

# The Red Dragon Inn

Combined Rules as of *The Red Dragon Inn* 7 (version 1.1)

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## Introduction

Welcome to *The Red Dragon Inn*! If you have never played *The Red Dragon Inn* before, please read the first few pages of this document (up to “Other Rules”). The other sections include clarifications and variants that you probably won’t need during your first game.

## Object of the Game

Keep your **Gold** and stay conscious. If you run out of Gold, or if your **Alcohol Content** is ever greater than or equal to your **Fortitude**, you are out of the game!

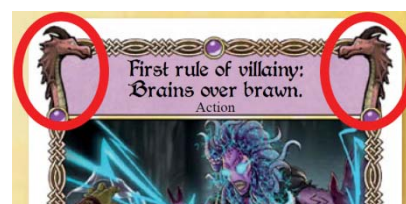
## Getting Started

Shuffle the 30-card **Drink Deck** and place it where everyone can reach it, leaving space for a discard pile next to it. (To use more than 30 Drink Cards in the game, see the Bar Deck Variant on page 13.)

Each player takes a **player mat**, a red marker, a clear marker, and one of the **Character Decks**.

Make sure that you are using a regular Character Deck that contains no **Boss cards**! Boss cards have a dragon head in the upper corners, shown to the right. (For Boss Battle setup, see page 26.)

Shuffle your Character Deck and place it next to the space labeled *Deck* on your player mat. When you must discard Character Deck Cards, place them next to the space labeled *Discard* on your player mat.



Take 10 Gold. This is your “**Stash**.” (For games with 2 players, take 8 Gold instead. For games with 7 or more players, take 12 Gold instead.) Put the extra Gold to the side. This is the “**Inn**.”

Place the red marker on the 20 on your player mat. This is your Fortitude. Place the clear marker on the 0 on your player mat. This is your Alcohol Content.

Take a card from the Drink Deck and place it face down next to the space labeled *Drink Me!* This is your **Drink Me! Pile**. Do not look at the cards in your Drink Me! Pile yet.

Draw the top seven cards from your Character Deck. This is your hand. You may look at these cards, but you must keep them hidden from the other players.

Some characters come with special tokens or a secondary deck. Shuffle the latter if so instructed. For example, Molly comes with a secondary deck of Stable Cards, while Amundyr comes with Scarab tokens.

Choose someone to go first.

## On Your Turn

Your turn consists of four **Phases**, which must be played in order: **Discard and Draw**, **Action**, **Order a Drink**, **Drink**.

### 1. Discard and Draw

You may discard any cards from your hand that you do not want and then draw from your Character Deck until you are holding seven cards. You may not play any cards or effects until you have finished drawing cards.

If you draw the last card from your Character Deck, shuffle your discarded Character Cards and put them back on the *Deck* space on your player mat.

If you are holding seven or more cards you may opt to keep all of them and draw no new cards.

### 2. Action

You may play *one* **Action Card**. To play an Action Card, read the title of the card out loud, give other players a chance to respond to the card, then follow any instructions on the card and discard it next to the *Discard* space on your player mat.

If you play a “Gambling? I’m in!” card, you start a **Round of Gambling** (see “Gambling” on page 4 for more details).

If you cannot or do not want to play an Action Card, you don’t have to.



### 3. Order a Drink

Take the top card from the Drink Deck and place it face down, without looking at it, on top of any other player’s Drink Me! Pile.

If the Drink Deck runs out of cards, each player must pay the tavern 1 Gold to serve up a new round of Drinks. (See “More Drink Rules” on page 6 for details.)

## 4. Drink

Reveal the top card of your Drink Me! Pile, follow the instructions on the card and place it in the Drink Deck discard pile. Some of the instructions on Drink Cards are represented by icons:



Gain [X] Alcohol Content



Gain [X] Fortitude



Add a Chaser—see “Chasers” on page 6



Lose [X] Fortitude

If you don't have any cards in your Drink Me! Pile when you have to drink, you start to sober up; reduce your Alcohol Content by one.

## Ending Your Turn

After your Drink Phase, the player to your left goes next.

## Sometimes and Anytime Cards

**Sometimes Cards** can only be played under certain conditions. Each Sometimes Card tells you when it can be played in its text.

Some Sometimes Cards allow you to **Negate** or **Ignore** another card. These cards are described under “Negate and Ignore Effects” on page 8.

You may play multiple Sometimes Cards in response to the same game event, even if they are multiple copies of the same card. However, you must play the cards one at a time and give your opponents an opportunity to respond to each one.



**Anytime Cards** may be played at any time, even if they interrupt another action.



Relevant Sometimes and Anytime Cards may be played in any phase of a turn, either before or after the special action for that phase. For example, you may play an Anytime Card during your Discard and Draw Phase before you discard and draw.

If two or more players would like to play Sometimes or Anytime Cards at the same time, see “Timing” on page 9.

## Losing the Game

### Running Out of Gold

If you run out of Gold, you lose your place at the table and are on dish duty for the rest of the night. You are out of the game.

### Passing Out

If your Alcohol Content is ever greater than or equal to your Fortitude, you fall unconscious and the remaining staff drags you to your room to sleep it off. Your Gold is divided between the Inn and any players still in the game. Split your Gold in half. One half, rounded up, goes to the Inn. What's left gets split evenly among the remaining players, with any remainder going to the Inn. You are out of the game.

If you run out of Gold or pass out, you don't lose immediately. First, finish resolving any cards that have been played but have not yet resolved. After these cards resolve, you have one last chance to play Sometimes or Anytime Cards to save yourself or attack others. If you can't save yourself, then you're out of the game.

If you have any cards in your Drink Me! Pile when you lose, put them in the Drink Deck discard pile.

It is possible for multiple players to lose at the same time. If this happens, first determine which players are passing out. Each of those players divides their Gold among the players who aren't passing out, as described above. After this, if any players have no Gold, they lose the game as well. This means that if one player passes out and another runs out of Gold simultaneously, the player who is running out of Gold could be saved by getting a share of the Gold from the other player!

If all remaining players would lose the game simultaneously, the game is a tie between those players.

## Gambling

When a player plays "Gambling? I'm in!" as their Action, this starts a Round of Gambling.

When a Round of Gambling begins, normal play is suspended and each player must ante 1 Gold, putting it in the middle of the table (making sure not to get it confused with the Inn's Gold).

The player who started the Round of Gambling is currently winning ("in control" of the Round).

Play proceeds clockwise around the table from the player who started the Round. On your turn you may either play a Gambling or Cheating Card or pass.

### Play a Gambling or Cheating Card:

Playing either of these two types of card gives you control of the Round of Gambling. The card you play may have other effects, as well.



**Pass:** You may choose to pass instead of playing a card. You may pass even if you have a Gambling or Cheating Card that you could play (and it is often correct to do so!) If you pass, you are still in the Round of Gambling and may play Gambling or Cheating Cards later in the Round, as long as the Round does not end first.

## Ending the Round

If you play a Gambling or Cheating Card and everyone else passes, the Round of Gambling ends, and you win. Take all of the anted Gold and add it to your Stash.

As soon as the last player passes, the Round of Gambling ends immediately. You may not play cards that would affect the Round after this point unless the card explicitly states that you can. In particular, The Wench's "Oh, I guess I thought that was my tip..." may not be played after the last player has passed.

If a card effect says that you win the Round, the Round ends immediately, and you take the anted Gold.

When the Round of Gambling is over, normal game play resumes. The player who started the Round moves on to their Order a Drink Phase.

## Winning Hand!

“Winning Hand!” is a special Gambling Card, because only Cheating Cards (and a few specific other cards) can be used to take control after it has been played. If “Winning Hand!” is played and it is followed by a Cheating Card, then any Gambling or Cheating Card can be played next. Just remember:



- A Cheating Card can be played after anything.
- A Gambling Card can be played after anything except a “Winning Hand!”

## Leaving a Round of Gambling

Some cards allow you to leave a Round of Gambling. If you leave a Round of Gambling, you cannot play Gambling or Cheating Cards for the rest of that Round, but you may still play Sometimes or Anytime Cards. You are no longer affected by cards that require you to ante, such as “I raise!” Any Gold that you previously anted stays in the pot.

If you play a card that requires players to ante, then immediately leave the Round (for example, with “Gambling? I’m in!” followed by “I’m a little busy right now!”), then the Round proceeds normally, but currently has no winner. If the Round ends before any player takes control, all anted Gold goes to the Inn.

## Forcing a Player to Leave a Round of Gambling

Some cards force a player to leave a Round of Gambling. When a player is forced out of the Round, each player, including the one being forced out, has a chance to respond—for example, with an anti-cheat card like Warthorn’s “The Red Dragon Inn doesn’t tolerate cheaters! (Usually.)”.

If forcing a player out causes there to be only one player left in the Round, the Round of Gambling ends and the remaining player wins.

### Gambling Example

*On his turn, Warthorn plays “Gambling? I’m in!” to start a Round of Gambling.*

*The Wench plays “Wait a minute! Someone’s playing with the drinks!” to leave the Round of Gambling. She does not have to ante, but she cannot play any Gambling or Cheating Cards for the rest of this Round.*

*Warthorn, Molly and Jasper each ante one Gold. Since Warthorn started the Round, he’s winning (in control).*

*Molly goes next. She passes.*

*Jasper plays “I raise,” a Gambling Card that forces all players in the Round to ante an additional Gold. Warthorn, Molly and Jasper each ante one more Gold (bringing the pot to 6 Gold). The “I raise” card also puts Jasper in control of the Round of Gambling, so he is now winning.*

*Warthorn plays “Winning Hand!” This is a special Gambling Card that can only be beaten by Cheating Cards. Warthorn is now winning.*

*Molly plays “Oops... I dropped my cards,” a Cheating Card. Molly is now winning.*

*Jasper passes.*



*Warthorn plays “Gambling? I’m In!” In addition to starting a Round of Gambling, “Gambling? I’m in!” can be used during a Round to take control. Warthorn is now winning.*

*Molly passes and so does Jasper.*

*Warthorn wins the 6 Gold in the pot.*

## Running out of Gold During Gambling

If you run out of Gold during a Round of Gambling, you will remain in the game at least until the Round of Gambling ends, even if you leave the Round of Gambling or are forced out. Ignore any effects that force you to pay or ante Gold. If you do not win the Round of Gambling, you are out of Gold and out of the game!

If you play a card that would require players to ante, but you cannot ante (because you are out of Gold and cannot use a card like “Illusionary Coin”), then no player is required to ante.

## More Drink Rules

### Running Out of Drinks

When you reach the end of the Drink Deck, each player must pay one Gold to the Inn to get the tavern to bring more Drinks.

After each player pays one Gold, shuffle the discarded Drink Cards into a new Drink Deck. This happens instantly, so the Drink Deck is never out of cards. Drink Cards that have been put on Drink Me! Piles remain where they are.

### Drink Events

Some cards in the Drink Deck are Drink Event Cards. If you reveal a Drink Event Card, follow the instructions on the card. Cards that affect Drink Cards do not affect Drink Event Cards unless they specifically say that they do so.



### Chasers

If you reveal a Drink Card that has the phrase “with a Chaser” in the title and the “+” mug icon, reveal the next card from the deck from which you revealed the original Drink. If it’s a Drink Card, add its effects to the original Drink. If it’s another Drink with a Chaser, add its effects to the original Drink and continue this process.



