

## The Characters

### Wizgille the Tinkerer

Wizgille is a Gnomish Artificer. Her brilliance with gadgets is surpassed only by her enthusiasm for tinkering with them—often with disastrous results...

**Setup:** Shuffle the Gear Deck and place it next to your Player Mat. Leave space near your Player Mat for a Gear Deck discard pile.



Many of the cards in Wizgille's Character Deck have gears in their title box. These are her Device Cards. Whenever you play a Device Card, reveal the top card of your Gear Deck and add its effects to the Device Card. The Device Card and its attached Gear Card(s) are treated as a single card with the combined effects. No player may respond to the Device Card until its Gear Card has been revealed. (This is analogous to the rule that treats a Drink Card with Chasers as a single Drink.)

If a Device Card allows you to choose between one or more effects (such as "Not now! I still need to recalibrate everything!"), a Gear Card is revealed regardless of which effect is chosen.

Some effects on Gear Cards require you to choose one or more players. This choice is independent of any choices you may have made for the original Device Card.

If your Gear Deck runs out of cards, reshuffle your Gear Deck discard pile and use that as your new Gear Deck.



**Wizgille Example 1:** *Wizgille plays "Silly me! I didn't realize my dart shooter was loaded!" which makes a player lose 2 Fortitude. She reveals "Sorry, loose gear," which allows her to choose a player to lose 1 Fortitude. She may target different players with the Fortitude-loss effects, or she may target the same player with both. If she chooses the same player for both, it is treated as a single 3-Fortitude attack.*

Wizgille has a unique card: "I didn't activate my temporal dilation field. It's just deja vu." This card allows you to Negate nearly any card in the game, but the player whose card is Negated may play another of the same type.



**Wizgille Example 2:** *Wizgille has 1 Gold. Serena, on her Drink Phase, reveals the only card in her Drink Me! Pile. It is a "Drinking Contest!" Wizgille plays "I didn't activate my temporal dilation field. It's just deja vu" to Negate the Drinking Contest. No Drinks are revealed and no Gold changes hands. Serena must drink the next card in her Drink Me! Pile. Since she doesn't have any more drinks, she sobers up, losing 1 Alcohol Content.*



## Brewmaster Phrenk

Phrenk is a Troll Alchemist. His skill as a potionmaster is unmatched, but he's not above using his skills for the "lowly" art of creating specialty drinks for his friends.

**Setup:** Shuffle the Potion Deck and place it next to your Player Mat. Reveal the top card of your Potion Deck and place it face up near your Player Mat. Leave space near your Player Mat for a Potion Deck discard pile. It is a good idea to keep your Potion Deck discard pile visually distinct from the face-up Potion in front of you in order to prevent confusion. We recommend turning your Potion Deck discard pile 90 degrees sideways, as shown below.



**Revealing Potions:** At the beginning of your turn, before you discard and draw, reveal the top card of your Potion Deck. If you still have a Potion face up in front of you from a previous turn, you must choose whether to keep the old Potion or the newly-revealed one. Discard the other. You must make this choice before you take any other actions.

Two of the cards in Phrenk's Potion Deck are called "Brewing Mishap". When you reveal one of these cards, you must immediately discard the Brewing Mishap and your face-up Potion Card, if you have one.

If your Potion Deck runs out of cards, reshuffle your Potion Deck discard pile and use that as your new Potion Deck.



**Playing Potions:** You may play the Potion in front of you as though it were a card in your hand. Each Potion Card says whether it may be played as an Action, Sometimes or Anytime Card.

Whenever a Potion Card is played, it may be responded to just like any other card of the Potion's type (Action, Sometimes or Anytime). When the Potion resolves, follow the instructions on the card, then put the card in Phrenk's Potion Deck discard pile.



**Selling Potions:** At any time (except while revealing a new Potion on your turn), you may sell the Potion in front of you to another player for the amount of Gold indicated on the Potion Card. The purchasing player puts the Potion Card face up in front of them and may play it as though it were a card in their hand.

Both parties must agree to the sale. You may not force a player to buy a Potion, nor may another player force you to sell one.

The Potion's price is non-negotiable. Potions purchased by one player may not be resold to other players.

Players who have purchased Potions may keep multiple Potions in front of them. However, Phrenk may only have one Potion in front of him at a time, as described under "Revealing Potions."

If Phrenk loses the game or if he reshuffles his Potion Deck due to running out of cards, all purchased Potions stay where they are and can be used later.



**Phrenk Example:** Phrenk's face-up Potion is Acid Spit Potion. Because he is running low on Gold, he offers to sell it to Kaylin, who agrees. Kaylin pays Phrenk one Gold and puts the Acid Spit Potion face up in front of her. Soon after, she decides to play it against Serena. It is played and resolved as an Anytime Card, then placed in Phrenk's Potion Deck discard pile.

Remember, once you have revealed your new Potion at the beginning of your turn, you may not use or sell either Potion until you discard either the new Potion or the old one. If you wish to use or sell your old Potion, do so *before* revealing your new one!

## Kaylin the Renegade

Kaylin is a tiny Pixie Enchanter with a big chip on her shoulder. Wulfric is a wolf who is neither tiny, nor has a chip on his shoulder. Between her magical skills and his brute strength, they are a match for any dungeon's monsters.

**Setup:** Shuffle the Wulfric Deck and place it next to your Player Mat. Leave space near your Player Mat for a Wulfric Deck discard pile. Reveal the top card of the Wulfric Deck and place it on the Wulfric Deck discard pile. This is Wulfric's mood.



At the end of Kaylin's turn, after her Drink Phase, Wulfric's mood changes. Reveal and discard the top card of the Wulfric Deck. Wulfric's current mood determines a standing effect that applies to Kaylin continuously until Wulfric's mood changes again.

