

The Red Dragon Inn

Keet and Nitrel



Keet the Treasure Hunter

Artifacts

In addition to his Character Deck, Keet has an 18-card Artifact Deck. Each Artifact Card counts as a Gold piece. However, when Keet “discovers” an Artifact by turning it face up, that Gold piece may also have other effects!

At the beginning of the game, shuffle the Artifact Deck. Instead of starting the game with 10 Gold (or 8 or 12, depending on the number of players), Keet starts with that many Artifacts. Place those cards face down near your player mat. Do not look at them yet. Remove the unused Artifact Cards from the game face down. They will not be used until the next game.

Each player other than Keet starts with Gold pieces, as normal.

For the purpose of all game rules, an Artifact (face up or face down) counts as a Gold. An Artifact may be anted in a Round of Gambling, used to pay the Inn, used to pay other players, etc. A player is not kicked out of the tavern unless they have no Gold *and* no Artifacts (this applies to all players, not just Keet).

Artifact Types

Most Artifacts have a subtype that tells you how it is used:

Static - A Static Artifact is “always on”. Static Artifacts look for a certain game event (like losing Fortitude) and alter that event as it happens.

Triggered - Triggered Artifacts also look for a certain game event, but they cause an extra effect to happen immediately after that event. If an effect from a Triggered Artifact causes you to lose Fortitude, that does not count as a player making you lose Fortitude. So, for example, you can’t play a hit-back card against Keet in that instance.

Action, Sometimes or Cheating - Artifacts with these subtypes may be played as though they were a card in your hand of that type. Discard the Artifact to the Artifact discard pile after you play it. A discarded Artifact is out of play and no longer counts as a Gold, so playing an Artifact for its effect means that you are losing a Gold!

If an Artifact has no subtype, it also has no effect, so it simply counts as a Gold piece.

An Artifact must be face up to have any of its effects. A face-down Artifact simply counts as a Gold piece.

If Keet discards a face-down Artifact, it is discarded, then revealed. The effects on that card never happen (this includes effects that trigger on the card being turned face up).

Revealing Artifacts

Some cards in Keet’s Character Deck instruct him to reveal an Artifact. To do this, choose a face-down Artifact in your Stash and turn it face up. If it is a Triggered Artifact with an immediate effect, resolve that effect. Once an Artifact is revealed, it remains face up in front of its controller. (Note that Keet’s Immediate Artifacts behave a little differently than Lizwick’s Immediate Items, which are discarded after they take effect.)

Whenever a player other than Keet gains a face-down Artifact, that player immediately reveals it (and resolves its Triggered effect, if appropriate). That player must reveal the Artifact before taking any other game actions such as playing an Anytime Card.

Artifacts as Gold

Whenever you must pay the Inn or another player, you may choose to pay with a face-up or face-down Artifact you control instead of a Gold piece. The player losing Gold makes this choice unless the card specifically says otherwise.





Example: Keet has a face-up *Gleaming Gem of Inebriation* in front of him. Eve plays “Tip me, I’m the Wench” on Keet. Keet happily gives Eve his *Gleaming Gem* (and the negative effect that goes with it!) Eve may not choose to take a different Artifact or a Gold from Keet.

Example: Kaylin controls a *Box of Banishing* that she got from Keet. Keet plays “Let me take a closer look at that” to take back the *Box of Banishing*. In this case, Keet’s card specifically allows him to take an Artifact of his choice from a player.

Taking an Artifact from a player counts as affecting that player’s Gold.

Example: Kaylin controls a *Box of Banishing*. Keet plays “Let me take a closer look at that” to take back the *Box of Banishing*. Kaylin plays “Poof!” to Ignore Keet’s card and keep the *Box of Banishing*.

If a player plays a card that allows them to take Gold from the Inn, they must take Gold unless the card specifically allows them to take an Artifact. (Only Keet’s card “I’ll take that!” allows this.)



Example: Over the course of the game, several Artifacts have been discarded. Brother Bastian plays “Prayer of Providence”, which allows him to gain Gold from the Inn. He may not take any of the discarded Artifacts. He must take actual Gold pieces.

