

# The Red Dragon Inn

## The Magnificent Adonis, Bard of the Ages



Most bards are content to stay in the back of the party and use their bardic magic to help out. But Adonis is not “most bards”. He can carry a tune, but he can also brawl when he needs to. Adonis is a fine specimen of a man. He knows it, and he makes sure that everyone around him knows it, too.

### Instruments

In addition to his Character Deck, Adonis has three instruments - a flute, a lyre and a drum. Place these tokens near your player mat with the unbroken sides face up. Some cards give you a better effect if you smash

an instrument, but other cards give you a better effect if a certain instrument is still intact, so choose wisely!

### Smashing Instruments

Some cards in Adonis’s deck give you a better effect if you smash an instrument. To smash an instrument, flip it to its red broken side. You may not smash an instrument that is already smashed.

**Example:** Adonis plays “Sometimes they call me Adonis the Bard-barian!” and chooses to smash his drum by flipping it over to its smashed side. He chooses Zot to lose 4 Fortitude.

When a card allows you to smash an instrument, you must choose which instrument to smash and smash it as you play the card. You may not wait for your opponents to respond. If you smash an instrument but the card you played is Negated or Ignored, you do not get your instrument back.



**Example:** Fiona causes Adonis to lose Fortitude, so Adonis attempts to hit her back with “These rippling muscles aren’t just for show!” As he plays the card, he chooses to smash his flute so that Fiona will lose 3 Fortitude instead of 1. Fiona responds with “I don’t think so!”, so she loses no Fortitude. Adonis does not get his flute back.

One card, “Nope. Try again”, requires you to smash an instrument to have any effect. If you don’t have an instrument to

smash, you may not play this card.

Two cards allow Adonis to replace a smashed instrument. To replace an instrument, just flip it back over to its unbroken side.

### Effects for Unbroken Instruments

Some cards in Adonis’s deck have an instrument icon in their text box. These cards give you a better effect if that instrument is unbroken when the card takes effect. You don’t need to smash the instrument; the better effect just happens.

**Example:** Adonis plays “Rhythmic beatdown” while his drum is intact. Each other player loses 2 Fortitude. Nothing happens to the drum. Adonis gets the better effect simply because the drum is intact when “Rhythmic beatdown” resolves.

**Example:** Adonis plays “Rhythmic beatdown” while his drum is intact. In response, Gog plays “Stop poking Gog” to Ignore the Fortitude loss. In response to that, Adonis plays “Nope. Try again”, choosing to smash his drum to Negate Gog’s card. Since Adonis doesn’t have his drum when “Rhythmic beatdown” resolves, each other player (including Gog) loses 1 Fortitude, not 2.





# The Lich King

This ancient skeletal mage has transferred part of his essence and power to his severed hand, making him highly resistant to attack by the good guys. But even this near-immortal embodiment of evil enjoys a pint at the tavern once in a while!



## Fingers

The Lich King starts the game with just 13 Fortitude instead of the normal 20. However, he also starts the game with 5 fingers on the matching spots on his player mat.



Whenever a card or effect would affect your Fortitude or Alcohol Content, you may detach a finger to Ignore that card or effect. A finger may Ignore all card types such as Action, Sometimes, Anytime, Drink, Event, etc., as well as non-card effects such as Natyli's Debuffs and Amundyr's Scarabs. When you detach a finger, remove it from your player mat. A detached finger with a ring on it becomes part of your Stash of Gold (see below).

When you detach a finger to Ignore an effect, it counts as though you played a Sometimes Card to Ignore that effect. This means that players may Negate a finger's Ignore effect with cards like "I don't think so!" or "Nope. Try again." Players may also Negate a finger's effect with "The Wench thinks you should stop playing with the drinks" if the finger was detached to Ignore a Drink. If a finger's Ignore effect is Negated, you do not get to reattach the finger.

## Fingers as Gold

A finger with a ring on it (attached or detached) may be used as if it

were a Gold piece. If you use an attached finger in this way, it does not provide its normal Ignore ability. If you pay a finger to another player as Gold, it then counts as a Gold for that player, so they can pay it to the Inn or to another player, and so forth.

## Other Rules

Some cards refer to **attached** or **detached** fingers. An attached finger is one on your player mat. A detached finger is one that isn't on your player mat, including ones you have paid to the Inn or to another player as a Gold. Any card that refers to the number of attached or detached fingers checks that number *when the card takes effect*. This could be different from the number when you played the card!

If a card or effect says it can't be Ignored, that restriction still applies. You may not Ignore such a card or effect by detaching a finger. Note that this means that you could potentially lose the game while you still have attached fingers, so be careful!

## Card-Specific Notes

**I'm planning our next encounter:** Unlike some cards that end your turn, this one does not cause you to be "out of the game" for a time. It simply ends your turn. If you end your turn during a team game, your teammates still continue with the turn.

**FIREBALL!:** You may not target the same player multiple times. If you target multiple players on the same team, then the Fortitude loss effects targeting those players are combined. As usual, a single Ignore or redirection effect is sufficient for the entire team.

**I can count on one hand the number of times I've escaped death!:** A "detached finger you control" is a finger that isn't on your player mat and that you have not paid to the Inn or to another player as Gold.

**My grip isn't what it used to be!:** This card reduces **all** numeric effects of the Drink being affected, not just its Alcohol Content.

**Talk to the hand:** This card reduces **all** numeric effects of the Action, Sometimes or Anytime Card being affected, not just the part of it that affects your Fortitude.

**Example:** Amundyr plays "I see you've met Itsy and Bitsy!" on The Lich King. He plays "Talk to the hand". He loses 0 Fortitude (instead of 1) and gains 1 Scarab (instead of 2).

**You're all so... alive! Let's fix that:** This card affects each player who isn't on your team. You gain Fortitude only for the Fortitude that was actually lost. If the Fortitude loss is reduced or Ignored, you will gain less (or none).

The Red Dragon Inn: Adonis vs. The Lich King, First Edition  
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