the time when that card effect resolves or that game event occurs.

**Example:** *Erin is a Bear. Serena plays “Gambling? I'm in!” to start a Round of Gambling. As a Bear, Erin would have to ante 2 Gold instead of 1, so she plays “Wildshape” before anteing to turn into a Raven. She only antes 1 Gold.*

**Example:** *Erin is an Elf. She plays “Keen eyes often lead to shiny rewards” to take 1 Gold from Serena and then become a Raven. She does not gain an extra Gold for being a Raven, since she was an Elf when she gained Gold.*

When a card effect causes Erin to Negate, Ignore, replace or otherwise modify another card effect, the modifying card effect resolves before the original effect. This can affect the form in which Erin ends up after multiple cards are played.

**Example:** *Erin is an Elf. She reveals Dragon Breath Ale as her Drink during her Drink Phase. She plays “Pray, Wench, might you have a stronger tankard?” to Ignore the Drink. Because that card will force her to pay a Gold to the Inn when it resolves, she then plays “Have this trinket instead!” so that she doesn't have to pay. “Have this trinket” resolves, so Erin avoids paying the Gold and temporarily becomes a Raven. Then “Pray, Wench” finishes resolving, so Erin ends up as a Bear and Ignores her Dragon Breath Ale.*

If Erin Ignores one of her own cards, any form change on that card is also Ignored.

**Example:** *Erin is a Bear. She plays “Alas, your aura is in need of adjustment” on Eve. Eve responds with “I've been working on a new spell. It's called Share Pain!”. Erin responds by playing “Fly Away!” to Ignore the damage from her own card and turn into a Raven. Since she is now Ignoring “Alas...”, she does not become a Raven when it resolves.*

An effect which increases or decreases the Alcohol Content a player gains from a Drink (like the effects on Erin's Tree and Raven forms) does not alter the Alcohol Content of the Drink itself. It simply alters the effect taken from that Drink. This can be relevant for “The Wench thinks you should stop playing with the drinks” and “Drinking Contest!”.

**Example:** *Fiona reveals “Round on the House!” during her Drink Phase, then reveals Wine as the Drink that everyone will take. Since this would knock Erin out, she plays “Wildshape” to become a Tree. No player may play “The Wench thinks...”, because neither “Wildshape” nor Erin's Tree effect directly affects the Wine.*

**Example:** *Erin is a Tree. Gerki reveals “Drinking Contest!” during his Drink Phase. Gerki reveals Wine, Erin reveals Elven Wine. Erin's Tree effect does not affect the Alcohol Content of her Elven Wine, so she will win the Drinking Contest, even though she will gain 1 Alcohol Content to Gerki's 2.*

**Example:** *Erin is a Raven when Gerki reveals “Drinking Contest!”. Gerki reveals Pixie Punch, Erin reveals Wine. Gerki wins the Drinking Contest, even though they both gain 3 Alcohol Content.*

If one of Erin's form effects would alter the numerical value of a card effect, it affects the card as a whole rather than the individual effects on the card. This can be relevant for cards like Chasers or Wizgille's Gear Cards.

**Example:** *Erin is an Elf. On Fiona's turn, Fiona reveals “Round on the House!”, then reveals Pixie Punch with a Chaser of Dragon Breath Ale. To reduce the effects of the Drink, Erin plays “Wildshape”, turning herself into a Tree. When the Drink resolves, Erin will gain 5 Alcohol Content, not 3. Since the Drink and its Chaser count as a single Drink, Erin's Tree effect reduces the total Alcohol Content gain from 7 to 5, not the gains from each individual card.*

## Evil Pooky

Thanks to some drunken teleportation experiments, Pooky's evil doppelganger has invaded the tavern from some other nasty plane of existence. This new bunny is here to create mayhem and chaos—which, truth be told, makes him a lot like *The Red Dragon Inn*'s other patrons...

### Setup

Remove the 7 Boss Cards (those with dragon heads in the upper corners) from your Character Deck unless you are playing the Boss Battle variant. Shuffle your 15-card Doppelganger Deck and leave it near your player mat. Note that Evil Pooky has two separate Doppelganger Decks—one for regular game play and one for when Evil Pooky is the boss in a Boss Battle. Be sure to use the correct one!

### Doppelgangers

Evil Pooky's summoned doppelgangers are evil projections of our own heroes that Evil Pooky pulls from his otherworldly plane to cause chaos and troll the patrons of the tavern.

Some cards in Evil Pooky's deck have a portal in the bottom left. When you play one of these cards, reveal a Doppelganger *after all other effects on the card have been carried out*.

Doppelganger Cards come in two varieties: Immediate and Split.

**Immediate:** If the Doppelganger card has a single text box and an exclamation point icon, it is an Immediate Doppelganger. When you reveal an Immediate Doppelganger, resolve its effect, then put the card in the Doppelganger discard pile.

**Split:** If the Doppelganger card has a dual text box, it is a Split Doppelganger. When you reveal a Split Doppelganger, you must choose whether to keep it and put it in front of yourself or give it to another player (who must put it in front of themselves).

Each Split Doppelganger has two different effects. The effect on the left is the effect that you may use if you keep the Doppelganger. It has a subtype and may be played as though it were a card in your hand. (It is not actually part of your hand, however—so, for example, you may not discard it to an effect that instructs you to discard a card from your hand.)

The effect on the right is the one that happens when you give the card to another player. This is a triggered ability that looks for a certain game state. When that game state happens, the Doppelganger does what it says to the player who has it, then is discarded. (This works very similarly to Prize Cards—see the Prize Variant in the core rules.)

### Other Rules

**Responding to Doppelgangers:** If Evil Pooky plays a Split Doppelganger from in front of him, it counts as though it were a card of the listed type played from his hand. If a Doppelganger causes an Immediate or triggered effect to happen, that effect may be responded to as though it were an Action Card played from Evil Pooky's hand. So, for example, you could Ignore Fortitude loss as though it were an Action Card, or you could take that Fortitude loss and hit Evil Pooky back!

**Doppelgangers and Hand Size:** There is no limit to the number of Doppelgangers that a player may have in front of them (this includes Evil Pooky himself). If Evil Pooky has 0 or 1 Doppelgangers in front of him, his hand size is 7, as normal. Each Doppelganger beyond the first reduces his hand size by 1. So, for example, if Evil Pooky has 3 Doppelgangers, his hand size is 5. Remember, your hand size only matters during your Discard and Draw Phase. If your hand size changes, you do not need to discard down to your new hand size.

Longtime players will note that this rule is similar to the rule for Lizwick's Items. However, there is one crucial difference—Evil Pooky may **not** choose to discard Doppelgangers in front of him during his Discard and Draw Phase!

Players other than Evil Pooky do not have their hand size affected by the number of Doppelgangers in front of them. So, for example, if Evil Pooky gives Fiona 3 Doppelgangers, her hand size is still 7 unless a card effect specifically changes that hand size.

**Reshuffling:** If you reveal the last card in the Doppelganger Deck, shuffle the Doppelganger discard pile and use that as the new Doppelganger Deck. If the last card revealed was an Immediate Doppelganger, leave that card out of the reshuffle.

**Losing the Game:** If Evil Pooky loses the game, any Doppelgangers in front of other players stay where they are. They will still take effect when appropriate.

**Players “Out of the Game”:** Evil Pooky may give a Split Doppelganger to a player who is Ignoring all effects from a card like Aledritch Portale or Kaylin’s “Private Pixie Time”. However, if that Doppelganger’s effect happens while the player is still Ignoring all effects, they will Ignore it. The Doppelganger will still go to the Doppelganger discard pile if this happens.

**Gizmos and Minions:** Evil Pooky may not choose to give a Split Doppelganger to any of Wrench’s Gizmos or Torglesnarf’s Minions.

**Pooky’s Moods:** Original Pooky’s Mood gets worse whenever a card played by a player causes him to lose Fortitude. If Evil Pooky has a Doppelganger in front of him and uses it to hit Pooky, Pooky’s Mood gets worse. Similarly, if Evil Pooky reveals a Doppelganger like Negadonis and gives it to Pooky, Pooky loses 1 Fortitude and his Mood gets worse.

**Boss Battle:** When playing Evil Pooky as the boss in a Boss Battle, he shuffles his 7 Boss Cards into his Character Deck. He also uses the Boss Battle Doppelganger deck **instead of** the regular one. All other rules are the same.

## Father Farai

Father Farai has many duties to perform in his role as a high-ranking official of the Great Temple, but he always finds time to tend to his brews and his customers at The Harmonious Cup.

### Setup

Shuffle each of the three 4-card Brew Decks (Beer, Wine, Spirits) and put them in front of your player mat. Reveal the top card of each Brew Deck and put it on top of that deck. Keep the Brew Progress Tokens nearby. After drawing your opening hand from your Character Deck, put your Farai Token near the Brew Deck of your choice. This represents the Brew Farai is currently working on.



**Brews:** Many of Farai's cards cause him to work on one of his Brews. If you play a card with a symbol in the bottom left, Farai works on a Brew. After all effects on the card are carried out, one of two things happens:

- If the Farai Token is already at the specified brew, add a Progress Token of the matching type to that Brew.
- If the Farai Token is not at that Brew, move it to that Brew. (Do not add a Progress Token in this case.)



Some cards have Farai's mash paddle symbol in the bottom left. After all the effects on such a card are carried out, you have a choice. You may either move to a different Brew, or you may add a Progress Token to the Brew you are currently at.

Each Brew Card has a number in the upper right representing how many Progress Tokens are needed to finish brewing that card. When you place a sufficient number of Progress Tokens on a Brew, play it immediately. It may be responded to as though it were an Action Card played from your hand.



After a Brew is played, remove the Progress Tokens from it and put it in the Brew discard pile. Brews do not reshuffle. If Farai finishes all cards in a Brew Deck, then after the last one resolves, you may move Farai's Token to the Brew Deck of your choice.

If Farai's Token would move to an empty Brew Deck, it stays where it is instead.

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## Flower

Like all good munchkins, Flower can equip looted items to level up. She has a Headgear slot, a Footgear slot, an Armor slot, and two Hand slots, which can hold either two “1 Hand” items or one “2 Hand” item.

Treasure Cards have a type, which tells you the slot where it can be equipped. A Treasure with type Special can be equipped without taking up a slot. You may have as many Special Treasures equipped as you like.

You may not keep Treasure that isn’t equipped. Sorry, there’s no stockpiling items in this game!

All Treasure Cards have a Level in the bottom right. Your Level is the sum of the Levels of all of your equipped Treasure.



Some Treasure Cards have a subtype of Action, Sometimes, Anytime or Cheating. An equipped Treasure of any of these subtypes may be played as though it were a card of that type in your hand. If you play a Treasure in this way, discard it.

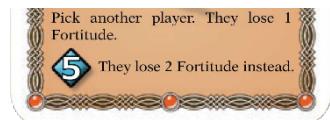
At the beginning of your turn, or whenever a card tells you to **Get Treasure**, follow these steps in order:

1. Reveal the top card of the Treasure Deck.
2. If the revealed Treasure is a Curse, follow the Curse’s instructions immediately, then discard it.
3. If you already have a Treasure in the revealed Treasure’s slot, decide which Treasure(s) you want to keep and discard the other(s).
4. Equip or discard the revealed Treasure.

You may not play any cards or effects during these steps except for “The Full Munchkin” or any non-Treasure card played in response to a Curse, such as “Wishing Ring”.

**Example:** Flower has Dwarven Elven Armor equipped. At the start of her turn, she reveals Budget Armor. She decides to keep the Dwarven Elven Armor, so she discards Budget Armor and continues with her turn.

Some of Flower’s cards have a better effect depending on your Level. For example, “Kicking some arsenal” hits another player for 1 Fortitude, or 2 Fortitude if your Level is 5 or higher. These level-dependent effects are mandatory. You may not choose to take a lower-level effect, even if doing so would be helpful.



Level-dependent effects can be worded in two different ways. Some of them say “instead”. These take effect instead of the base effect. Effects that don’t say “instead” are cumulative—you get the better effect *in addition* to the original.

When you play a card that depends on your Level, the effect you get depends on your Level when the card resolves. Note that this could be different from what your Level was when you played the card!

Level numbers on cards are not affected by cards that change numeric values on cards, such as “Strength Potion”.

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## Halden the Unhinged

Halden is a rarity in the adventuring world. While most adventurers seek glory by taking on quests from the living, Halden instead deals with the unfinished business of the restless dead. His skill with totemic magic comes in handy on his solo adventures, but can also help out the party in new (if unsettling) ways!

### Setup

Shuffle your Totem Deck and place it near your player mat. Leave space for a Totem Deck discard pile.

### Totems

Over the course of the game, Halden will amass a collection of Totem Cards that he can spend to play Totem Combos.

At the beginning of your turn, before you discard and draw, reveal a card from your Totem Deck and place it face up in front of you so that everyone can see it.

Some of Halden's cards have a totem icon in the bottom right. When one of these cards resolves, or when a card effect tells you to reveal a totem, reveal a card from your Totem Deck and place it face up in front of you. Do this after all other effects on the card have been carried out.

*Example: Halden plays “I commune with spirits, I don’t command them!”, targeting Gog. Gog loses 1 Fortitude, then Halden reveals a card from his Totem Deck.*

Each Totem Card has a type. The icon on the left side of the card corresponds to that card's type.



Damage



Health



Mind

Most Totem Cards also have an effect and an icon on the right side of the card. This icon indicates which type of Totem Card you need to activate that effect. So, for example, the Violent Totem allows you to draw a card from your Character Deck when it is followed immediately by a Mind Totem in a Totem Combo.

### Totem Combos

A Totem Combo is a chain of two or more Totem Cards that link together from left to right by matching the totem type required by each card's effect.



*Example: The cards Alertness Totem, Raging Totem, and Exhilarating Totem form a Totem Combo that allows Halden to hit a player for 1 Fortitude and causes Halden to lose 1 Alcohol Content. Note that the effect of the Exhilarating Totem does not take effect, because it has not been activated by having a Mind Totem after it. (Totem Combos do not “loop around”, so the fact that the Alertness Totem is a Mind Totem is irrelevant.)*

During your Action Phase, you may play **both** an Action Card from your hand **and** one Totem Combo using any combination of your revealed Totem Cards. You may play a Totem Combo either before or after playing your Action Card for the turn. Both an Action Card and a Totem Combo are optional.

To play a Totem Combo, first declare **all** of the Totem Cards that you will be chaining together. (Remember, their icons must match when you line them up!)

Next, pick the player or players that the Totem Combo will be affecting. If a Totem Combo has multiple effects that require you to pick a player, you may pick different players for each effect, or you may pick the same player for two or more of those effects. (Remember, though, the effect on the last card never happens!)

After you declare your Totem Combo, players have a chance to respond before any player is affected. A Totem Combo counts as though it were a single Action Card with all of its combined effects. Players may Negate, Ignore, or otherwise affect the Totem Combo just as they could an Action Card played by Halden. If a Totem Combo is Negated, the entire combo is discarded and none of its effects happen.

After all players are done responding to the Totem Combo, it resolves (as long as it wasn't Negated) and all of its effects happen simultaneously. Halden then places all cards used in the Totem Combo into his Totem Deck discard pile.

**Example:** After playing an Action Card, Halden plays a Totem Combo consisting of Alertness Totem, Incendiary Totem, Exhilarating Totem, and Attentive Totem, in that order. He lays the cards out in a row, then chooses Fiona to lose 1 Fortitude from the Alertness Totem and chooses Dimli to both lose 1 Fortitude from the Incendiary Totem and gain 1 Alcohol Content from the Exhilarating Totem. Fiona has no response. Dimli plays “Good thing I was wearing my great-grandfather’s helmet!” to Ignore the Totem Combo. Fiona loses 1 Fortitude. Since the Totem Combo counts as though it were a single Action Card, Dimli Ignores both the Fortitude loss **and** the Alcohol Content gain. Halden then discards the four Totem Cards he used.