If no cards remain in your Drink Me! Pile when you would reveal a Chaser from it, or if you reveal a Drink Event Card as your Chaser, there is no additional effect. Do not continue revealing cards. You do not sober up if your Drink Me! Pile runs out while revealing Chasers.

The Drink Deck is never out of cards, so if you run out of cards while revealing Chasers from the Drink Deck, follow the Running Out of Drinks rule and then continue revealing Chasers.

The original Drink and its Chasers all count as a single Drink. A card that allows you to Ignore a Drink will Ignore the original Drink and all of its Chasers.

No player may respond to a Drink until all of its Chasers have been revealed.

**Chaser Example 1:** Jasper drinks from his Drink Me! Pile and gets Halfling Stout with a Chaser. He reveals the next card on his Drink Me! Pile and gets Dragon Breath Ale. He adds the effects of both Drinks, for a total Alcohol Content of 6. Jasper plays “Not now. Gotta bounce!” to Ignore the Drink, so he gains no Alcohol Content.

**Chaser Example 2:** During a Drinking Contest, Warthorn reveals Light Ale with a Chaser from the top of the Drink Deck. He reveals the next card from the Drink Deck and gets Round on the House! Since Round on the House is a Drink Event Card, it has no effect as a Chaser. Warthorn gains 1 Alcohol Content.

## Discarding and Drawing

Some Drinks cause you to draw cards, discard cards or reveal cards from your Character Deck. If a Drink includes multiple such effects due to Chasers or other effects added to the Drink, resolve them in the order of your choice. However, you must fully resolve one such ability before moving on to the next—you may not interrupt one ability to resolve another.

## Drinks That Aren't Discarded

Some cards, such as the Elixirs in the Wench's Special Reserve Deck, instruct you to do something with a physical Drink Card other than putting it in the Drink discard pile after it resolves. In certain cases, multiple players can end up being affected by such an effect, but only one of those players can move the physical card. If that happens, start with the player who controlled the Drink when it resolved, or the active player if the Drink had no single controller (like in the case of “Round on the House”). Then proceed in turn order among all players who were instructed to move the Drink, skipping any players who Ignored the Drink or passed it to another player. The first player in that order takes the indicated action with the physical card. If no player is eligible to take the action, the Drink goes to the Drink discard pile as normal.



**Example:** On his Drink Phase, Warthorn reveals Elixir of Alacrity. He plays “Here, finish my drink!” to split the Drink with Jasper. Warthorn and Jasper each gain 1 Alcohol Content. Since Warthorn is the first affected player in turn order, he puts the Elixir of Alacrity in front of him. Unfortunately for Jasper, he does not gain the benefit of the Elixir.

## Ordering Additional Drinks

Some cards allow you to order additional Drinks during your Order a Drink Phase. When you do this, you may put the Drinks face down on any other players' Drink Me! Piles. They can all go to the same player, or they can be distributed however you like among multiple players.

## Other Rules

### Minimum and Maximum Fortitude, Alcohol Content, Gold

Your Fortitude and Alcohol Content can never go below 0 or above 20. Your Gold can never go below 0, but it has no maximum. If the Inn runs out of Gold Pieces, use some other markers as a substitute.

If a card effect cannot fully take effect due to these limits, the card still takes effect as completely as it is able.

**Example:** Warthorn is at 0 Alcohol Content. Fleck plays “And now I’m going to play something really sad” to make each player lose 1 Alcohol Content and pay him 1 Gold. Warthorn cannot lose 1 Alcohol Content, since he is already at 0, but he still must pay Fleck 1 Gold.

## Cards That Affect Your Fortitude, Alcohol Content, Gold

Some cards specify that they can be played in response to a card that affects your Fortitude, Alcohol Content or Gold. A card affects one of these attributes only if it would directly change that attribute when it takes effect.

If a card would normally affect an attribute but can’t because that attribute is already at its minimum or maximum value, the card is still considered to affect that attribute.

You may not Ignore a Round of Gambling with a card that allows you to Ignore a card that affects your Gold.

**Example 1:** Molly plays “Tip the Wench” to make Jasper pay 1 Gold to the Inn. In response, Jasper plays “Zzzzzzzz...”, allowing him to Ignore the card, since it would directly change his Gold.

**Example 2:** Jasper reveals Wine on his Drink Phase. Dimli plays “Spike it with Firewater” to add 2 Alcohol Content to the Wine. Jasper may not play “Zzzzzzzz...” here, because Dimli’s card is not changing Jasper’s Alcohol Content directly—it is changing the effects of the Wine.

**Example 3:** Jasper reveals Dragon Breath Ale on his Drink Phase. He plays “Not now. Gotta bounce!” to Ignore the Drink. The Wench plays “I don’t think so!” to Negate “Not now. Gotta bounce!” Jasper may not play “Zzzzzzzz...” here, because The Wench’s card is not changing Jasper’s Alcohol Content directly—it is Negating Jasper’s card that would allow him to Ignore the Drink.

**Example 4:** Jasper wins a Round of Gambling. At the end of the Round, Gerki (from the original Red Dragon Inn game) plays “Um...I know you think you won, but...” to take the pot. Jasper may not play “Zzzzzzzz...” here, because Gerki’s card is not directly changing Jasper’s Gold. It is affecting the outcome of the Round of Gambling.



## Negate and Ignore Effects

Some Sometimes Cards allow you to Negate or Ignore another card.

When you Negate a card, you completely prevent it from resolving. The Negated card goes to the appropriate discard pile. None of its effects happen.

When you Ignore a card, the card resolves normally, but it has no effect on you. It still affects other players as usual.

Cards do not Negate or Ignore other cards unless they specifically use the word “Negate” or the word “Ignore.” So, for example, cards which reduce or redirect damage, reduce Alcohol Content, or pass Drinks to other players are not Negating or Ignoring anything.

Many cards allow you to Ignore a Drink. You may only play a card of this type on a Drink that would affect you in some way. You may not Ignore someone else’s Drink unless that player first passes it to you or splits it with you, or if you would somehow take effects from it.



Some cards allow you to Ignore a card that affects your Gold. You may not use such a card to avoid a Gold payment on a card that you played yourself. You may still use cards that reduce payments or pay with Gold from the Inn, however.

**Negate Example:** Jasper plays “Hey! Don’t mess with the staff!” on Warthorn. Warthorn loses 2 Fortitude, then plays “Never mess with a dwarf!” to try to hit Jasper back. Jasper responds with “I don’t think so!” Warthorn’s card is Negated, so it has no effect. Jasper loses no Fortitude.

**Ignore Example:** Molly plays “Stampede!” to make Warthorn, Jasper and The Wench each lose 2 Fortitude. In response, Jasper plays “Zzzzzzzz...” to Ignore the card. Jasper does not lose Fortitude, but the other players do, since Molly’s card affects them normally when it resolves. (And Molly must still pay 3 Gold to the Inn.)



## Timing

Whenever any card is played or a Drink or Event is revealed, each player (in turn order, starting with the player who played or revealed the card) may play relevant Sometimes Cards in response.

If no player has any response to a card, that card resolves and its instructions are carried out.

If a player plays a response to a card and that response resolves, each player (in turn order, as above) has another opportunity to respond to the original card. If no player does, the original card resolves.

**Timing Example 1:** Molly reveals Light Ale during her Drink Phase. She is holding “We’ll save this one for later, right boy?”, which would allow her to Ignore the Drink. She chooses not to play it, since the Drink only has an Alcohol Content of 1. Dimli plays “Spike it with Firewater” to add 2 Alcohol Content to the Light Ale. After Dimli’s card resolves, Molly will have another opportunity to play “We’ll save this one for later” to Ignore the spiked Light Ale, even though she previously chose not to respond.



If two or more players are instructed to reveal and drink Drinks at the same time (for example, with the Drink Event “Drinking Contest!”), they first reveal Drink Cards and Chasers, as appropriate. After that, in turn order (as above), players may play Sometimes Cards that modify Drinks. Anytime Cards may also be played here. When no player has any further responses, each player drinks their Drink simultaneously.

If two or more players wish to respond to the same game event with Sometimes or Anytime Cards, players should take back their plays, then play and resolve their Anytime Cards in turn order, beginning from the player whose turn it is. After that, they should play and resolve their Sometimes Cards in the same way.

If a situation arises in which two or more players are each waiting for the others to act before making a decision, the deadlock should be broken with a similar method. In turn order, beginning with the player whose turn it is, each player declares their choice, then the game continues normally.

**Timing Example 2:** Jasper is at 12 Fortitude and 10 Alcohol Content. On his Drink Phase he reveals Elven Wine. In order to keep from passing out, he plays “Not now. Gotta bounce!” to Ignore the Drink. The Wench (sitting to Jasper’s left) and Warthorn (sitting to The Wench’s left) each hold an “I don’t think so!”, and each suspects that the other is holding one. Both The Wench and Warthorn are interested in Negating Jasper’s Ignore card, but neither wants to be the one to spend their critical “I don’t think so!” To resolve the deadlock, first The Wench, then Warthorn must either play a response to Jasper’s card or choose not to. If neither The Wench nor Warthorn decides to play “I don’t think so!” on Jasper’s card, he Ignores his Drink and remains in the game.



If two or more players wish to respond to sequential game events that occur as the result of a card being played, then players should take back their plays, then play them sequentially.

**Timing Example 3:** Molly plays “Stampede!” to make Warthorn, The Wench and Jasper each lose 2 Fortitude. At this point, Jasper wants to play “Zzzzzzzzz...” to Ignore the effect and Warthorn wants to play “Never mess with a dwarf!” to hit Molly back. Since the game event of responding to Molly’s card happens before the game event of players losing Fortitude, Jasper plays his card first. Once that card takes effect, Molly’s card resolves, causing Warthorn and The Wench to each lose 2 Fortitude, and causing Molly to pay 3 Gold to the Inn. At this point, Warthorn may play his card to hit Molly back.



### “The Wench thinks you should stop playing with the drinks.”

Negating or Ignoring a Drink, passing a Drink to another player, splitting a Drink, and increasing or decreasing a Drink’s Alcohol Content are all considered changing the Drink’s effects, so “The Wench thinks you should stop playing with the drinks” can be played in all of these cases.

“The Wench thinks you should stop playing with the drinks” cannot be used to Negate another copy of “The Wench thinks you should stop playing with the drinks.”

“The Wench thinks you should stop playing with the drinks” cannot be used to Negate a card that orders you Drinks, gives you Special Reserve Drinks, forces you to drink, or directly increases your Alcohol Content.

“The Wench thinks you should stop playing with the drinks” cannot be used to Negate a card that affects a Drink Event Card.





The Wench's own "I think you should stop playing with the drinks" is functionally identical to other players' "The Wench thinks you should stop playing with the drinks."

## Splitting Drinks

When a card is played that can split or duplicate a Drink, it creates separate, independent Drinks. A card that affects a Drink can only affect one of the split Drinks. If a Drink is altered before it is split, then the altered Drink is split.

**Split Example 1:** Warthorn reveals an Elven Wine (3 Alcohol Content). He plays "Here, finish my drink!", which splits the Drink into two Drinks with 2 Alcohol Content each (3 Alcohol Content split in half, then rounded up). Dimli then plays "Spike it with Firewater" to add 2 Alcohol Content one of the two Drinks. The result is one Drink with 2 Alcohol Content and another with 4 Alcohol Content.

