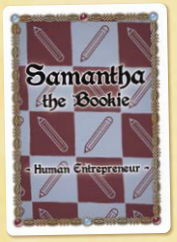
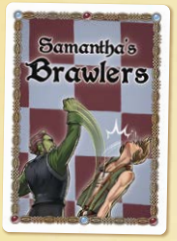

The Red Dragon Inn
Pub Crawl!
8

Components



40-card Samantha Deck



14-card Brawler Deck



Brawl Tracker Card



Brawl Tracker Token



40-card Lucky Deck



Heat Tracker Card



3 Heat Tokens



40-card Farai Deck



3 4-card Brew Decks



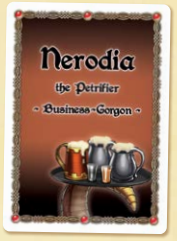
Farai Token (with base)



9 Brew Progress Tokens



40-card Phyll Deck



40-card Nerodia Deck



Nerodia Token (optional)



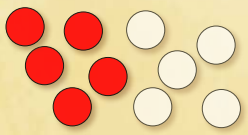
5 Player Mats



30-card Drink Deck



50 Gold Coin Tokens



Fortitude and Alcohol Content Markers (5 each)



Alternative Fortitude and Alcohol Content Tokens



11 Deck Dividers for use in *The Character Trove*

Variant Components

Team Variants (see page 10)



15-card Nerodia Boss Deck (used only in the Boss Battle Variant)



8 Potion Tokens

Prize Variant (see page 15)



2 Prize Cards

Pub Crawl Variant (see page 14)



6 Tavern Cards



8 Crawl Tokens (optional)



Party Pawn (with base)



5 6-card Tavern Drink Decks

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https://slugfestgames.com/rdi8-resources/

Introduction

Welcome to the Pub Crawl! If you have never played The Red Dragon Inn before, please read the first few pages of this document (up to "Other Rules"), plus the section describing the characters, starting on page 8. The other sections include clarifications and variants that you probably won't need during your first game.

If you have played before, pages 8 to 10 will tell you everything you need to know about the new characters. The Pub Crawl Variant is described on page 14.

Object of the Game

Keep your Gold and stay conscious. If you run out of Gold, or if your Alcohol Content is ever greater than or equal to your Fortitude, you are out of the game.

Getting Started

Shuffle the 30-card Drink Deck and place it where everyone can reach it. Leave space for a discard pile next to the Drink Deck.

Each player chooses a character and takes all the material for that character.

Shuffle your Character Deck and place it next to the space labeled Deck on your player mat. When you must discard Character Deck Cards, place them next to the space labeled Discard on your player mat.

Take 10 Gold and place it near your player mat where everyone can see it. This is your "Stash." (For games with 2 players, take 8 Gold instead. For games with 7 or more players, take 12 Gold instead.) Put the extra Gold to the side. This is the "Inn."

Place a red Fortitude Marker on the 20 on your player mat to track your Fortitude. Place a clear Alcohol Content Marker on the 0 on your player mat to track your Alcohol Content.

Take a card from the Drink Deck and place it face down next to the space labeled Drink Me! This is your Drink Me! Pile. Do not look at the cards in your Drink Me! Pile yet.

Draw the top seven cards from your Character Deck. This is your hand. You may look at these cards, but you must keep them hidden from the other players.

Choose someone to go first.

On Your Turn

Your turn consists of four Phases, which must be played in order: Discard and Draw, Action, Order a Drink, Drink.

1. Discard and Draw

You may discard any cards from your hand that you do not want and then draw from your Character Deck until you are holding seven cards. You may not play any cards or effects until you have finished drawing cards.

If you draw the last card from your Character Deck, shuffle your discarded Character Cards and put them back on the Deck space on your player mat.

If you are holding seven or more cards you may opt to keep all of them and draw no new cards.

2. Action



You may play one Action Card. To play an Action Card, read the title of the card out loud and pick the affected player(s). Give other players a chance to respond to the card, then follow any instructions on the card and discard it to the Discard space on your Player Mat.

If you play a "Gambling? I'm in!" card, you start a Round of Gambling (see "Gambling" on page 4 for more details).

If you cannot or do not want to play an Action Card, you don't have to.

3. Order a Drink



Take the top card from the Drink Deck and place it face down, without looking at it, on top of any other player's Drink Me! Pile.

If the Drink Deck runs out of cards, each player must pay the tavern 1 Gold to serve up a new round of Drinks. (See "More Drink Rules" on page 5 for details.)

4. Drink

Reveal the top card of your Drink Me! Pile, follow the instructions on the card and place it in the Drink Deck discard pile. Some of the instructions on Drink Cards are represented by icons:



Gain [X] Alcohol Content



Gain [X] Fortitude



Add a Chaser - see "Chasers" on page 5



Lose [X] Fortitude

If you don't have any cards in your Drink Me! Pile when you have to drink, you start to sober up; reduce your Alcohol Content by one.

Ending Your Turn

After your Drink Phase, the player to your left goes next.

Sometimes and Anytime Cards



Sometimes Cards can only be played under certain conditions. Each Sometimes Card tells you when it can be played in its text.

Some Sometimes Cards allow you to Negate or Ignore another card. These cards are described under "Negate and Ignore Effects" on page 6.

You may play multiple Sometimes Cards in response to the same game event, even if they are multiple copies of the same card. However, you must play the cards one at a time and give your opponents an opportunity to respond to each one.

Anytime Cards may be played at any time, even if they interrupt another action.

Relevant Sometimes and Anytime Cards may be played in any phase of a turn, either before or after the special action for that phase. For example, you may play an Anytime Card during your Discard and Draw Phase before you discard and draw.

If two or more players would like to play Sometimes or Anytime Cards at the same time, see "Timing" on page 6.



Losing the Game

Running Out of Gold

If you run out of Gold, the Pub Crawl is over for you. You are out of the game.

Passing Out

If your Alcohol Content is ever greater than or equal to your Fortitude, you fall unconscious and the party continues without you. Your Gold is divided between the Inn and any players still in the game. Split your Gold in half. One half, rounded up, goes to the Inn. What's left gets split evenly among the remaining players, with any remainder going to the Inn. You are out of the game.

If you run out of Gold or pass out, you don't lose immediately. First, finish resolving any cards that have been played but have not yet resolved. After these cards resolve, you have one last chance to play Sometimes or Anytime Cards to save yourself or attack others. If you can't save yourself, then you're out of the game.

If you have any cards in your Drink Me! Pile when you lose, put them in the appropriate discard pile(s).

It is possible for multiple players to lose at the same time. If this happens, first determine which players are passing out. Each of those players divides their Gold among the players who aren't passing out, as described above. After this, if any players have no Gold, they lose the game as well. This means that if one player passes out and another runs out of Gold simultaneously, the player who is running out of Gold could be saved by getting a share of the Gold from the other player!

If all remaining players would lose the game simultaneously, the game is a tie between those players.

Gambling

When a player plays "Gambling? I'm in!" or Lucky's "I don't just play the cards I'm dealt" as their Action, this starts a Round of Gambling.

When a Round of Gambling begins, normal play is suspended and each player must ante 1 Gold, putting it in the middle of the table (making sure not to get it confused with the Inn's Gold). This counts as "losing Gold" for the purpose of cards which affect that.

The player who started the Round of Gambling is currently winning ("in control" of the Round).

Play proceeds clockwise around the table from the player who started the Round. On your turn you may either play a Gambling or Cheating Card or pass.





Play a Gambling or Cheating Card: Playing either of these two types of card gives you control of the Round of Gambling. The card you play may have other effects, as well.

Pass: You may choose to pass instead of playing a card. You may pass even if you have a Gambling or Cheating Card that you could play (and it is often correct to do so!) If you pass, you are still in the Round of Gambling and may play Gambling or Cheating Cards later in the Round, as long as the Round does not end first.

Ending the Round

If you play a Gambling or Cheating Card and everyone else passes, the Round of Gambling ends, and you win. Take all of the anted Gold and add it to your Stash.

As soon as the last player passes, the Round of Gambling ends immediately. You may not play cards that would affect the Round after this point unless the card explicitly states that you can. In particular, cards like Lucky's "A fistful of dice is my fountain of youth" may not be played after the last player has passed.

If a card effect says that you win the Round, the Round ends immediately, and you take the anted Gold.

When the Round of Gambling is over, normal game play resumes. The player who started the Round moves on to their Order a Drink Phase.



Winning Hand!

"Winning Hand!" is a special Gambling Card, because only Cheating Cards (and a few specific other cards) can be used to take control after it has been played. If "Winning Hand!" is played and it is followed by a Cheating Card, then any Gambling or Cheating Card can be played next. Just remember:

- A Cheating Card can be played after anything.

- A Gambling Card can be played after anything except a "Winning Hand!"

Leaving a Round of Gambling

Some cards allow you to leave a Round of Gambling. If you leave a Round of Gambling, you cannot play Gambling or Cheating Cards for the rest of that Round, but you may still play Sometimes or Anytime Cards. You are no longer affected by cards that require you to ante, such as "I raise!" Any Gold that you previously anted stays in the pot.

If you play a card that requires players to ante, then immediately leave the Round (for

example, with “Gambling? I’m in!” followed by “Sounds fun, but I’ve got to restock!”), then the Round proceeds normally, but currently has no winner. If the Round ends before any player takes control, all anted Gold goes to the Inn.

Forcing a Player to Leave a Round of Gambling

Some cards force a player to leave a Round of Gambling. When a player is forced out of the Round, each player, including the one being forced out, has a chance to respond with an appropriate Sometimes Card.

If there is ever only one player left in the Round, the Round of Gambling ends and the remaining player wins.

Running out of Gold During Gambling

If you run out of Gold during a Round of Gambling, you will remain in the game at least until the Round of Gambling ends, even if you leave the Round of Gambling or are forced out. Ignore any effects that force you to pay or ante Gold. If you do not win the Round of Gambling, you are out of Gold and out of the game!

