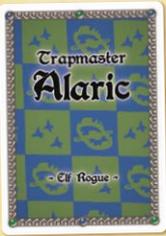


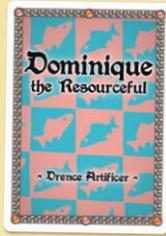
The Red Dragon Inn



Components



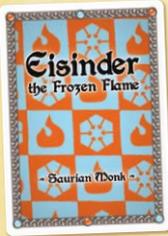
40-card Alaric Deck



40-card Dominique Deck



4 Energy Tokens



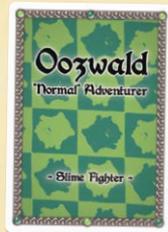
40-card Eisinder Deck



4 Fire Tokens



4 Ice Tokens



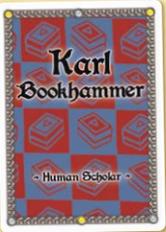
40-card Oozwald Deck



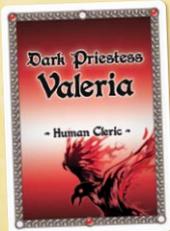
4 Buff Tokens



4 Clone Meeple



40-card Karl Deck



40-card Valeria Deck



10 Corruption Tokens



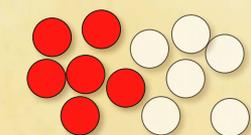
30-card Drink Deck



6 Player Mats



78 Gold Coin Tokens



Fortitude and Alcohol Content Markers (6 each)



Alternative Fortitude and Alcohol Content Tokens



17 Deck Dividers for use in *The Character Trove*

Variant Components

Pub Crawl Variant (see page 11)



6 Tavern Cards



5 Tavern Drink Decks (6 cards each)



Pub Crawl Token (with base)

More Variant Components

Prize Variant (see page 11)



3 Prize Cards

Team Variants (see page 13)



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



8 Potion Tokens

Boss Otto Variant (see page 16)



144 Boss Otto Cards (4 factions of 36 cards each - 12 Action, 12 Sometimes, 12 Gambling)



Boss Otto Play Mat



Priority Target Token (with base)



Threat Tracker Mat

Dungeon Training Variant (see page 11)



2 Dungeon Maps



6 Armory Loot Cards



22 Progress Tokens in 11 Colors



4 Dungeon Reference Cards



8-card Trick Deck

Table of Contents

Base Rules	4
Introduction, Getting Started, On Your Turn, Sometimes and Anytime Cards	4
Losing the Game, Gambling	5
More Drink Rules, Other Rules	6
Character Rules	9
Trapmaster Alaric, Karl Bookhammer, Eisinder, the Frozen Flame	9
Dominique the Resourceful, Oozwald, "Normal" Adventurer, Dark Priestess Valeria	10
Variants	10
Bar Deck Variant	10
Dungeon Training, Prize Variant, Pub Crawl Variant	11
Team Variants	13
Two-Headed Dragon	14
Boss Battle, Two-Headed Boss Battle, Leaders and Lackeys	15
Boss Otto	16
Boss Otto - Advanced	18
Boss Otto - Other Rules	19
Card-Specific Notes	20



Don't wanna read? (We get it, there's a lot in this rulebook!)

<https://slugfestgames.com/rdl10-resources/>



Introduction

Welcome to the Red Dragon Inn! 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 9. The other sections include clarifications and variants that you probably won’t need during your first game.

If you have played before, pages 9 and 10 will tell you everything you need to know about the new characters, and later pages will describe many optional play variants.

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 5 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 6 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 6



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 7.

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.



Losing the Game

Running Out of Gold

If you run out of Gold, the Wench kicks you out of the Inn and you must spend the rest of the night out in the stables. 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!" 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.

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 "Not now. Important trap research!"), 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 "It's only lost treasure until someone finds it"), then no player is required to ante.

Gambling Example

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

Dominique plays “WHAT? I CAN’T HEAR YOU, I’M IN MY DIVING SUIT!!” 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.

Karl, Alaric and Eisinder each ante one Gold. Since Karl started the Round, he’s winning (in control).

Alaric goes next and passes.

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

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

Alaric plays “Are you saying rogues can’t play fair?,” which is a Cheating Card. Alaric is now winning.

Eisinder passes.

Karl 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. Karl is now winning.

Alaric passes and so does Eisinder.

Karl 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: Alaric 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. Alaric plays “Sleight of drink” to Ignore the Drink, so he gains no Alcohol Content.

