

The Red Dragon Inn

Ohava, the Grand Cleric

Ohava is the leader of Greyport's Great Temple, a unified place of worship for the All-Mother Rhean and her four children, the Great Divines: Korash, God of the Sun, Elaana, Goddess of the Moon, Farnir, Lord of the Land, and Shalni, Lady of the Sea. These four are a rather fickle lot, however, frequently in discord with one another. Ohava uses her influence to try to bring these deities into harmony, thereby earning her the favor of the All-Mother.

Setup: Place your four Deity Cards near your player mat with their full-color sides down.

The Great Divines

Ohava's Deity Cards represent each of the Great Divines. They each start in **discord**. Flipping one over to its full-color side makes it **harmonious**.

Many of the cards in Ohava's Character Deck have an icon in the bottom left.



Korash



Elaana



Farnir



Shalni

If you play a card with an icon, then after all effects on that card have resolved, flip over the corresponding Deity Card. So, if the Deity Card is in discord, it will become harmonious, and if it is harmonious, it will go to discord. Flipping a Deity Card in this way is mandatory.

Harmony Bonuses

Hand Size Bonus: Whenever three or more Deities are in harmony, Ohava's hand size is increased by one. As with other changes to hand size, this only matters during your Discard and Draw Phase, or when a card effect specifically cares about your hand size. More specifically, turning a third Deity harmonious does not make you immediately draw up to an increased hand size.

Numeric Effects Bonus: Whenever all four Deities are in harmony, all numeric effects on Ohava's Character Cards are increased by one. This bonus is in addition to the increased hand size mentioned above.

Other Rules

If a card with a Deity symbol is Ignored by any player, the Deity Card still flips. **If a card with a symbol is Negated, nothing flips.**

The numeric effects bonus only applies to Ohava's own Character Cards. It does not apply to other cards she might play, such as Prize Cards, Phrenk's Potions or Murgath's Blessings.

Whether or not Ohava gets +1 to numeric effects is checked on resolution, so the state of the Deities could be different from when she played the card.

Example: All four Deities are harmonious. Ohava plays "Oh, that holy water must have gone bad" on Fiona. Normally this card would make her lose 1 Fortitude and gain 1 Alcohol Content, but four harmonious Deities will cause both of those numeric effects to be increased by 1. Fiona plays "Luckily for me, I was wearing my armor" to Ignore Ohava's card. Ohava plays "I don't think so" to Negate Fiona's card. However, "I don't think so" causes Shalni to go into discord. When Ohava's original card resolves, Fiona loses 1 Fortitude and gains 1 Alcohol Content.



Murgath the Blessed

We all know the story of the adventurer who has the misfortune of being stuck with a cursed item. But what about the villain who is stuck with a blessed item...?

The evil Blackguard Murgath gained possession of the holy sword Banefall when he looted it off the body of a defeated hero, and now he can't figure out how to get rid of it. Banefall does everything she can to thwart Murgath's evil might. She can't completely stop him, but she can give her blessings to those unfortunate targets of his wrath.

Setup: Shuffle the Blessing Deck and put it where everyone can reach it. Make sure you remove the Boss cards from your Character Deck unless you are playing the Boss Battle variant from RDI 6. (Boss cards have dragon heads in the upper corners.)

Blessings

Some of Murgath's cards give players Blessings. When a player gets a Blessing, they draw a card from the Blessing Deck and add it to their hand.

Most Blessings have a subtype of Action, Sometimes or Anytime which tells you when you can play them. Blessings count toward your hand limit, so if you hold on to one during your Discard and Draw phase, that's one less card you'll draw from your deck.



Many Blessings have a heart in the upper left. A number in the heart means that the card can be played as though it were an Anytime Card with the ability “Gain [X] Fortitude,” where X is the number in the heart. If you play a Blessing to gain Fortitude, you do not get the other effect and vice versa, so you’ll have to choose which effect you want to get from a Blessing Card in your hand.

When you play a Blessing, put it in the Blessing discard pile. If the Blessing Deck runs out, shuffle the Blessing discards and use that as the new Blessing Deck. In the unlikely event that you can’t draw a Blessing because all of them are in players’ hands, you don’t get one.

If Murgath is eliminated from the game, any Blessing Cards in players’ hands remain.

Other Rules

Many of Murgath’s cards say that “a player that loses Fortitude in this way gets a Blessing.” This counts any player(s) that happen to lose Fortitude from that card, including Murgath himself. This can be relevant with cards like Eve’s “Share Pain” or Bryn’s “Stop hitting yourself!”

A player may never gain multiple Blessings from the same card.

Example: Murgath plays “Cleave”, targeting Eve and Fiona. Eve plays “I’m not Eve! She’s over there!” to redirect her damage to Fiona. Fiona loses 6 Fortitude, but only draws 1 Blessing.

Remember that if you are about to pass out, you still have another chance to play cards to save yourself! This means that you could take game-losing damage from Murgath, then draw a Blessing and play it to heal yourself back into the game!

Playing a Blessing for healing counts as playing an Anytime Card, so, for example, it can be Negated by Captain Whitehawk’s “That’s quite enough of your shenanigans!” (from RDI 4).

If one of Wrench’s Gizmos would get a Blessing, Wrench gets it instead. If one of Torglesnarf’s Minions would get a Blessing, Torglesnarf gets it instead. However, this can never cause Wrench or Torglesnarf to get more than one Blessing from a single Murgath card.

Card-Specific Notes

Blessing of Protection: You may not use this card to retroactively reduce the Fortitude loss that caused you to draw that Blessing, since you only get the Blessing *after* losing the Fortitude.

Elaana’s kindness: If Elaana is harmonious and you play this card on yourself, it does not count as you losing Gold, so you may not play “Shouldn’t we get a senior discount?” to flip a Deity Card.

I wouldn’t do that if I were you: You may play this card on any

player, including yourself. If the targeted player’s deck has fewer than 5 cards, look at the remaining ones, then they shuffle their deck, then you look at more cards until the total you’re looking at is 5.

Yes, in fact, this is Unholy Paladin Armor!: If Boss Murgath gets both of these cards in play, then each instance of Fortitude loss is reduced by 2.

The Prize Variant

Some promotional cards, including Rose-Colored Glasses 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” (from RDI 2). 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.



The Red Dragon Inn: Ohava vs. Murgath, Third Edition
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