If you play a card that would require players to ante, but you cannot ante (because you are out of Gold and cannot use a card like “How about a boozy bourbon barrel”), then no player is required to ante.

Gambling Example

On his turn, Phyll plays “Gambling? I’m in!” to start a Round of Gambling.

Samantha plays “Not now, I’m setting the odds” to leave the Round of Gambling. She does not have to ante, but she cannot play any Gambling or Cheating Cards for the rest of this Round.

Phyll, Lucky and Farai each ante one Gold. Since Phyll started the Round, he’s winning (in control).

Lucky goes next. She passes.

Farai plays “I raise,” a Gambling Card that forces all players in the Round to ante an additional Gold. Phyll, Lucky and Farai each ante one more Gold (bringing the pot to 6 Gold). The “I raise” card also puts Farai in control of the Round of Gambling, so he is now winning.

Phyll plays “Winning Hand!” This is a special Gambling Card that can only be beaten by Cheating Cards. Phyll is now winning.

Lucky plays “These old hands don’t hold the cards like they used to”, a Cheating Card. Lucky is now winning.

Farai passes.

Phyll plays “Gambling? I’m In!” In addition to starting a Round of Gambling, “Gambling? I’m in!” can be used during a Round to take control. Phyll is now winning.

Lucky passes and so does Farai.

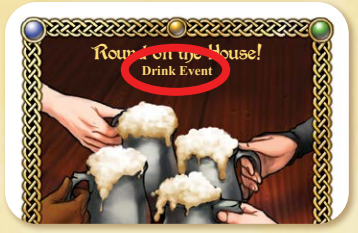
Phyll wins the 6 Gold in the pot.

More Drink Rules

Running Out of Drinks

When you reach the end of the Drink Deck, each player must pay one Gold to the Inn to get the tavern to bring more Drinks.

After each player pays one Gold, shuffle the discarded Drink Cards into a new Drink Deck. This happens instantly, so the Drink Deck is never out of cards. Drink Cards that have been put on Drink Me! Piles remain where they are.



Drink Events

Some cards in the Drink Deck are Drink Event Cards. If you reveal a Drink Event, follow the instructions on the card. Cards that affect Drinks do not affect Drink Events unless they specifically say that they do so.

Chasers



If you reveal a Drink Card that has the phrase “with a Chaser” in the title and/or the “+” mug icon, reveal the next card from the deck from which you revealed the previous Drink. If it’s a Drink Card, add its effects to the original Drink. If it’s another Drink with a Chaser, add its effects to the original Drink and continue this process.

If no cards remain in your Drink Me! Pile when you would reveal a Chaser from it, or if you reveal a Drink Event as your Chaser, there is no additional effect. Do not continue revealing cards, and if you revealed a Drink Event, discard it without taking its effects. You do not sober up if your Drink Me! Pile runs out while revealing Chasers.

The Drink Deck is never out of cards, so if you run out of cards while revealing Chasers from the Drink Deck, follow the “Running Out of Drinks” rule above and then continue revealing Chasers.

The original Drink and its Chasers all count as a single Drink. A card that allows you to Ignore a Drink will Ignore the original Drink and all of its Chasers.

No player may respond to a Drink until all of its Chasers have been revealed.

Chaser Example 1: *Farai drinks from his Drink Me! Pile and gets Wine with a Chaser. He reveals the next card on his Drink Me! Pile and gets Dragon Breath Ale. He adds the effects of both Drinks, for a total Alcohol Content of 6. Farai plays “This one’s a little weak” to Ignore the Drink, so he gains no Alcohol Content.*

Chaser Example 2: *During a Drinking Contest, Samantha reveals Light Ale with a Chaser from the top of the Drink Deck. She reveals the next card from the Drink Deck and gets Round on the House! Since Round on the House is a Drink Event, it has no effect as a Chaser and is discarded. Samantha gains 1 Alcohol Content.*

Discarding and Drawing

Some Drinks cause you to draw cards, discard cards or reveal cards from your Character Deck. If a Drink includes multiple such effects due to Chasers or other effects added to the Drink, resolve them in the order of your choice. However, you must fully resolve one such ability before moving on to the next - you may not interrupt one ability to resolve another.

Drinks That Aren't Discarded



Some Drinks, such as Hydra Milk in the Black Dragon Depths Tavern Deck, instruct you to do something with a physical Drink Card other than putting it in a discard pile after it resolves. In certain cases, multiple players can end up being affected by such an effect, but only one of those players can move the physical card. If that happens, start with the player who controlled the Drink when it resolved, or the active player if the Drink had no single controller (like in the case of “Round on the House”). Then proceed in turn order among all players who were instructed to move the Drink, skipping any players who Ignored the Drink or passed it to another player. The first player in that order takes the indicated action with the physical card. If no player is eligible to take the action, the Drink goes to the Drink discard pile as normal.

Example: *On his Drink Phase, Farai reveals Hydra Milk. He plays "Told you it was good!" to split the Drink with Phyll. Farai and Phyll each gain 1 Alcohol Content. Since Farai is the first affected player in turn order, he puts the Hydra Milk in front of him. Unfortunately for Phyll, he does not gain the benefit of the Hydra Milk.*

Ordering Additional Drinks

Some cards allow you to order additional Drinks during your Order a Drink Phase. When you do this, you may put the Drinks face down on any other players' Drink Me! Piles. They can all go to the same player, or they can be distributed however you like among multiple players.

Other Rules

Minimum and Maximum Fortitude, Alcohol Content, Gold

Your Fortitude and Alcohol Content can never go below 0 or above 20. Your Gold can never go below 0, but it has no maximum. If the Inn runs out of Gold Pieces, use some other markers as a substitute.

If a card effect cannot fully take effect due to these limits, the card still takes effect as completely as it is able.

Example: *Nerodia is at 0 Alcohol Content. Fleck (from RDI 2) plays "And now I'm going to play something really sad" to make each player lose 1 Alcohol Content and pay him 1 Gold. Nerodia cannot lose 1 Alcohol Content, since she is already at 0, but she still must pay Fleck 1 Gold.*

Cards That Affect Your Fortitude, Alcohol Content, Gold

Some cards specify that they can be played in response to a card that affects your Fortitude, Alcohol Content or Gold. A card affects one of these attributes only if it would directly change that attribute when it takes effect.

If a card would normally affect an attribute but can't because that attribute is already at its minimum or maximum value, the card is still considered to affect that attribute.

You may not Ignore a Round of Gambling with a card that allows you to Ignore a card that affects your Gold.



Example 1: *Phyll plays "Tips aren't compulsory, but..." to make Farai pay 1 Gold to the Inn. In response, Farai plays "Farnir's tranquility", allowing him to Ignore the card, since it would directly change his Gold.*

Example 2: *Farai reveals Wine on his Drink Phase. Phyll plays "Pixie-Spun Candy Floss" to add 1 Alcohol Content to the Wine. Farai may not play "Farnir's tranquility" here, because Phyll's card is not changing Farai's Alcohol Content directly—it is changing the effects of the Wine.*

Example 3: *Farai reveals Dragon Breath Ale on his Drink Phase. He plays "This one's a little weak" to Ignore the Drink. Nerodia plays "I don't think so!" to Negate "This one's a little weak." Farai may not play "Farnir's tranquility" here, because Nerodia's card is not changing Farai's Alcohol Content directly—it is Negating Farai's card that would allow him to Ignore the Drink.*

Example 4: *Farai wins a Round of Gambling. At the end of the Round, Gerki (from the original Red Dragon Inn game) plays "Um...I know you think you won, but..." to take the pot. Farai may not play "Farnir's tranquility" here, because Gerki's card is not directly changing Farai's Gold. It is affecting the outcome of the Round of Gambling.*

Negate and Ignore Effects

Some Sometimes Cards allow you to Negate or Ignore another card.

When you Negate a card, you completely prevent it from resolving. The Negated card goes to the appropriate discard pile. None of its effects happen.

When you Ignore a card, the card resolves normally, but it has no effect on you. It still affects other players as usual.

Negate Example: *Lucky plays "Help an old lady out with these barrels?" on Phyll. Phyll loses 2 Fortitude, then plays "Looks like someone needs to talk to the manager!" to try to hit Lucky back. Lucky responds with "I don't think so!" Phyll's card is Negated, so it has no effect. Lucky loses no Fortitude.*

Ignore Example: *Lucky plays "Look out! Rolling barrels!" to make Samantha and Farai each lose 2 Fortitude. In response, Farai plays "Farnir's tranquility" to Ignore the card. Farai does not lose Fortitude, but Samantha does, since Lucky's card affects her normally when it resolves. (And Lucky still gains 1 Heat.)*





Cards do not Negate or Ignore other cards unless they specifically use the word "Negate" or the word "Ignore." So, for example, cards which reduce or redirect damage, reduce Alcohol Content, or pass Drinks to other players are not Negating or Ignoring anything.

Many cards allow you to Ignore a Drink. You may only play a card of this type on a Drink that would affect you in some way. You may not Ignore someone else's Drink unless that player first passes it to you or splits it with you, or if you would somehow take effects from it.

Some cards allow you to Ignore a card that affects your Gold. You may not use such a card to avoid a Gold payment on a card that you played yourself. You may still use cards that reduce payments or pay with Gold from the Inn, however.

Some cards allow you to Ignore an Event. This includes Drink Events, Tavern Events, Sea Events and Dungeon Events. You may not Ignore an Event after it has started resolving in order to selectively Ignore the later parts of the Event. (This can be relevant for cards like Drinking Contest or Mushroom Tea.)

Timing

Whenever any card is played or a Drink or Event is revealed, each player (in turn order, starting with the player who played or revealed the card) may play relevant Sometimes Cards in response.

If no player has any response to a card, that card resolves and its instructions are carried out.

If a player plays a response to a card and that response resolves, each player (in turn order, as above) has another opportunity to respond to the original card. If no player does, the original card resolves.