## Other Rules

When playing a Totem Combo, you may use any of your revealed Totem Cards in any order, as long as their icons match up appropriately. You do not need to chain your Totem Cards in the order that they were revealed, nor do you need to use all of your revealed Totem Cards when forming a Totem Combo.

If a Totem Combo causes a player to lose Fortitude, that player may use a “hit back” card to attack Halden.

You must declare your entire Totem Combo before knowing whether any player intends to respond to it. You may not declare part of the Totem Combo, wait for responses, then add to your combo.

If a Totem Combo would affect a player with multiple effects that cancel out, the Totem Combo is not considered to be affecting that characteristic of that player.



**Example:** Halden plays a Totem Combo of Hearty Totem, Savage Totem, and Uncomfortable Totem. Because each player is both gaining a Fortitude from the Hearty Totem and losing a Fortitude from the Savage Totem, the Totem Combo is not considered to be affecting any player's Fortitude. So, for example, Dimli cannot Ignore it with his great-grandfather's helmet, because that card can only Ignore a card that affects Dimli's Fortitude. However, Kaylin **can** Ignore it with “Poof!”, because the Totem Combo is affecting her Gold.

## Jett the Courier

The fastest courier in the Undercity is ready to deliver any package at lightning speed. After hours, he likes to relax at the Star Mole Drinking Hole, but he generally likes to keep moving, even while off-duty.

### Setup

Place the Momentum Tracker Card next to your player mat with Jett's Hat Token on the "0" space.

### Momentum

Many of Jett's cards cause his Momentum to change. In addition, many cards have a different effect depending on his Momentum, which can range from 0 to 3.

If a card causes you to **Gain** or **Lose** Momentum, that is part of the card's effects, so if the card is Negated, you do not gain or lose the Momentum. If it gets Ignored or otherwise altered, your Momentum changes as normal. You may play a card that causes you to lose Momentum even if you have less Momentum than the card would make you lose.

### Spending Momentum

If an effect allows you to **Spend** Momentum, that is an additional cost to play the effect, so you must have at least that much Momentum to spend in order to activate that effect. If the card is Negated or Ignored, you do not get the spent Momentum back.

### Beginning of Turn

At the beginning of your turn, before your Discard and Draw Phase, gain 1 Momentum.



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## Kaylin the Renegade

Kaylin is a tiny Pixie Enchanter with a big chip on her shoulder. Wulfric is a wolf who is neither tiny, nor has a chip on his shoulder. Between her magical skills and his brute strength, they are a match for any dungeon's monsters.

### Setup

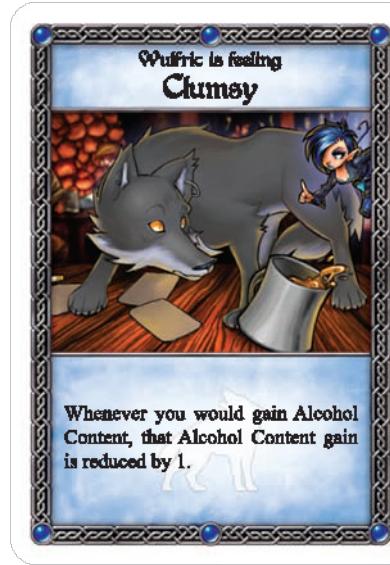
Shuffle the Wulfric Deck and place it next to your Player Mat. Leave space near your Player Mat for a Wulfric Deck discard pile. Reveal the top card of the Wulfric Deck and place it on the Wulfric Deck discard pile. This is Wulfric's mood.

At the end of Kaylin's turn, after her Drink Phase, Wulfric's mood changes. Reveal and discard the top card of the Wulfric Deck. Wulfric's current mood determines a standing effect that applies to Kaylin continuously until Wulfric's mood changes again.

If the Wulfric Deck runs out of cards, leave Wulfric's current mood in place, then reshuffle the rest of the Wulfric discard pile and use that as the new Wulfric Deck.

If a Wulfric Card would adjust the numerical value of a card effect, it adjusts the card as a whole rather than the individual effects on the card.

**Example:** Wulfric is currently Loyal. Wizgille plays “Silly me! I didn't realize my dart shooter was loaded!” which will make Kaylin lose 2 Fortitude. She reveals “Sorry, loose gear” as her Gear Card, which makes a player lose 1 Fortitude. She chooses to target Kaylin with the “loose gear” Fortitude loss effect, as well. Wulfric’s Loyal effect applies only to the card as a whole. It does not apply to each Fortitude loss effect individually. Kaylin loses a total of 2 Fortitude.



**Example:** Wulfric is currently Clumsy. On her Drink Phase, Kaylin reveals Wine with a Chaser (2 Alcohol Content). The chaser is Light Ale (1 Alcohol Content). Wulfric’s Clumsy effect applies to the Drink as a whole, since a Drink with Chasers counts as one Drink. Kaylin gains a total of 2 Alcohol Content.

Note that Wulfric’s Clumsy effect does not alter the Alcohol Content of a Drink. It simply alters the effect Kaylin takes from that Drink. This can be relevant for cards like “The Wench thinks you should stop playing with the drinks” and “Drinking Contest!”.



Wulfric has a unique card: Stalwart. When Wulfric is feeling Stalwart and Kaylin plays a card from her hand, players may not play any card that would Negate or Ignore that card. This includes “I don’t think so!”, “The Wench thinks you should stop playing with the drinks”, and many other cards.

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## Keet the Treasure Hunter

In addition to his Character Deck, Keet has an 18-card Artifact Deck. Each Artifact Card counts as a Gold piece. However, when Keet “discovers” an Artifact by turning it face up, that Gold piece may also have other effects!

### Setup

At the beginning of the game, shuffle the Artifact Deck. Instead of starting the game with 10 Gold (or 8 or 12, depending on the number of players), Keet starts with that many Artifacts. Place those cards face down near your player mat. Do not look at them yet. Remove the unused Artifact Cards from the game face down. They will not be used until the next game.

Each player other than Keet starts with Gold pieces, as normal.

### Artifacts

For the purpose of all game rules, an Artifact (face up or face down) counts as a Gold. An Artifact may be anted in a Round of Gambling, used to pay the Inn, used to pay other players, etc. A player is not kicked out of the tavern unless they have no Gold and no Artifacts (this applies to all players, not just Keet).

#### Artifact Types

Most Artifacts have a subtype that tells you how it is used:

**Static** – A Static Artifact is “always on”. Static Artifacts look for a certain game event (like losing Fortitude) and alter that event as it happens.

**Triggered** – Triggered Artifacts also look for a certain game event, but they cause an extra effect to happen immediately after that event. If an effect from a Triggered Artifact causes you to lose Fortitude, that does not count as a player making you lose Fortitude. So, for example, you can’t play a hit-back card against Keet in that instance.

**Action, Sometimes or Cheating** – Artifacts with these subtypes may be played as though they were a card in your hand of that type. Discard the Artifact to the Artifact discard pile after you play it. A discarded Artifact is out of play and no longer counts as a Gold, so playing an Artifact for its effect means that you are losing a Gold!

If an Artifact has no subtype, it also has no effect, so it simply counts as a Gold piece.

An Artifact must be face up to have any of its effects. A face-down Artifact simply counts as a Gold piece.

If Keet discards a face-down Artifact, it is discarded, then revealed. The effects on that card never happen (this includes effects that trigger on the card being turned face up).

### Revealing Artifacts

Some cards in Keet’s Character Deck instruct him to reveal an Artifact. To do this, choose a facedown Artifact in your Stash and turn it face up. If it is a Triggered Artifact with an immediate effect, resolve that effect. Once an Artifact is revealed, it remains face up in front of its controller. (Note that Keet’s Immediate Artifacts behave a little differently than Lizwick’s Immediate Items, which are discarded after they take effect.)

Whenever a player other than Keet gains a face-down Artifact, that player immediately reveals it (and resolves its Triggered effect, if appropriate). That player must reveal the Artifact before taking any other game actions such as playing an Anytime Card.



## Artifacts as Gold

Whenever you must pay the Inn or another player, you may choose to pay with a face-up or face-down Artifact you control instead of a Gold piece. The player losing Gold makes this choice unless the card specifically says otherwise.

**Example:** Keet has a face-up Gleaming Gem of Inebriation in front of him. Eve plays “*Tip me, I’m the Wench*” on Keet. Keet happily gives Eve his Gleaming Gem (and the negative effect that goes with it!) Eve may not choose to take a different Artifact or a Gold from Keet.



**Example:** Kaylin controls a Box of Banishing that she got from Keet. Keet plays “*Let me take a closer look at that*” to take back the Box of Banishing. In this case, Keet’s card specifically allows him to take an Artifact of his choice from a player.

Taking an Artifact from a player counts as affecting that player’s Gold.

**Example:** Kaylin controls a Box of Banishing. Keet plays “*Let me take a closer look at that*” to take back the Box of Banishing. Kaylin plays “*Poof!*” to Ignore Keet’s card and keep the Box of Banishing.

If a player plays a card that allows them to take Gold from the Inn, they must take Gold unless the card specifically allows them to take an Artifact. (Only Keet’s card “I’ll take that!” allows this.)

**Example:** Over the course of the game, several Artifacts have been discarded. Brother Bastian plays “*Prayer of Providence*”, which allows him to gain Gold from the Inn. He may not take any of the discarded Artifacts. He must take actual Gold pieces.

If Phrenk wishes to sell a Potion to Keet, he may specify that he will only sell if paid with a particular face-up Artifact. For example, he could say “I’ll sell you this Dragon Breath Potion only if you pay me with that Box of Banishing.”

## Artifacts and Gambling

Face-up or face-down Artifacts may be anted to the pot during a Round of Gambling. When you ante a face-down Artifact, first look at it, then put it into the pot face down. Once you look at an Artifact in this way, you must then ante it. You may not look at the face-down Artifact, then change your mind and ante something else.

## Passing Out with Artifacts

If you pass out while you have Artifacts, first distribute your Gold to the remaining players as normal. Then, turn your Artifacts face down, shuffle them, and distribute them in the same way. Give half of them, rounded up, to the Inn by discarding them, then distribute the rest evenly to the remaining players, with any remainder going to the Inn.

If a player (including Keet) gains an Artifact in this way, they immediately turn it face up and resolve any applicable Triggered effects. Any face-down Artifacts that go to the Inn should also be turned face up, but effects on those cards don’t happen.

Keet may play “I’ll take that!” to acquire one of the Artifacts discarded to the Inn during this process.

Artifacts are distributed in this way even if a player passing out would cause there to be only one player left in the game. Effects on those distributed Artifacts could cause other players to pass out, as well!

**Example:** Fiona and Keet are the last two adventurers in the game. Fiona is at 15 Fortitude and 14 Alcohol Content. Keet has several Artifacts, including a Rusty Nail. Keet passes out. When his Artifacts are distributed, Fiona gains the Rusty Nail. She turns it face up, which causes her to lose 1 Fortitude. Fiona passes out as well, and the game is a tie!

## The Lich King

This ancient skeletal mage has transferred part of his essence and power to his severed hand, making him highly resistant to attack by the good guys. But even this near-immortal embodiment of evil enjoys a pint at the tavern once in a while!

### Fingers



The Lich King starts the game with just 13 Fortitude instead of the normal 20.

However, he also starts the game with 5 fingers on the matching spots of his player mat.

Whenever a card or effect would affect your Fortitude or Alcohol Content, you may detach a finger to Ignore that card or effect. A finger may Ignore all card types such as Action, Sometimes, Anytime, Drink, Event, etc., as well as non-card effects such as Natyli's Debuffs and Amundyr's Scarabs. When you detach a finger, remove it from your player mat. A detached finger with a ring on it becomes part of your Stash of Gold (see below).

When you detach a finger to Ignore an effect, it counts as though you played a Sometimes Card to Ignore that effect. This means that players may Negate a finger's Ignore effect with cards like "I don't think so!" or "Nope. Try again." Players may also Negate a finger's effect with "The Wench thinks you should stop playing with the drinks" if the finger was detached to Ignore a Drink. If a finger's Ignore effect is Negated, you do not get to reattach the finger.

### Fingers as Gold

A finger with a ring on it (attached or detached) may be used as if it were a Gold piece. If you use an attached finger in this way, it does not provide its normal Ignore ability. If you pay a finger to another player as Gold, it then counts as a Gold for that player, so they can pay it to the Inn or to another player, and so forth.

### Other Rules

Some cards refer to **attached** or **detached** fingers. An attached finger is one on your player mat. A detached finger is one that isn't on your player mat, including ones you have paid to the Inn or to another player as a Gold. Any card that refers to the number of attached or detached fingers checks that number *when the card takes effect*. This could be different from the number when you played the card!

If a card or effect says it can't be Ignored, that restriction still applies. You may not Ignore such a card or effect by detaching a finger. Note that this means that you could potentially lose the game while you still have attached fingers, so be careful!

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## Lizwick the Collector

### Setup

Shuffle your Item Deck and place it near your Player Mat.

### Bag of Holding

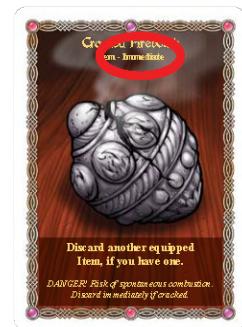
Some cards in Lizwick's deck have a Bag of Holding icon in the bottom right. When one of these cards resolves, reveal the top card from your Item Deck *after all other effects on the card have been carried out.*



### Items

Some Items have the subtype Immediate. If you reveal an Immediate Item, follow the instructions on the card, then put the card into your Item discard pile. **No player may play cards until after the Immediate effect is resolved unless the Item specifically says otherwise.**

If the Item you reveal does not have the subtype Immediate, place it above the next available Item slot at the top of your Player Mat. (Place your Items from left to right.) If you already have three Items in play, you must choose one to discard first. An Item in play like this is **equipped**.



Some Items do nothing. Most, however, have a subtype such as Cheating or Sometimes. While an Item is equipped, you may play it as though it were a card in your hand of that type. After playing an Item card, place it in your Item discard pile and, if necessary, move your other equipped Items to the left so that they fill your leftmost Item slots.

### Hand Size

As you accumulate Items in front of you, your hand size is reduced. If you have up to one Item in play, your hand size is seven, as normal. If you have two Items in play, your hand size is six, and if you have three Items in play, your hand size is five. Your hand size only matters during your Discard and Draw Phase—it determines how many cards you draw to fill your hand.

**Example:** Lizwick has two equipped Items: Extra Cards and Portable Hole. Her hand size is six, so during her Discard and Draw Phase, she refills her hand to six cards rather than the usual seven.

If a card effect causes you to draw cards that exceed your hand size, you may still draw those cards. If, during your Discard and Draw Phase, you have cards in excess of your hand size, you may choose to keep them all and not draw any new ones.

During your Discard and Draw Phase, you may discard any or all of your Items as you discard cards from your hand.

If a card effect tells you to discard a card, you must discard a card from your hand (not an Item) unless the effect causing you to discard specifically says otherwise.

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## Lucky the Scofflaw

Lucky runs a “booze cart”, Lucky’s Rolling Barrel. She sells various less-than-legal libations, so she is frequently trying to avoid the Greypoint City Guard.

### Setup

Place the Heat Tracker Card next to your player mat. Keep the three Heat Tokens nearby. As Lucky gains Heat, she will put the Heat Tokens on the Tracker Card.

### Heat

Lucky is often in trouble with the law. Some of Lucky’s cards cause her to gain Heat. When a card does this, add a Heat Token to the Heat Tracker Card. When you get to 3 Heat, you must remove the Heat Tokens and choose one of the following outcomes:



- Gain 2 Alcohol Content (bribing the City Guard with booze);
- Pay 2 Gold to the Inn (bribing the City Guard the old-fashioned way); or
- Lose 2 Fortitude (getting roughed up a bit as you make your escape!).

