

The Red Dragon Inn

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.

You will need a Drink Deck from another Red Dragon Inn product to play.



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 (from RDI 3) 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. She takes 1 Gold, then becomes 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 (from RDI 2). 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 amount of 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 cards "The Wench thinks you should stop playing with the drinks" and "Drinking Contest!"

Example: Erin is at 12 Fortitude and 11 Alcohol Content. Fiona (from RDI 1) reveals "Round on the House!" during her Drink Phase, then reveals Wine as the Drink that everyone will take. Since the Wine would knock Erin out, she plays "Wildshape" to become a Tree. No player may play "The Wench thinks you should stop playing with the drinks" here, because neither "Wildshape" nor Erin's Tree effect directly affects the Wine.

Example: Erin is a Tree. Gerki (from RDI 1) 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. Gerki reveals "Drinking Contest!" during his Drink Phase. Gerki reveals Pixie Punch, Erin reveals Wine. Gerki will win 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 Wizzigle's Gear Cards (from RDI 3).

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. It does not reduce the Alcohol Content gain from each card individually.



The Red Dragon Inn: Erin the Ever-Changing, First Edition
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