**Split Example 2:** Dimli plays "Spike it with Firewater" as soon as the Elven Wine is revealed, making the Elven Wine a Drink with 5 Alcohol Content. Warthorn then plays "Here, finish my drink!", creating two Drinks with 3 Alcohol Content each.



To split a Drink with one or more Chasers, first combine all like numeric effects (Alcohol Content, Fortitude, drawing cards, etc.), then split each combined effect in half, rounding up.

**Split Example 3:** On Warthorn's Drink Phase, he reveals Elven Wine with a Chaser of Ale of Intrigue (Gain 2 Alcohol Content, draw 2 cards). He then plays "Here, finish my drink!" to split the Drink with Molly. Warthorn and Molly each gain 3 Alcohol Content and draw 1 card.

Baron von Vlazlo's card "Zis drink is fang-tastic!" splits a Drink, but in a slightly different way. First, it splits the Drink with no one—the other half of the split Drink simply goes away. Second, it rounds any fractional results **down** instead of up.

## Mead and Similar Drinks

Mead, Fermented Orc Sweat, and Sauvignon Blech are Drinks that have their own built-in split effects. When a player reveals one of these Drinks, players first get an opportunity to affect the Drink. When players are done affecting the Drink, the player who revealed it may choose a player with whom to split it. Players then have another opportunity to affect the split halves of the Drink. Because players have an opportunity to affect the Drink after it is split, the two players sharing the Drink could end up taking different effects from it!

**Mead Example:** Warthorn reveals Mead during his Drink Phase. No player alters the Drink, so he decides to split it with The Wench. This creates two copies of Mead with 2 Alcohol Content each (half of 3 rounded up). After this, Dimli plays "Spike it with Firewater" on The Wench's Mead, giving it a total Alcohol Content of 4. Each player then drinks their half, so Warthorn gains 2 Alcohol Content and The Wench gains 4.



If Mead, Fermented Orc Sweat, or Sauvignon Blech is the result of a Drink Event Card or if either is revealed as a Chaser to another Drink, it may not be split with another player. The player drinking the Drink takes its full effects.

### Round on the House and A Toast to Villainy!

The cards Round on the House and A Toast to Villainy! are similar to a split effect, but are not considered split effects. When a Drink is revealed for either, each player immediately receives a separate, independent copy of that Drink. Players do not have an opportunity to affect the Drink before it is copied, but may affect the individual copies afterward.



### Drinking Contest

When a player reveals a Drinking Contest card, each player, starting with the player whose turn it is, reveals the top card of the Drink Deck. If that card is a Drink Event, it has no effect and counts as a 0 Alcohol Content Drink. If it is a Drink with a Chaser, the player continues revealing Drink Cards as appropriate. Once all players have revealed one or more cards from the Drink Deck, players may, in turn order, play Sometimes Cards that modify Drinks. Anytime Cards may also be played here. When all players are done playing cards, each player drinks and discards their Drink, then the player who revealed the Drink with the highest total Alcohol Content receives one Gold from each other player.



If two or more players tie for the Drink with the highest total Alcohol Content, the tied players repeat the process of revealing, modifying, drinking and discarding Drinks until there is a clear winner. If all tied players but one pass out during this process, the remaining player wins the Drinking Contest and does not continue drinking. If all tied players pass out during this process, the Drinking Contest has no winner.

If a player would win the Drinking Contest and pass out at the same time, that player collects Gold for winning the contest, then passes out.

If a player passes out during a Drinking Contest, that player loses the game, but does not split their Gold among the other players until after the Drinking Contest is completed. Players who lose the game in this way still must pay one Gold to the winner of the Drinking Contest before splitting their Gold.

Cards that increase or decrease the Alcohol Content of a Drink *will* affect the outcome of a Drinking Contest. If a Drink is split, Ignored, or given to another player, this does *not* affect the outcome of the contest. If a player somehow takes extra Drinks during a Drinking Contest (with a card like The Wench's "Drink up, before it goes flat!"), these extra Drinks do *not* affect the outcome of the Drinking Contest.

If a Drink's total Alcohol Content is less than 0 (such as Coffee), it counts as a 0 Alcohol Content Drink in a Drinking Contest. The Drink will still affect your Alcohol Content as normal.

**Drinking Contest Example 1:** In a Drinking Contest, Molly reveals Wine (2 Alcohol Content), and Jasper reveals Light Ale (1 Alcohol Content). The Wench plays "Playing with the drinks? That's my job!" to increase the Alcohol Content of Jasper's Drink to 2, causing his Drink to tie with Molly's. Molly and Jasper each gain 2 Alcohol Content, then the Drinking Contest continues.

**Drinking Contest Example 2:** In another Drinking Contest, Warthorn reveals Dragon Breath Ale (4 Alcohol Content), and Molly reveals Dark Ale (1 Alcohol Content). Warthorn plays “Here, finish my drink!” to split his Drink with Molly. Molly gains a total of 3 Alcohol Content and Warthorn gains 2 Alcohol Content, but Warthorn still wins the Drinking Contest.

If you run out of Gold during a Drinking Contest, you will remain in the game at least until the Drinking Contest is finished. Ignore any effects that force you to pay Gold. If you do not win the Drinking Contest, you are out of Gold and out of the game!

**Drinking Contest Example 3:** Molly has 1 Gold, and reveals a Drinking Contest on her Drink Phase. As Drinks are revealed by each player, the Drink Deck runs out, so everyone pays 1 Gold to the Inn to get a new round of Drinks. Molly pays her last Gold, so she will be out of the game if she does not win. She reveals a Dragon Breath Ale and wins the Drinking Contest, receiving a Gold from each other player and staying in the game.

## Variants

### The Bar Deck Variant

The Red Dragon Inn is designed to be played with a 30-card Drink Deck, so that the deck will run out during the game and force everyone to pay Gold to the Inn. However, there are now many more than 30 unique Drink Cards available across all expansions. If you’d like to play with a Drink Deck of more than 30 cards, use this variant.

**Setup:** Shuffle together all of the Drink Cards you wish to use for the game. This is the Bar Deck. Count out 30 cards from the Bar Deck face down and use those cards as your Drink Deck at the start of the game.

When the Drink Deck runs out, each player pays 1 Gold to the Inn, as normal. Then, take the next 30 cards from the Bar Deck and use them as your replacement Drink Deck. If the Bar Deck runs out during this process, shuffle all of the discarded Drink Cards and use that as your new Bar Deck.

### The Prize Variant

Some promotional cards, including Absorbent Towel in this product, have the type “Prize”. The Prize Variant provides an optional way to spice up Rounds of Gambling. To play with this variant, add any number of unique Prize Cards to the Inn at the start of the game.

Whenever a player starts a Round of Gambling, that player must choose one of the Prize Cards in the Inn and add it to the pot before players ante. The player who wins the pot also takes the Prize and follows its instructions at the appropriate time.



Using a Prize will cause it to move to the Prize Bin, a holding pile for used Prizes. The Prize Bin ensures that each Prize must be won once before any Prize can be won again. If a player starts a Round of Gambling and there are no Prizes in the Inn, move all Prizes from the Prize Bin to the Inn, then choose a Prize as normal. If a player starts a Round of Gambling and there are no Prizes in the Inn **and** no Prizes in the Prize Bin, that Round of Gambling simply doesn’t include a Prize.

If the pot goes to the Inn, the Prize in that pot goes to the Inn with it.



**Stealing Gold from the Pot:** A Prize is not Gold, so it cannot be stolen from the pot with cards like Eve's "Sleight of Hand". Stealing Gold from the pot does not cause you to win the Prize, even if you happen to steal the last Gold from the pot.

**Taking the Pot Without Winning the Round:** A few characters, including Gerki, Torglesnarf, and The Wench can take the pot without actually winning the Round of Gambling. If they do this, they get the Prize.

**Captain Whitehawk:** If Captain Whitehawk takes half the pot with "What a coincidence, I happen to have the same hand!", the original winner chooses whether to give the Prize to Captain Whitehawk or to keep it for themselves.

**Events:** If an Event Card starts a Round of Gambling, the active player chooses which Prize to add to the pot.

**Team Variants:** In a team game, a Prize is won by the individual player who takes the pot. That Prize may only be used by that player, not by that player's teammates.

## Dungeon Events

The **Dungeon Event Deck** offers an optional play variant for your game. When you play with the Dungeon Event Deck, you are drinking, gambling and roughhousing in the villainous *Black Dragon Depths* tavern, deep in the catacombs beneath Greypoint. During the game, random events happen that are just the kind of things you'd expect to see in a dungeon!

At the start of the game, decide whether you want to play with the Dungeon Event Deck. You may use the Dungeon Event Deck with any combination of *Red Dragon Inn* characters. If you decide to play with the Dungeon Event Deck, shuffle the deck and place two Dungeon Event **Progress Counters** on top of it. Leave space next to the deck for its discard pile. If you run out of cards in the Dungeon Event Deck, shuffle the discards and use that as the new Dungeon Event Deck.

At the end of each player's turn, remove a Progress Counter from the Dungeon Event Deck. When you remove the last Progress Counter, reveal and discard the top card of the Dungeon Event Deck and follow the instructions on the card. After this, place a number of Progress Counters onto the Dungeon Event Deck equal to the **Encounter Level** of the revealed Dungeon Event Card.



### **Dungeon Event Example:**

*At the end of Vlazlo's turn, he removes the last Progress Counter from the Dungeon Event Deck. He reveals the top card, which is "Cave-in!" Each player pays 1 Gold to the Inn and discards the top card of their Drink Me! Pile. "Cave-in!" has an Encounter Level of 3, so Vlazlo puts 3 Progress Counters onto the Dungeon Event Deck and the game continues.*

Dungeon Events affect all players. If a Dungeon Event requires players to make a choice, those choices are made in turn order, starting with the player whose turn is ending, unless the card says otherwise.

If a Dungeon Event gives you the option of taking an action that you can't take, you may not choose that option. So, for example, if you have fewer than 3 cards in your hand, you may not choose to discard to "Drink or Meet Your Doom!"

Some Dungeon Events refer to "Heroes" and "Villains". A Villain is any of the characters from *Red Dragon Inn* 6, plus any future villainous characters that may exist (stay tuned!) A Hero is any other character.

Removing a Progress Counter and revealing a Dungeon Event (if appropriate) is the last thing that a player does on his or her turn. So, for example, this happens after the active player loses a Fortitude due to having one of Amundyr's Scarab Tokens

If a player loses the game on his or her turn, or if a turn ends prematurely (for example, with Vlazlo's card "Bat nap"), a Progress Counter is still removed from the Dungeon Event Deck as normal.

### Interaction Between Dungeon Events and Other Cards

Once an Event Card starts resolving, it can no longer be Negated or Ignored (note that this rule applies to Dungeon Events, Sea Events and Drink Events).

Discarding a card to a Dungeon Event effect does not count as "playing" that card. (This can be relevant for Erin when she is in Tree form.)

Cards that say that they affect Event cards can affect Dungeon Events, Sea Events or Drink Events. Cards that say that they affect only a particular type are limited to that type (such as Wizgille's "I didn't activate my temporal dilation field. It's just déjà vu", which refers only to Drink Events).

Some Dungeon Events say that their effects may be reduced or Ignored as though they were Action Cards. You may play cards to reduce or Ignore these effects only if the card you play specifically states that it may be played in response to an Action Card.

### Playing with Dungeon Events and Sea Events

Thanks to a teleport spell gone awry (nice job, Joran), the party is randomly shifting back and forth between the Crimson Drake and the Black Dragon Depths!