If Phrenk wishes to sell a Potion to Keet, he may specify that he will only sell in exchange for a particular face-up Artifact. For example, he could say “I’ll sell you this Dragon Breath Potion, but only if you pay me with that *Box of Banishing*.”

Artifacts and Gambling

Face-up or face-down Artifacts may be ante to the pot during a Round of Gambling. When you ante a face-down Artifact, first look at it, then put it into the pot face down. Once you look at an Artifact in this way, you must then ante it. You may not look at the face-down Artifact, then change your mind and ante something else.

When any player (including Keet) wins a pot that includes face-down Artifacts, they immediately turn those Artifacts face up.

See also “Gambling” under “Other Rules” below.

Passing Out with Artifacts

If you pass out while you have Artifacts, first distribute your Gold

to the remaining players as normal. Then, turn your Artifacts face down, shuffle them, and distribute them in the same way. Give half of them, rounded up, to the Inn by discarding them, then distribute the rest evenly to the remaining players, with any remainder that can’t be distributed evenly going to the Inn.

If a player (including Keet) gains an Artifact in this way, they immediately turn it face up and resolve any applicable Triggered effects. Any face-down Artifacts that go to the Inn should also be turned face up, but effects on those cards don’t happen.

Keet may play “I’ll take that!” to acquire one of the Artifacts discarded to the Inn during this process.

Artifacts are distributed in this way even if a player passing out would cause there to be only one player left in the game. Effects on those distributed Artifacts could cause other players to pass out, as well!

Example: Fiona and Keet are the last two adventurers in the game. Fiona is at 15 Fortitude and 14 Alcohol Content. Keet has several Artifacts, including a *Rusty Nail*. Keet passes out. When his Artifacts are distributed, Fiona gains the *Rusty Nail*. She turns it face up, which causes her to lose 1 Fortitude. Fiona passes out as well, and the game is a tie!



Nitrel the Sapper

Bombs

In addition to her Character Deck, Nitrel has an 18-card Bomb Deck. At the beginning of the game, shuffle your Bomb Deck and place it in the center of the table so that everyone can reach it.

Some of the cards in Nitrel’s Character Deck specify that a player gets a Bomb. When this happens, that player reveals the top card of the Bomb Deck, carries out its effects, then discards the card.



Example: Nitrel plays “Self-propelled fighting bomb” on Zot.

Zot loses 1 Fortitude, then reveals Firecrackers from the top of the Bomb Deck. Zot loses another 1 Fortitude, then discards the Firecrackers.

If a Bomb includes a choice, the player who currently controls the Bomb makes that choice.

Example: *Deirdre reveals Pot of Boom. She chooses to pay 1 Gold to pass it to Joran, who then chooses to pay 1 Gold to pass it to Nitrel. Nitrel is getting low on Gold, so she chooses to lose 3 Fortitude.*

If a card has other effects in addition to giving a player a Bomb, resolve all effects on the original card, then reveal and resolve the Bomb separately.

If the Bomb Deck runs out of cards, shuffle the Bomb discard pile and use that as the new Bomb Deck.

Bombs and Gambling

Several cards allow a Bomb to be added face down to the pot during a Round of Gambling. When this happens, the player who wins the pot reveals all Bombs in the pot, then carries out their effects in the order of their choice. If no player wins the pot, any Bombs in the pot are discarded face up and do not take effect. (Note that Nitrel herself can get Bombs by winning a Round of Gambling!)

See also “Gambling” under “Other Rules” below.

Responding to a Bomb

The effects of a Bomb may be reduced, Negated, Ignored or responded to as though they came from an Action Card played by Nitrel. (Note that this is a little different from Keet’s Triggered Artifacts, whose effects do not come from any player.)

