

# 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.
- **Token Reference Cards:** Clarified that after a Debuff Token does its thing, it gets discarded.
- **Ogre Trinket:** Changed “Minor Item” to “Support Item”.
- **Helm of Beverages:** Changed “Minor Items” to “Support Items”.
- **Participation Battleaxe:** Fixed an art error - the original art included a blue ribbon!
- **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 8, “Map Features - Ladder”:** Clarified that yes, you can Pull figures through ladders.
- **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 11, “Fruit”:** Clarified that if you deal 🍌 or more to a tree and it has only one fruit, it gets dropped.
- **Scenario 12, “Rewards”:** The rewards section now correctly says that Vault Card 49 goes to the Archive at the end of this scenario.
- **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.
- **Scenarios 20, 24 and 25:** When transitioning to part 2, it now says that tokens, Illusions, etc. are removed from the map rather than “lost” to clarify that the players don’t lose such tokens permanently.
- **Scenarios 22 and 24:** Each new room’s setup is now more explicit about removing the Demon Chain tokens.
- **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.
- **Walkthrough, p6:** Clarified that you roll one Scheme Die for each Schemer Group, not for each figure.

# 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	<b>Deirdre</b>	Start Cards 1-2, Vault 1-2
	<b>Eve</b>	Start Cards 1-3, Vault 3-4
	<b>Fiona</b>	Start Cards 1-2, Vault 5-6
	<b>Gerki</b>	Start Cards 1-3, Vault 7-8
	<b>Gog</b>	Start Cards 1-2, Vault 9-10
	<b>Zot</b>	Start Cards 1, 2, 4, Vault 11-13
	<b>Armory</b>	All Start Card Items, Vault 18-27
	<b>Archive</b>	None
Level 2	<b>Deirdre</b>	Start Cards 1-2, Vault 1-2, 34-35
	<b>Eve</b>	Start Cards 1-2, Vault 3-4, 36-38
	<b>Fiona</b>	Start Cards 1-2, Vault 5-6, 39-40
	<b>Gerki</b>	Start Cards 1-3, Vault 7-8, 41-42
	<b>Gog</b>	Start Cards 1-2, Vault 9-10, 43-44
	<b>Zot</b>	Start Cards 1, 2, 4, Vault 11-12, 45-47
	<b>Armory</b>	All Start Card Items, Vault 18-26, 28-33, 48-57
	<b>Archive</b>	Eve Start Card 3, Vault 13-17, 27
Level 3	<b>Deirdre</b>	Start Card 2, Vault 1-2, 35, 60-62
	<b>Eve</b>	Vault 3-4, 36-38, 63-65
	<b>Fiona</b>	Start Card 2, Vault 5-6, 39, 66-68
	<b>Gerki</b>	Start Card 3, Vault 7-8, 41-42, 69-71
	<b>Gog</b>	Start Card 2, Vault 9, 43-44, 72-74
	<b>Zot</b>	Start Cards 1, 4, Vault 11, 45-47, 75-77
	<b>Armory</b>	All Start Card Items, Vault 28-33, 48, 50-58, 78-96
	<b>Archive</b>	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, 49, 59

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