Timing Example 1: *Nerodia reveals Light Ale during her Drink Phase. She is holding "This is a perfect hair relaxer!", which would allow her to Ignore the Drink. She chooses not to play it, since the Drink only has an Alcohol Content of 1. Phyll plays "Organic Mindflower Nectar" to add 1 Alcohol Content to the Light Ale and make Nerodia pay him 1 Gold. After Phyll's card resolves, Nerodia will have another opportunity to play "This is a perfect hair relaxer" to Ignore the spiked Light Ale, even though*

she previously chose not to respond.

If two or more players are instructed to reveal and drink Drinks at the same time (for example, with the Drink Event "Drinking Contest!"), they first reveal Drink Cards and Chasers, as appropriate. After that, in turn order (as above), players may play Sometimes Cards that modify Drinks. Anytime Cards may also be played here. When no player has any further responses, each player drinks their Drink simultaneously.

If two or more players wish to respond to the same game event with Sometimes or Anytime Cards, players should take back their plays, then play and resolve their Anytime Cards in turn order, beginning from the player whose turn it is. After that, they should play and resolve their Sometimes Cards in the same way.

If a situation arises in which two or more players are each waiting for the others to act before making a decision, the deadlock should be broken with a similar method. In turn order, beginning with the player whose turn it is, each player declares their choice, then the game continues normally.

Timing Example 2: *Farai is at 12 Fortitude and 10 Alcohol Content. On his Drink Phase he reveals Elven Wine. In order to keep from passing out, he plays "This one's a little weak" to Ignore the Drink. Nerodia (sitting to Farai's left) and Samantha (sitting to Nerodia's left) each hold an "I don't think so!", and each suspects that the other is holding one. Both Nerodia and Samantha are interested in Negating Farai's Ignore card, but neither wants to be the one to spend their critical "I don't think so!" To resolve the deadlock, first Nerodia, then Samantha must either play a response to Farai's card or choose not to. If neither Nerodia nor Samantha decides to play "I don't think so!" on Farai's card, he Ignores his Drink and remains in the game.*

If two or more players wish to respond to sequential game events that occur as the result of a card being played, then players should take back their plays, then play them sequentially.

Timing Example 3: *Nerodia plays "Which one of you called this place a sssnake pit?!" to make Lucky, Phyll and Farai each lose 1 Fortitude and Petrify a card. At this point, Farai wants to play "Farnir's tranquility" to Ignore the effect and Phyll wants to play "Looks like someone needs to talk to the manager!" to hit Nerodia back. Since the game event of responding to Nerodia's card happens before the game event of players losing Fortitude, Farai plays his card first. Once that card takes effect, Nerodia's card resolves, causing Lucky and Phyll to each lose 1 Fortitude and Petrify a card. After that happens, Phyll may play his card to hit Nerodia back.*

Cards that "Change the Effects of a Drink"

Several cards allow you to Negate a Sometimes Card that changes the effects of a Drink. Negating or Ignoring a Drink, passing a Drink to another player, splitting a Drink, and increasing or decreasing a Drink's Alcohol Content are all considered changing the Drink's effects, so such cards can be played in all of these cases.

Cards that Order Drinks, force a player to drink, or directly increase a player's Alcohol Content do not count as changing the effects of a Drink.

Altering or interacting with a Drink Event does not count as changing the effects of a Drink, since a Drink Event is not a Drink.

Negating a card that would change the effects of a Drink does not itself count as changing the effects of a Drink. (Quite the opposite, in fact!)

Splitting Drinks

When a card is played that can split or duplicate a Drink, it creates separate, independent Drinks. A card that affects a Drink can only affect one of the split Drinks unless it specifically says otherwise. If a Drink is altered before it is split, then the altered Drink is split.

To split a Drink with one or more Chasers, first combine all like numeric effects (Alcohol Content, Fortitude, drawing cards, etc.), then split each combined effect in half, rounding up.

Split Example 1: *Farai reveals an Elven Wine (3 Alcohol Content). He plays "Told you it was good!", which splits the Drink into two Drinks with 2 Alcohol Content each (3 Alcohol Content split in half, then rounded up). Phyll then plays "Enchanted Birchwood Bark" to add 1 Alcohol Content and a draw effect to one of the two Drinks. The result is one Drink with 2 Alcohol Content and another with 3 Alcohol Content and the added draw effect.*

Split Example 2: *Phyll plays "Enchanted Birchwood Bark" as soon as the Elven Wine is revealed, making the Elven Wine a Drink with 4 Alcohol Content and the added draw effect. Farai then plays "Told you it was good!", creating two Drinks with 2 Alcohol Content each. Both Drinks have the effect "Draw 1 card from your Character Deck," since each Drink draws 1 card, split in half and rounded up.*



Self-Splitting Drinks

Some Drinks, including Mead and Passionfruit Tonic for Two, have their own built-in split effects. When a player reveals one of these Drinks, players first get an opportunity to affect the Drink. When players are done affecting the Drink, the player who revealed it may choose a player with whom to split it. Players then have another opportunity to affect the split halves of the Drink. Because players have an opportunity to affect the Drink after it is split, the two players sharing the Drink could end up taking different effects from it!

Example: *Farai reveals Mead during his Drink Phase. No player alters the Drink, so he decides to split it with Lucky. This creates two copies of Mead with 2 Alcohol Content each (half of 3 rounded up). After this, Phyll plays "Enchanted Birchwood Bark" on Lucky's Mead, giving it a total Alcohol Content of 3 and adding the draw effect. Each player then drinks their half, so Farai gains 2 Alcohol Content and Lucky gains 3 and draws a card.*

If a self-splitting Drink is the result of a Drink Event or is revealed as a Chaser to another Drink, it may not be split with another player. The player drinking the Drink takes its full effects.

Round on the House

The card Round on the House is similar to a split effect, but is not considered a split effect. When a Drink is revealed for Round on the House, each player immediately receives a separate, independent copy of that Drink. Players do not have an opportunity to affect the Drink before it is copied, but may affect the individual copies afterward.

Drinking Contest



When a player reveals a Drinking Contest card, each player, starting with the player whose turn it is, reveals the top card of the Drink Deck. If that card is a Drink Event, it has no effect and counts as having no Alcohol Content. If it is a Drink with a Chaser, the player continues revealing Drink Cards as appropriate. Once all players have revealed one or more cards from the Drink Deck, players may, in turn order, play Sometimes Cards that modify Drinks. Anytime Cards may also be played here. When all players are done playing cards, each player drinks and discards their Drink, then the player who revealed the Drink with the highest total Alcohol Content receives one Gold from each other player.

If two or more players tie for the Drink with the highest total Alcohol Content, the tied players repeat the process of revealing, modifying, drinking and discarding Drinks until there is a clear winner. If all tied players but one pass out during this process, the remaining player wins the Drinking Contest and does not continue drinking. If all tied players pass out during this process, the Drinking Contest has no winner.

If a player would win the Drinking Contest and pass out at the same time, that player collects Gold for winning the contest, then passes out.

If a player passes out during a Drinking Contest, that player loses the game, but does not split their Gold among the other players until after the Drinking Contest is completed. Players who lose the game in this way still must pay one Gold to the winner of the Drinking Contest before splitting their Gold.

Cards that increase or decrease the Alcohol Content of a Drink *will* affect the outcome of a Drinking Contest. If a Drink is split, Ignored, or given to another player, this does *not* affect the outcome of the contest. If a player somehow takes extra Drinks during a Drinking Contest, these extra Drinks do *not* affect the outcome of the Drinking Contest.

If a Drink's total Alcohol Content is less than 0 (such as Pot of Tea), it counts as a 0 Alcohol Content Drink in a Drinking Contest. The Drink will still affect your Alcohol Content as normal.

Drinking Contest Example 1: *In a Drinking Contest, Lucky reveals Wine (2 Alcohol Content), and Farai reveals Light Ale (1 Alcohol Content). Phyll plays "Enchanted Birchwood Bark" to increase the Alcohol Content of Farai's Drink to 2, causing his Drink to tie with Lucky's. Lucky and Farai each gain 2 Alcohol Content (and Farai draws a card), then the Drinking Contest continues.*

Drinking Contest Example 2: *In another Drinking Contest, Farai reveals Dragon Breath Ale (4 Alcohol Content), and Samantha reveals Dark Ale (1 Alcohol Content). Farai plays "Told you it was good!" to split his Drink with Samantha. Samantha gains a total of 3 Alcohol Content and Farai gains 2 Alcohol Content, but Farai still wins the Drinking Contest.*

If you run out of Gold during a Drinking Contest, you will remain in the game at least until the Drinking Contest is finished. Ignore any effects that force you to pay Gold. If you do not win the Drinking Contest, you are out of Gold and out of the game!

Drinking Contest Example 3: *Samantha has 1 Gold, and reveals a Drinking Contest on her Drink Phase. As Drinks are revealed by each player, the Drink Deck runs out, so everyone pays 1 Gold to the Inn to get a new round of Drinks. Samantha pays her last Gold, so she will be out of the game if she does not win. She reveals a Dragon Breath Ale and wins the Drinking Contest, receiving a Gold from each other player and staying in the game.*



Character Rules

Father Farai

Father Farai has many duties to perform in his role as a high-ranking official of the Great Temple, but he always finds time to tend to his brews and his customers at The Harmonious Cup.

Setup: Shuffle each of the three 4-card Brew Decks (Beer, Wine, Spirits) and put them in front of your player mat. Reveal the top card of each Brew Deck and put it on top of that deck. Keep the Brew Progress Tokens nearby. After drawing your opening hand from your Character Deck, put your Farai Token near the Brew Deck of your choice. This represents the Brew Farai is currently working on.



Brews: Many of Farai's cards cause him to work on one of his Brews. If you play a card with a symbol in the bottom left, Farai works on a Brew. After all effects on the card are carried out, one of two things happens:

- If the Farai Token is already at the specified brew, add a Progress Token of the matching type to that Brew.
- If the Farai Token is **not** at that Brew, move it to that Brew. (Do not add a Progress Token in this case.)