Heat penalties may not be Negated, Ignored, reduced, paid with Gold from the Inn or otherwise mitigated.

If a card that would cause you to gain Heat gets Negated, you don’t gain Heat. If it gets Ignored or otherwise altered, you do. If Lucky herself Ignores a card that would cause her to gain Heat, she still gains the Heat.

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## Molly the Stablehand

### Setup

Shuffle your Stable Deck and place it near the “Stable Deck” space on your Player Mat.

### Mount Cards

The Stable Deck contains Mount Cards, representing the fantastical beasts running amok in the tavern that Molly must try to control.

Molly may have up to three Mounts in play at a time: one in the “Just Got Here” spot, one in the “Enjoying the Stay” spot, and one in the “About to Leave” spot. When a new Mount comes into play, it takes the “Just Got Here” slot, pushing the other Mounts to the right as necessary. A Mount that is pushed off the “About to Leave” spot is discarded.

### Mount Types

Mounts come in three types. Their type is listed just below their name. Immediate Mounts take effect when revealed, then do nothing further other than stay in play. Passive Mounts have an ongoing effect while that Mount is in play. Mounts with the subtype “Sometimes” may be played as though they were Sometimes Cards in your hand. If you play a Sometimes Mount in this way, discard it.

### Rivals

Some Mounts have a Rival—another Mount that they don’t like. If you reveal a Mount with a Rival, and the listed Rival is already in play, follow the instructions in the Rival box on the Mount you just revealed (not the one already in play).

### Revealing Mounts

There are two times when you reveal a Mount Card: at the beginning of your turn, and whenever a card resolves that has the horseshoe icon in the bottom right. In the latter case, reveal a Mount Card *after all other effects on the card have been carried out*.

When you reveal a Mount, follow these instructions in order:

1. If the revealed Mount has a Rival and that Rival is currently in play, follow the instructions in the Rival box on the revealed Mount (not its Rival).
2. If the revealed Mount is still in play and it has an Immediate effect, resolve that effect.
3. Put the Mount in play, pushing the other Mounts down the line if necessary.



**Example:** Molly plays “Don’t feed the animals!” on The Wench. The Wench loses 1 Fortitude, then Molly reveals Bert the Donkey from the Stable Deck. Bert has an Immediate effect, so she picks Warthorn to lose 1 Fortitude from Bert. Warthorn loses 1 Fortitude, then Molly places Bert in the “Just Got Here” slot above her Player Mat.

### Pushing Mounts

A Mount coming into play pushes its neighbors down the line to the right. However, if you play a Sometimes Mount or if a Mount is discarded to a Rival effect, that can leave one of your Mount slots empty. In that case, revealing a new Mount causes other Mounts to be pushed to fill the empty space.

**Example:** Molly has three Mounts in play: Elandral the Unicorn in the “Just Got Here” slot, Kisses the Dire Mosquito in the “Enjoying the Stay” slot, and Bert the Donkey in the “About to Leave” spot. During her Drink Phase, Molly plays Kisses as a Sometimes Card to reduce the Alcohol Content of her Drink, so her “Enjoying the Stay” slot becomes empty. At the start of her next turn, she reveals Prajeet the Panther. Prajeet takes the “Just Got Here” slot, Elandral moves to the “Enjoying the Stay” slot, and Bert stays in the “About to Leave” slot.

## Other Rules

If the Stable Deck runs out, immediately reshuffle the Stable Deck discard pile and use that as the new Stable Deck.

Fortitude loss that comes from a Mount does not count as coming from any player, so neither the Mount nor Molly can be hit back by cards that would allow a player to do so. In addition, Mount effects may not be Negated, Ignored, reduced, etc. unless a card specifically allows it.

## Murgath the Blessed

We all know the story of the adventurer who has the misfortune of being stuck with a cursed item. But what about the villain who is stuck with a blessed item...?

The evil Blackguard Murgath gained possession of the holy sword Banefall when he looted it off the body of a defeated hero, and now he can't figure out how to get rid of it. Banefall does everything she can to thwart Murgath's evil might. She can't completely stop him, but she can give her blessings to those unfortunate targets of his wrath.

### Setup

Shuffle the Blessing Deck and put it where everyone can reach it. Make sure you remove the Boss cards (those with dragon heads in the upper corners) from your Character Deck unless you are playing a Boss Battle variant.

### Blessings



Some of Murgath's cards give players Blessings. When a player gets a Blessing, they draw a card from the Blessing Deck and add it to their hand.

Most Blessings have a subtype of Action, Sometimes, or Anytime which tells you when you can play them. Blessings count toward your hand limit, so if you hold on to one during your Discard and Draw phase, that's one less card you'll draw from your deck.

Many Blessings have a heart in the upper left. A number in the heart means that the card can be played as though it were an Anytime Card with the ability "Gain [X] Fortitude," where X is the number in the heart. If you play a Blessing to gain Fortitude, you do not get the other effect and vice versa, so you'll have to choose which effect you want to get from a Blessing Card in your hand.

When you play a Blessing, put it in the Blessing discard pile. If the Blessing Deck runs out, shuffle the Blessing discards and use that as the new Blessing Deck. In the unlikely event that you can't draw a Blessing because all of them are in players' hands, you don't get one.

If Murgath is eliminated from the game, any Blessing Cards in players' hands remain.

### Other Rules

Many of Murgath's cards say that "a player that loses Fortitude in this way gets a Blessing." This counts any player(s) that happen to lose Fortitude from that card, including Murgath himself. This can be relevant with cards like Eve's "Share Pain" or Bryn's "Stop hitting yourself!".

A player may never gain multiple Blessings from the same card.

**Example:** Murgath plays "Cleave", targeting Eve and Fiona. Eve plays "I'm not Eve! She's over there!" to redirect her damage to Fiona. Fiona loses 6 Fortitude, but only draws 1 Blessing.

Remember that if you are about to pass out, you still have another chance to play cards to save yourself! This means that you could take game-losing damage from Murgath, then draw a Blessing and play it to heal yourself back into the game!

Playing a Blessing for healing counts as playing an Anytime Card, so, for example, it can be Negated by Captain Whitehawk's "That's quite enough of your shenanigans!".



If one of Wrench's Gizmos would get a Blessing, Wrench gets it instead. If one of Torglesnarf's Minions would get a Blessing, Torglesnarf gets it instead. However, this can never cause Wrench or Torglesnarf to get more than one Blessing from a single Murgath card.

## Witchdoctor Natyli

Natyli is a impulsive young troll who likes to make dolls of her friends and the monsters that she comes across in the dungeons. These aren't normal dolls, though. They are magical, and she can use them to affect whomever the doll looks like, for good or ill. After foolishly using her dolls to prank the village elders, her uncle, Brewmaster Phrenk, decided that she'd probably be better off with his adventuring friends, where at least they could prank her back.

### Setup

Take your six Debuff Tokens and place them near your Player Mat.

### Debuffs

Some of Witchdoctor Natyli's cards allow her to give Debuff Tokens to the other players in the game. These Debuffs cause those characters to temporarily get a little weaker:

#### Pain Curse



A Pain Curse makes the debuffed player take extra Fortitude loss. A Pain Curse gives the following effect to the debuffed player: Immediately after you lose Fortitude, lose an additional Fortitude, then return this Debuff Token to Natyli. (*The additional Fortitude loss comes from the Debuff, not from a player, a Drink, or an Event.*)

**Example:** Zot has a Pain Curse. Gerki plays "How did this get stuck in your back?" on Zot. Zot loses 2 Fortitude, then loses 1 additional Fortitude from the Pain Curse. He then returns the Pain Curse Token to Natyli.

#### Mind Hex



A Mind Hex makes the debuffed player gain extra Alcohol Content. A Mind Hex gives the following effect to the debuffed player: Immediately after you gain Alcohol Content, gain an additional Alcohol Content, then return this Debuff Token to Natyli. (*The additional Alcohol Content gain comes from the Debuff, not from a player, a Drink, or an Event.*)

**Example:** Fleck has two Mind Hexes and reveals Wine as his Drink Card. Fleck gains 2 Alcohol Content, then gains 2 additional Alcohol Content from the two Mind Hexes. He then returns both Mind Hex Tokens to Natyli.

#### Power Jinx



A Power Jinx makes the debuffed player's next Action Card weaker. A Power Jinx gives the following effect to the debuffed player: While this Debuff Token is in front of you, reduce all numerical values by 1 on any Action Cards you play during your Action Phase (down to a minimum of 0). Return this Debuff Token to Natyli at the end of your Action Phase, even if you did not play an Action Card.

**Example:** Phrenk, who has a Power Jinx Token, plays "You're looking a little green. Drink this" on Wizgille. Wizgille loses 2 Alcohol Content and pays Phrenk 1 Gold (instead of the usual 3 and 2). At the end of Phrenk's Action Phase, he returns his Power Jinx Token to Natyli.

A "numerical value" is defined as any numeral in the text of a card, like "1", "2", "3", etc. Spelled-out number words like "one" are not numerical values. Descriptive words like "half" or "another" are not numerical values.

Power Jinxes do not affect the numerical values indicating Serena's Piety ranges, although they DO affect all other numerical values on Serena's cards.

**Example:** Serena has a Power Jinx and is at 3 Piety. She plays “*Blasphemer!*” on Eve. Eve loses 2 Fortitude. The numbers in Serena’s Piety icons are not affected by the Power Jinx, but the amount of Fortitude Eve loses is affected. At the end of Serena’s Action Phase, she returns her Power Jinx Token to Natyli.

A Power Jinx affects any Action Card played on the debuffed player’s Action Phase. This includes “Gambling, I’m in!”, so if a player has a Power Jinx and plays “Gambling, I’m in!” as their Action, a Round of Gambling begins, but each player antes 0 Gold!

## Other Rules

A player may have multiple Debuff Tokens of the same or different types. The effects of multiple Debuff Tokens stack.

**Example:** Gog has two Pain Curses and a Mind Hex. He drinks Troll Swill during his Drink Phase. He gains 1 Alcohol Content and loses 1 Fortitude from the Troll Swill. He then gains 1 more Alcohol Content from the Mind Hex and loses 2 more Fortitude from the Pain Curses! He then returns all three Debuff Tokens to Natyli.

A player must actually lose Fortitude to be affected by a Pain Curse, and must actually gain Alcohol Content to be affected by a Mind Hex.

**Example:** Deirdre has a Pain Curse. Gerki plays “*How did this get stuck in your back?*” on Deirdre. Deirdre plays “*Stop being silly!*” to Ignore the Fortitude loss. Deirdre loses no Fortitude. Her Pain Curse remains, though, so when Deirdre next loses Fortitude, it will still apply!

Natyli is never affected by her own Debuff Tokens.

Natyli has two of each type of Debuff Token. Once she gives a Debuff Token to a player, that Token remains on that player until it is returned to Natyli, as described above. Natyli may not choose to take back assigned Debuff Tokens in order to give them out to different players.

If a player with Debuff Tokens loses the game, that player’s Debuff Tokens are returned to Natyli.

If Natyli loses the game, her Debuff Tokens are removed from the game and no longer affect the debuffed players. Remember, though, that if a player is losing the game, you must first resolve all pending effects before that player actually loses.

**Example:** Dimli is at 10 Fortitude and 8 Alcohol Content. He has a Pain Curse. Natyli is at 10 Fortitude and 9 Alcohol Content. Kaylin plays “*Do not mess with me!*” to make each other player lose 1 Fortitude. Natyli and Dimli each go to 9 Fortitude. Natyli is about to pass out, but first, all pending effects are resolved (and each player gets a chance to play cards). Since Dimli’s Pain Curse creates a pending effect, Dimli loses 1 more Fortitude, bringing him to 8. Both Natyli and Dimli pass out and lose the game.

If a player takes a Drink, then takes extra Alcohol Content from a Mind Hex, that does not alter the Alcohol Content of the Drink itself. This can be relevant in a Drinking Contest, for example.

**Example:** Fiona has two Mind Hexes. During a Drinking Contest, she reveals Elven Wine (3 Alcohol Content) and Deirdre reveals Dwarven Firewater (4 Alcohol Content). Fiona gains a total of 5 Alcohol Content, but Deirdre wins the Drinking Contest.

## Nerodia the Petrifier

Nerodia can turn people to stone! This ability has come in handy many times while she runs the notorious Black Dragon Depths, deep in the Greyport undercity.

### Petrify

Many of Nerodia's cards cause players to **Petrify X Cards**. When a player Petrifies one or more cards, they must give that many cards, face down, from their hand to Nerodia to put on the **bottom** of her Petrification Pile. (You may wish to put the pile under the Nerodia Token to keep cards distinguished from the many other cards on the table.) Players may **not** look at cards in the Petrification Pile—this includes Nerodia herself.

If multiple cards are Petrified at the same time (from a single player or from multiple different players), put them under her Petrification Pile in a random order.

Nerodia may never Petrify her own cards. If Nerodia would Petrify a card from her own hand (via a redirection effect or something similar), she does not.

If a player needs to Petrify cards and has no cards remaining in their hand, they do not Petrify any cards. If a player is eliminated and has cards in Nerodia's Petrification Pile, those cards remain in the pile until they Decay or are Glared (see below). If Nerodia is eliminated, all cards in her Petrification Pile return to the hands of the characters they came from.

If a player Negates a card with a Petrify effect, no player Petrifies cards. If a player Ignores a card with a Petrify effect, that player doesn't Petrify cards, although other players might.

### Decay

Nerodia's Petrification Pile slowly decays! At the start of Nerodia's turn, she returns the top card of the Petrification Pile to the hand of the character it came from.

### Glare

Many of Nerodia's cards can use cards from her Petrification Pile for an added effect. **GLARE X** means that as you play the card, you may spend X cards from the top of the Petrification Pile for that effect. When you play a card with a Glare ability, you must declare whether you intend to use that ability. If you do, place the appropriate number of cards for the Glare ability face down underneath the played card. When the played card goes to your discard pile (even if it's Negated or Ignored) return all of the attached cards, without looking at them, to the hand(s) of the player(s) they came from.

A Glare ability on a card may only be used once. You may not pay more cards to use the Glare ability multiple times. You may not declare the use of a Glare ability unless you have at least the indicated number of cards already in your Petrification Pile when you play the card. If a card has both a Petrify ability and a Glare ability, you may not use the cards from that Petrify ability to pay the Glare, because the Glare cost must be paid before the Petrify ability resolves.

When Nerodia returns one or more Petrified cards, she does not look at them. They are returned to the appropriate players' hands and may be played as normal. If a card would be returned to a player that has been eliminated from the game, that card is simply discarded.

### Other Rules

**Petrifying Blessings:** If Nerodia Petrifies one of Murgath's Blessing Cards, it goes to the Petrification Pile as normal. However, when that card would return to a player's hand from the Petrification Pile, it goes to the Blessing discard pile instead.

**Interaction with Gizmos, Minions, Otto:** If Nerodia would cause a Gizmo, a Minion, or Otto to Petrify cards, nothing happens. If one of Nerodia's effects would cause a Gizmo or Minion to be unable to play cards for a time, nothing happens. In particular, these effects do not transfer to Wrench or Torglesnarf.

**Changing Numeric Effects:** If numeric effects are changed on Nerodia's cards (via a Power Jinx from Natyli, for example), this affects Petrify abilities but not Glare abilities.

**Team Variants:** Although a team has shared Fortitude, Alcohol Content and Gold, they each have individual hands, so if a player must Petrify cards, only the targeted player may do so, not their teammates.

## Nitrel the Sapper

### Setup

In addition to her Character Deck, Nitrel has an 18-card Bomb Deck. At the beginning of the game, shuffle your Bomb Deck and place it in the center of the table so that everyone can reach it.

### Bombs

Some of the cards in Nitrel's Character Deck specify that a player gets a Bomb. When this happens, that player reveals the top card of the Bomb Deck, carries out its effects, then discards the card.