Chaser Example 2: During a Drinking Contest, Eisinder 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. Eisinder 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 the The Howler in the Howling Flagon 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, Karl reveals The Howler. He plays “You’ve gotta try this! It was in the Mordrinkia Maxima!” to split the Drink with Dominique. Karl and Dominique each gain 1 Alcohol Content. Since Karl is the first affected player in turn order, he puts The Howler in front of him. Dominique does not carry out any of the Drink’s additional effects.

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: Valeria 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. Valeria 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: Dominique plays “Tip the Wench” to make Alaric pay 1 Gold to the Inn. In response, Alaric plays “A stand-up stand-in”, allowing him to Ignore the card, since it would directly change his Gold. (It also makes Dominique Check for Traps.)

Example 2: Alaric reveals Wine on his Drink Phase. Valeria plays “Look who’s a little mixologist!” to add 1 Alcohol Content (and a Corruption) to the Wine. Alaric may not play “A stand-up stand-in” here, because Valeria’s card is not changing Alaric’s Alcohol Content directly—it is changing the effects of the Wine.

Example 3: Alaric reveals Dragon Breath Ale on his Drink Phase. He plays “Sleight of drink” to Ignore the Drink. Karl plays “I don’t think so!” to Negate Alaric’s Ignore card.

Alaric may not play “A stand-up stand-in” here, because Karl’s card is not changing Alaric’s Alcohol Content directly—it is Negating Alaric’s card that would allow him to Ignore the Drink.

Example 4: Alaric 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. Alaric may not play “A stand-up stand-in” here, because Gerki’s card is not directly changing Alaric’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: Oozwald plays “You bumped into me!” on Karl. Karl loses 2 Fortitude, then plays “You cracked the spine!” to try to hit Oozwald back. Oozwald responds with “We don’t think so!” Karl’s card is Negated, so it has no effect. Oozwald loses no Fortitude.

Ignore Example: Karl plays “Okay, who opened the cursed tome?” to make each other player lose 1 Fortitude. In response, Valeria plays “The Darkness shrouds us” to Ignore the card. Valeria does not lose Fortitude, but the other players do, since Karl’s card affects them normally when it resolves.

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.)

Reduction Effects

Some cards allow you to reduce an effect from another card.

Reducing an effect from a positive number to a negative number or vice versa reduces it to 0 instead. If a card would affect all players, reducing the effect that one player takes does not change the effect for the other players unless that card says that it changes “numeric effects.”

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: Alaric reveals Light Ale during his Drink Phase. He is holding “Sleight of drink”, which would allow him to Ignore the Drink. He chooses not to play it, since the Drink only has an Alcohol Content of 1. Valeria plays “Look who’s a little mixologist!” to add 1 Alcohol Content (and a Corruption) to the Light Ale. After Valeria’s card resolves, Alaric will have another opportunity to play “Sleight of drink” to Ignore the spiked Light Ale, even though he 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: Alaric 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 “Sleight of drink” to Ignore the Drink. Karl (sitting to Alaric’s left) and Valeria (sitting to Karl’s left) each hold an “I don’t think so!”, and each suspects that the other is holding one. Both Karl and Valeria are interested in Negating Alaric’s Ignore card, but neither wants to be the one to spend their critical “I don’t think so!” To resolve the deadlock, first Karl, then Valeria

must either play a response to Alaric's card or choose not to. If neither Karl nor Valeria decides to play "I don't think so!" on Alaric'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: Karl plays "Okay, who opened the cursed tome?" to make each other player lose 1 Fortitude. At this point, Valeria wants to play "The Darkness shrouds us" to Ignore the effect and Dominique wants to play "Danger! High voltage!" to hit Karl back. Since the game event of responding to Karl's card happens before the game event of players losing Fortitude, Valeria plays her card first. Once that card takes effect, Karl's card resolves, causing the other players to each lose 1 Fortitude. After that happens, Dominique may play her card to hit Karl 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: Karl reveals an Elven Wine (3 Alcohol Content). He plays "You've gotta try this!", which splits the Drink into two Drinks with 2 Alcohol Content each (3 Alcohol Content split in half, then rounded up). Valeria then plays "Look who's a little mixologist!" to add 1 Alcohol Content (and a Corruption) to one of the two Drinks. The result is one Drink with 2 Alcohol Content and another with 3 Alcohol Content.

Split Example 2: Valeria plays "Look who's a little mixologist!" as soon as the Elven Wine is revealed, making the Elven Wine a Drink with 4 Alcohol Content. Karl then plays "You've gotta try this!", creating two Drinks with 2 Alcohol Content each. (Each Drink also has the effect "Gain a Corruption" thanks to Valeria's card.)