Some cards have Farai's mash paddle symbol in the bottom left. After all the effects on such a card are carried out, you have a choice. You may **either** move to a different Brew, **or** you may add a Progress Token to the Brew you are currently at.

Each Brew Card has a number in the upper right representing how many Progress Tokens are needed to finish brewing that card. When you place a sufficient number of Progress Tokens on a Brew, play it immediately. It may be responded to as though it were an Action Card played from your hand.



After a Brew is played, remove the Progress Tokens from it and put it in the Brew discard pile. Brews do not reshuffle. If Farai finishes all cards in a Brew Deck, then after the last one resolves, you may move Farai's Token to the Brew Deck of your choice.

If Farai's Token would move to an empty Brew Deck, it stays where it is instead.

Lucky the Scofflaw

Lucky runs a "booze cart", Lucky's Rolling Barrel. She sells various less-than-legal libations, so she is frequently trying to avoid the Greyport City Guard.

Setup: Place the Heat Tracker Card next to your player mat. Keep the three Heat Tokens nearby. As Lucky gains Heat, she will put the Heat Tokens on the Tracker Card.

Heat: Lucky is often in trouble with the law. Some of Lucky's cards cause her to gain Heat. When a card does this, add a Heat Token to the Heat Tracker Card. When you get to 3 Heat,



you must remove the Heat Tokens and choose one:

- Gain 2 Alcohol Content (bribing the City Guard with booze)
- Pay 2 Gold to the Inn (bribing the City Guard the old fashioned way)
- Lose 2 Fortitude (getting roughed up a bit as you make your escape!)

Heat penalties may not be Negated, Ignored, reduced, paid with Gold from the Inn or otherwise mitigated.

If a card that would cause you to gain Heat gets Negated, you don't gain Heat. If it gets Ignored or otherwise altered, you do. If Lucky herself Ignores a card that would cause her to gain Heat, she still gains the Heat.

Nerodia the Petrifier

Nerodia can turn people to stone! This ability has come in handy many times while she runs the notorious Black Dragon Depths, deep in the Greyport undercity.

Petrify: Many of Nerodia's cards cause players to **Petrify X Cards.** When a player Petrifies one or more cards, they must give that many cards, face down, from their hand to Nerodia to put on the **bottom** of her Petrification Pile. (You may wish to put the pile under the Nerodia Token to keep cards distinguished from the many other cards on the table.) Players may **not** look at cards in the Petrification Pile - this includes Nerodia herself.



If multiple cards are Petrified at the same time (from a single player or from multiple different players), put them under her Petrification Pile in a random order.

Nerodia may never Petrify her own cards. If Nerodia would Petrify a card from her own hand (via a redirection effect or something similar), she does not.

If a player needs to Petrify cards and has no cards remaining in their hand, they do not Petrify any cards. If a player is eliminated and has cards in Nerodia's Petrification Pile, those cards remain in the pile until they Decay or are Glared (see below). If Nerodia is eliminated, all cards in her Petrification Pile return to the hands of the characters they came from.

If a player Negates a card with a Petrify effect, no player Petrifies cards. If a player Ignores a card with a Petrify effect, that player doesn't Petrify cards, although other players might.



Decay: Nerodia's Petrification Pile slowly decays! At the start of Nerodia's turn, she returns the top card of the Petrification Pile to the hand of the character it came from.

Glare: Many of Nerodia's cards can use cards from her Petrification Pile for an added effect. **GLARE X** means that as you play the card, you may spend X cards from the **top** of the Petrification Pile for that effect. When you play a card with a Glare ability, you must declare whether you intend to use that ability. If you do, place the appropriate number of cards for the Glare ability face down underneath the played card. When the played card goes to your discard pile (even if it's Negated or Ignored) return all of the attached cards, without looking at them, to the hand(s) of the player(s) they came from.

A Glare ability on a card may only be used once. You may not pay more cards to use the Glare ability multiple times. You may not declare the use of a Glare ability unless you have at least the indicated number of cards already in your Petrification Pile when you play the card. If a card has both a Petrify ability and a Glare ability, you may not use the cards from that Petrify ability to pay the Glare, because the Glare cost must be paid before the Petrify ability resolves.

When Nerodia returns one or more Petrified cards, she does not look at them. They are returned to the appropriate players' hands and may be played as normal. If a card would be returned to a player that has been eliminated from the game, that card is simply discarded.

Petrifying Blessings: If Nerodia Petrifies one of Murgath's Blessing Cards, it goes to the Petrification Pile as normal. However, when that card would return to a player's hand from the Petrification Pile, it goes to the Blessing discard pile instead.

Interaction with Gizmos, Minions, Otto: If Nerodia would cause a Gizmo, a Minion, or Otto to Petrify cards, nothing happens. If one of Nerodia's effects would cause a Gizmo or Minion to be unable to play cards for a time, nothing happens. In particular, these effects do not transfer to Wrench or Torglesnarf.

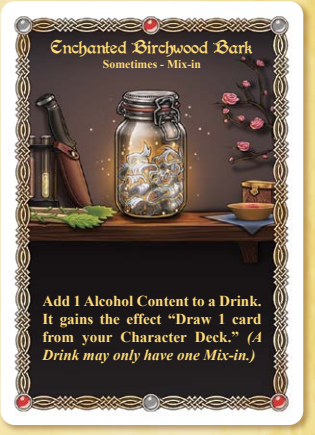
Changing Numeric Effects: If numeric effects are changed on Nerodia's cards (via a Power Jinx from Natyli, for example), this affects Petrify abilities but not Glare abilities.

Team Variants: Although a team has shared Fortitude, Alcohol Content and Gold, they each have individual hands, so if a player must Petrify cards, only the targeted player may do so, not their teammates.

Phyll Startusk

Phyll owns and operates Startusk's, a trendy newfangled coffeeshop just outside the main entrance to the Greyport Mages' Collegium. Many a bright young mage would have trouble making it to their morning lectures were it not for Phyll's brews!

Mix-ins: Phyll has several Mix-in Cards in his Character Deck. These are fancy drink add-ins that you may apply to any Drink - your own or someone else's. A Drink may have at most one Mix-in played on it. A Drink counts has having a Mix-in played on it as soon as any Mix-in card is played targeting that Drink. If the Mix-in is Negated or otherwise altered, you may not play another Mix-in on that Drink.



Mix-in Shelf: You have a Mix-in Shelf above your player mat. It can hold an infinite number of Mix-in Cards. As soon as you draw a Mix-in Card, you ***must*** immediately put it on the Mix-in Shelf. You do not draw a replacement when you do this, but the card is no longer in your hand and no longer counts toward your hand size, so you will draw more cards on your next Discard and Draw Phase. Over time, you can accumulate a mighty shelf in addition to your regular hand!

Example: *On Phyll's Discard and Draw Phase, he refills his hand to seven cards and gets two Mix-ins. He puts both Mix-ins onto his Shelf and keeps the other five cards in his hand. On his next turn, he still hasn't played those two Mix-ins, but they stay on his Shelf and he refills to seven cards - potentially drawing and shelving more Mix-ins!*

You may play Mix-ins from your Shelf as though they were in your hand. However, they are not a part of your hand. In particular, if a card effect instructs you to discard cards from your hand, you may not discard a Mix-in from your Shelf. Similarly, if a card effect instructs

you to draw, then discard, and you draw one or more Mix-ins, you put them on the Mix-in Shelf before discarding.

Mix-ins and Gold Payments: Some Mix-in effects cause a player to pay Phyll. If Phyll is instructed to pay himself Gold because he played such a Mix-in on his own Drink, nothing happens.

Mix-ins and Splitting Drinks: If a Drink with a Mix-in gets split, the effects added by the Mix-in are split just like they normally would be. Both halves of the Drink count as having a Mix-in already applied, so a new Mix-in may not be played on either half. If, on the other hand, a Drink without a Mix-in gets split, then Mix-ins could potentially be played on each of the split halves of the Drink separately.

Samantha the Bookie

Samantha runs The Scurvy Dog, a rather rough tavern down by the docks. She makes a decent living slinging suds and taking betting action on the inevitable fights that break out.

Setup: Shuffle the Brawler Deck and place it near your player mat. Place the Brawl Tracker Card near your player mat and put the Brawl Tracker Token on that card's "0" spot.



Brawls: Many of Samantha's cards **Start a Brawl.** To start a Brawl, increase the Brawl count on the Brawl Tracker Card by 1, then reveal the top card of the Brawler Deck and do what it says. Brawler Cards count as though they are Action Cards played by Samantha, so they can be Ignored, reduced, hit back, etc. (This includes the card "Free for Brawl".) After a Brawl resolves, put the card in the Brawler Discard Pile.

Brawl Count: As more Brawls start, the bar gets more lively!

- If the Brawl Count gets to 4, Samantha loses 1 Alcohol Content.
- If the Brawl Count gets to 7, Samantha gains a Gold from the Inn.
- If the Brawl Count gets to 10, then for the rest of the game, during Samantha's Order a Drink Phase, she orders an additional Drink (so she orders two Drinks instead of the usual one).

Other Rules: If the Brawler deck runs out, reshuffle the discards and use that as the new Brawler deck. This does not reset the Brawl Count - it stays at 10.

A Brawler Card is separate from the card that started the Brawl. Ignoring a card that starts a Brawl does ***not*** protect you from the Brawl itself!

Until the Brawl Count reaches 10, the Brawl Count should always match the number of cards in the Brawler Discard Pile, so if you're not sure whether the Brawl Count is correct, just count the discards!

Team Variants

General rules for **all** team variants are described here. Rules specific to each specific team variant are described below. Read this section first, then read the section explaining the team variant you wish to play. For more detailed Team Variant rules, including card-specific notes for previous characters, consult the RDI 6 rules, available on the SlugFest Games website (https://slugfestgames.com).