In this variant, you play with both the Sea Event Deck and the Dungeon Event Deck. Shuffle each deck separately, then put 2 Sea Progress Counters onto the Sea Event Deck and 3 Dungeon Progress Counters onto the Dungeon Event Deck.

At the end of each player's turn, remove a Progress Counter from the Sea Event Deck and reveal the event if appropriate. Then, do the same with the Dungeon Event Deck. Yes, this means that you could get a Sea Event followed by a Dungeon Event on the same turn!

### The Sea Event Deck

The **Sea Event Deck** offers an optional play variant for games of *The Red Dragon Inn*. When you play with the Sea Event Deck, you are leaving the relative safety of *The Red Dragon Inn* and are instead drinking and carousing in the Captain's cabin on board *The Crimson Drake* while it is at sea. Because you are out on adventure, you run the risk of being interrupted by random encounters. Some of the encounters are relatively safe, while others are very dangerous!

At the start of the game, decide whether you want to play with the Sea Event Deck. You may use the Sea Event Deck with any combination of *Red Dragon Inn* characters. If you decide to play with the Sea Event Deck, shuffle the deck and place two Progress Counters on top of it. Leave space next to the deck for its discard pile. If you run out of cards in the Sea Event Deck, shuffle the discards and use that as the new Sea Event Deck.



At the end of each player's turn, remove a Progress Counter from the Sea Event Deck. When you remove the last Progress Counter, reveal and discard the top card of the Sea Event Deck and follow the instructions on the card. After this, place a number of Progress Counters onto the Sea Event Deck equal to the Encounter Level of the revealed Sea Event Card.

Sea Events affect all players. If a Sea Event requires players to make a choice, those choices are made in turn order, starting with the player whose turn is ending, unless the card says otherwise.

**Example:** At the end of Tara's turn, she removes the last Progress Counter and reveals "Pirates!" from the Sea Event Deck. She chooses to discard a card, so she loses 1 Fortitude. Fiona, who is next in turn order, also chooses to discard, so she also loses 1 Fortitude. Remy, who is last, chooses not to discard, so he loses 3 Fortitude. No player gains Gold. Tara puts 4 Progress Counters onto the Sea Event Deck and the game continues.

If a Sea Event gives you the option of taking an action that you can't take, you may not choose that option.

**Example:** "Rough Seas" allows you to discard 2 cards to lose 1 Alcohol Content. You may not choose to do this if you have fewer than 2 cards in your hand.

Removing a Progress Counter and revealing a Sea Event (if appropriate) is the last thing that a player does on his or her turn. So, for example, this happens after Wulfric changes moods.

If a player loses the game on his or her turn, or if a turn ends prematurely (for example, with Wizgille's "Uh oh! I'd better fix that right now!" or Erin's Tree form), a Progress Counter is still removed from the Sea Event Deck as normal.

### Interaction Between Sea Events and Other Cards

Once an Event Card starts resolving, it can no longer be Negated or Ignored (note that this rule applies to both Sea Events and Drink Events).

Discarding a card to a Sea Event effect does not count as "playing" that card. This can be relevant for Erin when she is in Tree form.

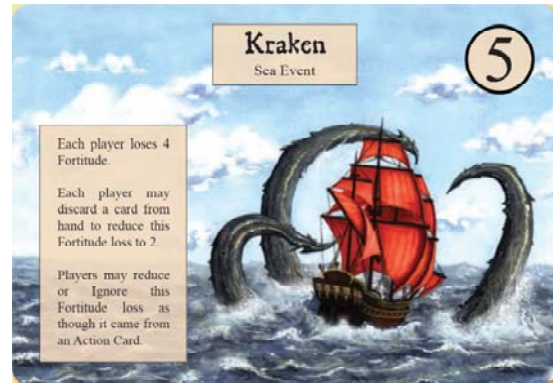
Cards that say that they affect Event cards can affect Sea Events or Drink Events.

Cards that say that they affect only a particular type are limited to that type (such as Wizgille's "I didn't activate my temporal dilation field. It's just déjà vu," which refers only to Drink Events).

Some Sea Events say that they may be reduced or Ignored as though they were Action cards. This means you may play cards that say "play this card when an Action Card would..." but *not* cards that say "play this card when a player would..."

**Example:** Captain Whitehawk reveals the Sea Event “Kraken.” She Ignores the Fortitude loss by playing “A word of advice...don’t.” She loses no Fortitude. Bryn may not play “Stop hitting yourself!”, since that card can only be played when a player makes Bryn lose Fortitude.

If a card played in response to a Sea Event would cause effects to happen to “the player who played that card”, those effects do nothing.



**Example:** Remy reveals the Sea Event “Kraken.” He reduces the Fortitude loss by 2 by playing the card “You’ll rue this day, scallywag!” No player becomes **marked**. (See “Remy’s Marks” below.)

### Sea Event Card-Specific Notes

**Ghost Pirates:** In addition to reducing or Ignoring this payment as though it came from an Action Card, you may also use cards to avoid payment or pay with Gold from the Inn, as normal. If a player reduces or Ignores the payment, that does not affect the amount the other players are required to pay.

**Giant Squid:** If a player reduces or Ignores the Fortitude loss, that does not affect the Fortitude loss for the other players.

**Kraken:** You may *not* discard multiple cards to Kraken’s second effect. You may discard to reduce the Fortitude loss to 2 *and then* reduce or Ignore the Fortitude loss as though it came from an Action Card. So, for example, Serena can discard a card to reduce the Fortitude loss to 2, then play “Yes, in fact, this is Holy Paladin Armor!” to reduce the Fortitude loss further. You may choose not to discard to the second effect, then still reduce or Ignore via the third effect. If a player reduces or Ignores the Fortitude loss, that does not affect the Fortitude loss for the other players.

**Leviathan:** Decisions about whether or not to attack Leviathan are made in turn order, starting with the player whose turn is ending. Remember: the damage to Leviathan must *exceed* the number of players remaining in the game in order for the players to defeat it!

**Merchant Ship:** Decisions about whether to pay are made in turn order, starting with the player whose turn is ending. Unlike other cards that require Gold payments, the payments on this card are considered four separate payments rather than one. This means that cards that avoid payment or pay with Gold from the Inn only replace one Gold each.

**Pirates:** Decisions about whether to discard a card are made in turn order, starting with the player whose turn is ending. If at least one player chooses to discard and at least one player chooses not to, then players do not gain or lose Gold.

**Rough Seas:** A player with 7 or more cards in hand must *first* discard down to 6, *then* decide whether to discard two additional cards to lose 1 Alcohol Content.

### Team Variants

The Red Dragon Inn 6 introduces several team variants. General rules for **all** team variants are described here. Rules specific to each individual team variant are described below. Read this section first, then read the section explaining the team variant you wish to play.

When you play on a team, you are working together with your teammates. You each have your own Character Deck, hand of cards and Drink Me! Pile as normal. You can look at each other’s hands and consult on the correct plays to make. You win or lose the game together.



## Shared Fortitude, Alcohol Content and Gold

A team has shared Fortitude, Alcohol Content and Gold. Each player may have their own player mat if they like, but only one player per team tracks the team's Fortitude, Alcohol Content and Gold. When any player on a team gains or loses Fortitude, Alcohol Content or Gold, the team's shared stats are affected. Each **team** starts the game with 20 Fortitude, 0 Alcohol Content and 10 Gold. As with the individual game, your Fortitude may not go above 20 and your Alcohol Content may not go below 0.

## Potion Tokens

In a team game, each team starts with a number of Potion Tokens specified in the rules for the specific variant being played. A team may discard a Potion Token at any time to choose **one** of the following effects: gain 6 Fortitude **OR** lose 6 Alcohol Content **OR** gain 3 Gold from the Inn. These effects may not be Negated, Ignored or affected in any way.



## Shared Defense

Players on a team may play Sometimes Cards to defend each other! This includes cards that reduce or Ignore Fortitude loss or Alcohol Content gain, cards that Ignore Drinks or Events, cards that pay costs with Gold from the Inn or avoid paying, cards that avoid a Round of Gambling, or even cards that “hit back” after losing Fortitude.

You may play a Sometimes Card whenever you *or a teammate* meet the conditions that would allow you to play that card.

**Example 1:** Vlazlo plays “Von’t you join me for dinner?” to make Amundyr lose 3 Fortitude. Amundyr’s teammate Daareka plays “Ink spray” to help her Ignore Vlazlo’s card. The team loses no Fortitude.

**Example 2:** Vlazlo plays “Vhat? Zis gold? It vas behind your ear...” to make Daareka pay him a Gold. Daareka’s teammate Amundyr plays “I suppose these tomb raiders are good for something” to let Daareka pay with Gold from the Inn instead.

**Example 3:** Deirdre and Fiona are teammates. Deirdre reveals a Dragon Breath Ale. Fiona plays “Nothing like a little belt of liquid courage!” on it, so the team gains 4 Fortitude instead of 4 Alcohol Content.



## Shared Turn Structure

A team takes their turn together, by playing the usual four phases in order. A player may not move on to the next phase until her entire team is ready to move on.

**Discard and Draw:** Each player on the active team discards any cards they don't want, then they refill to their hand size simultaneously. A player may not see what their teammates have drawn before deciding what cards to discard.

A player may not play an Action Card on behalf of a teammate. If a player on a team doesn't play an Action Card, that doesn't allow her teammates to play extras!



**Action:** In any order, each player on the active team may play one Action Card. A player plays and completely resolves their Action Card before their next teammate acts. We recommend using the red/green gem tokens to indicate which players on the team have acted (**green** = “hasn’t acted yet”, **red** = “has acted”).



**Order a Drink:** The active team orders the number of Drinks specified in the rules for the specific team variant being played. An ordered Drink may be placed on any opponent’s Drink Me! Pile. You may not order Drinks for a teammate.

**Drink:** In any order, each player on the active team drinks the top card of their Drink Me! Pile. A player reveals and completely resolves their Drink before their next teammate drinks. This means that you must decide whether or not to Ignore your Drink before seeing what Drinks your teammates get! (We recommend using the red/green gems to keep track of who has already taken their Drink.) Remember that you may Ignore a Drink on behalf of a teammate!

### Drink Rules

Each player in a team game has their own individual Drink Me! Pile. Each player’s Drink Me! Pile starts the game with one Drink Card on it, as usual.

You may not pass a Drink you are about to drink to a teammate or split a Drink with a teammate.

When the Drink Deck runs out of cards, each team (**not** each individual player) pays 1 Gold to the Inn to get a new round of Drinks.

### Gambling, Events and Team Champions

Many card effects, such as a Round of Gambling or a Drinking Contest, would normally force multiple players on a team to face off against one another. In these cases, the team chooses a player to act as their Champion. A team chooses a Champion in each of the following cases:

- An Event Card would affect all players
- A Round of Gambling begins
- A player plays a card that would affect “each player (including you)”

If a player reveals a Drink Event, starts a Round of Gambling, or plays an “each player (including you)” effect, that player is automatically chosen as their team’s Champion. If a team reveals a Sea Event or Dungeon Event at the end of their shared turn, they still choose a Champion for the Event, regardless of which teammate revealed the card.

Each time a team must choose a Champion, they may choose a different teammate. In other words, you do not need to choose the same player to be your Champion for the entire game.

