

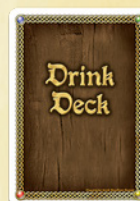


Contents: Roxana Red Dragon Inn character (40-card Character Deck, 12-card Recipe Deck, Player Mat, Smorgasbord Token), Roxana Battle for Greyport character (9-card starting deck, 1 reinforcement card, 3 oversized character hero cards), Gambling? I'm In! cards (90-card Rogues and Warriors Deck, 3 Dragon Cards, 5 Grey Cards), Otto (four 5-card factions, Player Mat), 5 Promo Drink Cards, 2 Prize Cards, Punchout Tokens, 4 Deck Dividers, Rules

Roxana, Adventurous Chef

Roxana is the head chef at The Red Dragon Inn. She's called an "adventurous chef" for two reasons. First she is no stranger to experimentation in the kitchen, and second, she knows how to hold her own in a tavern full of adventurers, where things can get rather dangerous at a moment's notice! As Roxana plays cards, she collects Ingredients on her Cutting Board, which she may then use to cook amazing dishes!

Setup: Shuffle your Recipe Deck and place it to the left of your Player Mat. Reveal the top card and place it near the "Available Recipe" spot on your Player Mat. Put the Smorgasbord tile to the right of your Player Mat.



Ingredients: Some of the cards in Roxana's Character Deck have an Ingredient icon in the bottom left.



Meat



Vegetables



Sauce

When a card like this resolves, you **must** place it on your Cutting Board above your Player Mat instead of putting it into your discard pile. It is now an Ingredient that you can use to cook a Recipe.

If an Ingredient Card is Ignored or otherwise altered, it still goes to your Cutting Board. If an Ingredient Card is Negated, none of its effects happen, so it goes directly to your discard pile instead of going to your Cutting Board.

Example: Roxana plays "This one's some mean cuisine!" to make Fiona lose 2 Fortitude. Fiona plays "Luckily for me, I was wearing my armor!" to Ignore the Fortitude loss. Fiona loses no Fortitude, but Roxana still puts the "mean cuisine" card on her Cutting Board, where it counts as a Meat for a future Recipe.

Example: Fiona plays "You wanna arm wrestle?" to make Roxana lose 1 Fortitude. After losing Fortitude, Roxana plays "Someone order a knuckle sandwich?" to make Fiona lose 2 Fortitude. Fiona plays "I don't think so!" to Negate Roxana's Sometimes Card. The "knuckle sandwich" card goes to Roxana's discard pile, **not** to her Cutting Board.



Some Ingredient Cards also have a blue cleaver icon in the bottom left. If you resolve such an Ingredient Card, then the card goes to your Cutting Board as normal, but you also **may** place a single additional Ingredient Card from your hand directly to your Cutting Board. This second Ingredient Card just moves to your Cutting Board - none of its effects happen. If the second card also happens to have a blue cleaver icon, you may **not** chain the effects to add another card to your Cutting Board.

Example: Roxana plays “No soup for you!” to make Gerki lose 1 Fortitude. When the card resolves, she puts it on her Cutting Board, then also discards “Remember when I cooked that golden goose?” directly from her hand to her Cutting Board. The fact that “golden goose” also has a blue cleaver icon is irrelevant. Roxana may not discard yet another card to her Cutting Board.



One card, “Everything’s prepped! Who’s hungry?”, is simply an Anytime Card that allows you to put up to three Ingredient Cards from your hand to your Cutting Board. As with other cleaver effects, you do not get any effects on the cards you put on the Cutting Board, including any other cleaver icons on those cards.

Recipes: At the beginning of your turn, reveal the top card from your Recipe Deck and put it near the “Available Recipe” spot on your Player Mat. If there is already a Recipe there, you must choose which Recipe you wish to keep, putting the other one face down on the bottom of the Recipe Deck. No player may take any other game actions while Roxana is deciding which Recipe to keep. In particular, Roxana herself may **not** choose to cook one of them at this time. Note that new Recipes only become available at the beginning of Roxana’s turn. Specifically, cooking a Recipe does **not** cause a new Recipe to be revealed.