Example: *After winning a Round of Gambling with a Bomb in the pot, Gerki reveals that Bomb to be Big Badda Boom. He doesn’t want to lose 4 Fortitude or discard his hand, so he plays “Hide in shadows” to Ignore the Bomb.*

Example: *Nitrel gives Sera a Bomb. Sera reveals Greater Firecrackers. Sera loses 2 Fortitude, then plays “Swift counterattack” to hit Nitrel back, so Nitrel also loses 2 Fortitude.*

Example: *Nitrel plays “Don’t worry! They’re perfectly safe.” to give Ozrik a Bomb. Ozrik reveals Backfire, which says “Nitrel loses 1 Fortitude”. Nitrel cannot hit Ozrik back, since the Fortitude loss from Backfire counts as though it came from Nitrel herself.*

If a player Negates or Ignores a card that would give them a Bomb, they do not get a Bomb. However, a card that does nothing but give you a Bomb is not affecting your Fortitude, Alcohol Content or Gold.

Example: *Nitrel plays “Don’t worry! They’re perfectly safe.” to give Kaylin a Bomb. Kaylin may **not** play “Poof!” here, because Nitrel’s card does not affect Kaylin’s Fortitude, Alcohol Content or Gold. However, Kaylin **may** play “Poof!” on the resulting Bomb if that Bomb affects one of those attributes.*

Other Rules

The Artifacts in Keet’s Stash do not count as a deck. They are simply Artifact Cards.

Gambling

If a player plays a card that allows them to steal a Gold from the pot during a Round of Gambling, they may steal a Gold piece, an Artifact or a Bomb of their choice from the pot. If they steal a face-down card, they immediately reveal it. If it is a Bomb or a Triggered Artifact with an immediate effect, they resolve that effect. Note that, in most cases, stealing a Bomb from the pot would be a very bad idea!

If Captain Whitehawk plays “What a coincidence, I happen to have the same hand!” to split the pot with the winner, and that pot contains Artifacts and/or Bombs, the original winner of the pot chooses the objects (Gold pieces, Artifacts, Bombs) in the pot that go to Captain Whitehawk. The Captain receives half of the total number of objects, rounded down. The original winner may not look at any face-down cards in the pot until after the split with Captain Whitehawk is decided.

Example: *Phrenk wins a Round of Gambling in which the pot contains a face-down Artifact, a face-down Bomb and 5 Gold. When he collects the pot, Captain Whitehawk plays “What a coincidence, I happen to have the same hand!” to split the pot with Phrenk. Phrenk chooses to keep the Artifact and give the Bomb and 2 Gold to the Captain. Phrenk and the Captain then reveal their face-down cards. They are a Rusty Nail and Firecrackers. Phrenk and the Captain each lose 1 Fortitude.*

Wrench’s Gizmos

Gizmos may not gain Artifacts. If a Gizmo would gain an Artifact, that part of the card does nothing.

Example: *Keet plays “Throw you the idol? All right, you asked for it!” on one of Wrench’s Gizmos. The Gizmo loses 3 Fortitude. Neither the Gizmo nor Wrench gain an Artifact or Gold.*

Gizmos may not get Bombs, and may not have Bombs passed to them. If a Gizmo would get a Bomb, Wrench gets it instead.

Example: *Nitrel plays “Self-propelled fighting bomb” on a Gizmo. That Gizmo loses 1 Fortitude, then Wrench gets a Bomb.*

Example: *Fiona gets a Pot of Boom. She may **not** pay 1 Gold to pass the Bomb to a Gizmo, but she **may** pay 1 Gold to pass it to Wrench.*

A card that affects each player’s Fortitude, such as Spitfire Spinner, affects Gizmos in addition to players.



If a player reveals Goblin Candle, that player *may* choose a Gizmo when the Bomb asks them to pick another player.

Example: Fiona gets a Goblin Candle. She chooses a Gizmo as the "other player". Fiona and that Gizmo each lose 2 Fortitude.

Card-Specific Notes

Cursed Idol of Doom: If a player gains this Artifact as a result of "Ouch! Look what you made me drop!" or "Throw you the idol? All right, you asked for it!", that player loses the normal amount of Fortitude, since the Cursed Idol is not transferred to that player until *after* they lose Fortitude.