**Drink Events:** When a player reveals a Drink Event that would affect all players, the player who revealed the Drink Event is automatically chosen as their team’s Champion. Each other team chooses a Champion, then the Drink Event resolves normally, affecting only the chosen Champions. However, each Champion’s teammates may still play defensive Sometimes Cards to help out. (Note that this means that a team’s choice of Champion often doesn’t matter in the case of Events. See “Static Effects” below for an important exception!)

**Event Example 1:** Boss Vlazlo reveals *Round on the House*. The Challengers choose Zakhan as their Champion so he can gain some *Drunken Chi*. Vlazlo reveals *Wine* from the Drink Deck. Vlazlo and Zakhan each gain 2 *Alcohol Content*, then Zakhan decides to increase his *Drunken Chi* by 1.

**Event Example 2:** *Torglesnarf and Daareka are on a team. Daareka reveals A Toast to Villainy!, so she automatically becomes her team's Champion. After each other team chooses their Champion, Daareka reveals Dragon Breath Ale. Torglesnarf plays "This drink is not worthy of a king!" to Ignore the Drink on Daareka's behalf.*

**Other Events:** If a team reveals an Event Card that isn't a Drink Event at the end of their shared turn, and that Event would affect all players, each team chooses a Champion, then the Event resolves normally, affecting only the chosen Champions. This applies to Sea Events, Dungeon Events, or whatever similar Events we may print in the future.

**Event Example 3:** *Vlazlo and Dimli are on a team. At the end of their turn, they reveal the Dungeon Event Feats of Heroism. They choose Dimli as their Champion, so they gain 1 Alcohol Content rather than losing 1 Fortitude.*

**Round of Gambling:** When a player begins a Round of Gambling, that player is automatically chosen as their team's Champion. Each other team chooses a Champion, then the Round continues with only the chosen Champions participating.

**Gambling Example 1:** *Dimli plays "Gambling? I'm in!" to start a Round of Gambling. His teammate Fiona sits out, since Dimli is automatically their team's Champion. The Vlazlo/Amundyr team chooses Amundyr as their Champion, then the Round of Gambling continues.*

Players other than the Champions are not included in the Round, even if the card that started the Round would normally prevent players from avoiding it.

A Champion chosen for a Round of Gambling stays Champion for the entire Round. A team may not switch Champions in the middle of a Round of Gambling.

Players other than the Champions may not play Gambling or Cheating Cards during the Round. They also may not play any cards that say that you may not play them if you have already left the Round. However, they **may** play cards that could otherwise be played during a Round.

**Gambling Example 2:** *Dimli plays "Gambling? I'm in!" to start a Round of Gambling. Later in the Round, his teammate Gerki plays "Grab a coin while no one's lookin'!" to steal a Gold from the pot. This is a legal play, even though Gerki is not participating in the Round of Gambling.*

**Gambling Example 3:** *Dimli plays "Gambling? I'm in!" to start a Round of Gambling. Later in the Round, his teammate Gerki plays "Oh, I guess the Wench thought that was her tip..." to end the Round and cause all of the anted Gold to go to the Inn.*

**"Each player (including you)":** When a player plays a card that affects "each player (including you)", each team chooses a Champion to take the effect. The player who played the card affecting everyone **must** be chosen as that team's Champion. (Note that this rule does not apply to cards that affect "each other player"—see below.)

**Example:** *Deirdre plays "Let's toast the Goddess!" to make each player drink from the Drink Deck. Deirdre is automatically her team's Champion. Each other team chooses a Champion, then each of the Champions takes a Drink from the Drink Deck.*

## Targeting Other Players

**Another player:** If a card requires you to pick one or more other players (using the phrase “another player” or “other player[s]”), you must pick players who aren’t on your team. If a card requires you to pick more than one player, you may not pick the same player multiple times, but you may pick multiple players on the same team. (If you pick multiple players on a team, follow the rules for “each other player” below.) Note that which player(s) on a team you choose is often not relevant due to shared defense, but Static Effects sometimes lead to game states where the choice matters (see below).

**Pick a player:** If a card says to “pick a player” (like “Tip the Wench!”), you may choose any player, including a teammate or yourself.

**Each other player:** If a card affects “each other player”, it affects each player that isn’t on your team. Note, however, that shared defense means that a team may reduce or Ignore such an effect with just one card!

**Example 1:** Amundyr and Vlazlo are teammates. Daareka plays “Pbthbthbth! Old Gods, you startled me!” to make each other player lose 1 Fortitude. The Amundyr/Vlazlo team loses a total of 2 Fortitude.

**Example 2:** Amundyr and Vlazlo are teammates. Daareka plays “Pbthbthbth! Old Gods, you startled me!” to make each other player lose 1 Fortitude. Amundyr plays “Are you done now?” to reduce the Fortitude loss by 2. The Amundyr/Vlazlo team loses no Fortitude.

**Each player (including you):** If a card affects “each player (including you)”, each team chooses a Champion to take the effect. The player who played the card affecting everyone **must** be chosen as that team’s Champion.

**Redirection:** A card that redirects an effect to another player may redirect it to a teammate of the person who originally played that effect, even if that teammate couldn’t have been targeted originally.

**Example:** Deirdre and Fiona are teammates. Fiona plays “So then I got the ogre in a headlock like this!” to make Boss Daareka lose 3 Fortitude. Daareka plays “My, what selfless adventurers you are!” to redirect the effect to Deirdre. The Deirdre/Fiona team loses 3 Fortitude.

## Static Effects

Some characters have cards or other objects that stay in front of them and provide an effect that is “always on” while the card or object is in play. These Static Effects include things like Kaylin’s “Private Pixie Time”, Wulfric’s moods, Erin’s forms, Cormac’s Rage Tiles, some of Wrench’s Gizmos, some of Keet’s Artifacts and some of Torglesnarf’s Minions.

Static Effects only affect an individual player, **not** that player’s teammate(s). In most cases, an attacking player can play around Static Effects by simply targeting a teammate that isn’t defended by a Static Effect, but this isn’t always possible!

**Example 1:** Kaylin is on a team with Dimli. Wulfric is feeling Loyal, so any Fortitude loss that Kaylin would take is reduced by 1. Vlazlo plays “Von’t you join me for dinner?” and decides to target Dimli. The Kaylin/Dimli team loses 3 Fortitude, since Dimli gets no help from Wulfric’s Loyal mood.

**Example 2:** Fiona is on a team with Cormac who is on Rage Tile B, which makes him deal extra damage, but take more Alcohol Content from Drinks. Fiona plays “It will hurt more if you do it like this” to make Amundyr lose 1 Fortitude. Fiona deals no additional Fortitude loss because of Cormac’s Rage Tile. (She also takes no additional Alcohol Content from Drinks that she drinks!)

**Example 3:** Dimli, Erin, Wrench and Kaylin are on a team together. Erin is a Tree, Wrench has a Buckler in a Box, and Kaylin has Wulfric feeling Loyal (all of which reduce Fortitude loss they would take). Boss Vlazlo plays “First rule of villainy: Never fight on an empty stomach” to make each player on the team lose 1 Fortitude (among other effects). Erin reduces her Fortitude loss by 2 (to a total of 0), Wrench reduces his Fortitude Loss by 1 (to a total of 0), and Kaylin reduces her Fortitude Loss by 1 (to a total of 0). When Vlazlo’s card resolves, the team will lose a total of 1 Fortitude (because Dimli didn’t reduce the 1 point done to him).

### “Your Turn Ends Now”

If a player’s turn would prematurely end, that player (and **only** that player) stops taking game actions. They may not play cards for the rest of this turn, they Ignore all effects, and they do not participate in phases for the rest of the turn. That player’s teammates continue with the turn normally, though. The “Ignore all effects” shield does not affect them.

A character who is “not there” due to a turn-ending effect may still be chosen to act as the team’s Champion. That character automatically Ignores the effects of whatever they are the Champion for.

**Example:** Kaylin is under the effects of “I need some Private Pixie Time” when Boss Amundyr reveals a Drinking Contest. The team chooses Kaylin as their Champion, thereby automatically Ignoring the Drinking Contest (they don’t draw a Drink and don’t risk any Gold).

### Skiping or Repeating Phases

If a player plays a card that makes a player skip or repeat a phase, or repeat the special action associated with that phase, the player playing the card chooses which player on the affected team skips or repeats that phase or special action. Only the chosen player is affected—their teammates are not.

**Example 1:** After each teammate has played an Action Card, Chronos plays “Timewarp” to get another Action Phase, choosing himself as the affected player.

During the extra Action Phase, only Chronos may play another Action Card, not his teammates.

**Example 2:** After ordering Drinks, Chronos plays “Timewarp” to get another Order a Drink Phase, choosing himself as the affected player. During the extra Order a Drink Phase, Chronos may order a single extra Drink for an opponent. His teammates may not.

**Example 3:** Gog plays “Gog say you drink MORE!” to make Amundyr drink again during her team’s Drink Phase. Only Amundyr drinks again. Her teammates do not.

### Character-Specific Team Rules

If a character does something special during their turn, like revealing a Potion Card or activating Gizmos, then that player performs that special action when it would normally happen during the shared team turn. For example, Wrench’s Gizmos activate at the end of the Action Phase, after each team member has played an Action.

**Bastian:** Only Bastian himself may gain Prayer Tokens and play Prayer Cards. Bastian’s teammates may look at his face-down Prayer Cards.

**Bryn:** If Bryn plays “You mess with the crew, you mess with me!”, then the amount of Fortitude the card hits back for is equal to the number of players on Bryn’s team minus the number of those players who reduced the Fortitude loss to 0 with Static Effects. This how much Fortitude the team actually lost, as long as that amount is greater than 0.

**Captain Whitehawk:** The Captain may play the card “Don’t forget the captain’s extra share!” whenever anyone on her team gains Gold.

**Chronos:** If Chronos plays “Timewarp”, he chooses which player on the affected team will take the special action associated with the extra phase. Only that player is affected—their teammates are not. (See “Skipping or Repeating Phases”, above.)

**Cormac:** Cormac’s Rage Tiles affect Cormac himself, and not his teammates. Only Cormac himself may discard cards to an effect that allows him to discard an extra card into his Rage Pile.

**Erin:** If Erin becomes a Tree during her own team’s shared turn, she skips all of her remaining phases, but the rest of her team plays them normally. Erin may not play any cards for the rest of the turn, even if they would help a teammate. Erin Ignores all effects for the rest of the turn, but her teammates do not.

**Halden:** Only Halden himself may play Totem Combos. His teammates may not. Halden may intersperse his Action and his Totem Combo however he likes among his teammates’ Actions during their shared Action Phase.

**Kaylin:** Wulfric changes moods at the end of the shared turn, after all teammates have finished drinking, but before Dungeon Events or Sea Events are revealed.

Wulfric’s cards are Static Effects, so they only affect Kaylin herself, not her teammates.

If Kaylin ends her turn with “I need some Private Pixie Time”, she skips all of her remaining phases, but the rest of her team plays them normally. Kaylin may not play any cards until her next turn, even if they would help a teammate. While “Private Pixie Time” is in play, Kaylin Ignores all effects. However, since this is a Static Effect, it only applies to Kaylin herself, not to her teammates.

**Keet:** If Keet is on a team, that team starts with 10 Artifacts instead of Gold.

If one of Keet’s teammates needs to pay or ante Gold, they may do so with an Artifact their team controls (face-up or face-down). If they ante a face-down Artifact, the entire team may peek at it just like Keet does.

