

The Red Dragon Inn

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.



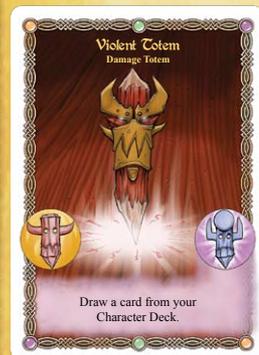
Totems

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.



The Red Dragon Inn: Halden the Unhinged, First Edition
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