**Example:** Nitrel plays “Selfpropelled fighting bomb” on Zot. Zot loses 1 Fortitude, then reveals Firecrackers from the top of the Bomb Deck. Zot loses another 1 Fortitude, then discards the Firecrackers.

If a Bomb includes a choice, the player who currently controls the Bomb makes that choice.



**Example:** Deirdre reveals Pot of Boom. She chooses to pay 1 Gold to pass it to Joran, who then chooses to pay 1 Gold to pass it to Nitrel. Nitrel is getting low on Gold, so she chooses to lose 3 Fortitude.

If a card has other effects in addition to giving a player a Bomb, resolve all effects on the original card, then reveal and resolve the Bomb separately.

If the Bomb Deck runs out of cards, shuffle the Bomb discard pile and use that as the new Bomb Deck.

### Bombs and Gambling

Several cards allow a Bomb to be added face down to the pot during a Round of Gambling. When this happens, the player who wins the pot reveals all Bombs in the pot, then carries out their effects in the order of their choice. If no player wins the pot, any Bombs in the pot are discarded face up and do not take effect. (Note that Nitrel herself can get Bombs by winning a Round of Gambling!)

### Responding to a Bomb

The effects of a Bomb may be reduced, Negated, Ignored, or responded to as though they came from an Action Card played by Nitrel. (Note that this is a little different from Keet's Triggered Artifacts, whose effects do not come from any player.)

**Example:** After winning a Round of Gambling with a Bomb in the pot, Gerki reveals that Bomb to be Big Badda Boom. He doesn't want to lose 4 Fortitude or discard his hand, so he plays “Hide in shadows” to Ignore the Bomb.

**Example:** Nitrel gives Sera a Bomb. Sera reveals Greater Firecrackers. Sera loses 2 Fortitude, then plays “Swift counterattack” to hit Nitrel back, so Nitrel also loses 2 Fortitude.



**Example:** Nitrel plays “Don’t worry! They’re perfectly safe” to give Ozrik a Bomb. Ozrik reveals Backfire, which says “Nitrel loses 1 Fortitude”. Nitrel cannot hit Ozrik back, since the Fortitude loss from Backfire counts as though it came from Nitrel herself.

If a player Negates or Ignores a card that would give them a Bomb, they do not get a Bomb. However, a card that does nothing but give you a Bomb is not affecting your Fortitude, Alcohol Content or Gold.

**Example:** Nitrel plays “Don’t worry! They’re perfectly safe” to give Kaylin a Bomb. Kaylin may not play “Poof!” here, because Nitrel’s card does not affect Kaylin’s Fortitude, Alcohol Content, or Gold. However, Kaylin may play “Poof!” on the resulting Bomb if that Bomb affects one of those attributes.

Gizmos may not get Bombs, and may not have Bombs passed to them. If a Gizmo would get a Bomb, Wrench gets it instead.

**Example:** Nitrel plays “Self-propelled fighting bomb” on a Gizmo. That Gizmo loses 1 Fortitude, then Wrench gets a Bomb.

**Example:** Fiona gets a Pot of Boom. She may not pay 1 Gold to pass the Bomb to a Gizmo, but she may pay 1 Gold to pass it to Wrench.

A card that affects each player’s Fortitude, such as Spitfire Spinner, affects Gizmos in addition to players.

If a player reveals Goblin Candle, that player may choose a Gizmo when the Bomb asks them to pick another player.

**Example:** Fiona gets a Goblin Candle. She chooses a Gizmo as the “other player”. Fiona and that Gizmo each lose 2 Fortitude.

## Ohava the Grand Cleric

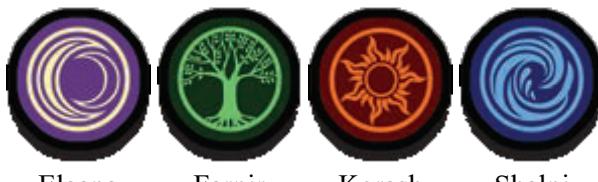
Ohava is the leader of Greypoint's Great Temple, a unified place of worship for the All-Mother Rhean and her four children, the Great Divines: Korash, God of the Sun, Elaana, Goddess of the Moon, Farnir, Lord of the Land, and Shalni, Lady of the Sea. These four are a rather fickle lot, however, frequently in discord with one another. Ohava uses her influence to try to bring these deities into harmony, thereby earning her the favor of the All-Mother.

### Setup

Place your four Deity Cards near your player mat with their full-color sides down.

### The Great Divines

Ohava's Deity Cards represent each of the Great Divines. They each start in **discord**. Flipping one over to its full-color side makes it **harmonious**.



Elaana

Farnir

Korash

Shalni

Many of the cards in Ohava's Character Deck have an icon in the bottom left.

If you play a card with an icon, then after all effects on that card have resolved, flip over the corresponding Deity Card. So, if the Deity Card is in discord, it will become harmonious,

and if it is harmonious, it will go to discord. Flipping a Deity Card in this way is mandatory.

### Harmony Bonuses

**Hand Size Bonus:** Whenever three or more Deities are in harmony, Ohava's hand size is increased by one. As with other changes to hand size, this only matters during your Discard and Draw Phase, or when a card effect specifically cares about your hand size. More specifically, turning a third Deity harmonious does not make you immediately draw up to an increased hand size.

**Numeric Effects Bonus:** Whenever all four Deities are in harmony, all numeric effects on Ohava's Character Cards are increased by one. This bonus is in addition to the increased hand size mentioned above.

### Other Rules

If a card with a Deity symbol is Ignored by any player, the Deity Card still flips. **If a card with a symbol is Negated, nothing flips.**



The numeric effects bonus only applies to Ohava's own Character Cards. It does not apply to other cards she might play, such as Prize Cards, Phrenk's Potions, or Murgath's Blessings.

Whether or not Ohava gets +1 to numeric effects is checked on resolution, so the state of the Deities could be different from when she played the card.

**Example:** All four Deities are harmonious. Ohava plays "Oh, that holy water must have gone bad" on Fiona. Normally this card would make her lose 1 Fortitude and gain 1 Alcohol Content, but four harmonious Deities will cause both of those numeric effects to be increased by 1. Fiona plays "Luckily for me, I was wearing my armor" to Ignore Ohava's card. Ohava plays "I don't think so" to Negate Fiona's card. However, "I don't think so" causes Shalni to go into discord. When Ohava's original card resolves, Fiona loses 1 Fortitude and gains 1 Alcohol Content.

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## Ozrik the Adept

After years spent in the pursuit of elemental power during which Ozrik caused a great deal of damage, he realized he had literally burned bridges behind him. Now he travels the world as an adventurer. He's still causing damage... only now he's doing it for the right reasons!

### Element Cards

Some of Ozrik's cards have element symbols in the upper-left corner. These cards are his **Element Cards**.



Earth



Fire



Water

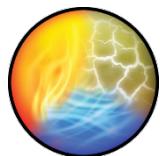
Many of Ozrik's cards allow you to discard Element Cards for a more powerful effect. This is indicated by element symbols in the card's effects box. For example, when you play "Don't trifle with this mage!", you may discard an Earth Element Card from your hand. If you do, "Don't trifle with this mage!" hits back for 3 Fortitude instead of 2.

Each elemental ability in a card's effects box may be activated **at most once** by discarding the appropriate Element Card(s). If a card lists multiple elemental abilities, they may be combined, but each ability can still only be activated once.

**Example:** "Don't trifle with this mage!" has two elemental abilities. Ozrik may discard at most one Earth Element Card and one Water Element Card. Ozrik may not discard multiple Earth Element Cards or multiple Water Element Cards to boost the effect further.



Some elemental abilities have costs that include multiple element symbols. In that case, you must pay **all** of the listed elements for that ability.



If an elemental ability includes the generic element symbol, you may discard any Element Card to pay that part of its activation cost. If a card does not have an element symbol in the upper left, it is not an Element Card, so you may not discard it to activate an elemental ability (not even one with the generic element symbol).

When you play a card with elemental abilities on it, you must declare which elemental abilities you are activating and discard the appropriate Element Cards immediately. You may not wait to see if an opponent wants to respond.

An Element Card may never be used to pay the activation cost on one of its own elemental abilities.

**Example:** Ozrik plays "Recharging the elements" and wants to activate its elemental ability. He may not use "Recharging the elements" to pay its own generic element cost. He may, however, use his second copy of "Recharging the elements" if he happens to have it in his hand.



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## Petra the Devious

Petra earned her “devious” moniker by maneuvering her way onto the governing board of the Thieves’ Guild. Her passion for plotting and scheming makes her a dangerous foe!

### Setup

Place the Hellfire Tracker Card next to your player mat with the Hellfire Token on the lowest-numbered space. Be sure to use the side that says “Hellfire” unless you are playing Petra as the Boss in the Boss Battle Variant. In the latter case, in addition to shuffling the 15-card Boss Deck (with dragon heads in the corners) into your character deck, you will use the “Boss Battle” side of her Hellfire Tracker Card, which has a more powerful ability when it fires!

### Schemes

Many of Petra’s cards have the subtype “Scheme”. These cards have a different effect if they are played from the Plotted Cards area than they would have if played from your hand. If a Scheme is played from the Plotted Cards area, use the effect marked with the  icon. If a Scheme effect uses the word “instead”, it replaces the base effect. Otherwise, the Scheme effect is added to the base effect. A Scheme played from the Plotted Cards area may be responded to just like a card played from your hand.



### Plotting Cards

After your Discard and Draw Phase, or whenever a card says so, you may Plot **one** card from your hand. To do this, put a card from your hand face down into the Plotted Cards area above your player mat. You may put any card face down in this way, but you may only play Schemes from the Plotted Cards area (other cards are discarded at the beginning of your next turn in return for Hellfire). There is no limit to the number of cards that can be in your Plotted Cards area.

### Hellfire

Petra’s Hellfire causes her to deal periodic extra damage. When you gain Hellfire, move the Hellfire Token up on the circular Hellfire track. If the Hellfire Token gets to the “fire” spot, resolve the effect at the bottom of the Hellfire card, then move the Hellfire Token back to the first spot. If you would gain Hellfire that would move you past the fire spot, first move to the fire spot, then resolve the Hellfire effect, then continue gaining Hellfire.

### Beginning of Turn

Before your Discard and Draw Phase, first discard all Plotted Cards and gain 1 Hellfire for each card discarded in this way. Then Discard and Draw as normal. After this, you may Plot **one** card from your hand.

### Other Rules

You may look at your face-down Plotted Cards at any time. Plotted Cards may be played as though they were in your hand, but they are not actually part of your hand. This means, for example, that you may not discard them to effects that cause you to discard cards from your hand. It also means that a player may not look at them if they play an effect allowing them to look at your hand. Petra may Plot only her own Character Cards. She may not Plot other cards that could end up in her hand, such as Murgath’s Blessings.



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## Brewmaster Phrenk

Phrenk is a Troll Alchemist. His skill as a potionmaster is unmatched, but he's not above using his skills for the "lowly" art of creating specialty drinks for his friends.

### Setup

Shuffle the Potion Deck and place it next to your Player Mat. Reveal the top card of your Potion Deck and place it face up near your Player Mat. Leave space near your Player Mat for a Potion Deck discard pile. It is a good idea to keep your Potion Deck discard pile visually distinct from the face-up Potion in front of you in order to prevent confusion. We recommend turning your Potion Deck discard pile 90 degrees sideways.

### Potions

#### Revealing Potions

At the beginning of your turn, before you discard and draw, reveal the top card of your Potion Deck. If you still have a Potion face up in front of you from a previous turn, you must choose whether to keep the old Potion or the newly-revealed one. Discard the other. You must make this choice before you take any other actions.

Two of the cards in Phrenk's Potion Deck are called "Brewing Mishap". When you reveal one of these cards, you must immediately discard the Brewing Mishap and your face-up Potion Card, if you have one.

If your Potion Deck runs out of cards, reshuffle your Potion Deck discard pile and use that as your new Potion Deck.

#### Playing Potions

You may play the Potion in front of you as though it were a card in your hand. Each Potion Card says whether it may be played as an Action, Sometimes or Anytime Card. Whenever a Potion Card is played, it may be responded to just like any other card of the Potion's type (Action, Sometimes or Anytime). When the Potion resolves, follow the instructions on the card, then put the card in Phrenk's Potion Deck discard pile.

#### Selling Potions

At any time (except while revealing a new Potion on your turn), you may sell the Potion in front of you to another player for the amount of Gold indicated on the Potion Card. The purchasing player puts the Potion Card face up in front of them and may play it as though it were a card in their hand.

Both parties must agree to the sale. You may not force a player to buy a Potion, nor may another player force you to sell one.

The Potion's price is non-negotiable. Potions purchased by one player may not be resold to other players.

Players who have purchased Potions may keep multiple Potions in front of them. However, Phrenk may only have one Potion in front of him at a time, as described under "Revealing Potions."

If Phrenk loses the game or if he reshuffles his Potion Deck due to running out of cards, all purchased Potions stay where they are and can be used later.



**Example:** Phrenk's face-up Potion is Acid Spit Potion. Because he is running low on Gold, he offers to sell it to Kaylin, who agrees. Kaylin pays Phrenk one Gold and puts the Acid Spit Potion face up in front of her. Soon after, she decides to play it against Serena. It is played and resolved as an Anytime Card, then placed in Phrenk's Potion Deck discard pile.

Remember, once you have revealed your new Potion at the beginning of your turn, you may not use or sell either Potion until you discard either the new Potion or the old one. If you wish to use or sell your old Potion, do so before revealing your new one!

## Phyll Startusk

Phyll owns and operates Startusk's, a trendy newfangled coffeeshop just outside the main entrance to the Greypoint Mages' Collegium. Many a bright young mage would have trouble making it to their morning lectures were it not for Phyll's brews!

### Mix-ins

Phyll has several Mix-in Cards in his Character Deck. These are fancy drink add-ins that you may apply to any Drink—your own or someone else's. A Drink may have at most one Mix-in played on it. A Drink counts as having a Mix-in played on it as soon as any Mix-in card is played targeting that Drink. If the Mix-in is Negated or otherwise altered, you may not play another Mix-in on that Drink.

**Mix-in Shelf:** You have a Mix-in Shelf above your player mat. It can hold an infinite number of Mix-in Cards. As soon as you draw a Mix-in Card, you must immediately put it on the Mix-in Shelf. You do not draw a replacement when you do this, but the card is no longer in your hand and no longer counts toward your hand size, so you will draw more cards on your next Discard and Draw Phase. Over time, you can accumulate a mighty shelf in addition to your regular hand!

*Example: On Phyll's Discard and Draw Phase, he refills his hand to seven cards and gets two Mix-ins. He puts both Mix-ins onto his Shelf and keeps the other five cards in his hand. On his next turn, he still hasn't played those two Mix-ins, but they stay on his Shelf and he refills to seven cards—potentially drawing and shelving more Mix-ins!*

You may play Mix-ins from your Shelf as though they were in your hand. However, they are not a part of your hand. In particular, if a card effect instructs you to discard cards from your hand, you may not discard a Mix-in from your Shelf.

**Mix-ins and Gold Payments:** Some Mix-in effects cause a player to pay Phyll. If Phyll is instructed to pay himself Gold because he played such a Mix-in on his own Drink, nothing happens.

**Mix-ins and Splitting Drinks:** If a Drink with a Mix-in gets split, the effects added by the Mix-in are split just like they normally would be. Both halves of the Drink count as having a Mix-in already applied, so a new Mix-in may not be played on either half. If, on the other hand, a Drink without a Mix-in gets split, then Mix-ins could potentially be played on each of the split halves of the Drink separately.

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## Piper, Eagle-Eyed Sniper

After helping our heroes save the town in the Battle for Greyport, Piper, the Eagle-Eyed Sniper, has proven herself worthy of a spot at the table at *The Red Dragon Inn*. This veteran ranger and bounty hunter is ready to snipe some bad guys—and she never misses a shot.