If a team controls an Action, Sometimes or Cheating Artifact, then any player on that team may play it as though it were in their hand. (Note that this rule applies to Keet’s own team, as well. Any player on Keet’s team may play Keet’s Artifacts.)

If Keet reveals a Static or Triggered Artifact, that Artifact’s effect applies to Keet himself. If another player gains control of a Static or Triggered Artifact, its effects apply to that player instead. (However, any player on that team may still spend it as a Gold.)

Keet’s card “I’ll take that!” only applies if an *opponent* spends an Artifact. He may not play it when a teammate spends an Artifact.

If Keet’s team sells a Potion Token for 3 Gold, that team gains Gold pieces from the Inn, not Artifacts.

If Torglesnarf and Keet are on a team together, that team starts with 10 Artifacts, plus Torglesnarf’s 2 bonus Gold.

**Lizwick:** Only Lizwick may use her Items. Her teammates may not.

Immediate Items must be resolved by Lizwick herself. So, for example, only Lizwick herself may discard cards to “Cursed Relic of Torpor”.



If Lizwick's turn ends with "Needle of Sleeping", she skips all of her remaining phases, but the rest of her team plays them normally. Lizwick may not play any cards for the rest of the turn, even if they would help a teammate. Lizwick Ignores all effects for the rest of the turn, but her teammates do not.

**Natyli:** If a Boss plays multiple Action Cards during their Action Phase, then any Power Jinxes that Boss has will affect **only the first** Action Card they play during that phase. Later Action Cards are unaffected. If a non-Boss happens to play multiple Action Cards during their Action Phase, then any Power Jinxes they have will affect them all.

**Nitrel:** "Drinkspllosion" and "Spitfire Spinner" affect each player that isn't on Nitrel's team. Three Bombs, "Combustible Clockwork", "Three-Headed Hydra" and "Big Badda Boom", allow a player to discard cards to alter the effect. Only the affected player may discard cards to these effects—teammates may not discard on their behalf. If a Bomb says that it cannot be passed to Nitrel, it can still be passed to one of her teammates!

**Phrenk:** Phrenk may not sell his Potion Cards to a teammate, but he may sell them to opponents as normal. If a team controls a Potion Card, then any player on that team may play it as though it were in their hand. (Note that this rule applies to Phrenk's own team, as well. Any player on Phrenk's team may play Phrenk's own face-up Potion Card.)

**Pooky:** Pooky's mood gets worse when anyone on his team loses Fortitude from a card played by an opponent. This makes him get angry rather quickly in a team game!

Pooky's mood also gets worse if he participates in a Round of Gambling and doesn't win it. Pooky himself must be the team's Champion during the Round of Gambling in order for this rule to take effect.

Pooky's mood also gets worse if Pooky (and only Pooky) gains 3 or more Alcohol Content from a Drink.

**Remy:** Remy's teammates may not be marked.

**Sera:** If Sera targets multiple players on a team with "You get a knife, and you get a knife, and you get a knife...", that team may Ignore the full Fortitude loss by playing a single appropriate Sometimes Card.

**Serena:** If Serena plays "Your donations will be greatly appreciated by the Temple" and a teammate helps Serena avoid tithing Gold by, for example, paying with Gold from the Inn, then it counts as though Serena did not tithe, so she loses 1 Piety.

**Tara:** If Tara orders extra Drinks with "Signs point to you getting drunker...soon!", she and her teammates may look at all of the Drinks they order during this phase and distribute them as they see fit. They may not keep any of the Drinks for themselves; they must give them all to players on other teams.

**Torglesnarf:** If Torglesnarf is on a team, that team starts with Torglesnarf's 2 bonus Gold in its shared Stash.

If Torglesnarf and Keet are on a team together, that team starts with 10 Artifacts, plus Torglesnarf's 2 bonus Gold.

Only Torglesnarf may use his Minions' effects. His teammates may not.

**Vlazlo:** If Vlazlo ends his turn with “Bat nap”, he skips all of his remaining phases, but the rest of his team plays them normally. Vlazlo may not play any cards until his next turn, even if they would help a teammate. While “Bat nap” is in play, Vlazlo Ignores all effects. However, since this is a Static Effect, it only applies to Vlazlo himself, not to his teammates.

**Wizgille:** If Wizgille’s turn ends with “I need to fix that right now”, she skips all of her remaining phases, but the rest of her team plays them normally. Wizgille may not play any cards for the rest of the turn, even if they would help a teammate. Wizgille Ignores all effects for the rest of the turn, but her teammates do not.

**Wrench:** Only Wrench may use his Gizmos’ effects. His teammates may not. Gizmos are activated at the end of Wrench’s team’s shared Action Phase.

If a player makes a Gizmo lose Fortitude, Wrench’s teammates may not play “hit- back” cards against that player. Wrench’s hit-back card, “Sorry, I forgot the safety on my Automatic Phalanx!” explicitly allows him (and only him) to hit back in this case.

Collateral Damage makes Wrench’s team lose a total of 1 Fortitude (not 1 Fortitude per player on the team). Collateral Damage is still unavoidable.

**Zakhan:** The team’s shared Alcohol Content will also include Zakhan’s Drunken Chi, and Zakhan’s team will lose the game if their Total Drunkenness equals or exceeds their Fortitude.

However, the team may only gain Drunken Chi when Zakhan himself drinks. His teammates’ Drinks do not count. Pro tip: choose Zakhan as the Champion for all of your Drinking Contests!

Only Zakhan himself may discard cards to reduce Drunken Chi.

**Zariah:** Only Zariah herself may use the Chimera’s built-in Action effect as her Action for the turn. Her teammates may not.

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## Two-Headed Dragon

Two-Headed Dragon is the basic team variant, in which players play in two-player teams. Like all team variants, it uses all of the rules under “Team Variants” above.

**Hand Size:** 7   **Potion Tokens:** 2 per team

**Setup:** You need an even number of players. Divide into teams of two. Teammates sit next to each other so that they can see each other’s cards.

Each team takes one player mat to track Fortitude and Alcohol Content. The other teammate may also use a player mat to hold their Character Deck, discard pile and Drink Me! Pile if they choose, but that player mat should not have Fortitude and Alcohol Content markers on it, since Fortitude and Alcohol Content are shared.

Each individual player has their own Drink Me! Pile that starts the game with one face-down Drink Card.

Each player shuffles their Character Deck and draws 7 cards from it.

Each **team** takes 10 Gold and 2 Potion Tokens.

**Order a Drink Phase:** During a team’s shared Order a Drink Phase, that team orders two Drinks, which they may place face down on any other players’ Drink Me! Piles.

Drinks ordered by a team may go to the same player, to the two players on an opposing team, or to two different teams.

## Boss Battle

Boss Battle is a team variant in which one player (the Boss) plays against a team of 2, 3 or 4 other players (the Challengers). Like all team variants, it uses all of the rules under “Team Variants” above. For the purposes of this variant, the Boss counts as a “team of one”. So, for example, the Boss is always the team Champion when such a choice is needed.

Playing as the Boss is tough! We recommend this variant only for experienced *Red Dragon Inn* players.

**Hand Size:** 7 for the Challengers; 8, 9 or 10 for the Boss depending on whether there are 2, 3 or 4 Challengers, respectively.

**Potion Tokens:** X for the Boss; X for the Challengers, where X is the number of Challengers. (Note that the Challengers get X Potion Tokens *total*, not X per player.)

**Challenger Setup:** The Challengers sit on one side of the table so that they can see each other’s cards. The Challengers use one player mat to track Fortitude and Alcohol Content. The other Challengers may also use player mats to hold their Character Decks, discard piles and Drink Me! Piles if they choose, but those other player mats should not have Fortitude and Alcohol Content markers on them, since Fortitude and Alcohol Content are shared.

Each individual Challenger has their own Drink Me! Pile that starts the game with one face-down Drink Card.

Each Challenger shuffles their non-Boss Character Deck and draws 7 cards.

The team of Challengers takes 10 Gold and X Potion Tokens, where X is the number of Challengers.

**Boss Setup:** The Boss player chooses a villainous character to play and takes the cards and player mat for that character. (It is not possible to play a Boss Battle with a non-villain character as the Boss.)

The Boss shuffles their Boss Cards into their Character Deck. For Amundyr, Daareka, and Torglesnarf, this will result in a 55-card Character Deck. For Vlazlo, it will result in a 35-card Character Deck.

If the Boss is Vlazlo, he shuffles each of his three 8-card form decks separately (Bat, Wolf and Monstrosity) and leaves them each near his player mat. He then draws a card from the form deck of his choice. (If you’re not sure which deck a Vlazlo card belongs to, check its back. Cards with the “boss dragons” on the faces but the normal “Human Vampire” back are his 5 Boss Cards to be shuffled into his Character Deck at the start of the game. Cards with the “Vampire Monstrosity” back are his Monstrosity form deck.)

The Boss draws up to their hand size (8 if there are 2 Challengers, 9 if there are 3 Challengers, and 10 if there are 4 Challengers). A form card drawn by Vlazlo counts against his hand size, so he would draw one fewer card from his Character Deck.

The Boss puts one Drink Card face down on their Drink Me! Pile.

The Boss takes 10 Gold and X Potion Tokens, where X is the number of Challengers. They then take any extra components associated with that character (Amundyr’s Scarab Tokens, Vlazlo’s Blood Tokens, or Torglesnarf’s 2 bonus Gold).

## The Boss’s Turn

The Boss always goes first. On the Boss’s turn, he or she takes the usual phases in the usual order, but with some different rules:

**Discard and Draw:** The Boss discards any cards they don't want, then refills to their hand size (8, 9 or 10, depending on the number of Challengers). Vlazlo may use Blood Tokens to purchase cards from any of his three form decks during this phase.

**Action:** The Boss may play up to X Action Cards, where X is the number of Challengers. (**Exception:** during the Boss's first turn, he or she may play up to 1 Action Card if there are 2 Challengers, or up to 2 Action Cards otherwise.)

If the Boss plays Action Cards that require her to pick one or more players, she may pick any of the Challengers. The Boss is not required to target a different player with each Action Card (and in many cases, the choice won't matter much, due to the Challengers having shared defense).

The Boss's Action Cards are played and completely resolved one at a time. The Boss leaves the Action Cards they play face up near their player mat so that players will remember how many Action Cards the Boss has played so far. (This is particularly important after a long Gambling Round!)

***Example:** Boss Daareka is playing against Fiona, Deirdre and Zot. She plays "Stop thinking so loudly!" to make Fiona lose 2 Fortitude. Zot plays "The stars say no!" to defend Fiona. Daareka leaves her first Action Card near her player mat and plays her second Action Card, "These aren't the coins you're looking for" to make each player pay her 1 Gold. The team has no defense, so they pay 3 Gold to Daareka. Finally, Daareka plays her third Action Card, "I've been known to break a mind or two..." to make Zot lose 2 Fortitude. The Challengers lose 2 Fortitude, then Zot discards a card from his hand at random. Since Daareka's Action Phase is over, she discards the three Action Cards she played and proceeds to her Order a Drink Phase.*

**Order a Drink:** The Boss orders X Drinks, where X is the number of Challengers. (**Exception:** during the Boss's first turn, he or she orders 1 Drink if there are 2 Challengers, or 2 Drinks otherwise.)