Self-Splitting Drinks

Some Drinks, such as Mead, 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: Oozwald reveals Mead during his Drink Phase. No player alters the Drink, so he decides to split it with Dominique. This creates two copies of Mead with 2 Alcohol Content each (half of 3 rounded up). After this, Valeria plays "Look who's a little mixologist!" on Dominique's Mead, giving it a total Alcohol Content of 3. Each player then drinks their half, so Oozwald gains 2 Alcohol Content and Dominique gains 3 (and a Corruption).

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, Alaric reveals Wine (2 Alcohol Content), and Karl reveals Light Ale (1 Alcohol Content). Valeria plays "Look who's a little mixologist!" to increase the Alcohol Content of Karl's Drink to 2, causing his Drink to tie with Alaric's. Karl and Alaric each gain 2 Alcohol Content (and Karl gains a Corruption), then the Drinking Contest continues.

Drinking Contest Example 2: In another Drinking Contest, Karl reveals Dragon Breath Ale (4 Alcohol Content), and Dominique reveals Dark Ale (1 Alcohol Content). Karl plays "You've gotta try this!" to split his Drink with Dominique. Dominique gains a total of 3 Alcohol Content and Karl gains 2 Alcohol Content, but Karl 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: Eisinder 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. Eisinder 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

Trapmaster Alaric

Alaric typically sticks to the shadows, but when the party convinces him to join their night at the tavern, he's happy to give them a few surprises!

The Good: He's good at both arming and disarming traps.

The Bad: He's bad at deciding which he should do at the tavern.

Traps: Many of Alaric's cards cause a player to **Check for Traps**. To Check for Traps, the affected player reveals a random card from Alaric's hand. If it does not have a Trap effect (or if Alaric has no cards in hand), nothing happens and the revealed card goes back to Alaric's hand.



If the revealed card has a Trap effect at the bottom, it is resolved as though it were an Action Card played from Alaric's hand with only its Trap Effect. The player affected by the Trap is always the one who revealed the card.

Other Rules: If Alaric has cards in his hand that didn't come from his Character Deck (such as Murgath's Blessings or Marah's Maledictions), then the player Checking for Traps reveals a random card from among Alaric's Character Cards. They may not choose a Blessing or a Malediction.

If Alaric has one of Karl's Buff Tokens (or a similar effect like a Strength Potion from Phrenk) and a player reveals a Trap that causes Fortitude loss, Alaric may choose to spend the token (or Potion) to increase the Trap effect.

If a targetable non-player (like Wrench's Gizmos, Torglesnarf's Minions, or Baelfire's Shadowfiends) would Check for Traps, its controller (Wrench, Torg, or Baelfire) checks instead. If they reveal a Trap, the controller takes the effect.



Karl Bookhammer

This former 90-pound bookworm transformed himself to take on the challenges of delving into forbidden libraries and forgotten wizard towers - all to get more books!

The Good: You too can get buff like Karl!

The Bad: There are no gains without pains...

Setup: Place 1 Buff Token onto your player mat, and leave the other 3 nearby.

Buff Tokens: Some of Karl's cards cause one or more players to gain a Buff Token. When a player gains a Buff Token, **if they do not already have one**, they put one onto their player mat. A player may have at most 1 Buff Token at a time.



If a player would gain a Buff Token, but there are no more in the supply, then Karl must move a token from another player to that player.

Using Buff Tokens: Any player with a Buff Token (including Karl himself) may add 1 to the Fortitude loss of an Action or Sometimes Card that they have just played by discarding their Buff Token from their player mat.

You must choose whether to spend your Buff Token when you play the card. You may not wait to see if players respond, then decide. If you spend a Buff Token and the card you spent

it on is Negated or Ignored, you do not get the Buff Token back.

Adding a Buff Token increases the Fortitude loss by 1 for each affected target. If a card happens to have multiple Fortitude loss effects affecting a single target, a Buff Token increases the total Fortitude loss to that target by 1, not by 1 for each effect.

In a team game, Buff Tokens may not be shared among teammates.

Eisinder, the Frozen Flame

Mastering two opposing elemental styles requires dedication and training. Luckily for Eisinder, she's never met a challenge she didn't like!

The Good: She can balance the extremes of fire and ice.

The Bad: It's a very intense sort of balance.

Setup: Put Fire Tokens onto spaces 18, 15, 11 and 6 on your player mat. Put Ice Tokens onto spaces 14, 9, 5 and 2.



Element Tokens: When your Fortitude or Alcohol marker moves onto or past a number with an Element Token on it, Claim that token by moving it next to your player mat, into the section marked "Claimed Element Tokens". Some of Eisinder's cards have a better effect when you have Claimed enough tokens.

