

The Red Dragon Inn

Piper, Eagle-Eyed Sniper

After helping our heroes save the town in the Battle for Greypoint, Piper, the Eagle-Eyed Sniper, has proven herself worthy of a spot at the table at The Red Dragon Inn. This veteran ranger and bounty hunter is ready to snipe some bad guys - and she never misses a shot.

Piper has a 35-card Character Deck and a 14-card deck of Arrow Cards called her **Quiver**.

Setup: Shuffle your Quiver and leave it near your Player Mat. Draw 1 card from your Quiver and 6 more from your Character Deck, for a total of 7 cards. Keep your Arrow Card discard pile separate from your Character Deck discard pile, as indicated on your Player Mat.

Arrow Cards

If you are playing as Piper, then **during your Discard and Draw Phase, your first draw comes from your Quiver** (even if you already have Arrow Cards in your hand). The rest of your draws come from your Character Deck. Your hand size is 7 as normal, and any Arrow Cards in your hand count toward that.

When you draw cards at times other than your Discard and Draw Phase (for example, if a Drink or Event makes you draw cards), **all** of the draws come from your Character Deck as normal.

Arrow Cards you draw count as part of your hand. If an effect would make you reveal your hand, show it to another player, discard cards from it, etc., the Arrow Cards are part of that.



Arrow Cards have a subtype of Action or Sometimes. Sometimes Arrows may be played just like normal Sometimes Cards.

During your Action Phase, you may play **either** one Action Card from your hand **or** as many Arrow-Action Cards as you like. Play and resolve each of those Arrow-Actions one at a time.

If your Quiver runs out, do not reshuffle it. You simply don't draw any more Arrows. If your Quiver is empty, all of your

draws come from your Character Deck as normal. (If your Character Deck runs out, reshuffle it as you would for any other character.)

Other Rules

Some cards cause you to draw more Arrows. If you are in the middle of playing multiple Arrow-Action Cards during your Action Phase and you happen to draw more Arrow-Action Cards, you may play those as well.

If you start your turn with more than 7 cards, you may choose to keep them all and draw no new cards. In this case, you draw from neither your Quiver nor your Character Deck.

Ripsnarl, Bad Dog

Ripsnarl is a fearsome shapeshifting brawler who loves being a werewolf. His human alter ego is a scrawny, sniveling jerkbag who is constantly trying to get back into wolf form, even when the moon isn't full. He manages to stay a werewolf frequently, but he still slips into human form once in a while, where he quietly plots and broods angrily while trying to turn back into his preferred form.

Setup: Put your square Form Marker near your Player Mat, with its human side up. Put your three Fury Tokens nearby. (If you are playing a Boss Battle as Ripsnarl, use your circular Form Marker and only two Fury Tokens instead. See "Boss Battle" below.)

Ripsnarl's Form

Many cards in Ripsnarl's deck tell you to **Turn Human** or **Turn Wolf**. If you play one of these cards, turn your Form Marker to the appropriate side. Changing form is usually (but not always) the last thing that happens in a card's effects. As usual, when you play a card, follow its instructions in order.

Cards that could potentially change your form include the bronze moon icon in the upper left as a reminder. However, the icon has no specific gameplay meaning. It is always the card text that tells you whether or not to change form.



If an effect would turn you into a human or wolf, but you are already in that form, you simply stay in that form.

Some of Ripsnarl's cards have a different effect depending on your form. Check your form when the card resolves, and note that this could be different from your form when you played the card!

You must follow all instructions corresponding to whatever form you're in. You may not choose to leave out the form-based effects.

Fury

While Ripsnarl is in human form, he gets increasingly angry at not being his freewheeling werewolf self. Some cards cause Ripsnarl to gain Fury while he is human. He may gain a maximum of 3 Fury, placing them onto his Form Marker.



If Ripsnarl would gain Fury while in werewolf form, he doesn't gain any. If Ripsnarl would gain Fury but he already has 3 Fury, he doesn't gain any.

When Ripsnarl becomes a werewolf, he removes all Fury Tokens from his Form Marker. The Fury he has accumulated turns into damage he deals to other players, with each Fury causing 1 Fortitude loss. These effects count as though they came from Sometimes Cards played from Ripsnarl's hand - one Sometimes Card per player targeted. The Fury damage effects may target the same player or different players, and each player must respond separately. Ripsnarl must choose the targets for *all* of his Fury before *any* player responds.

Example: Human Ripsnarl has 3 Fury Tokens on his Form Marker. He turns into a werewolf. He chooses Ohava to lose 1 Fortitude and Piper to lose 2. Piper plays "I don't think so!". Ohava loses 1 Fortitude and Piper loses no Fortitude - Piper's Negate effect stops both Fury Tokens coming her way, but it does not affect the damage heading to Ohava.

Example: Human Ripsnarl has 1 Fury token on his Form Marker. He turns into a werewolf and chooses Deirdre to lose 1 Fortitude. Deirdre loses 1 Fortitude, then plays "My Goddess doesn't like that!" to hit Ripsnarl back. Ripsnarl loses 2 Fortitude.

Boss Battle

When playing Ripsnarl as the Boss in a Boss Battle, use the circular Form Marker instead of the square one. When Boss Ripsnarl is in human form, he starts with 1 Fury automatically, which is printed directly onto the Form Marker. (He may still have a maximum of 3 Fury, so you will only need two of the three Fury Tokens in a Boss Battle.)

In a Boss Battle, all of Ripsnarl's Fury damage can be Ignored as though it were a single Sometimes Card, since the Challengers have shared defense. Make sure that you switch form frequently to get maximum benefit from that free Fury!

For more information about the Boss Battle Variant, see the RDI 6 rules, at <http://slugfestgames.com/rdi6resources/>.

Card-Specific Notes

Arrowrang: When this effect goes around the table, it skips non-players such as Wrench's Gizmos and Torglesnarf's Minions. If you target a Gizmo or Minion initially with this card, the Gizmo or Minion loses Fortitude, then the effects proceeds to the player after Wrench or Torglesnarf, skipping all other Gizmos and Minions after that.

I'll save this for a little "Hair of the Dog": Attempting to reduce a Drink's Alcohol Content below 0 reduces it to 0 instead. If a Drink already has 0 or less Alcohol Content (such as Water or Coffee), reducing its Alcohol Content does nothing. However, Ripsnarl may still play this card on such a Drink for its other effects.

I'm the top dog around here!: If no other player has more Fortitude than you, you may not play this card's first effect.

No thanks, I'm good: This card may not be used to Negate a card that would Order you Drinks or otherwise put cards onto your Drink Me! Pile. The phrase "give a Drink to you" refers only to an effect that would pass an already-revealed Drink to you.

Oooh, target practice!: Remember that a healing Drink like Wizard's Brew counts as affecting your Fortitude even if you happen to be at full health, so you may play this card to Ignore it.



The Prize Variant

Some promotional cards, including Bag of Holding 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.

For more information about the Prize Variant, including card-specific interactions, visit <http://slugfestgames.com/rdi-the-prize-variant/>, or scan the QR code on the back of a Prize Card!

The Red Dragon Inn: Piper vs. Ripsnarl, Third Edition
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