

Tales Changelog

SlugFest Games periodically makes adjustments and clarifications to *Tales from the Red Dragon Inn*. This document summarizes those changes.

Second Printing

- **Eve Hero Mat:** Added italic text to Phantom Punch clarifying that the Attack comes from Eve, not from an Illusion.
- **Ogre Trinket:** Changed “Minor Item” to “Support Item”.
- **Ancient Wizard Fire:** Clarified that if the fire triggers, it is removed from the map, just like regular Wizard Fire.
- **Beer Goat Ally (Promo Card):** Card now correctly says “Leap ♣ 4” rather than the confusing “Move ♣ 4”.
- **“Place” vs “Put”:** Some of the original documentation interchangeably used the terms “put” and “place”, but some abilities also use “Place” as a game term, as defined in the Glossary. The game is now more careful about using “Place” only where it means the game term defined in the Glossary, and using “put” when the normal English meaning is intended. This impacts all of the documents, plus the cards Bag of Traps and Ancient Wizard Fire.
- **Scenario 9, “Arm Up” Scenario Action:** Changed wording slightly to clarify that each Hero may activate this ability once per game.
- **Scenario 10, “Map Features - Portal”:** Clarified that yes, you can Pull figures through portals.
- **Scenario 16, “Dire Ant Lion”:** Added the sentence “In the unlikely event that all spaces on the track are filled, slide all Initiative Tokens to the left and put the new token on the ‘Highest Priority’ space.” This corner case can happen, for example, if you are using the Dire Chicken Feather Initiative Token.
- **Scenario 25a, “Scenario Notes”:** Clarified that to “advance the round tracker” you move it one step closer to the green “0” space.
- **Glossary, “Deploy” and “Reinforce”:** Added a definition of “Deploy” to the Glossary. The definitions of “Deploy” and “Reinforce” now include the rule that says that if you can’t put the figure in the specified space, you should put it in the Nearest ♠ Unoccupied one, with players breaking a tie if multiple such spaces exist. Both definitions now also include the rule that if you run out of figures to deploy, you simply don’t deploy the extras.
- **Glossary, “Trap”:** Clarified that if a Trap is placed directly onto a figure that would be affected by it, the Trap triggers immediately.
- **Appendix A, “Pooky”:** Clarified that Zot must activate Pooky on his turn. It’s not optional.
- **Appendix G:** Added Appendix G - Character Levels. This Appendix is included in its entirety on the next page.

Appendix G - Character Levels

Each Chapter in Tales is balanced for characters of that level. If you play through the campaign normally, you will level as you go by unlocking new cards from the Vault. However, there may be times when you want to “level down” to replay one or more scenarios. In addition, future content for Tales will include recommendations for character levels for a balanced play experience. The following chart shows all of the cards each character should have at each level, as well as the cards the Armory should contain at that level.

Note that the cards at each level consist of the loadout that the players have on the last scenario of that Chapter. This table assumes that the players unlocked all conditional rewards throughout the campaign.

Level 1	Deirdre	Start Cards 1-2, Vault 1-2
	Eve	Start Cards 1-3, Vault 3-4
	Fiona	Start Cards 1-2, Vault 5-6
	Gerki	Start Cards 1-3, Vault 7-8
	Gog	Start Cards 1-2, Vault 9-10
	Zot	Start Cards 1, 2, 4, Vault 11-13
	Armory	All Start Card Items, Vault 18-27
	Archive	None
Level 2	Deirdre	Start Cards 1-2, Vault 1-2, 34-35
	Eve	Start Cards 1-2, Vault 3-4, 36-38
	Fiona	Start Cards 1-2, Vault 5-6, 39-40
	Gerki	Start Cards 1-3, Vault 7-8, 41-42
	Gog	Start Cards 1-2, Vault 9-10, 43-44
	Zot	Start Cards 1, 2, 4, Vault 11-12, 45-47
	Armory	All Start Card Items, Vault 18-26, 28-33, 48-57
	Archive	Eve Start Card 3, Vault 13-17, 27
Level 3	Deirdre	Start Card 2, Vault 1-2, 35, 60-62
	Eve	Vault 3-4, 36-38, 63-65
	Fiona	Start Card 2, Vault 5-6, 39, 66-68
	Gerki	Start Card 3, Vault 7-8, 41-42, 69-71
	Gog	Start Card 2, Vault 9, 43-44, 72-74
	Zot	Start Cards 1, 4, Vault 11, 45-47, 75-77
	Armory	All Start Card Items, Vault 28-33, 48-58, 78-96
	Archive	Deirdre Start Card 1, Eve Start Cards 1-3, Fiona Start Card 1, Gerki Start Cards 1-2, Gog Start Card 1, Zot Start Card 2, Vault 10, 12-27, 34, 40, 59

Level 4	Deirdre	Vault 1, 35, 60-62, 99-101
	Eve	Vault 4, 38, 63-65, 102-105, 122
	Fiona	Vault 5, 39, 66-68, 106-108
	Gerki	Start Card 3, Vault 8, 42, 69-71, 109-111
	Gog	Vault 43-44, 72-74, 112-114
	Zot	Start Cards 1, 4, Vault 47, 75-77, 115-118, 123
	Armory	All Start Card Items, Vault 29, 49-50, 52-58, 78-81, 83-98, 119-121, 124-132
	Archive	Deirdre Start Cards 1-2, Eve Start Cards 1-3, Fiona Start Cards 1-2, Gerki Start Cards 1-2, Gog Start Cards 1-2, Zot Start Card 2, Vault 2-3, 6-7, 9-11, 12-28, 30-34, 36-37, 40-41, 45-46, 48, 51, 59, 82
Level 5	Deirdre	Vault 60-62, 99-101, 136-138
	Eve	Vault 63-65, 102-105, 122, 139-141
	Fiona	Vault 66-68, 106-108, 142-144
	Gerki	Start Card 3, Vault 69-71, 109-111, 145-147
	Gog	Vault 72-74, 112-114, 148-150
	Zot	Start Card 4, Vault 75-77, 115-118, 123, 151-153
	Armory	All Start Card Items, Vault 29, 49-50, 52, 55-56, 58, 78-81, 83-84, 86-98, 119-121, 124-135, 154-159
	Archive	Deirdre Start Cards 1-2, Eve Start Cards 1-3, Fiona Start Cards 1-2, Gerki Start Cards 1-2, Gog Start Cards 1-2, Zot Start Cards 1-2, Vault 1-28, 30-48, 51, 53-54, 57, 59, 82, 85