To cook a Recipe, spend the indicated Ingredients from your Cutting Board by moving those cards to your discard pile, then take the Recipe Card into your hand. Once a Recipe Card is in your hand, you may play it whenever you could play a card of its indicated subtype (Action, Sometimes or Anytime). When you play a Recipe Card, it goes to your Character Deck’s discard

pile. This means that if you reshuffle your deck, you could get the Recipe Card again later!

Some Recipe costs include hybrid Ingredient symbols.



Meat or Sauce



Vegetables or Sauce



Any

You may meet such a symbol’s requirements by spending one of any of the indicated Ingredient types.

Example: Roxana has “This one’s some mean cuisine!” (Meat) and “No soup for you!” (Sauce), as well as several other cards on her Cutting Board. Her Available Recipe is Spatchcocked Cockatrice. The cost in the upper right indicates that Roxana must spend a Meat and **either** a Meat **or** a Sauce to cook this Recipe, so she decides to move “mean cuisine” and “no soup” from her Cutting Board to her discard pile and put Spatchcocked Cockatrice into her hand. It now acts just like any other Action Card in her hand. She does **not** immediately replace her Available Recipe. She will reveal a new Recipe at the start of her next turn.

The Smorgasbord: When Roxana isn’t sure what to do with all of her Ingredients, she can just cook something random for the Smorgasbord. The Smorgasbord is like a Recipe that is always available to Roxana. At any time, you may spend any three Ingredients from your Cutting Board to draw a card from your Character Deck. You may repeat this as many times as you can afford.

Activating the Smorgasbord counts as playing an Anytime Card, so a few cards in the game could affect it, such as Captain Whitehawk’s “That’s quite enough of your shenanigans!” If a Smorgasbord activation is Negated, you do not get a refund of the Ingredients you spent to activate it.

Other Roxana Rules: If you play a Gambling or Cheating Card with an Ingredient icon, you take control of the Round of Gambling and resolve any other effects on the card. You then put the card directly onto your Cutting Board. You do not need to leave the card in front of you to indicate that you are currently in control of the Round.

You may not place a card on your Cutting Board if that card does not have an Ingredient icon in the bottom left.



If your Character Deck runs out, immediately shuffle your discard pile (including any Recipe Cards you’ve cooked and played) and use that as your new Character Deck. Note that any cards on your Cutting Board stay there during the reshuffle.

If the Recipe Deck runs out of cards, you continue playing without revealing any more Recipes. You must still put Ingredient Cards onto your Cutting Board as usual, though, which you may then use to activate the Smorgasbord.

Your Cutting Board and your Available Recipe are not part of your hand, so if an effect instructs you to discard cards, they must be from your hand. However, a Recipe Card **in your hand** acts like any other card in your hand. It counts toward your hand size and can be discarded to an effect that instructs you to discard.

If you discard an Ingredient Card without playing it, it goes straight to your discard pile, not to your Cutting Board.

Roxana may activate the Smorgasbord at any time, so if she’s about to lose, she can (and should!) spend her remaining Ingredients in a last-ditch effort to save herself!

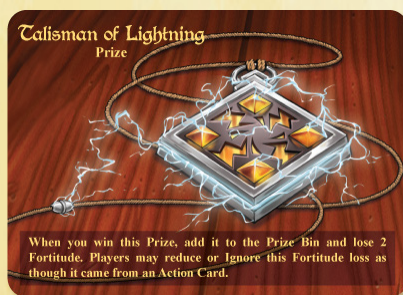
Roxana in Battle for Greyport

To add Roxana to a game of Battle for Greyport, first choose whether one of the players will be playing as Roxana. If not, shuffle the Roxana reinforcement card (with the silver coin in the bottom right) into your hero reinforcement deck at the start of the game.

If someone wishes to play as Roxana, then remove the Roxana reinforcement card from the game. The Roxana player shuffles their 9-card starting deck and takes their Level 1 oversize hero, as usual. Roxana’s Level 1 and Level 2 cards have a unique ability: when you level them up (to Level 2 or 3, respectively), you also get to recruit any card from the reinforcements, adding it to your hand. This means that you will start the next encounter with an extra card. Note that leveling up happens **after** players spend their remaining coins for end-of-encounter recruitment, so this special recruit action will happen after that. Also, Roxana’s level up ability happens exactly once at the end of the encounter, regardless of how many times you played your character hero during the encounter.