If a player gains the Cursed Idol of Doom and either the Rusty Nail or a face-down Rabbit's Foot at the same time, the Fortitude loss from the Triggered Artifacts will be increased by the Cursed Idol.

Drinkspllosion: If this card is revealed in a team game, each player that isn't on Nitrel's team gains 1 Alcohol Content.

Gleaming Gem of Inebriation: This card does not change the Alcohol Content of your Drink. It simply changes the effect you take from that Drink. (This can be relevant in a Drinking Contest.) If Fiona plays "Nothing like a little belt of liquid courage!" or Dimli plays "Uuurp! That hit the spot!", they gain Fortitude equal to the original Alcohol Content of the Drink. The Gleaming Gem does not affect the Fortitude gain.

If a player gains 3 or more Alcohol Content from a Drink due to the Gleaming Gem of Inebriation, the Medal of Revelry will trigger if it is in play face up.

Goblin Candle: The player that gets this Bomb chooses another player (they *may* choose Nitrel). Those two players each lose 2 Fortitude. This Fortitude loss counts as though it came from an Action Card played by Nitrel, so either or both of those players may play a card to Ignore it or hit Nitrel back!

Example: Wizgille gets a Goblin Candle. She chooses Gog as the other player. Wizgille and Gog each lose 2 Fortitude, then both choose to hit Nitrel back, with "I believe your attitude needs some percussive maintenance!" and "That not hurt! This hurt!" Nitrel loses 4 Fortitude.

Let me take a closer look at that: Since this card is an Anytime Card, you may play it in response to a card that would make someone pay Gold to the Inn, such as "Wench, bring some drinks for my friends!" In such a case, "Let me take a closer look at that" would resolve first.

Leviathan (RDI 4): Leviathan Ignores all effects other than Fortitude loss on an Action Card played against it. So, for example, Leviathan cannot gain an Artifact from Keet's "Throw you the idol", nor can it reveal a Bomb from Nitrel's "Self-propelled fighting bomb".

Lodestone of Legend: This card's effect only triggers if it is face up when you lose it. If you pay it to someone when it is face down, they reveal it, but you don't draw cards. Similarly, if you ante it face down during a Round of Gambling, you don't draw cards. If you ante it when it is face up, you draw 2 cards when you ante it, even if you later gain it back for winning the Round of Gambling.

Medal of Revelry: If one or more players gain 3 or more Alcohol Content from Drinks during a Drinking Contest, first resolve the Medal of Revelry's triggered effect, then continue resolving the Drinking Contest. This means that the Medal will be transferred *before* players must pay Gold to the winner of the Drinking Contest.

If a player gains 3 or more Alcohol Content from a Drink due to the Gleaming Gem of Inebriation, the Medal of Revelry will trigger if it is in play face up.

The "you" in the text of this (or any) card always refers to the card's controller, so if multiple players gain 3 or more Alcohol Content at the same time, the Medal's current controller will choose which of those players gets the Medal.

Rabbit's Foot: If this Artifact is already face up, gaining control of it does not cause it to retrigger.

Spitfire Spinner: If this card is revealed in a team game, each player that isn't on Nitrel's team loses 2 Fortitude.

Three-Headed Hydra: As with any Bomb, you may Ignore it as though it were an Action Card played by Nitrel. Discarding cards is an additional means you can use to avoid the Fortitude loss.

Timepiece of Temporal Translocation: If a player other than Keet plays this Artifact to end their turn, Keet may play "I'll take that!" to gain control of the Timepiece, even though the player's turn is ending.

Tip the Wench: The Wench would like to remind you that you may choose *yourself* as the player who will be giving a tip! This can be very useful when you have a detrimental artifact in front of you, such as the Gleaming Gem of Inebriation.

Twinpopper: If Nitrel herself gets this Bomb (because she won it in a Round of Gambling, for example), she loses a total of 1 Fortitude, not 2.

Urn of Earning: If this Artifact is already face up, gaining control of it does not cause it to retrigger.