If the Wulfric Deck runs out of cards, leave Wulfric's current mood in place, then reshuffle the rest of the Wulfric discard pile and use that as the new Wulfric Deck.

If a Wulfric Card would adjust the numerical value of a card effect, it adjusts the card as a whole rather than the individual effects on the card.

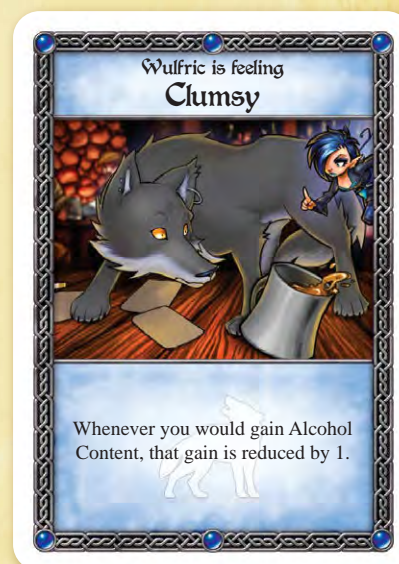


**Kaylin Example 1:** Wulfric is currently Loyal. Wizgille plays "Silly me! I didn't realize my dart shooter was loaded!" which will make Kaylin lose 2 Fortitude. She reveals "Sorry, loose gear" as her Gear Card, which makes a player lose 1 Fortitude. She chooses to target Kaylin with the "loose gear" Fortitude loss effect, as well. Wulfric's Loyal effect applies only to the card as a whole. It does not apply to each Fortitude loss effect individually. Kaylin loses a total of 2 Fortitude.



**Kaylin Example 2:** Wulfric is currently Clumsy. On her Drink Phase, Kaylin reveals Wine with a Chaser (2 Alcohol Content). The chaser is Light Ale (1 Alcohol Content). Wulfric's Clumsy effect applies to the Drink as a whole, since a Drink with Chasers counts as one Drink. Kaylin gains a total of 2 Alcohol Content.

Note that Wulfric's Clumsy effect does not alter the Alcohol Content of a Drink. It simply alters the effect Kaylin takes from that Drink. This can be relevant for cards like "The Wench thinks you should stop playing with the drinks" and "Drinking Contest!"



Wulfric has a unique card: Stalwart. When Wulfric is feeling Stalwart and Kaylin plays a card from her hand, players may not play any card that would Negate or Ignore that card. This includes "I don't think so!", "The Wench thinks you should stop playing with the drinks," and many other cards.

## Serena the Pious

Serena would have died if she hadn't been such a cute baby. The Paladins who found her could not bring themselves to slay her as they did the other Orcs in her village. Seeing no other option, they took her in and tried to raise her as one of their own. Even with her training, she is always at risk of succumbing to her chaotic Orcish instincts, so she must be ever-vigilant to stay on the righteous path.

**Setup:** Take the Piety Chart and place it near your Player Mat where the other players can see it. Take the Piety Marker and place it on 8 on the Piety Chart, as shown below.



Many cards in Serena's Character Deck indicate that they move her Piety up or down. This is shown by the orange or blue arrows on the cards. When you play one of Serena's cards, adjust your Piety by the indicated amount *after all other effects on the card have been carried out*. An "X" instead of an arrow will be explained in the card's text.

Some of Serena's cards have a better or worse effect depending on her Piety. Use the effect corresponding to your Piety *at the time that the card takes effect*. Note that this may be different from what your Piety was when you played the card!

Your Piety cannot go above 8 or below 1. If a card's effects would cause your Piety to drop below 1, it stays at 1, but you must atone for your sins by either tithing 1 Gold to the Inn or losing 1 Fortitude. If you choose to lose 1 Fortitude, you may not avoid that Fortitude loss in any way. If you are at 1 Piety and a card's effects would make you lose 2 Piety, you only need to atone once, not twice.



**Serena Example 1:** Serena, who is at 2 Piety, plays "I'm sure you did something to deserve it...", targeting Kaylin. Kaylin has no response. Kaylin loses 3 Fortitude, then Serena loses 1 Piety. Serena does not adjust her Piety until all of the card's other effects have been carried out, so Kaylin does not lose 4 Fortitude.

**Serena Example 2:** Serena is at 1 Piety. She plays "I'm sure you did something to deserve it," targeting Kaylin. Kaylin responds with "You think you're so big? Have another drink!", an Anytime Card that makes Serena drink the top Drink on her Drink Me! Pile. Serena reveals Elven Wine and decides to Ignore it with "This is not in the Paladin's Codex..." This makes her Piety go to 2. After this exchange, Serena's original "I'm sure you did something to deserve it" takes effect. Since Serena is now at 2 Piety, Kaylin loses 3 Fortitude (not 4), then Serena goes back down to 1 Piety.

**Serena Example 3:** Serena is at 6 Piety, 15 Fortitude, and 14 Alcohol Content. During her Drink Phase she reveals Dragon Breath Ale. Since the ale would cause her to pass out, she plays "This is not in the Paladin's Codex..." to Ignore the Drink. In response, Phrenk plays "I don't think so!" to Negate Serena's card. Not wanting to take any chances, Serena plays "It's time to pray," an Anytime Card which causes her to lose 2 Alcohol Content and gain 2 Piety. She then responds to Phrenk's "I don't think so!" with an "I don't think so!" of her own, which can't be Negated, because she is now at 8 Piety. "I don't think so!" Negates Phrenk's card, then "This is not in the Paladin's Codex..." takes effect, allowing Serena to Ignore the Dragon Breath Ale. (It also would increase her Piety by 1, but since she is already at the maximum, this has no effect.)