Ordered Drinks may be placed on any Challengers' Drink Me! Piles. The Boss may give the ordered Drinks to any Challengers (all to a single Challenger, spread out among all Challengers, or any combination thereof).

***Example:** Boss Amundyr is playing against the team of Torglesnarf, Vlazlo and Daareka. During her Order a Drink Phase, she orders 3 Drinks. She decides to give 1 to Torglesnarf and 2 to Vlazlo.*

**Drink:** The Boss reveals the top Drink from their Drink Me! Pile and drinks it.

Observant readers will note that the Boss's special first turn is essentially a "half-turn", rounded up.

## The Challengers' Turn

The Challengers take their shared turn exactly as described in "Shared Turn Structure" on page 18. An important point to remember is that each player may play up to one Action Card during the shared Action Phase. If a Challenger doesn't play an Action Card, that doesn't allow one of her teammates to play an extra one!

**Order a Drink:** During the Challengers' shared Order a Drink Phase, they order one Drink for the Boss (one Drink **total**, not one Drink per Challenger).

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## Two-Headed Boss Battle

The Two-Headed Boss Battle variant is the same as the Two-Headed Dragon variant, but with each player playing a Boss Deck! Since there are only four Boss Decks currently in existence (for now...), Two-Headed Boss Battle is a 2-v-2 fight between Amundyr, Daareka, Torglesnarf and Vlazlo, paired as they see fit.

**Hand Size:** 7   **Potion Tokens:** 2 per team

**Setup:** Each player follows Boss Setup as described under Boss Battle above, but with a hand of 7 cards.

**Order a Drink Phase:** During a team's shared Order a Drink Phase, that team orders two Drinks, which they may place face down on any other players' Drink Me! Piles. Drinks ordered by a team may go to the same player, to the two players on an opposing team, or to two different teams (when more than four Bosses exist in the future).

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## Leaders and Lackeys

The Leaders and Lackeys variant is the same as the Two-Headed Boss Battle variant, but with each team consisting of one Boss and one non-Boss character. The hilarious combinations are nearly endless with this variant!

**Hand Size:** 7   **Potion Tokens:** 2 per team

**Setup:** Each Boss player follows Boss Setup as described under Boss Battle above, but with a hand of 7 cards (regardless of the number of players in the game). Each Lackey player shuffles their puny non-Boss Character Deck and draws a hand of 7 cards.

**Order a Drink Phase:** During a team's shared Order a Drink Phase, that team orders two Drinks, which they may place face down on any other players' Drink Me! Piles. Drinks ordered by a team may go to the same player, to the two players on an opposing team, or to two different teams.

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## Boss Versus Boss

In the Boss Versus Boss variant, up to four players play an individual RDI game using Boss decks! This isn't exactly a "team variant", but we're including it here anyway. It does **not** use the general team rules listed above.

**Hand Size:** 7   **Potion Tokens:** None

**Setup:** Each player follows Boss Setup as described under Boss Battle above, but with a hand of 7 cards and no Potion Tokens.

**Cards referring to teammates:** If a card effect does something to a player's teammates, that part of the effect does nothing. If a card needs to know the number of opposing teammates, that card uses the number of opponents instead.

**Team Champions:** Team Champions are never chosen in this variant. One card, Daareka's "How chivalrous of you", normally lets you choose a member of another team as your Champion. In this variant, this card lets you Ignore the Action Card or Event Card that would normally require you to choose a Champion in a team game.

## Card-Specific Notes

**A Contest of Wills:** If no one bids, nothing happens. As in a Round of Gambling, passing doesn't mean you're out—you can bid later if the bidding doesn't end first. In a team game, first each team chooses a Champion, then the Champions start the bidding process.

**A Costly Cure:** If each player reveals zero Gold, each player loses 3 Alcohol Content. In a team game, first each team chooses a Champion, then the Champions choose and reveal Gold.



**A toast! To the Red Dragon Inn!:** This is similar to previous “raise a toast” cards, with one important exception—the Drink that you reveal has one less Alcohol Content than its printed value. If a Drink’s Alcohol Content would be reduced below 0, it is reduced to 0 instead.

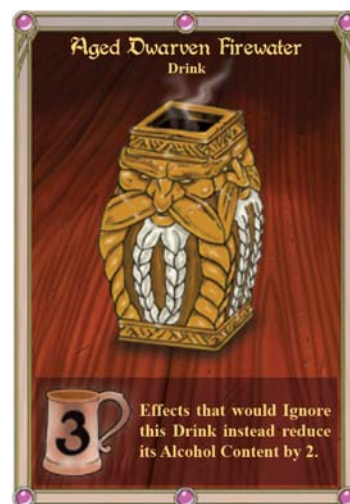
**Absorbent Towel:** The Drink you Ignore (including its Chasers) gets shuffled into the Drink Me! Pile you choose. If one of the Chasers was a Drink Event, that card is not shuffled into the chosen player’s Drink Me! Pile, since Drink Events as Chasers are immediately discarded. Remember that you may not Ignore a Drink unless you or a teammate are about to take effects from it.

**Aged Dwarven Firewater:** If this Drink is a Chaser, then its ability applies to the **entire Drink**, not just the 3 Alcohol Content contributed by this card.

If a player plays a card that would Ignore this Drink, that card can still be Negated with a card such as Jasper’s “Back in my day, drinks were for drinkin’!”

**All the violence money can buy!:** If you choose to have the player lose 3 Fortitude and they Ignore this card, you still must pay.

**Baron of the Twilight Realm:** You may look at the card you draw from your Character Deck before deciding which form deck to draw from.



**Blood Money? I’m In!:** If you must ante more than 1 Gold, you may choose to replace any amount of that ante with Fortitude loss. So, for example, if you must ante 2 Gold, you can ante both Gold from your Stash, or lose 1 Fortitude to ante 1 Gold from the Inn and 1 from your Stash, or lose 2 Fortitude to ante both from the Inn.

**Cask-Aged Whiskey with a Chaser:** If you have no cards in hand, you don’t need to discard anything. If other cards in this Drink also cause you to draw, discard or reveal cards, you may resolve the draw/discard/reveal effects in the order of your choice, but you may not interrupt one such effect to resolve another.

**Did I ever tell ya ‘bout my dabblings in Arcane Invention?:** If the original Pipe Card has no numeric effects on it, this Story has no effect.

**Did I ever tell ya ‘bout the time Zot was trapped in stasis for fifty years?:** Ignoring an Event allows you to Ignore any kind of Event, including Drink Events, Sea Events and Dungeon Events.

**Discount Elixir of Haggling:** If you have both copies of this card in play, the Inn still only pays the first Gold piece of your payments, not the first two. This card only affects the first Gold piece of a payment, even if the payment is split up somehow, as in the Sea Event “Merchant Ship”.

**Don’t mind the scarabs. They’re just exploring!:** If the targeted player reduces the Fortitude loss somehow, they return Scarabs to Amundyr equal to the amount of Fortitude they actually lost.

**Dragon Breath Ale with a Chaser:** This card has no special rules. We just think it’s awesome that it finally exists.



**Drink or Meet Your Doom:** First, each player chooses whether to discard. Then, the players who didn't discard each reveal a Drink. Then, players have a chance to play Sometimes Cards that modify Drinks. Finally, each player drinks their revealed Drink simultaneously. Remember that once an Event has started resolving, it can no longer be Negated or Ignored, so if you want to Ignore the Event, you must do so before the Drinks are revealed! After the Drinks are revealed, you may Ignore the Drink you are about to drink, but you may not Ignore the Event itself. In a team game, first each team chooses a Champion, then each Champion chooses whether they wish to discard 3 cards or drink.

**Drinks with "Friends":** In a team game, first each team chooses a Champion, then the Drink is revealed and each Champion drinks it.

**Eat up my pretties! We don't have all night!:** Players with Scarabs lose 1 Fortitude each and return 1 Scarab each, regardless of how many Scarabs they have.

**Elandral the Unicorn:** At the end of your turn, you may discard two cards to gain a Fortitude. You may not use this ability multiple times in a turn.

**Elixir of Alacrity:** The ability granting you an extra Action must be used on your next Action Phase, even if you don't have a second Action to play. You may not keep this card in front of you for a later Action Phase. This is a small but important difference between this card and the other Elixirs.

**Energy Brew with a Chaser:** If you have fewer than three cards in hand, discard as many as you are able, then draw three. If other cards in this Drink also cause you to draw, discard or reveal cards, you may resolve the draw/discard/reveal effects in the order of your choice, but you may not interrupt one such effect to resolve another.

**Enough of this Kerfuffle!:** Jasper may play this card when a player causes any other player (including Jasper himself) to lose Fortitude.

**Firewater Shots!:** You may Ignore this Alcohol Content by either Ignoring the Event or by Ignoring the Drink generated by the Event.

**First rule of villainy:** This card affects each player who isn't on your team. Note that Amundyr's version of this card gives out a Scarab and Vlazlo's version gives him Blood Tokens in addition to their usual effects!

**General Drog:** The targeted player loses 1 Fortitude per player on their team, including themselves.

**Ha! Thought you pulled one over on us, didn't ya?:** Unlike many anti-cheat cards, Warthorn may play this card even if he has left the Round of Gambling!

**Hold them back! I'm taking care of this one personally!:** The targeted player's teammates may help Ignore this card as normal. However, if no one does, and the player loses Fortitude, then that player's teammates are locked out of defense for the rest of the turn.

**How chivalrous of you:** In the Boss Battle variant, the Boss is always their "team's" Champion. Having a Champion on another team does not make you that person's teammate. For example, you may not look at that player's hand. If your team ends up with no Champion, then your team Ignores the effect(s) of the card that caused teams to choose Champions.

**How's this new drink I whipped up?:** This card allows the targeted player to discard and draw just like at the beginning of their turn. A player's hand size is 7 by default, but various rules and card effects can change this.



**Hungry hungry scarabs:** If one or more players Ignore this card, you may pick a player to gain 2 Scarabs. This could be one of the players who Ignored the card, or it could be a different player. The 2 Scarab effect only happens once, regardless of how many players Ignore this card.

**I... am... unstoppable!:** This card may Ignore Drink Events, Sea Events, Dungeon Events or any other Events that might exist in the future. If this card is Negated, you get the alternate effect instead of the original one. The alternate effect may not be altered or Negated.

**I bet you can't chug this whole thing!:** After passing the Drink to another player, Torglesnarf may Ignore the Drink to avoid paying Gold. If the recipient of the Drink Ignores it, Torglesnarf does not pay them Gold.

**I can pay, don't worry! Who's worried? I'm not worried...:** This card does not count players who have already lost and left the game. In a team game, this card counts each individual player.

**I know what my patrons like!:** Warthorn may use this to give away Special Reserve Drinks on his Drink Me! Pile. He may give them to any other players in the game, including The Wench herself. Remember that if he keeps any Special Reserve Drinks, they "float to the top" of his Drink Me! Pile.

**I think I was embalmed in this stuff...:** If this card is Negated, you get the alternate effect instead of the original one, and the targeted Drink remains unchanged. The alternate effect may not be altered or Negated.

**I think you need some fresh air:** This card ends Jasper's turn and causes him and another player to be "out of the game" for a time. Remember that when you are out of the game in this way, you Ignore all effects (including Rounds of Gambling). The Wench cannot give you Special Reserve Drinks, but you can still be ordered regular Drinks.