When you play on a team, you are working together with your teammates. You each have your own Character Deck, hand of cards and Drink Me! Pile as normal. You can look at each other's hands and consult on the correct plays to make. You win or lose the game together.

Shared Fortitude, Alcohol Content and Gold

A team has shared Fortitude, Alcohol Content and Gold. Each player may have their own player mat if they like, but only one player per team tracks the team's Fortitude, Alcohol Content and Gold. When any player on a team gains or loses Fortitude, Alcohol Content or Gold, the team's shared stats are affected. Each **team** starts the game with 20 Fortitude, 0 Alcohol Content and 10 Gold. As with the individual game, your Fortitude may not go above 20 and your Alcohol Content may not go below 0.

Potion Tokens



In a team game, each team starts with a number of Potion Tokens specified in the rules for the specific variant being played. A team may discard a Potion Token at any time to choose **one** of the following effects: gain 6 Fortitude **OR** lose 6 Alcohol Content **OR** gain 3 Gold from the Inn. These effects may not be Negated, Ignored or affected in any way.

Shared Defense

Players on a team may play Sometimes Cards to defend each other! This includes cards that reduce or Ignore Fortitude loss or Alcohol Content gain, cards that Ignore Drinks or Events, cards that pay costs with Gold from the Inn or avoid paying, cards that avoid a Round of Gambling, or even cards that "hit back" after losing Fortitude.

You may play a Sometimes Card whenever you *or a teammate* meet the conditions that would allow you to play that card.

Example 1: *Lucky plays "*Never *pour your own Dragon Breath Ale!" to make Farai lose 3 Fortitude. Farai's teammate Nerodia plays "Missed me! That's my old skin!" to help him Ignore Lucky's card. The team loses no Fortitude.*

Example 2: *Nerodia plays "Mine now!" to make Samantha pay her a Gold. Samantha's teammate Phyll plays "Here's one on the house instead" so that Samantha doesn't have to pay (and Phyll Orders Nerodia a Drink instead).*

Example 3: *Deirdre and Fiona (from RDI 1) are teammates. Deirdre reveals a Dragon Breath Ale. Fiona plays "Nothing like a little belt of liquid courage!" on it, so the team gains 4 Fortitude instead of 4 Alcohol Content.*



Shared Turn Structure

A team takes their turn together, by playing the usual four phases in order. A player may not move on to the next phase until her entire team is ready to move on.

Discard and Draw: Each player on the active team discards any cards they don't want, then they refill to their hand size simultaneously. A player may not see what their teammates have drawn before deciding what cards to discard.

Action: In any order, each player on the active team may play one Action Card. A player plays and completely resolves their Action Card before their next teammate acts. A player may not play an Action Card on behalf of a teammate. If a player on a team doesn't play an Action Card, that doesn't allow her teammates to play extras!

Order a Drink: The active team Orders the number of Drinks specified in the rules for the specific team variant being played. An ordered Drink may be placed on any opponent's Drink Me! Pile. You may not Order Drinks for a teammate.

Drink: In any order, each player on the active team drinks the top card of their Drink Me! Pile. A player reveals and completely resolves their Drink before their next teammate drinks. This means that you must decide whether or not to Ignore your Drink before seeing what Drinks your teammates get!

Remember that you may Ignore a Drink on behalf of a teammate!

Drink Rules

Each player in a team game has their own individual Drink Me! Pile. Each player's Drink Me! Pile starts the game with one Drink Card on it, as usual.

You may not pass a Drink you are about to drink to a teammate or split a Drink with a teammate.

When the Drink Deck runs out of cards, each team (**not** each individual player) pays 1 Gold to the Inn to get a new round of Drinks.

Gambling, Events and Team Champions

Many card effects, such as a Round of Gambling or a Drinking Contest, would normally force multiple players on a team to face off against one another. In these cases, the team chooses a player to act as their Champion. A team chooses a Champion in each of the following cases:

- An Event would affect all players
- A Round of Gambling begins
- A player plays a card that would affect "each player (including you)"

If a player reveals a Drink Event, starts a Round of Gambling, or plays an "each player (including you)" effect, that player is automatically chosen as their team's Champion. If a team reveals a Sea Event or Dungeon Event at the end of their shared turn, they still choose a Champion for the Event, regardless of which teammate revealed the card. If a member of a team Crawls to a new Tavern in the Pub Crawl Variant, each team chooses a Champion, including the team that Crawled.

Each time a team must choose a Champion, they may choose a different teammate. In other words, you do not need to choose the same player to be your Champion for the entire game.

Drink Events: When a player reveals a Drink Event that would affect all players, the player who revealed the Drink Event is automatically chosen as their team's Champion. Each other team chooses a Champion, then the Drink Event resolves normally, affecting only the chosen Champions. However, each Champion's teammates may still play defensive Sometimes Cards to help out. (Note that this means that a team's choice of Champion often doesn't matter in the case of Events. See "Static Effects" below for an important exception!)

Event Example 1: *Boss Nerodia reveals "Round on the House!" The Challengers choose Zakhan (from RDI 5) as their Champion so he can gain some Drunken Chi. Nerodia reveals Wine from the Drink Deck. Nerodia and Zakhan each gain 2 Alcohol Content, then Zakhan decides to increase his Drunken Chi by 1.*

Event Example 2: *Farai and Lucky are on a team. Lucky reveals "Round on the House!", so she automatically becomes her team's Champion. After each other team chooses their Champion, Lucky reveals Dragon Breath Ale. Farai plays "This one's a little weak" to Ignore the Drink on Lucky's behalf.*



Other Events: If a team causes a Tavern Event, or reveals an Event Card that isn't a Drink Event, and that Event would affect all players, each team chooses a Champion, then the Event resolves normally, affecting only the chosen Champions. This applies to Sea Events, Dungeon Events and Tavern Events.

Event Example 3: *Nerodia and Samantha are on a team. At the end of their turn, they reveal the Dungeon Event "Feats of Heroism". They choose Samantha as their Champion, so they gain 1 Alcohol Content rather than losing 1 Fortitude.*

Round of Gambling: When a player begins a Round of Gambling, that player is automatically chosen as their team's Champion. Each other team chooses a Champion, then the Round continues with only the chosen Champions participating.

Gambling Example 1: *Phyll plays "Gambling? I'm in!" to start a Round of Gambling. His teammate Farai sits out, since Phyll is automatically their team's Champion. The Nerodia/Samantha team chooses Nerodia as their Champion, then the Round of Gambling continues.*

Players other than the Champions are not included in the Round, even if the card that started the Round would normally prevent players from avoiding it.

A Champion chosen for a Round of Gambling stays Champion for the entire Round. A team may not switch Champions in the middle of a Round of Gambling.

Players other than the Champions may not play Gambling or Cheating Cards during the Round. They also may not play any cards that say that you may not play them if you have already left the Round. However, they **may** play cards that could otherwise be played during a Round.

Gambling Example 2: *Lucky plays "Gambling? I'm in!" to start a Round of Gambling. Later in the Round, her teammate Gerki (from RDI 1) plays "Grab a coin while no one's lookin'!" to steal a Gold from the pot. This is a legal play, even though Gerki is not participating in the Round of Gambling.*

Gambling Example 3: *Lucky plays "Gambling? I'm in!" to start a Round of Gambling. Later in the Round, her teammate Gerki plays "Oh, I guess the Wench thought that was her tip..." to end the Round and cause all of the anted Gold to go to the Inn.*

"Each player (including you)": When a player plays a card that affects "each player (including you)", each team chooses a Champion to take the effect. The player who played the card affecting everyone **must** be chosen as that team's Champion. (Note that this rule does not apply to cards that affect "each other player" - see below.)

Example: *Phyll plays "A toast to bright eyes and bushy tails!" to make each player drink from the Drink Deck. Phyll is automatically his team's Champion. Each other team chooses a Champion, then each of the Champions takes a Drink from the Drink Deck.*

Targeting Other Players

Another player: If a card requires you to pick one or more other players (using the phrase "another player" or "other player[s]"), you must pick players who aren't on your team. If a card requires you to pick more than one player, you may not pick the same player multiple times, but you may pick multiple players on the same team. (If you pick multiple players on a team, follow the rules for "each other player" below.) Note that which player(s) on a team you choose is often not relevant due to shared defense, but Static Effects sometimes lead to game states where the choice matters (see below).

Pick a player: If a card says to "pick a player" (like Phyll's "Tips aren't compulsory, *but...*"), you may choose any player, including a teammate or yourself.

Each other player: If a card affects "each other player", it affects each player that isn't on your team. Note, however, that shared defense means that a team may reduce or Ignore such an effect with just one card!



Example 1: *Farai and Samantha are teammates. Nerodia plays "Which one of you called this place a sssnake pit?!" to make each other player lose 1 Fortitude and Petrify a card. The Farai/Samantha team loses a total of 2 Fortitude, and each of them Petrifies 1 card.*

Example 2: *Farai and Samantha are teammates. Nerodia plays "Which one of you called this place a sssnake pit?!" Farai plays "You'll find oaks are difficult to topple" to reduce the Fortitude loss by 2. The Farai/Samantha team loses no Fortitude, but they still each Petrify 1 card.*

Each player (including you): If a card affects "each player (including you)", each team chooses a Champion to take the effect. The player who played the card affecting everyone **must** be chosen as that team's Champion.

Redirection: A card that redirects an effect to another player may redirect it to a teammate

of the person who originally played that effect, even if that teammate couldn't have been targeted originally.

Example: *Farai and Phyll are teammates. Farai plays "Does this taste like vinegar to you?" to make Boss Daareka (from RDI 6) lose 2 Fortitude. Daareka plays "My, what selfless adventurers you are!" to redirect the effect to Phyll. The Farai/Phyll team loses 2 Fortitude.*

Static Effects

Some characters have cards or other objects that stay in front of them and provide an effect that is "always on" while the card or object is in play. These Static Effects include things like Kaylin's "Private Pixie Time", Wulfric's moods, Erin's forms, Cormac's Rage Tiles, some of Wrench's Gizmos, some of Keet's Artifacts and some of Torglesnarf's Minions.

