



Master of Ceremonies Jin

During his travels as a busker, the young bard Jin noticed that he got more tips when he emphasized audience participation in his songs. Now everyone at The Red Dragon Inn looks forward to Jin's "singalong nights" where he encourages even the most reluctant patrons to get on stage and sing!

Setup: Shuffle the 14-card Song Deck and leave it near your player mat. Reveal the top three Songs from the Song Deck and put them in front of your player mat where everyone can see them. This is your Setlist. If you reveal an "Immediate" Song during this process, discard it without drawing a replacement.

Songs

Jin has a rotating Setlist of Songs for other players to Sing. At the beginning of your turn, or whenever you play a card with the musical note icon in the bottom left, reveal a Song and add it to your Setlist. If a card has the musical note icon, reveal a new Song after all other effects on the card have been carried out.

If the Setlist ever has more than three Songs in it, you must discard Songs of your choice from the Setlist until it has three Songs. No player may take any game actions until you do this.



One Song, "Hyping up the crowd", has an Immediate effect. When you reveal this card, resolve its effect immediately, then discard it. Do not add it to the Setlist, and do not draw a replacement.

Many cards in Jin's deck instruct a player to Sing. To Sing, the Singer first chooses a Song from the Setlist, then resolves that card. It is treated as though it were an Action Card played from the Singer's hand. So, for example, players can Ignore the effect or hit the Singer back, and Songs targeting Pooky could make his mood worse.

If a player Ignores a card that would make them Sing, they do not Sing.

A few cards cause a player to Sing a specific Song. In that case, they do not choose from the Setlist.

If a player must Sing from the Setlist, but the Setlist is empty, they reveal and Sing the top card from the Song Deck. If that Song is "Hyping up the crowd", discard it without taking its effects and reveal again.

When the Song Deck runs out, shuffle the Song discard pile and use that as the new Song Deck.

If a targetable non-player (such as Wrench's Gizmos or Torglesnarf's Minions) is instructed to Sing, the player who played that card (i.e. Wrench or Torglesnarf) Sings instead.

Otto: When playing with the Otto Variant, Otto cannot Sing. If a card effect would make him Sing, he instead does nothing. The Immediate effect of "Hyping up the crowd" causes Otto to gain 1 Fortitude on Jin's side, not his opponent's.



Timing: A card played by Jin that would make a player Sing may be responded to just like any other card. Any responses happen before anyone would Sing. When the card resolves, the targeted player chooses a Song, then plays it (picking targets if necessary). The Song itself may be responded to at this point.

One card, "Inspired! What a show!", may be played immediately after a player Sings. This is the same game window in which hit-back cards could be played, so if multiple players want to play such cards at the same time, resolve them in turn order starting from the active player.

Greppa, Vicious Mocker

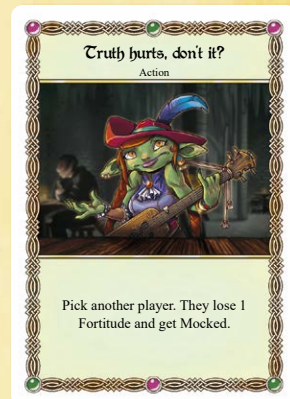
Greppa started off as a prim, proper, ladylike goblin on the pageant circuit. However, she rebelled against that life and now uses her razor wit to ensure that no one gets too full of themselves when she's around.

Setup: Shuffle the 15-card Mockery Deck and put it where everyone can reach it. Leave space next to it for a Mockery discard pile.

Mockery

Many cards in Greppa's deck cause a player to get Mocked. If such a card resolves, then the affected player reveals a Mockery Card.

Mockery Cards have two separate effects - an initial effect that happens when it is revealed, and a secondary "Shake it Off" effect. The initial effect can be responded to as though it were an Action Card played from Greppa's hand. If you Negate or Ignore the Mockery Card, it goes directly to the Mockery discard pile (i.e. you cannot then benefit from the Shake it Off effect).



