

# The Red Dragon Inn

## The Magnificent Adonis, 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 cards 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-bordered broken side. You may not smash an instrument that is already smashed.

**Example:** Adonis plays “Sometimes they call me Adonis the Barbarian!” 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.

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 resolves. 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.

The Red Dragon Inn: The Magnificent Adonis, SlugCrew Edition

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