Static Effects only affect an individual player, **not** that player's teammate(s). In most cases, an attacking player can play around Static Effects by simply targeting a teammate that isn't defended by a Static Effect, but this isn't always possible!

Example 1: *Kaylin is on a team with Farai. Wulfric is feeling Loyal, so any Fortitude loss that Kaylin would take is reduced by 1. Phyll plays "Baguette battle!" and decides to target Farai. The Kaylin/Farai team loses 3 Fortitude, since Farai gets no help from Wulfric's Loyal mood.*

Example 2: *Lucky is on a team with Cormac who is on Rage Tile B, which makes him deal extra damage, but take more Alcohol Content from Drinks. Lucky plays "Help an old lady out with these barrels?" to make Nerodia lose 2 Fortitude. Lucky deals no additional Fortitude loss because of Cormac's Rage Tile. (She also takes no additional Alcohol Content from Drinks that she drinks!)*



Example 3: *Farai, Erin, Wrench and Kaylin are on a team together. Erin is a Tree, Wrench has a Buckler in a Box, and Kaylin has Wulfric feeling Loyal (all of which reduce Fortitude loss they would take). Boss Nerodia plays "First rule of villainy: Make 'em hit rock bottom" to make each player on the team lose 1 Fortitude (among other effects). Erin reduces her Fortitude loss by 2 (to a total of 0), Wrench reduces his Fortitude Loss by 1 (to a total of 0), and Kaylin reduces her Fortitude Loss by 1 (to a total of 0). When Nerodia's card resolves, the team will lose a total of 1 Fortitude (because Farai didn't reduce the 1 point done to him).*

"Your Turn Ends Now"

If a player's turn would prematurely end, that player (and **only** that player) stops taking game actions. They may not play cards for the rest of this turn, they Ignore all effects, and they do not participate in phases for the rest of the turn. That player's teammates continue with the turn normally, though. The "Ignore all effects" shield does not affect them.

A character who is "not there" due to a turn-ending effect may still be chosen to act as the team's Champion. That character automatically Ignores the effects of whatever they are the Champion for.

Example: *Nerodia is under the turn-ending effect of "You need a moment in the statuary hall" when one of her opponents reveals a Drinking Contest. The team chooses Nerodia as their Champion, thereby automatically Ignoring the Drinking Contest (they don't draw a Drink and don't risk any Gold).*

Skipping or Repeating Phases

If a player plays a card that makes a player skip or repeat a phase, or repeat the special action associated with that phase, the player playing the card chooses which player on the affected team skips or repeats that phase or special action. Only the chosen player is affected - their teammates are not.

Example 1: *After each teammate has played an Action Card, Chronos plays "Timewarp" to get another Action Phase, choosing himself as the affected player. During the extra Action Phase, only Chronos may play another Action Card, not his teammates.*

Example 2: *After ordering Drinks, Chronos plays "Timewarp" to get another Order a Drink Phase, choosing himself as the affected player. During the extra Order a Drink Phase, Chronos may order a single extra Drink for an opponent. His teammates may not.*

Example 3: *Gog (from RDI 2) plays "Gog say you drink MORE!" to make Lucky drink again during her team's Drink Phase. Only Lucky drinks again. Her teammates do not.*

Two-Headed Dragon

Two-Headed Dragon is a team variant in which players play in two-player teams rather than individually. Like all team variants, it uses all of the rules under "Team Variants" above.

Hand Size: 7

Potion Tokens: 2 per team

Setup: You need an even number of players. Divide into teams of two. Teammates sit next to each other so that they can see each other's cards.

Each team takes one player mat to track Fortitude and Alcohol Content. The other teammate may also use a player mat to hold their Character Deck, discard pile and Drink Me! Pile if they choose, but that player mat should not have Fortitude and Alcohol Content markers on it, since Fortitude and Alcohol Content are shared.

Each individual player has their own Drink Me! Pile that starts the game with one face-down Drink Card.

Each player shuffles their Character Deck and draws 7 cards from it.

Each **team** takes 10 Gold and 2 Potion Tokens.

Order a Drink Phase: During a team's shared Order a Drink Phase, that team orders two Drinks, which they may place face down on any other players' Drink Me! Piles. Drinks ordered by a team may go to the same player, to the two players on an opposing team, or to two different teams.

Boss Battle

Since Nerodia is a villain, she can be played as the Boss in a Boss Battle! Boss Battle is a team variant in which one player (the Boss) plays against a team of 2, 3 or 4 other players (the Challengers). Like all team variants, it uses all of the rules under "Team Variants" above. For the purposes of this variant, the Boss counts as a "team of one". So, for example, the Boss is always the team Champion when such a choice is needed.

Playing as the Boss is tough! We recommend this variant only for experienced Red Dragon Inn players.

Hand Size: 7 for the Challengers; 8, 9 or 10 for the Boss depending on whether there are 2, 3 or 4 Challengers, respectively.

Potion Tokens: X for the Boss; X for the Challengers, where X is the number of Challengers. (Note that the Challengers get X Potion Tokens *total*, not X per player.)

Challenger Setup: The Challengers sit on one side of the table so that they can see each other's cards. The Challengers use one player mat to track Fortitude and Alcohol Content. The other Challengers may also use player mats to hold their Character Decks, discard piles and Drink Me! Piles if they choose, but those other player mats should not have Fortitude and Alcohol Content markers on them, since Fortitude and Alcohol Content are shared.

Each individual Challenger has their own Drink Me! Pile that starts the game with one face-down Drink Card.

Each Challenger shuffles their non-Boss Character Deck and draws 7 cards.

The team of Challengers takes 10 Gold and X Potion Tokens, where X is the number of Challengers.

Boss Setup: The Boss player chooses a villainous character to play and takes the cards and player mat for that character. (It is not possible to play a Boss Battle with a non-villain character as the Boss.)

The Boss shuffles their Boss Cards into their Character Deck. For most Bosses, including Nerodia, this will result in a 55-card Character Deck. (The Boss Cards are the ones with the dragon heads in the upper corners.)

The Boss draws up to their hand size (8 if there are 2 Challengers, 9 if there are 3 Challengers, and 10 if there are 4 Challengers).

The Boss puts one Drink Card face down on their Drink Me! Pile.

The Boss takes 10 Gold and X Potion Tokens, where X is the number of Challengers.



The Boss's Turn

The Boss always goes first. On the Boss's turn, they take the usual phases in the usual order, but with some different rules:

Discard and Draw: The Boss discards any cards they don't want, then refills to their hand size (8, 9 or 10, depending on the number of Challengers). Nerodia must Decay the top card of her Petrification Pile before this, though.

Action: The Boss may play up to X Action Cards, where X is the number of Challengers. *(**Exception:** during the Boss's first turn, they may play up to 1 Action Card if there are 2 Challengers, or up to 2 Action Cards otherwise.)*

If the Boss plays Action Cards that require her to pick one or more players, she may pick any of the Challengers. The Boss is not required to target a different player with each Action Card.

The Boss's Action Cards are played and completely resolved one at a time. The Boss leaves the Action Cards they play face up near their player mat so that players will remember how many Action Cards the Boss has played so far. (This is particularly important after a long Gambling Round!)

> ***Example:*** *Boss Nerodia is playing against Phyll, Farai and Lucky. She plays "If you keep making that face, it's gonna freeze that way" to make Phyll lose 2 Fortitude. Lucky plays "Looks like trouble!" to defend Phyll. Nerodia leaves her first Action Card near her player mat and plays her second Action Card, "Staring Contest? Your funeral" to make Farai pay her 1 Gold and Petrify 2 cards. The team has no defense, so they pay 1 Gold to Nerodia and Farai Petrifies 2 cards. Finally, Nerodia plays her third Action Card, "I* AM *THE MANAGERRR!" to make each other player lose 1 Fortitude and Petrify 1 card. The Challengers lose 3 Fortitude, then each Challenger Petrifies a card. Since Nerodia's Action Phase is over, she discards the three Action Cards she played and proceeds to her Order a Drink Phase.*

Order a Drink: The Boss orders X Drinks, where X is the number of Challengers. *(**Exception:** during the Boss's first turn, they order 1 Drink if there are 2 Challengers, or 2 Drinks otherwise.)*

Ordered Drinks may be placed on any Challengers' Drink Me! Piles. The Boss may give the ordered Drinks to any Challengers (all to a single Challenger, spread out among all Challengers, or any combination thereof).

> ***Example:*** *Boss Nerodia is playing against the team of Samantha, Farai and Phyll. During her Order a Drink Phase, she orders 3 Drinks. She decides to give 1 to Samantha and 2 to Phyll.*

Drink: The Boss reveals the top Drink from their Drink Me! Pile and drinks it.

(Observant readers will note that the Boss's special first turn is essentially a "half-turn", rounded up.)

The Challengers' Turn

The Challengers take their shared turn exactly as described in "Shared Turn Structure" on page 10. An important point to remember is that each player may play up to one Action Card during the shared Action Phase. If a Challenger doesn't play an Action Card, that doesn't allow one of her teammates to play an extra one!

Order a Drink: During the Challengers' shared Order a Drink Phase, they order one Drink for the Boss (one Drink **total**, not one Drink per Challenger).

Two-Headed Boss Battle

The Two-Headed Boss Battle variant is the same as the Two-Headed Dragon variant, but with each player playing a Boss Deck!

Hand Size: 7

Potion Tokens: 2 per team

Setup: Each player follows Boss Setup as described under Boss Battle above, but with a hand of 7 cards.

Order a Drink Phase: During a team's shared Order a Drink Phase, that team orders two Drinks, which they may place face down on any other players' Drink Me! Piles. Drinks ordered by a team may go to the same player, to the two players on an opposing team, or to two different teams.

