

# The Red Dragon Inn

## Baelfire, Summoner of Shadows

The evil warlock summoner Baelfire has spent centuries honing his craft, reveling in the irony of being a summoner who must subject himself to the whims of those powerful enough to summon *him*. With his versatile army of Shadowfiends, he's ready to cause whatever mayhem he's called upon to inflict on an unsuspecting world.

**Setup:** Put the 9 Shadowfiends near your player mat. (The Shadowfiends Cackling Demon and Elder Terror are only used when playing Baelfire as the Boss in the Boss Battle variant. For regular games, leave those two Shadowfiends out of the game.) Any player may look through the Shadowfiends at any time. They are not a “deck”, and should not be shuffled together.

## Shadowfiends

Some cards in Baelfire's deck have the subtype “Summon” and a purple text box at the bottom. These Summon Cards allow Baelfire to put a Shadowfiend in front of any player after all effects in the top text box have resolved. If the Summon Card is Negated, Baelfire may not use the summoning effect. If it is Ignored, he may still use the summoning effect, and it may target any player - even one who Ignored the original effect.

Purple summon effects cannot be Ignored. They may not be Negated except with an effect that Negates the entire Summon Card. In other words, a summon effect may not be selectively Negated after the Summon Card's top effect has resolved.

Some Summon effects have a cost of 1 Fortitude that Baelfire must pay to summon the indicated Shadowfiend. Others have no cost, indicated by the cost “0 Fortitude”. Baelfire must pay such a cost when summoning that Shadowfiend. He may not Ignore this Fortitude loss.



When you summon a Shadowfiend, put it in front of any player (it could be you). It sets up an effect that will happen at the end of each of that player's Action Phases for as long as the Shadowfiend is in front of that player. A Shadowfiend's effect may be responded to as though it were an Action Card played by Baelfire.

If a Summon effect would summon a Shadowfiend that is already in play, Baelfire can either leave the Shadowfiend where it is or move it to another player. He does not need to pay the Fortitude cost to do either of these things.

**Attacking Shadowfiends:** Whenever a player must choose a player for a card's Fortitude loss or redirection effect, they may choose to target a Shadowfiend instead. They may choose any Shadowfiend in play - it does not necessarily have to be one in front of them.

When a Shadowfiend loses any amount of Fortitude, it leaves play and

goes back to Baelfire's Shadowfiend supply. Baelfire may summon that Shadowfiend again later in the game if a card allows him to do so.

A card that allows Baelfire to Ignore Fortitude loss cannot be used to protect a Shadowfiend. In fact, Baelfire does not have any cards that allow him to protect his Shadowfiends - they are ephemeral beings, after all.

If a player plays a card that affects the Fortitude of all players, that card affects each Shadowfiend as well unless it specifically says otherwise. A player who plays such a card may not choose to selectively “leave out” some targets, such as Shadowfiends assigned to other players.

If a Shadowfiend's effect causes a player to lose Fortitude and that player has a card that allows them to “hit back”, they may use that card to target Baelfire or the Shadowfiend that hit them.

## Other Rules

Shadowfiends Ignore all Events. This includes Drink Events, Sea Events, Dungeon Events, Tavern Events, and GM Events.

If a Shadowfiend would gain Fortitude, gain or lose Alcohol Content, gain or lose Gold, or draw or discard cards, nothing happens. If a card instructs a Shadowfiend to reveal or Petrify one or more cards from their hand, nothing happens. You may not order Drinks for Shadowfiends. This includes The Wench's Special Reserve Drinks. Shadowfiends may not Buy Potions from Phrenk or have Warthorn's Stories placed on them.

If a Shadowfiend would get a Scarab from Amundyr, a Bomb from Nitrel, a Debuff from Natyli, a Blessing from Murgath, a Mark from Remy, a Doppelganger from Evil Pooky, a Mockery from Greppa, or a Malediction from Marah, Baelfire gets it instead. If a Shadowfiend would Sing one of Jin's Songs, Baelfire Sings instead. In all of these cases, if a single effect would make both Baelfire and one or more Shadowfiends get such an extra effect, Baelfire gets the extra effect only once, not multiple times.

Shadowfiends may only be played in front of players. Gizmos and Minions may not have Shadowfiends assigned to them. Shadowfiends may not be assigned to other Shadowfiends.

Shadowfiends are not affected by Natyli's Debuffs. In particular, Power Jinxes do not affect any of a Shadowfiend's effects, and Pain Curses only trigger when Baelfire loses Fortitude, not when a Shadowfiend loses Fortitude.

If Wrench has one or more Gizmos and one or more Shadowfiends in front of him, he resolves their effects in the order of his choice at the end of his Action Phase.

If Torglesnarf has one or more Minions and one or more Shadowfiends in front of him, he must resolve the Minions first (during his Action Phase) then resolve the Shadowfiends afterward.

If Wulfric is Playful and a Shadowfiend causes Kaylin to lose Fortitude, the “hitback” damage from Wulfric is applied to Baelfire, not to any Shadowfiend.





When a Shadowfiend activates, Baelfire may use effects like Luck Potion or Strength Potion to alter its effect. Doing so only affects that Shadowfiend for a single activation. It does not cause the Shadowfiend to be permanently altered.

If an effect would change numerical values on a Summon Card, that includes the Fortitude cost of the summon effect. Reducing such a cost below 0 sets it to 0 instead. No player may affect the numerical effects of a Summon Card after its top effect resolves but before its bottom effect resolves.



## Card-Specific Rules

**Cackling Demon:** The target chooses which cards to discard.

**Daww, he's got a crush on you!:** You may play this card after another player makes you lose Fortitude, and you may play it even if you reduced the Fortitude loss (as long as you actually lost at least 1 Fortitude). However, you do not need to summon the Dire Wurm on the player who made you lose Fortitude - you may play it on anyone!

**Even I won't cross the Infernal Revenue Service:** If this card is Negated, you don't pay Gold.

**Oh yeah? You and what army?:** If the targeted player no longer has a Shadowfiend in front of them when this card resolves, they still lose 1 Fortitude.

**Spring forth, burly protectors!:** Non-zero Fortitude costs on Summon Cards count as affecting your Fortitude, so you may play this on one of your own Summon Cards that costs 1 Fortitude. However, you will generally not want to do this, since it would reduce all of the numeric values on that card. Remember, you may not resolve the top effect of a Summon Card, then reduce its numeric abilities before resolving the bottom effect.

**You were just gonna waste that vitality anyway:** You only gain Fortitude equal to the Fortitude that was actually lost. If one or more players reduce or Ignore the Fortitude loss, that will reduce the amount you gain.



## Boss Battle

When playing Baelfire as the Boss in a Boss Battle, shuffle the 15 Boss Battle cards into his Character Deck and add the Shadowfiends Cackling Demon and Elder Terror to the Shadowfiend supply. Boss Battle cards have the "boss dragons" in the corners to indicate that they should be removed when playing Baelfire in a non-Boss game. For more information about the Boss Battle Variant, see the RDI 6 rules, at <https://slugfestgames.com/rdi6resources/>.