**I think you should reconsider:** If this card is used to Negate an "Action – Gambling" Card played during a Round of Gambling, that card is Negated, which causes the player to pass. Then, the player draws a card. What happens next depends on who played the card. If "I think you should reconsider" Negates a card played by the player whose turn it is, that player will be able to play another Action Card after the Round of Gambling. If it Negates a card played by any other player, nothing else happens. **I've been known to break a mind or two...:** If the chosen player Ignores this card, they do not discard.

**Leftover Loot:** You only flip one coin, not one per player. The result of the flip affects everyone who chose to help. In a team game, each team chooses a Champion, then each Champion chooses whether or not to help open the chest.

**Let's make this game more interesting!:** Note that this card may be played when any player wins a Round of Gambling—including Torglesnarf himself! If multiple players wish to play Sometimes Cards immediately after a player wins a Round of Gambling (Torglesnarf, Gerki and Dimli, for example), then start with the active player and proceed in turn order. The first such card played takes effect.

**My bite is worse than my bark:** Cards that would Ignore this Fortitude loss reduce it by 2 instead. This includes cards with Static Effects that would Ignore the Fortitude loss, such as Kaylin's "I need some Private Pixie Time." You may play multiple Ignore effects on this card to reduce its effect to zero.

**My friend will play this hand for me:** If you cannot or do not wish to discard a Gambling or Cheating Card from the player's hand, it counts as though you passed in the Round of Gambling. You may not play a Gambling or Cheating Card from your own hand in this case—the Round of Gambling continues.

**My, what selfless adventurers you are:** You are “picked to take effects from an Action Card” when someone plays an Action Card that says something like “pick a player” or “pick another player”. An Action Card that doesn't use that wording (like “Gambling? I'm in!”, or a card affecting “each other player”) may not be affected by this card. This card is an exception to the normal redirection rules. It redirects **all** effects on the redirected Action Card, not just its Fortitude loss. **No!:** Unlike other similar cards, this card does **not** allow the person who played the Negated Action Card to play another one. Note that you may use this card to Negate “Gambling? I'm in!”, since it is an Action Card. If you Negate it as someone's Action Card for the turn, the Round of Gambling never happens. If you Negate it during a Round of Gambling that has already started, it counts as though the player who played it passed, and the Round of Gambling continues.

**No von can help you now:** The targeted player may reduce, Ignore or redirect this Fortitude loss as normal. That player's teammates may not. Note that this card may still be Negated by any player with one of the few cards in the game that can Negate an Action Card.

**Not now, it's feeding time!:** If you use this card to Ignore a Mount with both a Rival effect and an Immediate effect, you Ignore both of those effects.

**Not the face! Someone else's face!:** In a team game, you may use this card to make a player hit their own teammate. If a player Ignores this card with a card that lets them Ignore a card affecting their Gold, the redirection effect will still happen normally—the player just won't get paid by Torglesnarf.

**Oh, I guess I thought that was my tip...:** Since this card is a variant on “Oh, I guess the Wench thought that was her tip...”, it has the same play restrictions as that card. In particular, this card may **not** be played after the last player has passed. Captain Whitehawk may take half of The Wench's ill-gotten Gold by playing “What a coincidence, I happen to have the same hand!”, even though she technically isn't winning with a great hand.

**Oh look! You brought me some help:** The players Daareka chooses must be different. She may not choose the same player twice to make them lose 5 Fortitude. If Daareka uses this card to make one of Torglesnarf's Minions or one of Wrench's Gizmos lose 2 Fortitude, the card does nothing else, since neither Minions nor Gizmos have a hand for Daareka to look at. However, if Daareka uses this card to make a player lose 2 Fortitude and discard an Action Card, she may use the follow-up hit to make a Minion or Gizmo lose 3 Fortitude.



**Oh. That happened:** Note that this card reduces the Fortitude you lose **to** 1. It does not reduce it **by** 1, as some other cards do.

**Oh, would you like me to get you something else?:** If the Wench has lost the game, or if the Wench is Ignoring all effects due to a card like Jasper's “I think you need some fresh air.”, the 2 Gold goes to the Inn instead.

**Pooky!:** Rival effects on Mounts happen before Immediate effects, so first all other Mounts will be discarded, then each player loses 1 Fortitude. This order could be relevant if Sparkles is in play.



**Psionic vision:** If an opponent is temporarily “not in the game” due to an effect like Kaylin’s “I need some Private Pixie Time” or Erin’s Tree Form, you may still choose that opponent to divide the cards.

**Rough Remedy:** If this Drink is split, divide all numeric abilities in half and round up. So each player gains 2 Alcohol Content, then may discard up to 3 cards, gaining 1 Fortitude for each.

If Joran wants to play “I’m gonna save this healing for the dungeon!” to prevent the healing from this card, he must do so before the player decides whether to discard cards.

**Sharing is caring:** First, split the Drink with another player, rounding fractional effects up as normal. Then, add the effect “gain 2 Scarabs” to the other player’s half of the Drink.

**Stampede!:** You may pick three other players even if you have less than three Gold in your Stash. However, you would then need to pay all of your Gold to the Inn unless you had a way to avoid the payment!

You must pay Gold for each player you originally targeted with this card, even if some or all of those players Ignored the Fortitude loss.

**Staring Contest:** If you choose the second mode, you **must** Ignore all Action Cards (even ones that might benefit you), but you are still affected normally by other cards such as Drinks, Events or Anytime Cards. If Torglesnarf or Wrench are Ignoring effects due to this card, their Minions or Gizmos can still be affected normally. In a team game, first each team chooses a Champion, then each Champion chooses which mode they want. If you choose the second mode in a team game, then only you Ignore Action Cards. Your teammates do not.



**That’s some nice gold you’ve got there....:** The three players you pick must be different. You may not pick the same player multiple times. In a team game, you may pick multiple players on the same team.

**The Price of Power:** If no one bids, nothing happens. As in a Round of Gambling, passing doesn’t mean you’re out—you can bid later if the bidding doesn’t end first. In a team game, first each team chooses a Champion, then the Champions start the bidding process.

**The Wench Dares You....:** Remember that once an Event has started resolving, it can no longer be Negated or Ignored, so if you want to Ignore the Event, you must do so before the Drinks are revealed! After the Drinks are revealed, you may Ignore the Drink you are about to drink, but you may not Ignore the Event itself. This card always looks at a Drink’s printed Alcohol Content so, for example, Coffee has a lower Alcohol Content than Water, even though they would both count as 0 for a Drinking Contest.

If the revealed Drinks have the same Alcohol Content, the player who revealed the Event chooses which Drink to drink.

**Example:** On her Drink Phase, Daareka reveals “The Wench Dares You...” For her two Drinks, she reveals *Angel Tears* (+2 Fortitude) and *Dungeon Runoff* (-1 Fortitude). Since these Drinks each have 0 Alcohol Content, she chooses to drink the *Angel Tears* herself and make each other player drink *Dungeon Runoff*.

If the revealed Drinks would have different effects depending on who would drink them, then the determination of which has the lower Alcohol Content is made based on the player who revealed “The Wench Dares You...”, but the actual effects taken depend on each individual player.

**Example:** On her Drink Phase, Daareka reveals “The Wench Dares You...” For her two Drinks, she reveals Angel Tears (+2 Fortitude) and “Tomato Juice” (-2 Fortitude, or 2 Alcohol Content if you are a Vampire). Since Daareka is not a Vampire, the Drinks each have 0 Alcohol Content from her perspective. She chooses to drink the Angel Tears herself and make everyone else drink the “Tomato Juice”. Torglesnarf loses 2 Fortitude, but Vlazlo gains 2 Alcohol Content.

**They don’t call me Old Iron Guts for nothing!:** If this card is played on a Drink with Chasers, first combine all Alcohol Content effects, then if the total is greater than 0, this card replaces that Alcohol Content total with the effect “gain 1 Fortitude”. Any other effects on the Drink are unchanged by this card.

**Example:** Jasper’s Drink is Elven Wine with a Chaser of Coffee. He plays “They don’t call me Old Iron Guts for nothing!” on it. He gains 1 Fortitude. Note that he does **not** gain 1 Fortitude and lose 1 Alcohol Content, since the Coffee’s effect was first combined with the Elven Wine’s effect.

**We’ll deal this round:** Only the players currently participating in the Round of Gambling gain Scarabs. Players who have left the Round do not.

**We’ll take those!:** If you order a player multiple Drinks, that player still only gets 1 Scarab.

**Wench! A few drinks while I spin a yarn!:** If a player Ignores this card (perhaps because the revealed Story would make them lose Fortitude), Warthorn may still order Drinks for that player. Similarly, if Warthorn Ignores this card, he may still order Drinks.

**Wench, bring us one of everything!:** This card is similar to “Wench, bring some drinks for my friends!”, but it orders 3 Drinks instead of the usual 2.

**What am I paying you all for? Get in here!:** If you run out of cards in your Character Deck during this process, shuffle your discard pile, use that as your new Character Deck and continue revealing. If you run out again, you don’t get a Minion (but you still have to pay).

**Who Let All These Kobolds In?:** In a team game, first each team chooses a Champion, then each Champion chooses which mode they want.

**Wizard’s Wine:** If you only have one card in your Character Deck, reveal it, then shuffle your discard pile, then reveal the top card as your second card.

**Why thank you!:** This card may only be played after a Gold payment is caused by an Action, Sometimes or Anytime Card. If another card type like a Drink or Event causes a player to pay Gold to the Inn, The Wench may not play this card.

If an Action, Sometimes or Anytime Card causes a player to pay Gold to the Inn, but they use a card that allows them to pay with Gold **from** the Inn, The Wench may still gain that Gold from the Inn.

This card causes The Wench to gain Gold from the Inn, so Jasper may respond with “No sneak-thievin’ on my watch!”

If an Action, Sometimes or Anytime Card causes one of Keet’s Artifacts to get paid to the Inn, The Wench may take it with this card. If it was paid to the Inn face down, it is revealed first, then The Wench may decide whether or not to play this card. Note that playing one of Keet’s Artifacts for its ability does not cause it to go to the Inn—it simply goes to the Artifact discard pile, so The Wench may not take it in this case.



**You don't need a winning hand when you have enough goons!:**

Veteran RDI players will recognize this card as a variant on “Oh, I guess the Wench thought that was her tip...” This card has the same play restrictions as that one. In particular, this card may **not** be played after the last player has passed. Captain Whitehawk may take half of Torglesnarf's ill-gotten Gold by playing “What a coincidence, I happen to have the same hand!”, even though he technically isn't winning with a great hand.

**You might need a sanity check after this:** The affected player plays with their hand revealed to all players, not just Daareka. An opponent is any player not on your team. If the targeted player Ignores this card, you still draw cards.



**You're in a bit of a bind:** The alternate effect happens whether the targeted player Ignores the card or a teammate Ignores it for them. If the alternate effect happens, the originally-targeted player gets the Scarab, regardless of who Ignored the card. If this card is Ignored, you still draw 2 cards.

**Zis drink is fang-tastic:** This card acts like a card that splits a Drink with another player, but instead of the second half going to another player, it simply disappears. In addition, this card rounds the effects of the split Drink **down** instead of up. This card may not be played on a Drink that says that you can't split it, such as Sauvignon Blech or Gambler's Grog.

## Postscript

These rules are based on *The Red Dragon Inn* 7, with the Boss and Team rules from *The Red Dragon Inn* 6 and the Sea Event rules from *The Red Dragon Inn* 4. Used with permission. The text has undergone minimal editing.

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