The Prize Variant



Some promotional cards, including Adventurers Wanted and Talisman of Lightning 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.

Otto, Our Mechanical Friend

The mechanically-minded adventurers Wizgille and Wrench have teamed up to build an automaton to join in on the party when the tavern is a little empty. Otto adds an automated third player to a two-player game! The Red Dragon Inn works for two players even without this variant, but you may want to try playing with Otto if you want a more tactical and unpredictable mode of play where gambling takes on more importance. (If you’ve never played the game before, however, we recommend at least one game without Otto to familiarize yourself with the basics.)

This product includes 20 new cards for Otto, which come in four different factions that determine his style of play:



Tinkerer



Paladin



Bard



Witchdoctor

Setup: Place Otto’s player mat so that one of his 0-6 tracks is oriented toward one player and the other is oriented toward the other player. Place a Fortitude marker on each of the 6’s and an Alcohol Content marker on each of the 0’s. Choose two of Otto’s factions and shuffle them together so that he has a 10-card deck. The other factions will not be used this game. (Note that you can mix any of Otto’s eight factions if you also have Otto’s Warrior, Rogue, Cleric and Wizard factions!)

Because Otto counts as a third player, the players start the game with 10 Gold instead of 8. **Otto always goes first.**

General Rules: Otto cannot win or lose the game - he simply acts as a foil to the two other players. When one of the non-automated players is eliminated, the other immediately wins. Player turns, including Otto’s, proceed clockwise around the table as usual.

Otto does not have a hand of cards, so he may not draw or discard cards. Otto has no Gold. If he would pay Gold, he pays with Gold from the Inn. If a player pays Otto Gold, that Gold goes to the Inn. Otto does not have a Drink Me! Pile - when he must drink, he drinks from the Drink Deck. Players may not Order Drinks for Otto. *There is one exception: The Wench (from RDI 7) **may** give her Special Reserve Drinks to Otto.*

Two Fortitude-Alcohol Tracks: Otto has two separate Fortitude-Alcohol tracks - one for each player in the game. If a player causes Otto’s Fortitude or Alcohol Content to change, only that player’s track is affected. Other actions (such as drinking on his turn) cause **both** tracks to be affected.

If Otto “passes out” on a track, reset that track to 0 and 6, then **that player may either gain 1 Gold from the Inn or draw 2 cards from their Character Deck.** Otto is never eliminated from the game.

Otto’s Deck: At various points in the game, you will reveal a card from Otto’s Deck and follow the instructions in one section of the revealed card. If Otto’s Deck runs out, shuffle his discard pile and use that as the new Otto Deck. This happens immediately, with one important exception: **if Otto runs out of cards during a Round of Gambling, do not reshuffle his deck until the Round is over.**

Otto’s Turn: Otto only has two phases on his turn: Action and Drink. He does not Discard and Draw, and he does not Order Drinks.

On Otto’s Action Phase, reveal and discard the top card of the Otto Deck and follow the instructions in the “Action” box. If the instructions specify a player such as “the player with the most Fortitude” and the players are tied on the specified attribute, both players take the effect.

On Otto’s Drink Phase, he drinks a Drink (with possible Chasers) from the Drink Deck. Any Fortitude or Alcohol effect he takes from that Drink affects **both** of his tracks. This remains true even if one player alters Otto’s Drink.

Targeting Otto: Otto counts as a player in the game, which means that he can be affected whenever a player plays a card that uses wording like “pick another player,” “each other player,” or “each player.” When a player plays an effect that affects Otto’s Fortitude or Alcohol Content, only that player’s track is affected.

Example: Roxana plays “Safety masks, everyone!” to make each other player gain 1 Alcohol Content. Fiona gains 1 Alcohol Content, and Otto gains 1 Alcohol Content on the track closest to Roxana. Otto’s track on Fiona’s side is not affected.

If a player card causes Otto to be affected by a Drink or an Event (for example, Deirdre’s “Let’s toast the Goddess!”), only that player’s track is affected.



Gambling: Otto always antes with Gold from the Inn. If it is Otto's turn to act in a Round of Gambling, reveal the top card of his deck and follow the instructions in the bottom box, labeled "Gambling" or "Cheating". If the play he makes would be illegal (for example, an effect labeled "Gambling" after a "Winning Hand!"), he passes instead.