Piper has a 35-card Character Deck and a 14-card deck of Arrow Cards called her **Quiver**.

### Setup

Shuffle your Quiver and leave it near your Player Mat. Draw 1 card from your Quiver and 6 more from your Character Deck, for a total of 7 cards. Keep your Arrow Card discard pile separate from your Character Deck discard pile, as indicated on your Player Mat.

### Arrow Cards

If you are playing as Piper, then **during your Discard and Draw Phase, your first draw comes from your Quiver** (even if you already have Arrow Cards in your hand). The rest of your draws come from your Character Deck. Your hand size is 7 as normal, and any Arrow Cards in your hand count toward that.

When you draw cards at times other than your Discard and Draw Phase (for example, if a Drink or Event makes you draw cards), **all** of the draws come from your Character Deck as normal.



Arrow Cards you draw count as part of your hand. If an effect would make you reveal your hand, show it to another player, discard cards from it, etc., the Arrow Cards are part of that.

Arrow Cards have a subtype of Action or Sometimes. Sometimes Arrows may be played just like normal Sometimes Cards.

During your Action Phase, you may play **either** one Action Card from your hand **or** as many Arrow-Action Cards as you like. Play and resolve each of those Arrow-Actions one at a time.

If your Quiver runs out, do not reshuffle it. You simply don't draw any more Arrows. If your Quiver is empty, all of your draws come from your Character Deck as normal. (If your Character Deck runs out, reshuffle it as you would for any other character.)

### Other Rules

Some cards cause you to draw more Arrows. If you are in the middle of playing multiple Arrow-Action Cards during your Action Phase and you happen to draw more Arrow-Action Cards, you may play those as well.

If you start your turn with more than 7 cards, you may choose to keep them all and draw no new cards. In this case, you draw from neither your Quiver nor your Character Deck.

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## Pooky the Vicious

Zot's turning in early for the night, but Pooky's not done with the party. With a stash of gold and a big chip on his wee shoulder, this strange little rabbit-thing is looking to prove that he's more than just Zot's whipping bunny.

### Setup

Place Pooky's Mood Card next to your Player Mat. Put the Mood Marker on Calm. You may also wish to keep the included rules reminder card nearby.

### Pooky's Mood

Over the course of the game, Pooky's mood will change. Several cards in Pooky's deck have a different effect depending on his mood.

#### Pooky's mood gets worse when any of the following things happen:

- A card played from another player's hand causes him to lose Fortitude
- A Drink causes him to gain 3 or more Alcohol Content
- He participates in a Round of Gambling and does not win it
- A card effect says "Pooky's mood gets worse"



When Pooky's mood gets worse, move his Mood Marker one space down on his Mood Card. If Pooky is already Psychotic when his mood gets worse, he stays Psychotic.

When a card effect says "Pooky is now Calm", move his Mood Marker to Calm.

When a card effect changes Pooky's mood, that mood change happens after all other effects on the card are carried out.

**Example:** Pooky is Calm. Fiona plays "Who says I'm not a lady?" to do 2 damage to Pooky. Pooky loses 2 Fortitude, then his mood becomes Manic.

**Example:** Pooky is Crazy. During his Drink Phase, he reveals Elven Wine. He gains 3 Alcohol Content then his mood becomes Psychotic.

**Example:** Pooky is Calm. Wizgille plays "Silly me! I didn't realize my dart shooter was loaded!" to do 2 damage to Pooky. For her Gear Card, she flips "Sorry, loose gear" and chooses to do the extra damage to Pooky. Since Wizgille's Gear Card adds to the original "Silly me!", it counts as one damage event. Pooky loses 3 Fortitude and his mood becomes Manic.

**Example:** Pooky is Calm. Wizgille plays "Silly me! I didn't realize my dart shooter was loaded!" to do 2 damage to Fiona. As before, she flips "Sorry, loose gear" and chooses to do the extra damage to Pooky. The Gear Card effect is added to the original card, so it still counts as Pooky losing Fortitude from a card played from Wizgille's hand. Pooky loses 1 Fortitude and his mood becomes Manic.

**Example:** Phrenk plays "Have as much as you want. Just be warned, it's strong!" on Pooky to make him gain 3 Alcohol Content. Since the Alcohol Content gain is coming from Phrenk's Action Card and not from a Drink, Pooky's mood does not change.

**Example:** Phrenk has an Acid Spit Potion in front of him. He plays it on Pooky, so Pooky loses 1 Fortitude. Pooky's mood gets worse, since Phrenk's potions count as though they were cards played from hand.

**Example:** Fiona plays "Gambling? I'm In!" as her Action Card to start a Round of Gambling. Pooky plays "Not now, Zot needs Pooky" to avoid having to ante. Pooky's mood does not get worse, since he is not participating in the Round.

**Example:** Pooky and Fiona are participating in a Round of Gambling. During the Round, Fiona plays "I raise!". In response, Pooky plays "Not now, Zot needs Pooky" to avoid having to ante. Pooky's mood does get worse in this case, since he did participate in the Round.

**Example:** Pooky and Fiona are participating in a Round of Gambling. Pooky plays “Pooky’s done with this game” to end the Round. His mood gets worse in this case, because he participated in the Round and did not win it.

When Pooky plays a card that has a different effect depending on his mood, use his mood *at the time when that card resolves*. Note that this may be different from what his mood was when he played the card!

**Example:** Pooky is Psychotic, and is at 12 Fortitude and 11 Alcohol Content. Phrenk has an Acid Spit Potion in front of him. Pooky plays “Nasty big pointy teeth” on Phrenk. In response, Phrenk plays his Acid Spit Potion on Pooky. To avoid passing out, Pooky plays “Pooky enjoys the ‘company’ of other animals”. Pooky goes to 13 Fortitude and 10 Alcohol Content, then becomes Calm. Acid Spit Potion resolves, so Pooky goes to 12 Fortitude and becomes Manic. Finally, “Nasty big pointy teeth” resolves. Since Pooky is now Manic, Phrenk only loses 2 Fortitude.

Players may not play cards or take other actions in between an event that would make Pooky’s mood change and the mood change itself.

**Example:** Pooky is Calm and has an Alcohol Content of 0. He reveals Elven Wine during his Drink Phase. He may not increase his Alcohol Content by 3, then play “Pooky enjoys the ‘company’ of other animals” to heal, then worsen his mood from drinking the Elven Wine. Instead, his mood gets worse immediately after he drinks the Elven Wine.

If Pooky would take damage from a card he played himself, his mood does not get worse.

**Example:** Pooky is Psychotic. He plays “Nasty big pointy teeth” on Eve. Eve responds with “I’ve been working on a new spell. It’s called Share Pain!”. Pooky and Eve each lose 2 Fortitude, then Pooky becomes Calm. Since the damage came from Pooky’s own card, Pooky’s mood does not get worse.

If Pooky Ignores one of his own cards, any mood change on that card is also Ignored.

**Example:** Pooky is Psychotic. He plays “Nasty big pointy teeth” on Eve. Eve responds with “I’ve been working on a new spell. It’s called Share Pain!”. In response to this, Pooky plays “Good thing Pooky was wearing Dimli’s great-grandfather’s helmet!”. Eve loses 2 Fortitude, and Pooky remains Psychotic, since he is Ignoring “Nasty big pointy teeth”.

Pooky has a unique card: “Pooky won’t give up without a fight.” This is similar to other kick-out cards like “What’s that up your sleeve?”. However, the targeted player may choose to lose 2 Fortitude to stay in the Round of Gambling. Since this Fortitude loss comes from a Cheating card, only a few cards in the game can affect it!



## Epic Pooky

Evil Pooky isn’t the only bossy bunny! The 15 Boss Battle cards allow Pooky to play as the Boss in a Boss Battle! All rules for Pooky and all rules for a Boss Battle apply normally to Epic Pooky. A few extra rules also apply, described below.

**Setup:** Shuffle the 15 Boss Battle cards (those with the dragon heads in the corners) into Pooky’s Character Deck, for a total of 55 cards. Shuffle the 5-card Epic Deck and place it near your player mat. Pooky’s Mood starts off Calm, as normal.

**Epic Cards:** Pooky has a 5-card side deck of Epic Cards. These are particularly powerful effects that Pooky can get if his Mood gets bad enough.

Normally, if Pooky’s Mood would get worse, but he is already Psychotic, nothing happens. However, if you are playing as Epic Pooky in a Boss Battle, you have a choice. If you are Psychotic and your Mood would get worse, you may *either* leave your Mood at Psychotic, *or* you may move your Mood back to Calm and draw a card from your Epic Deck.

An Epic Card in your hand counts toward your hand size. You may play an Epic Card from your hand as normal according to its type—Action, Sometimes, or Anytime. When you play an Epic Card, it goes to your Character Deck discard pile and remains part of your deck for the rest of the game. (This is similar to Vlazlo’s form cards or Roxana’s recipes.)

**Still a Hero:** Epic Pooky counts as a Hero, not a Villain. This only matters if you are using the Dungeon Event Deck.

## First Mate Remy

First Mate Remy can cause other players in the game to become **marked**. This means that he is keeping an extra-special watch over them to make sure they don't get out of line. Some of Remy's cards have a more powerful effect against **marked** players.

### Remy's Marks

When playing with Remy, take a number of his marks equal to the number of players in the game minus one and place them near your

Player Mat. If you are playing in a game with more than 13 players, then use some other markers as a substitute if necessary.



When you play a card that says that a player becomes **marked**, give that player a mark unless they already have one. If a card says that a player becomes **unmarked**, take back that player's mark.

A player may never have multiple marks. Players can only be either **marked** or **unmarked**. Remy himself may never be **marked**.

**Example:** Remy plays “*Take this as a warning! Next time it'll be the brig*” to make Bryn lose 2 Fortitude and become **marked**. Bryn doesn't already have a mark, so he gives her one. Later on, Bryn plays “*Put 'er there, pall!*” to make Remy lose 2 Fortitude. Remy responds with “*I have no time for your tomfoolery!*” Remy Ignores the Fortitude loss. Because Bryn is **marked**, she loses 1 Fortitude, then becomes **unmarked**. Remy takes back Bryn's mark and puts it near his Player Mat.

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## Ripsnarl, Bad Dog

Ripsnarl is a fearsome shapeshifting brawler who loves being a werewolf. His human alter ego is a scrawny, sniveling jerkbag who is constantly trying to get back into wolf form, even when the moon isn't full. He manages to stay a werewolf frequently, but he still slips into human form once in a while, where he quietly plots and broods angrily while trying to turn back into his preferred form.

### Setup

Put your square Form Marker near your Player Mat, with its human side up. Put your three Fury Tokens nearby. If you are playing a Boss Battle as Ripsnarl, use your circular Form Marker and only two Fury Tokens instead (see below).

### Ripsnarl's Form

Many cards in Ripsnarl's deck tell you to Turn Human or Turn Wolf. If you play one of these cards, turn your Form Marker to the appropriate side. Changing form is usually (but not always) the last thing that happens in a card's effects. As usual, when you play a card, follow its instructions in order.

Cards that could potentially change your form include the bronze moon icon in the upper left as a reminder. However, the icon has no specific gameplay meaning. It is always the card text that tells you whether or not to change form.

If an effect would turn you into a human or wolf, but you are already in that form, you simply stay in that form.

Some of Ripsnarl's cards have a different effect depending on your form. Check your form when the card resolves, and note that this could be different from your form when you played the card!

You must follow all instructions corresponding to whatever form you're in. You may not choose to leave out the form-based effects.

### Fury



While Ripsnarl is in human form, he gets increasingly angry at not being his freewheeling werewolf self. Some cards cause Ripsnarl to gain Fury while he is human. He may gain a maximum of 3 Fury, placing them onto his Form Marker.

If Ripsnarl would gain Fury while in werewolf form, he doesn't gain any. If Ripsnarl would gain Fury but he already has 3 Fury, he doesn't gain any.

When Ripsnarl becomes a werewolf, he removes all Fury Tokens from his Form Marker. The Fury he has accumulated turns into damage he deals to other players, with each Fury causing 1 Fortitude loss. These effects count as though they came from Sometimes Cards played from Ripsnarl's hand—one Sometimes Card per player targeted. The Fury damage effects may target the same player or different players, and each player must respond separately. Ripsnarl must choose the targets for *all* of his Fury before any player responds.

**Example:** Human Ripsnarl has 3 Fury Tokens on his Form Marker. He turns into a werewolf. He chooses Ohava to lose 1 Fortitude and Piper to lose 2. Piper plays "I don't think so!". Ohava loses 1 Fortitude and Piper loses no Fortitude—Piper's Negate effect stops both Fury Tokens coming her way, but it does not affect the damage heading to Ohava.



**Example:** Human Ripsnarl has 1 Fury token on his Form Marker. He turns into a werewolf and chooses Deirdre to lose 1 Fortitude. Deirdre loses 1 Fortitude, then plays “My Goddess doesn’t like that!” to hit Ripsnarl back. Ripsnarl loses 2 Fortitude.

## Boss Battle

When playing Ripsnarl as the Boss in a Boss Battle, use the circular Form Marker instead of the square one. When Boss Ripsnarl is in human form, he starts with 1 Fury automatically, which is printed directly onto the Form Marker. (He may still have a maximum of 3 Fury, so you will only need two of the three Fury Tokens in a Boss Battle.)

In a Boss Battle, all of Ripsnarl’s Fury damage can be Ignored as though it were a single Sometimes Card, since the Challengers have shared defense. Make sure that you switch form frequently to get maximum benefit from that free Fury!

## Roxana, Adventurous Chef

Roxana is the head chef at *The Red Dragon Inn*. She's called an "adventurous chef" for two reasons. First she is no stranger to experimentation in the kitchen, and second, she knows how to hold her own in a tavern full of adventurers, where things can get rather dangerous at a moment's notice! As Roxana plays cards, she collects Ingredients on her Cutting Board, which she may then use to cook amazing dishes!

### Setup

Shuffle your Recipe Deck and place it to the left of your Player Mat. Reveal the top card and place it near the "Available Recipe" spot on your Player Mat. Put the Smorgasbord tile to the right of your Player Mat.



### Ingredients

Some of the cards in Roxana's Character Deck have an Ingredient icon in the bottom left.



When a card like this resolves, you **must** place it on your Cutting Board above your Player Mat instead of putting it into your discard pile. It is now an Ingredient that you can use to cook a Recipe.

If an Ingredient Card is Ignored or otherwise altered, it still goes to your Cutting Board. If an Ingredient Card is Negated, none of its effects happen, so it goes directly to your discard pile instead of going to your Cutting Board.

**Example:** Roxana plays "*This one's some mean cuisine!*" to make Fiona lose 2 Fortitude. Fiona plays "*Luckily for me, I was wearing my armor!*" to Ignore the Fortitude loss. Fiona loses no Fortitude, but Roxana still puts the "*mean cuisine*" card on her Cutting Board, where it counts as a Meat for a future Recipe.

**Example:** Fiona plays "*You wanna arm wrestle?*" to make Roxana lose 1 Fortitude. After losing Fortitude, Roxana plays "*Someone order a knuckle sandwich?*" to make Fiona lose 2 Fortitude. Fiona plays "*I don't think so!*" to Negate Roxana's Sometimes Card. The "*knuckle sandwich*" card goes to Roxana's discard pile, **not** to her Cutting Board.

Some Ingredient Cards also have a blue cleaver icon in the bottom left. If you resolve such an Ingredient Card, then the card goes to your Cutting Board as normal, but you also **may** place a single additional Ingredient Card from your hand directly to your Cutting Board. This second Ingredient Card just moves to your Cutting Board—none of its effects happen. If the second card also happens to have a blue cleaver icon, you may **not** chain the effects to add another card to your Cutting Board.