Leaders and Lackeys

The Leaders and Lackeys variant is the same as the Two-Headed Boss Battle variant, but with each team consisting of one Boss and one non-Boss character. The hilarious combinations are nearly endless with this variant!

Hand Size: 7

Potion Tokens: 2 per team

Setup: Each Boss player follows Boss Setup as described under Boss Battle above, but with a hand of 7 cards (regardless of the number of players in the game). Each Lackey player shuffles their puny non-Boss Character Deck and draws a hand of 7 cards.

Order a Drink Phase: During a team's shared Order a Drink Phase, that team orders two Drinks, which they may place face down on any other players' Drink Me! Piles. Drinks ordered by a team may go to the same player, to the two players on an opposing team, or to two different teams.

Other Variants

The Pub Crawl Variant

In the Pub Crawl Variant, you're not at the Red Dragon Inn for the whole evening - you're floating around to various taverns trying out new and interesting drinks! *If it's your first time playing The Red Dragon Inn, we recommend playing without this variant.*

Setup: Set out the six Tavern Cards in the center of the table with their Open sides face up. (The Open side of a Tavern Card is the side with the name of the tavern and its Tavern Event.) Shuffle the regular 30-card Drink Deck and put it next to the Red Dragon Inn. Shuffle the other five 6-card Tavern Drink Decks separately and put each one next to its Tavern Card. Put the Party Pawn on the Red Dragon Inn Tavern Card. Each player starts with one Drink from the Red Dragon Inn Drink Deck on their Drink Me! Pile, as normal.

Pub Crawling: At several points during the game, the party will move to a different tavern. Whenever a player reveals a Drink that includes one or more Chasers, that player must Crawl. They move the Party Pawn to a different Open Tavern of their choice ***after the Drink and any other pending effects are finished resolving.***

Revealing a Drink with a Chaser causes the party to Crawl whether that Drink resolves normally or was Negated, Ignored, passed to someone else, modified, left in front of a player after resolution, etc. The player who revealed the Drink is the one who Crawls, even if someone else ends up taking effects from the Drink.

Revealing a Drink with an "empty Chaser", like Wine with a Chaser of Round on the House, or Light Ale with a Chaser of nothing because you have no cards left in your Drink Me! Pile, still causes the party to Crawl.

You may not Crawl to a Closed Tavern (one that is out of Drinks - see below). You may not return to the Red Dragon Inn until ***all other taverns*** are Closed. If these rules make it impossible to Crawl, the party stays where it is. Once you return to the Red Dragon Inn, there is no more Crawling - you simply stay there for the rest of the game, because you've literally closed down every other tavern in town.

Tavern Events: Each Tavern Card has a Tavern Event on it. Whenever the Party Pawn moves to a new tavern, resolve that tavern's Event. A Tavern Event happens each time the party moves to that tavern. They may be Ignored or otherwise affected as Events. If a player is Ignoring all effects from a card like Nerodia's "You need a moment in the statuary hall", they Ignore Tavern Events (including the one on The Red Dragon Inn - paying to reshuffle the RDI Drink Deck is separate from this Event).



Ordering Drinks: Whenever a player must Order a Drink, they take it from the Drink Deck corresponding to the tavern where the Party Pawn currently is. After ordering the last Drink from a tavern, it Closes. Put the Tavern Card back in the box, then the player who ordered the last Drink from that tavern must Crawl.

If a tavern would Close while a player still has more Drinks to Order, the player Orders as many as they can from the current tavern, then Closes the current tavern, then Crawls (causing the new tavern's Event to happen), then continues Ordering Drinks.

Drink Discard Piles: Each tavern has its own Drink discard pile. Keep each tavern separate. Taverns other than the Red Dragon Inn don't reshuffle. When the RDI Drink Deck reshuffles, everyone pays 1 Gold to the Inn as normal, then shuffle just that Drink Deck, leaving the other taverns' cards out.

"The Drink Deck": When a card specifically refers to the Drink Deck, that ***always*** means the Red Dragon Inn Drink Deck, even if the Party Pawn is at some other tavern.

Example: *The party is at Startusk's. Samantha reveals a Drinking Contest as her Drink for the turn. Each player reveals a Drink from the RDI Drink Deck as normal.*

Example: *The party is at Lucky's Rolling Barrel. Joran (from RDI 5) plays "I'm heading up to the bar. Let me get you something!" during his Order a Drink Phase. Since his card specifically refers to the Drink Deck, he looks at the top 3 cards of the RDI Drink Deck, not Lucky's Drink Deck.*

Be sure to pay close attention to whether a card tells you to Order a Drink or to do something else that looks like Ordering but actually refers to the Drink Deck!

Multiple Crawls at the Same Time: It is possible (via something like a Drinking Contest or a "toast" card) for multiple players to reveal Drinks with Chasers at the same time. When this happens, first completely resolve the Drinking Contest or toast and all of its Drinks normally. (In the case of a Drinking Contest, this could involve doing more drinking rounds to break ties.) Then, in turn order starting with the active player, any player who revealed one or more Chasers during the process must Crawl. This will cause multiple Tavern Events to happen, and the Party Pawn will end up at the tavern that the last player Crawls to. Each Crawling player ***must*** move the Party Pawn - they may not leave it where it is, but they may move it to a tavern that was previously visited in the current chain of Crawling. You may wish to use the Crawl Tokens to help you keep track of which players must Crawl if multiple players must do so.



In the event that a single player reveals multiple separate Chaser Drinks during a multi-round Drinking Contest, that player Crawls once at the end of the Drinking Contest, not multiple times.

Multiple Players Affected by a Chaser Drink: If multiple players take effects from a single Drink with a Chaser, or if multiple players get a copy of a Drink with a Chaser (from Round on the House, for example), then only the player who revealed the Drink Crawls.

Revealing Multiple Drinks: Some cards, such as "The Wench Dares You" or Zariah's "Amber has a knack for mixing drinks", instruct a player to reveal multiple Drinks and take some action with them. If one or more of the revealed Drinks include Chasers, the revealing player will Crawl after the revealing card effect is finished resolving. That player only Crawls once, even if they happened to reveal multiple Drinks with Chasers.

Example: *Zariah plays "Amber has a knack for mixing drinks" with its Chimera effect. She reveals Light Ale with a Chaser of Wine, and Dragon Breath Ale. She gives the Dragon Breath Ale to Samantha, shuffles the Light Ale and the Wine back into the Drink Deck, then Crawls.*

Example: *Farai reveals The Challenge (from an earlier RDI Drink Deck) as his Drink for the turn. He decides to accept the challenge and reveals Light Ale with a Chaser of Wine and Elven Wine with a Chaser of Ogre Brew as his two Drinks. He takes the two Drinks, gets a Gold from each other player, then Crawls (once).*

This rule also applies to the case where multiple different effects are causing Drinks to "stack up".

Example: *Samantha reveals Light Ale with a Chaser of Wine as her Drink for the turn. Before it resolves, Fiona (from the original Red Dragon Inn game) plays "We're at an inn, and you're not drinking. What's wrong with you?" to make Samantha drink again from her Drink Me! Pile. She reveals Wine with a Chaser of Dwarven Firewater. She Ignores the very large Drink, then drinks her Light Ale with a Chaser of Wine, then Crawls (once).*

Looking at Ordered Drinks: If a player (such as Tara from RDI 4) is Ordering multiple Drinks and looking at them in the process, and the card effect does not refer to the Drink Deck, then you first gather and look at the cards you are Ordering, possibly Closing taverns and Crawling in the process. When you have the correct number of Drinks, you may look at all of them and decide where to put them. (Note that Tara's "Signs point to you getting drunker" is the only card affected by this rule.)

Shuffling Drinks Back into a Deck: If a Tavern Drink would be shuffled back into the Drink Deck, such as with Sera's "I think these drinks might have been poisoned", it is shuffled back into the appropriate Tavern Drink Deck instead. If that Tavern is closed, then that Tavern Drink Deck no longer exists, so the card is discarded instead of shuffled back in.

Gizmos and Minions: Remember, Wrench's Gizmos and Torglesnarf's Minions Ignore all Events. This includes Tavern Events!

Special Reserve Drinks: If The Wench gives players Special Reserve Drinks, those cards "float to the top" of those players' Drink Me! Piles as normal, even if the affected Drink Me! Piles include Tavern Drinks. Tavern Drinks do not float to the top - they can be covered by other cards, including cards from the Red Dragon Inn Drink Deck.

Otto: If Otto, our Mechanical Friend is in the game, he never Crawls, even if he gets a Drink with a Chaser. If a Tavern Event says that it can be affected as though it were an Action or a Drink, Otto reveals a Sometimes effect in response. Tavern Events always affect both of Otto's tracks, regardless of which player Crawled.

Teams: When playing a team game with the Pub Crawl Variant, any player revealing a Drink with a Chaser will Crawl, as normal. If multiple players happen to reveal Chasers at the same time, they are resolved in turn order, just like in individual games. Remember that teammates reveal and resolve their Drinks separately during their shared Drink Phase, though!

Since the effects resulting from Crawling are Events, each team will choose a Champion. The Crawling player does not necessarily need to be chosen as their team's Champion. Once Champions are chosen, the Tavern Event is resolved, affecting only the Champions.

The Bar Deck Variant

The Red Dragon Inn is designed to be played with a 30-card Drink Deck, so that the deck will run out during the game and force everyone to pay Gold to the Inn. However, there are now many more than 30 unique Drink Cards available across all expansions. If you'd like to play with a Drink Deck of more than 30 cards, use this variant.

Setup: Shuffle together all of the Drink Cards you wish to use for the game. This is the Bar Deck. Count out 30 cards from the Bar Deck face down and use those cards as your Drink Deck at the start of the game.

When the Drink Deck runs out, each player pays 1 Gold to the Inn, as normal. Then, take the next 30 cards from the Bar Deck and use them as your replacement Drink Deck. If the Bar Deck runs out during this process, shuffle all of the discarded Drink Cards and use that as your new Bar Deck.