Action	Otto is offended by your blasphemy! The player with the most Fortitude loses 2 Fortitude.
Sometimes	No effect.
Gambling	Otto leaves the Round of Gambling. (If that is illegal, Otto passes.)

Example: Roxana plays "Winning Hand!" to take control of the Round of Gambling. Paladin Otto reveals a Gambling Card with the effect "Otto leaves the Round of Gambling." Since a Gambling Card can't take effect after a "Winning Hand!", Otto does not leave the Round. He passes instead.

Remember that Otto's Deck does not reshuffle during a Round of Gambling. If he runs out of cards during a Round, he passes until the Round is over. Reshuffle his deck afterward.

Responses: When Otto is affected by a Drink, Action, Sometimes or Anytime Card that affects his Fortitude, Alcohol Content or Gold, reveal the top card of the Otto Deck and follow the instructions in the "Sometimes" box.

The instructions may refer to a certain card type in bold, such as "**Action**, **Sometimes** or **Anytime**" or "**Drink**". In that case, the response only applies to that type of card. If the card that triggered Otto is not of the specified type, Otto does not respond.

Otto's "Sometimes" effects count as Sometimes Cards. This means, for example, that they can be Negated by "I don't think so!"

Some of Otto's response effects refer to "the affected track(s)". This means the track(s) that are affected by the effect that triggered Otto. If an effect triggers Otto but affects neither of his Fortitude-Alcohol tracks, then any response that refers to "the affected track(s)" does nothing.

If a non-Otto card says that it can be affected as though it were an Action Card, then Otto reveals a Sometimes effect in response.

If Otto would reveal a response during a Round of Gambling, but his deck has no cards, he does not respond.

Choices: If a non-Otto card gives Otto the choice to pay Gold, discard cards, lose Fortitude, gain Alcohol Content, or split a Drink, Otto chooses not to do so.

If a card would force Otto to discard cards, nothing happens. If there is a penalty for not discarding enough cards, Otto ignores it.

For any choices not covered by the previous paragraphs, Otto always chooses the first option. For example, the Dungeon Event "Staring Contest" (from RDI 6) causes Otto to lose 2 Alcohol Content on both tracks.

If a card requires Otto to bid or secretly choose some amount of something, he always chooses zero.

Witchdoctor Otto: Otto's Witchdoctor faction includes effects that cause players to get Debuff Tokens from Otto, which makes those players a little weaker temporarily. Debuffs have the following effects:



Pain Curse: A Pain Curse makes the debuffed player take extra Fortitude loss. A Pain Curse gives the following effect to the debuffed player: Immediately after you lose Fortitude, lose an additional Fortitude. If you lose Fortitude in this way, return this Debuff Token to Otto. (*The additional Fortitude loss comes from the Debuff, not from Otto.*)

Example: Zot has a Pain Curse. Roxana plays "No soup for you!" on Zot. Zot loses 1 Fortitude, then loses 1 additional Fortitude from the Pain Curse. He then returns the Pain Curse Token to Otto.



Mind Hex: A Mind Hex makes the debuffed player gain extra Alcohol Content. A Mind Hex gives the following effect to the debuffed player: Immediately after you gain Alcohol Content, gain an additional Alcohol Content. If you gain Alcohol Content in this way, return this Debuff Token to Otto. (*The additional Alcohol Content gain comes from the Debuff, not from Otto.*)

Example: Fleck has two Mind Hexes and reveals Wine as his Drink. Fleck gains 2 Alcohol Content, then gains 2 additional Alcohol Content from the two Mind Hexes. He then returns both Mind Hex Tokens to Otto.



Power Jinx: A Power Jinx makes the debuffed player's next Action Card weaker. A Power Jinx gives the following effect to the debuffed player: While this Debuff Token is in front of you, reduce all numerical values by 1 on any Action Cards you play during your Action Phase (down to a minimum of 0). Return this Debuff Token to Otto at the end of your Action Phase, even if you did not play an Action Card.

