

# The Red Dragon Inn

## 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-face-down 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.



The Red Dragon Inn: Zariah the Summoner, First Edition  
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