**Example:** Roxana plays "*No soup for you!*" to make Gerki lose 1 Fortitude. When the card resolves, she puts it on her Cutting Board, then also discards "*Remember when I cooked that golden goose?*" directly from her hand to her Cutting Board. The fact that "*golden goose*" also has a blue cleaver icon is irrelevant. Roxana may not discard yet another card to her Cutting Board.

One card, "Everything's prepped! Who's hungry?", is simply an Anytime Card that allows you to put up to three Ingredient Cards from your hand to your Cutting Board. As with other cleaver effects, you do not get any effects on the cards you put on the Cutting Board, including any other cleaver icons on those cards.



Meat



Vegetables



Sauce



Meat or Sauce



Vegetables or Sauce

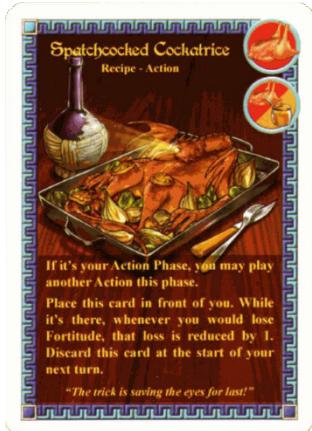


Any

## Recipes

At the beginning of your turn, reveal the top card from your Recipe Deck and put it near the “Available Recipe” spot on your Player Mat. If there is already a Recipe there, you must choose which Recipe you wish to keep, putting the other one face down on the bottom of the Recipe Deck. No player may take any other game actions while Roxana is deciding which Recipe to keep. In particular, Roxana herself may **not** choose to cook one of them at this time. Note that new Recipes only become available at the beginning of Roxana's turn. Specifically, cooking a Recipe does **not** cause a new Recipe to be revealed.

To cook a Recipe, spend the indicated Ingredients from your Cutting Board by moving those cards to your discard pile, then take the Recipe Card into your hand. Once a Recipe Card is in your hand, you may play it whenever you could play a card of its indicated subtype (Action, Sometimes, or Anytime). When you play a Recipe Card, it goes to your Character Deck’s discard pile. This means that if you reshuffle your deck, you could get the Recipe Card again later!



*Example: Roxana has “This one’s some mean cuisine!” (Meat) and “No soup for you!” (Sauce), as well as several other cards on her Cutting Board. Her Available Recipe is Spatchcocked Cockatrice. The cost in the upper right indicates that Roxana must spend a Meat and either a Meat or a Sauce to cook this Recipe, so she decides to move “mean cuisine” and “no soup” from her Cutting Board to her discard pile and put Spatchcocked Cockatrice into her hand. It now acts just like any other Action Card in her hand. She does **not** immediately replace her Available Recipe. She will reveal a new Recipe at the start of her next turn.*

## The Smorgasbord

When Roxana isn’t sure what to do with all of her Ingredients, she can just cook something random for the Smorgasbord. The Smorgasbord is like a Recipe that is always available to Roxana. At any time, you may spend any three Ingredients from your Cutting Board to draw a card from your Character Deck. You may repeat this as many times as you can afford.

Activating the Smorgasbord counts as playing an Anytime Card, so a few cards in the game could affect it, such as Captain Whitehawk’s “That’s quite enough of your shenanigans!”. If a Smorgasbord activation is Negated, you do not get a refund of the Ingredients you spent to activate it.

## Other Roxana Rules

If you play a Gambling or Cheating Card with an Ingredient icon, you take control of the Round of Gambling and resolve any other effects on the card. You then put the card directly onto your Cutting Board. You do not need to leave the card in front of you to indicate that you are currently in control of the Round.

You may not place a card on your Cutting Board if that card does not have an Ingredient icon in the bottom left.

If your Character Deck runs out, immediately shuffle your discard pile (including any Recipe Cards you’ve cooked) and use that as your new Character Deck. Note that any cards on your Cutting Board stay there during the reshuffle.

If the Recipe Deck runs out of cards, you continue playing without revealing any more Recipes. You must still put cards onto your Cutting Board as usual, though, which you may then use to activate the Smorgasbord.

Your Cutting Board and your Available Recipe are not part of your hand, so if an effect instructs you to discard cards, they must be from your hand. However, a Recipe Card **in your hand** acts like any other card in your hand. It counts toward your hand and can be discarded to an effect that instructs you to discard.

If you discard an Ingredient Card without playing it, it goes straight to your discard pile, not to your Cutting Board.

Roxana may activate the Smorgasbord at any time, so if she’s about to lose, she can (and should!) spend her remaining Ingredients in a last-ditch effort to save herself!

## Samantha the Bookie

Samantha runs The Scurvy Dog, a rather rough tavern down by the docks. She makes a decent living slinging suds and taking betting action on the inevitable fights that break out.

### Setup

Shuffle the Brawler Deck and place it near your player mat. Place the Brawl Tracker Card near your player mat and put the Brawl Tracker Token on that card's "0" spot.



### Brawls

Many of Samantha's cards **Start a Brawl**. To start a Brawl, increase the Brawl count on the Brawl Tracker Card by 1, then reveal the top card of the Brawler Deck and do what it says. Brawler Cards count as though they are Action Cards played by Samantha, so they can be Ignored, reduced, hit back, etc. (This includes the card "Free for Brawl".) After a Brawl resolves, put the card in the Brawler Discard Pile.

**Brawl Count:** As more Brawls start, the bar gets more lively!

- If the Brawl Count gets to 4, Samantha loses 1 Alcohol Content.
- If the Brawl Count gets to 7, Samantha gains a Gold from the Inn.
- If the Brawl Count gets to 10, then for the rest of the game, during Samantha's Order a Drink Phase, she orders an additional Drink (so she orders two Drinks instead of the usual one).

### Other Rules

If the Brawler deck runs out, reshuffle the discards and use that as the new Brawler deck. This does not reset the Brawl Count—it stays at 10.

A Brawler Card is separate from the card that started the Brawl. Ignoring a card that starts a Brawl does **not** protect you from the Brawl itself!

Until the Brawl Count reaches 10, the Brawl Count should always match the number of cards in the Brawler Discard Pile, so if you're not sure whether the Brawl Count is correct, just count the discards!

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## Serena the Pious

Serena would have died if she hadn't been such a cute baby. The Paladins who found her could not bring themselves to slay her as they did the other Orcs in her village. Seeing no other option, they took her in and tried to raise her as one of their own. Even with her training, she is always at risk of succumbing to her chaotic Orcish instincts, so she must be ever-vigilant to stay on the righteous path.

### Setup

Take the Piety Chart and place it near your Player Mat where the other players can see it. Take the Piety Marker and place it on 8 on the Piety Chart, as shown here.

### Piety

Many cards in Serena's Character Deck indicate that they move her Piety up or down. This is shown by the orange or blue arrows on the cards. When you play one of Serena's cards, adjust your Piety by the indicated amount *after all other effects on the card have been carried out*. An "X" instead of an arrow will be explained in the card's text.



Some of Serena's cards have a better or worse effect depending on her Piety. Use the effect corresponding to your Piety at the time that the card takes effect. Note that this may be different from what your Piety was when you played the card!

Your Piety cannot go above 8 or below 1. If a card's effects would cause your Piety to drop below 1, it stays at 1, but you must atone for your sins by either tithing 1 Gold to the Inn or losing 1 Fortitude. If you choose to lose 1 Fortitude, you may not avoid that Fortitude loss in any way. If you are at 1 Piety and a card's effects would make you lose 2 or more Piety, you only need to atone once.



**Example:** Serena, who is at 2 Piety, plays "I'm sure you did something to deserve it...", targeting Kaylin. Kaylin has no response. Kaylin loses 3 Fortitude, then Serena loses 1 Piety. Serena does not adjust her Piety until all of the card's other effects have been carried out, so Kaylin does not lose 4 Fortitude.

**Example:** Serena is at 1 Piety. She plays "I'm sure you did something to deserve it", targeting Kaylin. Kaylin responds with "You think you're so big? Have another drink!", an Anytime Card that makes Serena drink the top Drink on her Drink Me! Pile. Serena reveals Elven Wine and decides to Ignore it with "This is not in the Paladin's Codex...". This makes her Piety go to 2. After this exchange, Serena's original "I'm sure you did something to deserve it" takes effect. Since Serena is now at 2 Piety, Kaylin loses 3 Fortitude (not 4), then Serena goes back down to 1 Piety.

**Example:** Serena is at 6 Piety, 15 Fortitude, and 14 Alcohol Content. During her Drink Phase she reveals Dragon Breath Ale. Since the ale would cause her to pass out, she plays "This is not in the Paladin's Codex..." to Ignore the Drink. In response, Phrenk plays "I don't think so!" to Negate Serena's card. Not wanting to take any chances, Serena plays "It's time to pray", an Anytime Card which causes her to lose 2 Alcohol Content and gain 2 Piety. She then responds to Phrenk's "I don't think so!" with an "I don't think so!" of her own, which can't be Negated, because she is now at 8 Piety. "I don't think so!" Negates Phrenk's card, then "This is not in the Paladin's Codex..." takes effect, allowing Serena to Ignore the Dragon Breath Ale. (It also would increase her Piety by 1, but since she is already at the maximum, this has no effect.)

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## Spyke

Like all good munchkins, Spyke can equip looted items to level up. He has a Headgear slot, a Footgear slot, an Armor slot, and two Hand slots, which can hold either two “1 Hand” items or one “2 Hand” item.

Treasure Cards have a type, which tells you the slot where it can be equipped. A Treasure with type Special can be equipped without taking up a slot. You may have as many Special Treasures equipped as you like.

You may not keep Treasure that isn’t equipped. Sorry, there’s no stockpiling items in this game!

All Treasure Cards have a Level in the bottom right. Your Level is the sum of the Levels of all of your equipped Treasure.



Some Treasure Cards have a subtype of Action, Sometimes, Anytime, or Cheating. An equipped Treasure of any of these subtypes may be played as though it were a card of that type in your hand. If you play a Treasure in this way, discard it.

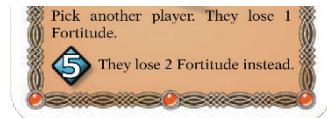
At the beginning of your turn, or whenever a card tells you to **Get Treasure**, follow these steps in order:

1. Reveal the top card of the Treasure Deck.
2. If the revealed Treasure is a Curse, follow the Curse’s instructions immediately, then discard it.
3. If you already have a Treasure in the revealed Treasure’s slot, decide which Treasure(s) you want to keep and discard the other(s).
4. Equip or discard the revealed Treasure.

You may not play any cards or effects during these steps except for “The Full Munchkin” or any non-Treasure card played in response to a Curse, such as “Wishing Ring”.

***Example:** Spyke has Dwarven Elven Armor equipped. At the start of his turn, he reveals Budget Armor. He decides to keep the Dwarven Elven Armor, so he discards Budget Armor and continues with his turn.*

Some of Spyke’s cards have a better effect depending on your Level. For example, “Kicking some arsenal” hits another player for 1 Fortitude, or 2 Fortitude if your Level is 5 or higher. These level-dependent effects are mandatory. You may not choose to take a lower-level effect, even if doing so would be helpful.



Level-dependent effects can be worded in two different ways. Some of them say “instead”. These take effect instead of the base effect. Effects that don’t say “instead” are cumulative—you get the better effect *in addition* to the original.

When you play a card that depends on your Level, the effect you get depends on your Level when the card resolves. Note that this could be different from what your Level was when you played the card!

Level numbers on cards are not affected by cards that change numeric values on cards, such as “Strength Potion”.

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## Doctor Terci

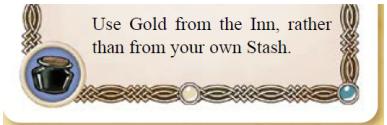
Doctor Terci is one of a small handful of non-magical healers in town, always ready to discreetly provide medical help to Undercitizens in need. Terci will ply their craft anywhere—in the privacy of their office, or in a busy tavern!

### Setup

Shuffle the 14-card Patient Deck and place it next to your player mat. Reveal the top two cards from the Patient Deck and place them in the “Waiting Patient” slots above your player mat. Keep the 3 Salve Tokens, 3 Splint Tokens and 3 Bandage Tokens near your player mat.

### Medical Supplies

Many cards in Terci’s Character Deck have a Medical Supplies icon in the bottom left. When you play such a card, take one of that Medical Supply Token and put it on your player mat *after all other effects on the card have been carried out*. If the card has a split icon with multiple Medical Supplies, choose one of the tokens shown.



### Patients

Terci’s Patients can be treated with the right combination of Medical Supply Tokens. At any time, you may spend a Patient’s required Medical Supply Tokens from your player mat, putting them back into the supply. If you do, take that Patient Card into your hand. It now counts as a card in your hand of the given type (representing the often-non-monetary compensation that the Patient gives you). Patient Cards in your hand act like any other cards in your hand - you may discard them to effects that cause you to discard cards, and they count toward your hand limit.

**Example:** During a Round of Gambling, Terci plays “Sometimes, my patients actually pay me!” to avoid paying Gold. They take a Salve Token and put it on their player mat. Later, they use that Salve Token to treat the hung-over adventurer. They remove the Salve Token from their player mat and put the Patient Card into their hand. It now counts as a Sometimes Card that can spike a Drink.

### Beginning of Turn

At the beginning of your turn, before your Discard and Draw Phase, fill any empty Waiting Patient slots by revealing new cards from the Patient Deck. Note that you may not discard Waiting Patients unless a card specifically says that you may do so. To get more Patients, you’ll have to treat (or discard) the ones you have, then wait for new ones to come through the door!

### Other Rules

If a card that would give you a Medical Supply Token is Negated, you don’t get the token. If it is Ignored or otherwise altered, you do. If you would gain a Medical Supply Token, but all three of that particular token are already on your player mat, you don’t gain anything. If your Patient Deck runs out, shuffle the Patient discard pile and use that as the new Patient Deck.

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## Torglesnarf Duncleton, First of His Name

The self-proclaimed Goblin King, Torglesnarf, is known for having more Gold than sense. More specifically, he has just enough sense and just enough Gold to hire the right goons to enable him to continue pretending that he has royal power and authority.

### Setup

Torglesnarf starts the game with two extra Gold. You may use the two doublestamped “TORG” coins included in the game, but this isn’t strictly necessary—any two Gold pieces will do.

### Minions

Some of Torglesnarf’s cards represent his Minions. You may play one of these cards as your Action Card for your turn. When you play a Minion, play it face-up in front of you.

Some Minions provide an ongoing effect while the Minion is in play. Others allow you to take an action once during each of your Action Phases. In the latter case, you may activate your Minions in play whenever you like during that phase (in any order, either before or after you play an Action Card for the turn). A Minion may act on the turn it comes into play.



*Example: Torglesnarf plays “Grunt the Brawler” by placing it face-up in front of him.*

*He then uses Grunt to make Vlazlo lose 2 Fortitude. On Torglesnarf’s next turn, Grunt is still in play, so he uses Grunt during his Action Phase to make Daareka lose 2 Fortitude, then he plays “Gambling? I’m in!” as his Action Card for the turn.*

### Wages and Attacking a Minion

Each Minion has a number specifying its Wages. This is the amount of Gold you must pay that Minion to stick around in the face of danger.

Whenever a player other than Torglesnarf must choose another player for a card’s Fortitude loss or redirection effect, the player playing that card may choose to target one of Torglesnarf’s Minions instead. (This is similar to the rule for Wrench’s Gizmos.)

Whenever a Minion loses one or more Fortitude, Torglesnarf has a choice. He may either discard that Minion or pay Gold equal to that Minion’s Wages to the Inn.

*Example: Grunt the Brawler is in play. Amundyr plays “Yup, that growth on your arm is definitely Mummy Rot”, targeting Grunt. Torglesnarf chooses to pay Grunt’s Wages to keep him around, so Torglesnarf pays 2 Gold to the Inn. Grunt stays in play. No player loses Fortitude from Amundyr’s card.*

When you pay Wages, any card effects that would allow you to pay the cost with Gold from the Inn instead reduce the cost by 1 Gold. You may not avoid paying Wages by playing a card that allows you to Ignore a card that would “affect your Gold”.