After you resolve the top effect of a Mockery Card, it stays in front of you. At any time, you may play its Shake it Off effect. To do this, pay the cost shown before the colon and resolve the effect, then put the Mockery Card into the Mockery discard pile. You may not pay the cost multiple times to get multiple effects.

Shake it Off abilities may not be Negated, Ignored, reduced, redirected, hit back, or otherwise avoided. This rule applies to both the cost and the effect.

Example: Fiona has "Some healing is more temporary..." in front of her. She may not play "Oh, that's what was rattling around in my armor!" to pay its Shake it Off cost with Gold from the Inn. She may only pay with her actual Gold. Once she does so, Joran may not play "I'm gonna save this healing for the dungeon!" to stop Fiona from healing, because Shake it Off effects do not allow such shenanigans.

A Mockery Card is completely separate from the card that caused a player to reveal that Mockery Card. However, if you Ignore a card that would cause you to get Mocked, you don't reveal a Mockery Card.

Example: Greppa plays "Truth hurts, don't it?" on Zot. Zot plays "The stars say 'No!'" to Ignore the card. Zot does not lose Fortitude, and does not reveal a Mockery Card.

Example: Greppa plays “Ha! You make this too easy” targeting Zot. Zot may not play “The stars say ‘No!’” here, because Greppa’s Anytime Card does not affect his Fortitude, Alcohol Content or Gold.

Example: Greppa plays “A dagger in the back, and a dagger in the feels” to make Petra lose 2 Fortitude and get Mocked. Petra plays “I run hot” to reduce the Fortitude loss by 1. Petra loses 1 Fortitude and reveals the Mockery Card “Did you hear what that guy said about you?” Petra loses 2 Fortitude from the Mockery Card. The Fortitude reduction from “I run hot” only applied to Greppa’s original Action Card, not the resulting Mockery Card.

If a card would cause a player to lose Fortitude and get Mocked, and that player redirects the Fortitude loss, they are still the one who gets Mocked. Similarly, if a player redirects the Fortitude loss from the top effect of a Mockery Card, they still put the Mockery Card in front of them.

Example: Greppa plays “Truth hurts, don’t it?” on Eve. Eve plays “I’m not Eve! She’s over there!” to redirect the Fortitude loss to Gerki. Gerki loses 1 Fortitude, but Eve gets Mocked.

Example: Bryn gets Mocked and reveals “Some healing is more temporary...” She plays “Stop hitting yourself!” Greppa loses 2 Fortitude, but Bryn keeps the Mockery Card in front of her and can later use its Shake it Off effect.

If Greppa leaves the game, any Mockery Cards in front of other players stay where they are. If a Shake it Off effect involves paying Gold to Greppa after she has left the game, pay to the Inn instead.

If a targetable non-player (such as Wrench’s Gizmos or Torglesnarf’s Minions) would get Mocked, the player who played that card (i.e. Wrench or Torglesnarf) gets Mocked instead.

Example: Greppa plays “Truth hurts, don’t it?” on Brix, one of Torglesnarf’s Minions. Brix loses 1 Fortitude and Torglesnarf gets Mocked.

If Pooky loses Fortitude from a Mockery Card, his mood gets worse. However, if he pays Fortitude as part of a Shake it Off cost, his mood stays the same.

Some cards allow you to Negate an Action Card, allowing the player who played it to play another. If such an effect is used to Negate a Mockery Card, discard it and reveal another one.

If Wulfric is Playful and Kaylin gets a Mockery Card that causes Fortitude loss, she takes extra and Greppa is also hit for 1. However, Playful does not modify Shake it Off costs.

If a player is Ignoring all effects via a card such as Kaylin’s “Private Pixie Time”, they may not activate Shake it Off effects. However, Erin may activate Shake it Off effects if she is in Tree Form, and she stays in Tree Form if she does so.

Otto: If Otto gets Mocked, he reveals a Mockery Card and takes its effects on his track on Greppa’s side. Note that some Mockery Cards will have no effect on Otto, such as ones that would make him discard cards or pay Gold to the Inn. Remember that Otto will respond to any card that would affect his Fortitude, Alcohol Content or Gold, including Mockery Cards.