Example: Phrenk, who has a Power Jinx Token, plays "You're looking a little green. Drink this" on Wizgille. Wizgille loses 2 Alcohol Content and pays Phrenk 1 Gold (instead of the usual 3 and 2). At the end of Phrenk's Action Phase, he returns his Power Jinx Token to Otto.

A “numerical value” is defined as any numeral in the text of a card, like “1”, “2”, “3”, etc. Spelled-out number words like “one” are not numerical values. Descriptive words like “half” or “another” are not numerical values.

Power Jinxes do not affect the numerical values indicating Serena’s Piety ranges or Wrench’s Gizmo tracks, although they DO affect all other numerical values on those cards.

Power Jinxes do not affect “Gambling, I’m in,” since it has no numerical values. Note that some older printings of “Gambling, I’m in” have a “1” on them, indicating the amount each player must ante. Power Jinxes ignore this number.

Witchdoctor Otto starts the game with two of each Debuff Token. If Otto doesn’t have a token of the type he must give out, he simply doesn’t give that one out. Otto is never affected by his own Debuff Tokens.

Long time RDI players will notice that the rules for Otto’s Debuffs are identical to the corresponding rules for Witchdoctor Natyli’s Debuffs. The gearworks around the edge of Otto’s Debuff Tokens are to distinguish them from Natyli’s. If Witchdoctor Natyli and Witchdoctor Otto happen to be in the game at the same time, each character can be affected by the other’s Debuff Tokens, but not their own, and the third player in the game can be affected by both.

Other Otto Rules: If Otto would ever make an illegal play, he instead does nothing.

Otto may not be used in a Team Variant game.

Some of Otto’s cards refer to the player to Otto’s left or right. The player to Otto’s left is the one after him in clockwise turn order.

If you are playing with the Prize Variant and Otto starts a Round of Gambling, he does not add a Prize to the pot. If Otto wins a Prize, it returns to the Inn with no effect.

Otto is affected normally by Natyli’s Debuffs, Remy’s Marks and Amundyr’s Scarabs. Extra damage from such components affects only that player’s track.

If Otto would get an Artifact from Keet, that Artifact is discarded instead.

If Otto gets a Drink like Kobold Punch or an Elixir from the Wench, and that Drink instructs Otto to keep it in front of him, he takes its Alcohol Content effect, then discards it.

Otto never targets Wrench’s Gizmos or Torglesnarf’s Minions except with cards that affect “each other player”.

Daareka may not target Otto with a card that allows her to make choices for a player.

The Wench **may** give Special Reserve Drinks to Otto. If Otto has Special Reserve Drinks in front of him, he treats those as the top cards of the Drink Deck whenever he must drink during his Drink Phase.

Warthorn may not give his Story Cards to Otto.

If Otto gets a Blessing from Murgath, he immediately reveals it and plays it for its healing effect. The effect is applied only to the Otto track closest to Murgath. If the Blessing doesn’t have a healing effect, it is discarded.

Card-Specific Notes

Kobold Punch: If multiple players take effects from this Drink, then the first of those players in turn order, starting from the player who controlled Kobold Punch when it resolved, puts the card in front of them. Note that in many cases, the end-of-turn ability will happen immediately after the Drink Phase in which a player gained this card. Players who are affected by the end-of-turn ability may cards that Ignore a Drink to avoid the ability **for that turn only**. They may still be targeted by that ability on later turns. If Otto would be affected by the end-of-turn ability, he reveals a Sometimes effect.

Pretentious Wine: Players may Ignore this Drink to keep from getting cards transferred to their Drink Me! Pile. If all other players in the game Ignore in this way so that you have no legal place to transfer cards, you must keep them where they are.

Spatchcocked Cockatrice: While this card is in front of you, every instance of Fortitude loss to you is reduced by one. This includes Fortitude loss from other players’ cards, Drinks, Events, etc. If you have a Power Jinx from Otto or Natyli when you play this card, its protection will be reduced to zero for the entire time it is in front of you!

Stink Fruit Pudding: The player only drinks from the Drink Deck if they actually lose Fortitude from this card. If they reduce or Ignore the Fortitude loss, they don’t drink.

Talisman of Lightning: Sometimes a Prize isn’t worth winning! This Prize simply zaps the winner of the pot, then goes away.

The Red Dragon Inn Smorgasbox, First Edition

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