Some cards check if you have enough of a certain number of a certain type of Element Token, providing an additional or enhanced effect. For example, "Blistering blows" has a different effect if you have claimed at least 2 Fire Tokens. You do not need to spend tokens in this case. They stay in your Claimed Element Tokens area.

Some cards have an X, which gives you an enhanced effect based on how many of a certain type of token you have.

Card effects that are based on your Fire and Ice level are not optional. If you have the required number of tokens when the card resolves, the enhanced effect happens automatically. So, for example, if you have at least 3 Fire Tokens, you may not choose the base effect of "Breath of the forge's flame." You get the enhanced effect, and the self-damage the comes with it!



One card, "CHUFF!" allows you to optionally spend Element Tokens for a better effect. When you Spend an Element Token, you remove it from the game completely. You may only Spend Element Tokens from your Claimed Element Tokens area. You may not spend them directly from your player mat. You must spend the tokens when you play the card. You may not wait to see if players wish to respond, then decide.

Other Rules: If you heal past a starting point for an Element Token, you keep the token. You do not have to return it to your player mat. **Example:** *Eisinder goes to 17 Fortitude and claims her first Fire Token. Later in the game, she heals back to 19. She still keeps the Fire Token.*

The enhanced effect on a card takes into account your Claimed Element Tokens when the card resolves. **Example:** *Eisinder plays "Tail whip! It's super effective" to make Oozwald lose 2 Fortitude. In response, Phrenk plays his Acid Spit Potion to reduce Eisinder's Fortitude from 16 to 15. Eisinder claims her second Fire Token, so when Tail whip resolves, Oozwald loses 3 Fortitude instead of 2.*

If you play Eisinder in a team game, use her player mat to track the team's Fortitude and Alcohol so that she can gain her Element Tokens at the appropriate time. If Eisinder is on a team with the Lich King, use the Lich King's player mat and put Fire Tokens on 12, 9, 6 and 3 and Ice Tokens on 10, 7, 4 and 1.

Dominique the Resourceful

A tinkerer from across the sea, Dominique has an array of inventions that she'd be happy to show you over a few drinks! Just beware of high voltage!

The Good: Her gadgets require great power.

The Bad: ...which she uses with great irresponsibility.

Setup: Place 2 Energy Tokens onto your player mat, and leave the other 2 nearby.

Energy: Some of Dominique's cards give her Energy Tokens. When you gain Energy Tokens, put them onto your player mat. You may never have more than 4 Energy on your player mat.

Spending Energy: Some of Dominique's cards allow you to spend Energy for a better "Energized" effect. The cost for these added effects is indicated by the following symbols:



Spend 1 Energy



Spend 2 Energy



Spend 1 or more Energy

To spend 1 Energy, you may either discard an Energy Token from your player mat or discard 2 cards from your hand. You may mix and match these payments. For example, if you are paying 2 Energy, you may discard 2 Energy Tokens, or 1 Token and 2 cards, or 4 cards. You may pay with cards even if you have Energy Tokens on your player mat.

Energy costs are always optional. You must choose whether or not to pay Energy when you play the card. You may not wait to see if players respond, then decide. If you pay Energy for a card and that card is Negated or Ignored, you do not get the Energy (or cards) back.

Oozwald, "Normal" Adventurer

Some folks are just built for adventuring! Take Oozwald, for instance. You can slice him, you can dice him - but then you'll only have to deal with more of him!

The Good: He's just like any other adventurer.

The Bad: ...unless you cut him in half.

Setup: Put your 4 Clone meeples near your player mat.

Clones: Some of Oozwald's cards cause him to Create a Clone. When you Create a Clone, put it onto your player mat. You may never have more than 4 Clones on your player mat.

Some of Oozwald's cards allow him to Absorb a Clone for a better effect. To Absorb a Clone, simply remove it from your player mat and put it back into the supply for later use.

If a card allows you to Absorb a Clone, you must decide whether or not to do so when you play the card. You may not wait to see if players respond, then decide. If you Absorb a Clone and the card you spent it on is Negated or Ignored, you do not get the Clone back.

Action Phase: At the beginning of your Action Phase, before playing an Action, you may Absorb a Clone to gain 1 Fortitude, and/or you may Absorb a Clone to gain the effect "you may play an additional Action this phase." You may play either, both, or neither of these effects. You may activate each of these effects no more than once during your Action Phase. In other words, you may not Absorb multiple Clones to gain additional Fortitude, nor may you Absorb multiple Clones to play 3 or more Actions.