Timing: A card played by Greppa that would cause a player to get Mocked may be responded to just like any other card. Any responses happen before the player gets Mocked. When the player gets Mocked, they reveal a Mockery Card. That card may then be responded to, even with Shake it Off effects from other Mockery Cards.

You may not activate a Shake it Off effect until after the Mockery Card’s top effect has resolved and you have placed the card in front of you.

Boss Battle

When playing Greppa as the Boss in a Boss Battle, shuffle the 15 Boss Battle cards into her Character Deck. Boss Battle cards have the “boss dragons” in the corners to indicate that they should be removed when playing Greppa in a non-Boss game. For more information about the Boss Battle Variant, see the RDI 6 rules, at <https://slugfestgames.com/rdi6resources/>.

The Prize Variant

Some cards, including Busker’s Hat and Scroll of Shattering Song in this product, have the type “Prize”. The Prize Variant provides an optional way to spice up Rounds of Gambling. For more information about the Prize Variant, including card-specific interactions, visit <https://slugfestgames.com/rdi-the-prize-variant/>, or scan the QR code on the back of a Prize Card!

The High Note

The High Note is a new tavern for use in the Pub Crawl Variant introduced in The Red Dragon Inn 8. You will need a copy of RDI 8 to play this variant. See <https://slugfestgames.com/rdi8-resources/> for the RDI 8 rules and a description of the Pub Crawl Variant.

Card-Specific Notes

Barbarian Rhapsody: If a player other than Jin Sings this Song, Jin will be among the players that must pay the Singer 1 Gold.

Excessive lute solo: Greppa can still receive Gold payments from Shake it Off effects even if she’s Ignoring all effects due to this card.

Hoo boy, have I got a good one for you: This card does not affect the target’s Fortitude, even though the resulting Mockery might.

How about a rowdy drinking singalong: Jin does not add a new Song to the Setlist until after all Drinks have been revealed and resolved.

Hungry Like the Wolfman: If a player other than Jin Sings this Song, Jin will be among the players that must lose 1 Fortitude.

I Wanna Be Your Warhammer: If a player other than Jin Sings this Song and discards an Action Card, Jin will be among the players that must lose 1 Fortitude. Players may wait to see if the Singer discards an Action Card before deciding whether to respond to this Song.

It’s not the game that’s stupid, hon: If the Round previously had no winner, no one gets Mocked.

Let’s make it a duet: When this card resolves, Jin and the target each get their half of the Drink, then Jin adds a Song to his Setlist, then players may respond to the split Drinks.

Look who just volunteered: This card does not affect the target’s Fortitude, even though the resulting Song might.

Oh yeah? Well... takes one to know one!: If Greppa reveals this Mockery Card herself, she loses 2 Fortitude, not 1. If you reveal this card and Ignore it, it goes to the Mockery discard pile regardless of whether Greppa also Ignores it.

Screwing Eyes Are Watching You: No player may take game actions in between the draw and discard.

That’s not a drinking horn: The Sing effect is added to the Drink itself, so if the player Ignores the Drink, they won’t Sing. If the Drink with the Sing effect is split or copied, both resulting Drinks will have the Sing effect. If multiple players would Sing at the same time, they Sing in turn order starting from the active player.

This’ll amp up the pot: If the Setlist is empty, no Song is added to the pot. This card simply takes control of the Round.

We will, we will MOCK YOU!: This card cannot Negate “I don’t think so” or “The Wench thinks you should stop playing with the drinks.”

Why Must I Be a Skeleton In Love?: If a player other than Jin Sings this Song, they may pick Jin as the player to discard their top Drink Card.

Wow, you’ll loot anything, won’t’cha?: If you play a card that allows you avoid paying or pay with Gold from the Inn, that applies to both Gold payments.

You Only Love Me For My Heals: If a player other than Jin Sings this Song, they may pick Jin as the player to gain 1 Fortitude.

The Red Dragon Inn: Jin vs. Greppa, First Edition
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