The Bar Deck must be made up of Red Dragon Inn Drink Cards, with the backs marked "Drink Deck". Tavern Drink Cards from the Pub Crawl Variant may not be used in the Bar Deck. However, it is possible to play a game with both the Pub Crawl Variant and the Bar Deck Variant. Simply use the Bar Deck as the Red Dragon Inn Drink Deck and use the usual Tavern Decks for the other taverns.

The Prize Variant

Some promotional cards, including Pub Crawl Map and Red Dragon Inn Loyalty Card 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 Nerodia's "You could say I've got a good head for games". 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.

Teams: 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.

Card-Specific Notes

Aw Fiddlesnakes, I'm needed in the back: You may add the Glare effect to this card regardless of the type of card you are choosing to Ignore with it.

Bouncing Dragons: Cards that pass a Drink to another player work normally on this card, and can pass it to anyone. However, that player can then place a Gold on the card to pass it to their left.

Cards that alter this card's Alcohol Content also work normally, and adjust the Alcohol Content in addition to any adjustment caused by the Gold on the card.

If this Drink is Ignored, the Gold on it goes to the Inn.

If this Drink's effect is replaced from a card such as Nerodia's "How about some 'vino di venom' instead?", then any Gold on it goes to the Inn, and it may no longer be passed by paying Gold to it.

Alternative gold pieces such as Keet's Artifacts or the Lich King's Fingers work just like Gold pieces on this card. If Keet puts a face-down Artifact on this card, no player (including Keet) may look at it. When a player (including Keet) gains face-down Artifacts from this card, they immediately flip them face up and resolve them.

If Nitrel plays "Explosive gold piece" to pass Bouncing Dragons, then she attaches a face-down Bomb to the card. That Bomb will be revealed by whoever takes the Gold. However, the attached Bomb does **not** count as a Gold piece for the purpose of Alcohol reduction.

If Bouncing Dragons somehow has its numerical effects reduced by 1, you may no longer pass it, since it is impossible to pay a Gold cost of 0. In this case, it becomes a 4 Alcohol Content Drink where the Gold on it does not change its Alcohol Content, but which still awards the Gold on it to the player who drinks it.

Camaraderie Brew: X is the total number of individual players currently in the game, even when playing a Team Variant. Don't forget to count the player who revealed this card!

Captain Grolnar: If the target of this card redirects the Fortitude loss to someone else, that new target may still pay Gold to reduce the Fortitude loss.

The target may choose to pay 2 Gold to reduce the Fortitude loss to 0, then play a "pay with Gold from the Inn" card, resulting in them paying no Gold and avoiding the Fortitude loss.

Celebration Shochu: This Drink only has a Chaser if it's not someone's Drink Phase, so in the Pub Crawl Variant, you won't Crawl as a result of this card in someone's Drink Phase.

Cheating? In a house of worship?: If this card Negates a Cheating Card and the next player in turn order is already in control of the Round, then that player wins.

Dimli's Great-Grandfather: If the target of this card redirects the Fortitude loss to someone else, that new target may still discard Sometimes Cards to reduce the Fortitude loss.

Drunk Clyde: If a player chooses to lose Fortitude, then redirects that Fortitude loss to someone else, the new target may **not** choose to Drink instead.

Free-Range Hydra Scale Shavings: If Phyll happens to play this on a Drink that already requires someone to play an Action Card, such as 72-Hour Energy Booster, that player will have to play two Action Cards.

Garik, Grizzled Shipmage: If the target of this card redirects the Fortitude loss to someone else, that new target may still discard Gambling or Cheating Cards to reduce the Fortitude loss. The target may discard any combination of Gambling or Cheating Cards. The discarded cards do not all need to be the same type.

Goldswagger: Choose a value for X when you reveal this card. That value is then locked in, and the Drink can be affected normally (split, passed, Ignored, etc). If a card effect changes the Alcohol Content of this Drink, the amount of Gold you get from it remains the same.

How about a boozy bourbon barrel just for you?: You only gain a Heat if the Gold would have gone to another player. If you use this card to avoid anteing, that does not count as Gold going to another player, even if a player later wins the pot.

If I was a snake, I would have bitten you. Oh, *right!*: If the effect being Ignored came from a Gizmo or a Minion and you added the Glare effect, then you may choose whether direct the Fortitude loss to the Gizmo/Minion or Wrench/Torglesnarf.

I'm sure the curse has worn off by now: You may not play both copies of this card to replace a single ante. If Captain Whitehawk claims half the pot with "What a coincidence, I happen to have the same hand", then the winner of the pot chooses whether to give this card to Captain Whitehawk. In other words, it is treated similarly to a Prize from the Prize Variant.

Inspiration Strikes!: If your Character Deck runs out while revealing cards, shuffle your discard pile and continue revealing.

Mushroom Tea: Remember that once an Event has started resolving, it can no longer be Negated or Ignored, so if you take the positive initial effect, you can't do anything about the negative effect later, even with a card that would allow you to Ignore an Event!

Navlyn of the North: If the target of this card redirects the Fortitude loss to someone else, that new target may still discard cards to reduce the Fortitude loss.

Ohava's working the blessing booth today!: Farai may play this card on himself. However, Farai may **not** play this card on himself during setup, before deciding which Brew Deck to place his Farai Token next to.

Pixie-Spun Candy Floss: This Mix-in can affect any Drinks of your choice that are currently in play. This could include multiple players' Drinks in a Drinking Contest, the two (separate) halves of a split Drink, or multiple Drinks resulting from "The Wench Dares You". Remember that a Drink with Chasers counts as a single Drink, so Pixie-Spun Candy Floss may not add more than 1 Alcohol Content to such a Drink.

Pub Crawl Map: This Prize may only be used in games using both the Prize Variant and the Pub Crawl Variant. If this card causes the party to Crawl, then all normal Crawling rules apply. You must Crawl to an Open Tavern, and you may not return to The Red Dragon Inn until all other Taverns are Closed. If these rules make it impossible to go anywhere, then this card goes to the Prize Bin and does nothing.

Red Dragon Inn Loyalty Card: Negated cards do not go under this card, since they never resolve.

If Nerodia activates a card's Glare effect and chooses to put the card she played under this card when it resolves, then the cards used to pay for the Glare effect still go back to the appropriate characters' hands as usual.

If you play one of Murgath's Blessings while you have this card in front of you, the Blessing may not go under this card. It goes to the Blessing discard pile.

If one of Cormac's cards is resolving and would go to his Rage Pool, he may choose whether to put it in his Rage Pool or under this card. If Cormac's card allows him to optionally put a second card into his Rage Pool, he may do so regardless of where he chose to put the first card. The second card may not go under this card - it may only go to the Rage Pool.

Sometimes I just win!: None of the effects of the discarded Sometimes Cards happen.

Strike a pose!: If you add the Glare effect to this card, then the resulting restriction doesn't take place until after this card resolves. The targeted player may still play Sometimes or Anytime Cards in response to this card.

Usually I'm a copperhead, but today I'm a goldilocks!: If you use the Glare effect, then you still pay with Gold from the Inn. You **also** get a Gold from someone.

The Wench Dares You...: Remember that once an Event has started resolving, it can no longer be Negated or Ignored, so if you want to Ignore the Event, you must do so before the Drinks are revealed! If the player who revealed this card Ignores it, no Drinks are revealed and no one drinks. If another player Ignores the Event, they do not drink either of the revealed Drinks.

After the Drinks are revealed, you may Ignore the Drink you are about to drink, but you may not Ignore the Event itself.

In a team game, first each team chooses a Champion, then the Event is resolved among the Champions. This is the case even though the card includes the phrase "each other player".

If the revealed Drinks have the same Alcohol Content, the player who revealed the Event chooses which Drink to drink.

> ***Example:*** *On her Drink Phase, Samantha reveals "The Wench Dares You..." For her two Drinks, she reveals Holy Water (+2 Fortitude) and Dungeon Runoff (-1 Fortitude). Since these Drinks each have 0 Alcohol Content, she chooses to drink the Holy Water herself and make each other player drink Dungeon Runoff.*

You may not alter the effects of a revealed Drink until after they have been distributed to players. In particular, you may not spike the Drink with lower Alcohol Content before it is copied. You may only spike an individual copy after they have been distributed.

If the revealed Drinks would have different effects depending on who would drink them, then the determination of which has the lower Alcohol Content is made based on the player who revealed "The Wench Dares You...", but the actual effects taken depend on each individual player.

> ***Example:*** *On her Drink Phase, Samantha reveals "The Wench Dares You..." For her two Drinks, she reveals Holy Water (+2 Fortitude) and "Tomato Juice" (-2 Fortitude, or 2 Alcohol Content if you are a Vampire). Since Samantha is not a Vampire, the Drinks each have 0 Alcohol Content from her perspective. She chooses to drink the Holy Water herself and make everyone else drink the "Tomato Juice". Lucky loses 2 Fortitude, but Vlazlo (a Vampire) gains 2 Alcohol Content.*

Wizard's Wine: If you only have one card in your Character Deck, reveal it, then shuffle your discard pile, then reveal the top card as your second card.

If Phyll selects a Mix-in from this card, it immediately goes to his Mix-in Shelf.

Yifan the Swashbuckler: If the target of this card redirects the Fortitude loss to someone else, that new target may still discard Anytime Cards to reduce the Fortitude loss.

You need a moment in the statuary hall: If you add the Glare effect to this card, then your turn will end even if the target Ignores the Fortitude loss. However, if this card is Negated, your turn will not end.

You ordered it, you drink it!: Unlike the similar card "Ssstop playing with the drinks!", this card does not say that it can only be affected by "I don't think so". Therefore, it can be Negated by a few other cards in the game, such as Wizgille's "I didn't activate my temporal dilation field. It's just deja vu" or Joran's "Are you sure?"



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The Red Dragon Inn 8: Pub Crawl, Third Edition
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