If a player other than Torglesnarf plays a card that makes each other player lose Fortitude, that card affects each Minion as well.

**Example:** Grunt the Brawler and Brix the Enforcer are both in play. Daareka plays “Pbthbthbth! Old Gods, you startled me!” Each other player loses 1 Fortitude, and Torglesnarf must choose whether or not to pay Wages for each of his Minions.

He chooses to pay 2 to keep Brix in play, but chooses to discard Grunt.

If a Minion causes a player to lose Fortitude and that player has a card that allows him or her to “hit back”, the player may use that card to target Torglesnarf or the Minion that hit him or her. (Note that this includes non-standard hit-back cards such as Natyli’s “Evil Eye”, Bryn’s “Stop hitting yourself!” and Amundyr’s “You knocked off my hat!”)

## Other Minion Rules

Minions Ignore all Event Cards. This includes Drink Events, Sea Events and Dungeon Events.

There is no limit to the number of Minions you may have in play.

Minions are only affected by card effects that would make a player lose Fortitude. If a card targeting a Minion would affect other attributes, those parts of the card do nothing.

**Example:** Torglesnarf activates Grunt the Brawler to make Daareka lose 2 Fortitude. Daareka takes the damage, then plays “Now I’ll show you why I’m called ‘the Mindbreaker!’” to hit Grunt back. This card normally makes a player lose 1 Fortitude and gain 1 Alcohol Content, so Grunt loses 1 Fortitude and Torglesnarf must choose whether to pay Wages or discard him. No one gains the Alcohol Content from Daareka’s card.

Minions can’t pay or gain Gold. They may not buy Potion Cards from Phrenk. They may not draw or discard cards. They may not reveal Drinks or have Drinks passed to them or split with them. If a card would make a Minion do any of these things, that part of the card does nothing.

**Amundyr’s Scarabs:** Minions may not get Scarabs. If a Minion would get a Scarab, Torglesnarf gets it instead.

**Natyli’s Debuffs:** Minions may not be debuffed by Natyli. If a card effect would cause a Minion to be debuffed, Torglesnarf becomes debuffed instead. Pain Curses only trigger when Torglesnarf loses Fortitude, not when a Minion loses Fortitude.

If Torglesnarf has a Power Jinx from Natyli, then all of the numeric effects on all of his Minions are reduced by 1, but *only during Torglesnarf’s Action Phase*. Torglesnarf returns his Power Jinx to Natyli at the end of his Action Phase as normal.

**Nitrel’s Bombs:** Minions may not get Bombs from Nitrel. If a Minion would get a Bomb, Torglesnarf gets it instead.

**Remy’s Marks:** Minions may not be marked by Remy. If a card effect would cause a Minion to be marked, Torglesnarf becomes marked instead. (Note that Torglesnarf may still only have one of Remy’s marks at a time. If Torglesnarf would become marked while he is already marked, nothing happens.)

Since a Minion can never be marked, Remy may not cause damage to a Minion with his cards “Deflect” and “I have no time for your tomfoolery!”

If a player loses Fortitude from a Minion, Remy may play “Infighting? Not on my watch!” to mark Torglesnarf (as long as he isn’t already marked).

**Redirection and Two-Player Games:** If a card with a redirection effect has a specific clause about the case where only two players are left in the game, that clause takes effect in a two-player game, even if there are Minions that would normally be legal targets for the redirection effect.

**Luck Potion/Strength Potion:** Effects that increase numerical effects, like Phrenk’s Luck Potion and Strength Potion, may be used to boost a Minion for a single activation.

## Baron von Vlazlo

Vlazlo is an ancient vampire who has mastered the art of shapeshifting and who looks dapper through it all. Vlazlo can become an evasive bat avoiding danger or a vicious wolf ripping other players in half!

### Setup

Shuffle your 30-card Character Deck and place it next to your player mat as usual. Shuffle your 8-card Wolf Deck and your 8-card Bat Deck and place them near your player mat. (The 8-card Monstrosity Deck and the 5 Boss cards are only for the Boss variants and are not used in a normal game. See “Boss Battle” on page 13 for more information.)

Draw a card from your choice of the Wolf Deck or the Bat Deck, then draw 6 cards from your Character Deck, for a total of 7 cards. (The first form card is free, but Vlazlo will need to pay Blood Tokens for later ones!)

### Gaining Blood

Many of Vlazlo’s cards have one or more blood icons in the bottom right corner of the card face. When you play one of these cards, move that many Blood Tokens from your supply to your player mat *after all other effects on the card have been carried out*. If a card that would give you Blood Tokens is Negated, you don’t get the tokens. However, if the card is Ignored, reduced or otherwise altered, you do get the tokens. Vlazlo may never have more than 8 Blood Tokens on his player mat.

### Form Cards

Vlazlo’s form decks allow you to acquire extra cards to improve your Character Deck. His Bat Deck lets you avoid other players’



Action Cards and sneak away with a few Gold while you’re at it. And when it’s time to start biting off some heads, cards from the Wolf Deck are what you’ll need!

After you discard cards in your Discard and Draw Phase, but before you draw new cards from your Character Deck, you may purchase form cards for 2 Blood Tokens each. (The blood drops on the backs of form cards are to remind you of this cost.) Each purchase is resolved one at a time and may come from either of your form decks. You may look at a purchased card before deciding on your next purchase.

When you acquire a form card, either from a card effect or by purchasing it at the start of your turn, you add it directly to your hand. That card becomes a part of your Character Deck for the rest of the game. If your deck runs out and you shuffle your discard pile, include all of your discarded form cards into the shuffle.

You may purchase as many form cards as you can afford, even if purchasing would cause you to have more than 7 cards in hand. After you are finished purchasing form cards, if you have fewer than 7 cards in hand, draw cards from your Character Deck until you have 7 cards.

Just like during a normal Discard and Draw Phase, no player, including Vlazlo, may play cards during the process of discarding, purchasing form cards and drawing. For example, Vlazlo may not play an Anytime form card he just acquired to get more Blood Tokens to buy more cards.

Form cards have different backs, and that is intentional! Other players are allowed to know how many of each kind of form card are in your hand.

## Cards with Blood Costs

Some of Vlazlo's cards require you to spend Blood Tokens from your player mat as a cost. If you don't have enough Blood Tokens to pay the cost, you may not play the card. If you spend Blood Tokens in this way and the card is Negated or Ignored, you do not get a refund of the Blood Tokens you spent.



## Warthorn Redbeard

### Setup

Shuffle your Story Deck and place it near the “Story Deck” space on your Player Mat.

### Story Cards

Some cards in Warthorn’s Character Deck have a pipe in the bottom right. When you play one of these Pipe Cards, immediately reveal the top card of the Story Deck and add its effects to the original card. No player may respond to the original card until after the Story Card is revealed and added to it.

The combined effects count as a single card of the Pipe Card’s type. Long-time RDI fans will note that this works the same way that Chasers and Wizgille’s Gear Cards work.



**Example:** Warthorn plays “Hey! Pay attention!”, targeting Molly. He flips up the top card of the Story Deck, revealing “Did I ever tell ya ‘bout Serena’s Paladin trials?”, which allows him to pick a player to lose 2 Fortitude and draw 2 cards. He picks Jasper for the Story. Molly loses 2 Fortitude. Jasper loses 2 Fortitude and draw 2 cards.

If both the Pipe Card and its added Story allow Warthorn to pick a player, then he may pick different players for the card effects, or the same player for both. So, in the example above, Warthorn could have chosen to have Molly lose 4 Fortitude and draw 2 cards.

If a player Negates or Ignores the Pipe Card, they Negate or Ignore everything—the Pipe Card **and** its added Story.

**Example:** During Warthorn’s Order a Drink Phase, he plays “Wench! A few drinks while I spin a yarn!”. He flips up the top card of the Story Deck, revealing “Did I ever tell ya ‘bout the time I single-handedly fought off bandits robbing the tavern?”, a Story Card which causes each other player to pay him 1 Gold. Jasper plays “I don’t think so!” to Negate the original Sometimes Card. As a result, Warthorn does not order any additional Drinks, and no one pays Warthorn Gold.

### Stories that Aren’t Discarded

Some of Warthorn’s Story Cards instruct him to put the card in front of another player. Warthorn **must** do this, and he may put the card in front of any player, even one who Ignored the original card or who is Ignoring all effects due to a card like Jasper’s “I think you need some fresh air”.

### Other Rules

If the Story Deck runs out, immediately reshuffle the Story Deck discard pile and use that as the new Story Deck.

Remember that ordering Drinks may not be Ignored. If a player Ignores a card that would order Drinks, they can still receive Drinks from that card.

**Example:** During Warthorn’s Order a Drink Phase, he plays “Wench! A few drinks while I spin a yarn!”. He flips up the top card of the Story Deck, revealing “Did I ever tell ya ‘bout the time there was an explosion in the kitchen?”. He picks Molly to lose 2 Fortitude. Molly plays “Not now, it’s feeding time!” to Ignore the Fortitude loss. Molly loses no Fortitude, but Warthorn may still order Drinks for her.

Ignoring an Ignore effect does nothing. The original Ignore still takes effect.

**Example:** Warthorn reveals Dragon Breath Ale as his Drink. He plays “*This drink reminds me...*” to Ignore the Drink. His Story Card is “*Did I ever tell ya ‘bout the time there was an explosion in the kitchen?*”. He picks Molly to lose 2 Fortitude. He then plays “*Nice helmet, Dimli! Sturdy, too!*” so that he can Ignore the Fortitude loss to himself. Warthorn loses no Fortitude, but he still Ignores the Dragon Breath Ale.

## The Wench

### Setup

Shuffle your Special Reserve Deck and place it near the “Special Reserve Deck” space on your Player Mat.

### Special Reserve Drinks

Some cards in the Wench’s Character Deck cause her to give out Special Reserve Drinks. These are the fancier libations that are only brought out for the tavern’s best customers!

To give a Special Reserve Drink to a player, place the top card of the Special Reserve Deck face down onto that player’s Drink Me! Pile. The cards in the Special Reserve Deck are Drinks and Drink Events, and function just like any other cards of those types.

### Always On Top

The Special Reserve Drinks on a player’s Drink Me! Pile are always the top cards in that pile. If a regular Drink Card would be placed on a Drink Me! Pile above one or more Special Reserve Drinks, it is placed below those Special Reserve Drinks instead.

If a Drink Me! Pile that includes Special Reserve Drinks is shuffled or reordered, then the Special Reserve Drinks “float to the top” afterward.

### Ignoring The Wench’s Cards

If a player Ignores a card that would give them a Special Reserve Drink, they don’t get that Drink. Note, however, that getting a Special Reserve Drink does not affect your Fortitude, Alcohol Content or Gold, so you generally would only be able to Ignore such a card if it also affects one of those attributes.

*Example: The Wench plays “Sorry about the mess. This one is on the house.”, targeting Warthorn. Warthorn plays “Nice helmet, Dimli! Sturdy, too!” to Ignore The Wench’s card. Warthorn loses no Fortitude, discards no cards from his Drink Me! Pile, and does not get a Special Reserve Drink.*

### Elixirs

Five of the Special Reserve Drinks are Elixirs which have an effect after they are drunk. These cards stay in front of the player who drinks them. Note that a player may not keep an Elixir if they Negate or Ignore it, but they **may** keep it if they reduced its Alcohol Content, even if they reduced the Alcohol Content to 0.

If more than one player takes the effects of an Elixir, the first player in turn order who took effects from the Elixir gets to keep it. See “Drinks That Aren’t Discarded” in the *Red Dragon Inn Combined Rules* for more details.

### Other Rules

If the Special Reserve Deck runs out, immediately reshuffle the Special Reserve discard pile and use that as the new Special Reserve Deck. Players do not need to pay the Inn when this happens as they do for the regular Drink Deck. Special Reserve Drinks on players’ Drink Me! Piles stay where they are.

During the Wench’s Order a Drink Phase, she orders a Drink from the regular Drink Deck as normal. Special Reserve Drinks are only given out when a card from The Wench’s deck specifically says to do so.



If a Special Reserve Drink would get shuffled into the Drink Deck, it gets shuffled into the Special Reserve Deck instead.

The Wench may not give herself a Special Reserve Drink, but it is possible for her to end up with one on her Drink Me! Pile due to cards like Warthorn's "I know what my patrons like!"

## Wizgille the Tinkerer

Wizgille is a Gnomish Artificer. Her brilliance with gadgets is surpassed only by her enthusiasm for tinkering with them—often with disastrous results...

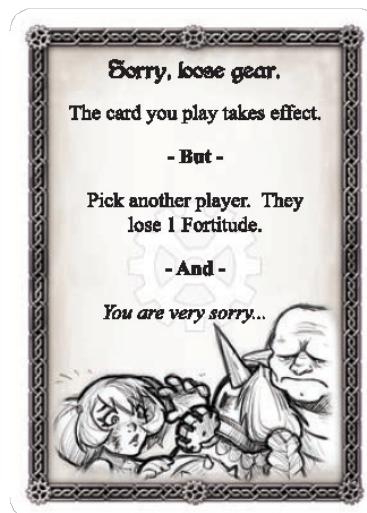
### Setup

Shuffle the Gear Deck and place it next to your Player Mat. Leave space near your Player Mat for a Gear Deck discard pile.

### Device Cards

Many of the cards in Wizgille's Character Deck have gears in their title box.

These are her Device Cards. Whenever you play a Device Card, reveal the top card of your Gear Deck and add its effects to the Device Card. The Device Card and its attached Gear Card(s) are treated as a single card with the combined effects. **No player may respond to the Device Card until its Gear Card has been revealed.** (This is analogous to the rule that treats a Drink Card with Chasers as a single Drink.)



If a Device Card allows you to choose between one or more effects (such as “Not now! I still need to recalibrate everything!”), a Gear Card is revealed regardless of which effect is chosen.

Some effects on Gear Cards require you to choose one or more players. This choice is independent of any choices you may have made for the original Device Card.

If your Gear Deck runs out of cards, reshuffle your Gear Deck discard pile and use that as your new Gear Deck.

**Example:** Wizgille plays “Silly me! I didn’t realize my dart shooter was loaded!” which makes a player lose 2 Fortitude. She reveals “Sorry, loose gear”, which allows her to choose a player to lose 1 Fortitude. She may target different players with the Fortitude-loss effects, or she may target the same player with both. If she chooses the same player for both, it is treated as a single 3-Fortitude attack.

Wizgille has a unique card: “I didn’t activate my temporal dilation field. It’s just *deja vu*”. This card allows you to Negate nearly any card in the game, but the player whose card is Negated may usually play another of the same type.

**Example:** Wizgille has 1 Gold. Serena, on her Drink Phase, reveals the only card in her Drink Me! Pile. It is a “Drinking Contest!” Wizgille plays “I didn’t activate my temporal dilation field. It’s just *deja vu*” to Negate the Drinking Contest. No Drinks are revealed and no Gold changes hands. Serena must drink the next card in her Drink Me! Pile. Since she doesn’t have any more drinks, she sobers up, losing 1 Alcohol Content.



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## Wrench

Wrench has always been interested in gadgets and engineering. Although there is evidence that such pursuits were common among kobolds thousands of years ago, they are quite rare among kobolds today. Wrench, however, has spent his life studying the work of non-kobold beings, poring over their manuals and periodicals whenever he could. His research led him to the illustrious works of Wizgille, and he decided that he wanted to meet her and see more of her work. Eventually he impressed Wizgille and the others enough that he started getting invited along on some of their adventures, where his gizmos have proven useful.

## Gizmos

Some of Wrench's Action Cards have a track along the side. These cards are his **Gizmo Cards**. On your Action Phase, you may play one Action Card as usual, which can be a Gizmo Card if you wish.

