The Red Dragon Inn

Witchdoctor Natyli

Natyli is an impulsive young troll who likes to make dolls of her friends and the monsters that she comes across in the dungeons. These aren't normal dolls, though. They are magical, and she can use them to affect whomever the doll looks like, for good or ill. After foolishly using her dolls to prank the village elders, her uncle, Brewmaster Phrenk, decided that she'd probably be better off with his adventuring friends, where at least they could prank her back.

Setup: Take your six Debuff Tokens and place them near your Player Mat.

You will need a Drink Deck from another Red Dragon Inn product to play.

Some of Witchdoctor Natyli's cards allow her to give Debuff Tokens to the other players in the game. These Debuffs cause those characters to temporarily get a little weaker:

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 Natyli. *(The additional Fortitude loss comes from the Debuff, not from a player, a Drink or an Event.)*

Example: Zot has a Pain Curse. Gerki plays "How did this get stuck in your back?" on Zot. Zot loses 2 Fortitude, then loses 1 additional Fortitude from the Pain Curse. He then returns the Pain Curse Token to Natyli.

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 Natyli. *(The additional Alcohol Content gain comes from the Debuff, not from a player, a Drink or an Event.)*

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 Natyli.

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 Natyli 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 Natyli.

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, although they DO affect all other numerical values on Serena's cards.

Example: Serena has a Power Jinx and is at 3 Piety. She plays "Blasphemer!" on Eve. Eve loses 2 Fortitude. The numbers in Serena's Piety icons are not affected by the Power Jinx, but the amount of Fortitude Eve loses is affected. At the end of Serena's Action Phase, she returns her Power Jinx Token to Natyli.

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

Other Rules

A player may have multiple Debuff Tokens of the same or different types. The effects of multiple Debuff Tokens stack.

Example: Gog has two Pain Curses and a Mind Hex. He drinks Troll Swill during his Drink Phase. He gains 1 Alcohol Content and loses 1 Fortitude from the Troll Swill. He then gains 1 more Alcohol Content from the Mind Hex and loses 2 more Fortitude from the Pain Curses! He then returns all three Debuff Tokens to Natyli.

A player must actually lose Fortitude to be affected by a Pain Curse, and must actually gain Alcohol Content to be affected by a Mind Hex.

Example: Deirdre has a Pain Curse. Gerki plays "How did this get stuck in your back?" on Deirdre. Deirdre plays "Stop being silly!" to Ignore the Fortitude loss. Deirdre loses no Fortitude. Her Pain Curse remains, though, so when Deirdre next loses Fortitude, it will still apply!

Natyli is never affected by her own Debuff Tokens.

Natyli has two of each type of Debuff Token. Once she gives a Debuff Token to a player, that Token remains on that player until it is returned to Natyli, as described above. Natyli may not choose to take back assigned Debuff Tokens in order to give them out to different players.

If a player with Debuff Tokens loses the game, that player's Debuff Tokens are returned to Natyli.

If Natyli loses the game, her Debuff Tokens are removed from the game and no longer affect the debuffed players. Remember, though, that if a player is losing the game, you must first resolve all pending effects before that player actually loses:

*Example: Dimli is at 10 Fortitude and 8 Alcohol Content. He has a Pain Curse. Natyli is at 10 Fortitude and 9 Alcohol Content. Kaylin plays "Do **not** mess with me!" to make each other player lose 1 Fortitude. Natyli and Dimli each go to 9 Fortitude. Natyli is about to pass out, but first, all pending effects are resolved (and each player gets a chance to play cards). Since Dimli's Pain Curse creates a pending effect, Dimli loses 1 more Fortitude, bringing him to 8. Both Natyli and Dimli pass out and lose the game.*

If a player takes a Drink, then takes extra Alcohol Content from a Mind Hex, that does not alter the Alcohol Content of the Drink itself. This can be relevant in a Drinking Contest, for example.

Example: Fiona has two Mind Hexes. During a Drinking Contest, she reveals Elven Wine (3 Alcohol Content) and Deirdre reveals Dwarven Firewater (4 Alcohol Content). Fiona gains a total of 5 Alcohol Content, but Deirdre wins the Drinking Contest.

Redirecting Damage

Some cards, such as "It's all fun and games until someone *else* gets hurt" allow damage to be redirected from one player to another. When this happens, the game treats the Fortitude loss as though it came from its original source.

It's all fun and games until someone *else* gets hurt.
Sometimes

You may play this when a player would make you lose Fortitude. The damage is redirected to a different player of your choice (not the player who attacked you).

If there is only one other player in the game, Ignore an Action, Sometimes or Anytime Card that affects your Fortitude.

*Example: Captain Whitehawk plays "I won't stand idly by while you insult the Drake!" to make Natyli lose 3 Fortitude. Natyli plays "It's all fun and games until someone **else** gets hurt" to redirect the damage to Bryn. After the damage resolves, Bryn plays "You wanna play, huh?" to make the player who hit her lose 2 Fortitude. Bryn's card causes the Captain to lose 2 Fortitude, not Natyli.*

If a card says that it redirects Fortitude loss, it does not redirect any other effects on the redirected card.

*Example: Remy plays "Take this as a warning! Next time it'll be the brig" to make Natyli lose 2 Fortitude and become marked. Natyli plays "It's all fun and games until someone **else** gets hurt" to redirect the damage to Gog. Gog loses 2 Fortitude, but Natyli still becomes marked.*

If multiple redirection effects would apply to a damage effect, each redirection effect applies exactly once. The effects are applied in the order they were played.

Uh oh, your doll has a loose stitch!
Action

Pick another player. They lose 1 Fortitude and gain a Power Jinx.

*Example: Natyli plays "Uh oh, your doll has a loose stitch!" to make Bryn lose 1 Fortitude and gain a Power Jinx. Bryn plays "Stop hitting yourself!" to redirect the damage back to Natyli. Natyli plays "It's all fun and games until someone **else** gets hurt" to redirect the damage to Fleck. Fleck loses 1 Fortitude, and Bryn gains a Power Jinx.*