Some Gizmos have effects that happen at the end of Wrench's Action Phase. These are called **Active Gizmos**. Others have abilities that are always on. These are called **Passive Gizmos**. A Gizmo's type is listed under its title.

Each Gizmo has Fortitude, represented by the track on the side of the card. When a Gizmo runs out of Fortitude, it breaks down and is placed into your discard pile immediately. A Gizmo may never have more Fortitude than the highest amount listed on its Fortitude track.



When you play a Gizmo, place it on the table in front of you and place a wrench token on the highest number on its Fortitude track. This token will move as the Gizmo gains or loses Fortitude.

At the end of your Action Phase, each Gizmo "ticks down" in the order of your choice. When a Gizmo ticks down, it loses 1 Fortitude. When an Active Gizmo ticks down, you may use its ability (you may do this even when the Gizmo ticks down to 0 and breaks down).

**Example:** On his Action Phase, Wrench plays "Lightning Generator" by placing it on the table in front of him and putting a wrench token on the space marked 3. At the end of his Action Phase, he ticks the Lightning Generator down to 2 and uses it to cause Zot to lose 2 Fortitude.



Passive Gizmos tick down at the end of your Action Phase as well, but they simply remain "on" for as long as they are in play.

**Example:** On his Action Phase, Wrench plays "Buckler in a Box". At the end of his Action Phase, he ticks it down to 3. Later, Zot plays "I told you not to distract me!" to make Wrench lose Fortitude. Because he has the Buckler in play, Wrench only loses 1 Fortitude, not 2. Note that the Buckler does not tick down at this time.

## Attacking a Gizmo

Whenever a player other than Wrench must choose another player for a card's Fortitude loss or redirection effect, the player playing that card may choose to target one of Wrench's Gizmos instead.

**Example:** On his Action Phase, Wrench plays "Buckler in a Box". At the end of his Action Phase, he ticks it down to 3. Later, Zot plays "I told you not to distract me!" targeting the Buckler. The Buckler loses 2 Fortitude and goes to 1. It will break down during Wrench's next Action Phase unless he can repair it somehow (or unless another player attacks it to make it break down even sooner!).

If a player plays a card that affects the Fortitude of all players, that card affects each Gizmo's Fortitude as well. This works both when players would lose Fortitude and when they would gain it (as in the case of Deirdre's "Mass Heal", for example). When Wrench and one or more of his Gizmos would lose Fortitude at the same time, first Wrench loses Fortitude, then his Gizmos do.

If a Gizmo causes a player to lose Fortitude and that player has a card that allows him or her to "hit back", the player may use that card to target Wrench or the Gizmo that hit him or her. (Note that this includes non-standard hit-back cards such as Natyli's "Evil Eye" and Sera's "Cat-like Reflexes".)

### **Collateral Damage**

If Fortitude loss from a card effect would cause a Gizmo to break down, then in addition to discarding the Gizmo, Wrench suffers 1 Fortitude loss that cannot be Negated, Ignored, reduced, redirected, etc. This is referred to as **Collateral Damage**. Note that Wrench does not suffer Collateral Damage if a Gizmo breaks down as the result of being ticked down at the end of his Action Phase.

**Example:** Wrench has "Buckler in a Box" with 2 Fortitude in play. Zot plays "I told you not to distract me!" targeting the Buckler. The Buckler breaks down, so Wrench discards it and suffers Collateral Damage. Wrench loses 1 Fortitude, which he cannot reduce, redirect, Ignore, etc.

**Example:** Wrench has a "Head Case" and a "Lightning Generator" in play, each of which is at 1 Fortitude. Zot plays "Oh no! Pooky's on a drunken rampage!" to make each player lose 1 Fortitude. First, Wrench would lose Fortitude, but that loss is reduced to 0 because of the Head Case. Then the Head Case and the Lightning Generator each lose 1 Fortitude. Both Gizmos break down, and Wrench suffers Collateral Damage. He loses a total of 2 Fortitude.

### **Other Rules**

If a card refers to a Gizmo, it means a Gizmo in play unless the card says otherwise.

Gizmos Ignore all Event Cards. This includes Drink, Sea, Dungeon, and Tavern Events.

There is no limit to the number of Gizmos you may have in play.

Two of Wrench's cards, "Noble sacrifice" and "Bad gizmo! Don't drink that!", require you to sacrifice a Gizmo if you have one in play. To do this, move a Gizmo from the play area in front of you to your discard pile. Sacrificing a Gizmo does not cause Collateral Damage to Wrench.



One Gizmo, "Automated Oil Can", causes another Gizmo to have an increased effect until the next time it loses Fortitude. Use the "+" tokens to indicate this effect. Remember to remove the "+" token as soon as the targeted Gizmo loses Fortitude. (Putting the "+" token over the number below the Gizmo's wrench token can help with this.) Note that "Automated Oil Can" may target itself. If it does, then the next time you active it, it will increase a Gizmo's effects by 2 instead of 1.

If something would alter an effect's Fortitude loss, this works the same against Gizmos as it would against players.

**Example:** Wulfric's mood is Bitey. Kaylin plays "Don't call me cute!", targeting Wrench's "Lightning Generator". The Lightning Generator loses 3 Fortitude instead of the usual 2.

Gizmos have Fortitude but no other attributes. If a card would affect another attribute of a Gizmo, that part of the card does nothing.

**Example:** Wrench has a "Head Case" in play. Bastian plays "Korash isn't all healing and protection. For example..." on the Head Case. This card normally makes a player lose 1 Fortitude and gain 1 Alcohol Content, so the Head Case loses 1 Fortitude. No one gains the Alcohol Content.

Gizmos may not gain or lose Gold. They may not buy potions from Phrenk. They may not draw or discard cards. They may not reveal Drinks or have Drinks passed to them or split with them. If a card would make a Gizmo do any of these things, that part of the card does nothing.

One of Wrench's cards, “Sorry, I forgot the safety on my Automatic Phalanx!”, allows Wrench to hit a player who just hit him or one of his Gizmos. You may not play this card if you Ignored the Fortitude loss or reduced it to 0. However, you **may** play this card if you reduced the Fortitude loss, but still lost Fortitude (with “Head Case”, for example).

Wrench's Gizmos may not gain Artifacts. If a Gizmo would gain an Artifact, that part of the card does nothing.

**Example:** Keet plays “*Throw you the idol? All right, you asked for it!*” on one of Wrench’s Gizmos. The Gizmo loses 3 Fortitude. Neither the Gizmo nor Wrench gain an Artifact or Gold.

Gizmos may not be debuffed by Natyli. If a card effect would cause a Gizmo to be debuffed, Wrench becomes debuffed instead. Pain Curses only trigger when Wrench loses Fortitude, not when a Gizmo loses Fortitude.

**Example:** Wrench has a Pain Curse and a “Lightning Generator” that has 3 Fortitude. Zot plays “*I told you not to distract me!*” to make the Lightning Generator lose 2 Fortitude. The Pain Curse stays on Wrench and does not fire, since Wrench did not lose Fortitude.

**Example:** Wrench has a Pain Curse and a “Lightning Generator” that has 2 Fortitude. Zot plays “*I told you not to distract me!*” to make the Lightning Generator lose 2 Fortitude and break down. Wrench loses 1 Fortitude due to Collateral Damage. His Pain Curse then fires, so he loses 1 additional Fortitude and returns the Pain Curse to Natyli.

If Wrench has a Power Jinx from Natyli, then all of the numeric effects on all of his Gizmos are reduced by 1, **but only during Wrench’s Action Phase**. (This does not affect the numbers on the Gizmos’ Fortitude tracks.) Note that a Power Jinx causes many of Wrench’s Gizmos to temporarily do nothing—including his Passive Gizmos! Wrench returns his Power Jinx to Natyli after he has ticked down all of his Gizmos.

Gizmos may not get Bombs, and may not have Bombs passed to them. If a Gizmo would get a Bomb, Wrench gets it instead.

**Example:** Nitrel plays “*Self-propelled fighting bomb*” on a Gizmo. That Gizmo loses 1 Fortitude, then Wrench gets a Bomb.

**Example:** Fiona gets a Pot of Boom. She may not pay 1 Gold to pass the Bomb to a Gizmo, but she may pay 1 Gold to pass it to Wrench.

Gizmos may not be marked by Remy. If a card effect would cause a Gizmo to be marked, Wrench becomes marked instead. (Note that Wrench may still only have one of Remy’s marks at a time. If Wrench would become marked while he is already marked, nothing happens.)

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## Beastsergeant Ygella

Ygella is a high-ranking member of the Runoff Rangers, a team of experts charged with keeping the Undercity safe from the many wild beasts that live under the surface. She is highly skilled at befriending those wild beasts and enlisting their help!

### Pets

Many cards in Ygella's deck have the subtype "Pet". This is shown both by the type line under the title and by the paw symbol in the upper left. Several of Ygella's cards refer to Pet Cards, allowing her to get fancy with those cards!



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## Zakhan the Drunken Master

### Setup

Take the wine jug token and place it next to your Player Mat. This token will be used to track your Drunken Chi. As Zakhan drinks, he may choose to increase his Drunken Chi, causing some of his cards to become stronger! This is risky, though, since his Drunken Chi causes him to have a higher effective Alcohol Content.



### Drunken Chi and Total Drunkenness

You start the game with no Drunken Chi. The sum of your Alcohol Content and your Drunken Chi is called your Total Drunkenness. As your Drunken Chi increases, your wine jug token should be placed on your Total Drunkenness. If your Total Drunkenness meets or crosses your Fortitude, you pass out and lose the game!

Whenever Zakhan's Alcohol Content changes, his Total Drunkenness changes by the same amount, so you will generally need to move both your Alcohol Content bead and your wine jug token when you gain Alcohol Content.



**Example:** Zakhan has 4 Alcohol Content and 2 Drunken Chi, for a Total Drunkenness of 6. His Alcohol Content marker is on 4 and his wine jug token is on 6. On his Drink Phase, he reveals Pot of Tea, so he sobers up by 1 point. His Alcohol Content goes to 3. Since his Drunken Chi is still 2, his Total Drunkenness goes down to 5.

### Increasing Drunken Chi

Whenever you gain 1 or more Alcohol Content from a Drink, you may optionally choose to increase your Drunken Chi by 1. You make this choice after the Drink is completely done resolving.

**Example:** Zakhan has 0 Alcohol Content and 0 Drunken Chi. On his Drink Phase, he reveals Wine. He drinks the Wine, gaining 2 Alcohol Content. He then chooses to increase his Drunken Chi by 1, so he puts his wine jug token on 3. His Drunken Chi is now 1, and his Total Drunkenness is 3.

Some of Zakhan's cards include “**Gain 1 Drunken Chi**” as part of their effect. In this case, gaining Drunken Chi is not optional.

### Reducing Drunken Chi

At any time, Zakhan may discard two cards from his hand to reduce his Drunken Chi by 1. This helps Zakhan stay conscious when the party gets rowdy!

### Chasers

Since a Drink with Chasers counts as a single drink, you may choose to increase your Drunken Chi by 1 after drinking such a Drink—not 1 per Drink Card consumed.

**Example:** Zakhan has 5 Alcohol Content and 3 Drunken Chi, for a Total Drunkenness of 8 (his markers are on 5 and 8). On his Drink Phase, he reveals Light Ale with a Chaser of Dark Ale. He gains 2 Alcohol Content, moving his markers to 7 and 10. He then chooses to gain 1 Drunken Chi, so he moves the wine jug token from 10 to 11.

### Drunken Chi from Drinks Only

If you gain Alcohol Content by any means other than drinking a Drink, you may not choose to increase your Drunken Chi.

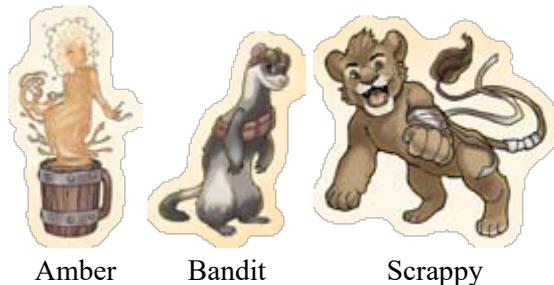
*Example: Zakhan is at 4 Alcohol Content and 1 Drunken Chi (so his markers are on 4 and 5). Eve plays “Look into my eyes—you’re getting drunker!” to make Zakhan gain 2 Alcohol Content. Zakhan’s Alcohol Content goes to 6 and his Total Drunkenness goes to 7. He may not choose to increase his Drunken Chi.*

### Spending Drunken Chi

Some of Zakhan’s cards have a better effect if you spend Drunken Chi. When spending Drunken Chi in this way, you spend it as you play the card. You may not wait to see whether other players wish to respond. If you spend Drunken Chi in this way and your card is Negated, Ignored, etc., you do not get a refund of the Drunken Chi you spent.

## Zariah the Summoner

Zariah is a mage who brings her three favorite summons to the tavern with her: Scrappy the Lion, Bandit the Ferret, and Amber the Alemental. When she summons all three, they combine into the fearsome Chimera. After using the Chimera for one of its special abilities, Zariah must skillfully play her cards to resummon her friends so she can get the Chimera again as quickly as possible!



### Setup

Place the oversize Chimera card near your player mat face down (i.e. with the gray side up). Place the three summon tokens off to the side.

### Summons

Some of Zariah's cards have a summon icon in their textbox. When one of these cards resolves, put the token for the indicated summon onto the corresponding spot on your face-down Chimera card. Do this after all other effects on the card have been carried out.

*Example: During a Round of Gambling, Zariah plays “Scrappy! Those aren't for lions!” to take control of the Round. After the card resolves, she puts her Scrappy token onto her face-down Chimera card.*

Some cards have all three summon icons in their textbox. When one of these cards resolves, you may place a single summon token of your choice.

If you would place a summon that is already on your Chimera card, nothing happens.

If you would place a summon, but your Chimera card is face up, nothing happens.

If a card that would place a summon is Negated, you do not place that summon.

If your Chimera card holds all three summon tokens, immediately remove those tokens and flip the Chimera card over. The mighty creature is now ready to do your bidding!

### Chimera



The Chimera gives you your choice of effect: a Fortitude attack or a card power-up. You use one of these effects by dispelling the Chimera (i.e. turning it face down).

**Fortitude attack:** During your Action Phase, you may dispel Chimera to make a player lose 3 Fortitude. This counts as your Action for the turn, so you may not do this and play an Action Card during the same Action Phase. The targeted player may reduce, redirect, Ignore, or otherwise affect that Fortitude loss as though it came from an Action Card.



That player may also use a “hit back” card to attack Zariah after losing Fortitude from the Chimera.

**Card power-up:** Some of Zariah’s cards have a better effect listed after the word “**Chimera:**”. When you play one of these cards, you may choose to dispel Chimera. If you do, the card has its powered-up effect rather than its normal one. Note that you may only use the powered-up effect by dispelling Chimera—simply having the Chimera in play is not enough.

After dispelling Chimera for a card power-up, you will get to place the appropriate summon when that card resolves.

**Example:** Zariah has a face-up Chimera in play. She plays “*Nice hustle, Bandit!*” targeting Zot and dispelling Chimera. Zot loses 1 Fortitude, pays Zariah 2 Gold and discards the top card on his Drink Me! Pile. Zariah then places her Bandit token on her now-facedown Chimera card.

A summon icon is not linked to a card’s “**Chimera:**” effect. Place the appropriate summon on your face-down Chimera card after the card resolves, regardless of whether you chose the card’s normal effect or its “**Chimera:**” effect.

If you choose to dispel Chimera, you must do so before knowing whether any other player will respond to your play. If you dispel Chimera, but a player Negates, Ignores, or otherwise affects the resulting card, you do not get your Chimera back.



## Postscript

These rules are culled from the various *Red Dragon Inn* games and *Red Dragon Inn Allies* releases. Used with permission. The assistance of Jeff Morrow is gratefully acknowledged.

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