Dark Priestess Valeria

As the leader of a dark cult, Valeria knows how to influence the weak and spread corruption. But of course, you're too smart for that... at least until your second beer.

The Bad: Nobody joins a dark cult for nice reasons.

The Worse: So... would you like to join?

Setup: Put your 10 Corruption Tokens near your player mat. Be sure that you are not using your Boss Battle cards (with the dragon heads in the corners) unless you are actually playing a Boss Battle game.

Corruption: Some of Valeria's cards give players Corruption. Many of her cards will have a different effect on players with a certain amount of Corruption.

There is no way for a player to get rid of Corruption. However, if you Negate or Ignore a card that would give you Corruption, you don't get it.

A player may never have more than 4 Corruption. If an effect would cause a player to go above 4 Corruption, they stay at 4. (The other effects on the card resolve normally, though.)

Valeria can never gain Corruption. If she would gain Corruption, nothing happens. This rule also applies to Valeria's teammates in a team game.

There are 10 Corruption Tokens in the game. If a card effect instructs Valeria to give out one or more tokens, but she doesn't have enough left in her supply, she first takes back the number she needs from any player(s), then gives them out. This could cause a player to have a token reclaimed by Valeria, then immediately given back.

Targetable non-players such as Wrench's Gizmos, Torglesnarf's Minions and Baelfire's Shadowfiends may not gain Corruption. If they would gain Corruption, nothing happens.

Some cards refer to the player with the least or most Corruption. If multiple players are tied for the least or most, you choose one of those players. Targetable non-players like Wrench's Gizmos never count as being a player with the least or most Corruption, so they can never be targeted with such cards.

Some of Valeria's Boss Battle cards refer to Total Corruption. That is the total amount of Corruption assigned to players in the game.

If a player leaves the game, any Corruption they have returns to Valeria, and she can give that Corruption out with card effects later.

Boss Battle: Valeria may be played as the Boss in the Boss Battle Variant (see page 15). If you do this, be sure to shuffle in the 15-card Boss Deck (with dragon heads in the corners). Corruption is given out to individual players - it is not shared among the team.



Variants

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 for 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.

Dungeon Training

What could be more fun than taking Wizgille and Wrench’s new Dungeon Training Simulator for a spin... while a bit tipsy?

Setup: At the start of the game pick a Dungeon (either Raiding the Armory or Game Master’s Gauntlet) and place its player-mat-sized map card in the center of the table where everyone can reach it. Each player takes two matching progress tokens, placing one on the Start Room and the other near their player mat.

Place the chosen Dungeon’s extra components next to the Dungeon. In the case of Raiding the Armory, display all six Loot Cards. (Players may look through these at any time.) In the case of Game Master’s Gauntlet, shuffle the eight Trick Cards and put them face down next to the Dungeon. (Players may **not** look through these!)

Stumbling Through the Dungeon: At the end of your Drink Phase, you may discard a card from your hand to move through the Dungeon. If you do, move your progress token from its current Room to a connected Room following the direction indicated by the arrows. You may not retreat to a previous Room.

When moving through the dungeon, you may wish to put your progress token next to the Room so as to not block the Room’s text. However, each Dungeon comes with two reference cards to be shared among the players, allowing you to easily see each Room’s effect.

Room Effects: When you move into a Room, resolve that Room’s effect. Room effects can be reduced or Ignored as though they came from an Action Card. Some Rooms have negative effects - remember that moving into a new Room is always optional!

Reaching the Goal: When you move to the Goal Room, you’ll gain a reward specific to that Dungeon. The Goal Room will tell you what to do with the reward you get. It will also instruct you to go back to the Start Room.

Playing Rewards: Both Loot and Trick Cards may be played as though they were a card in your hand of their indicated subtype. One Trick Card, “Gambling, let’s gooooo!”, has the type Immediate. If you draw this card, you must reveal and play it immediately!

“Out of the Game” Effects: If you are temporarily Ignoring all effects via a card like Magic Apple Cider, you may not move through the Dungeon.

Turn-Ending Effects: If your turn ends before your Drink Phase, you may not move through the Dungeon, since your turn has ended before the end of your Drink Phase.

Team Variants: When playing on a team, the team shares a single progress token (and the corresponding reference token near their player mat). To move through the Dungeon, each player on the team must discard a card at the end of their shared Drink Phase, even if they are temporarily “out of the game” via an effect described above. When a team moves into a Room,



they choose a player on their team to resolve the Room’s effect. (This could be a player who is “out of the game”.) A Room’s effect may not be shared or split between multiple teammates.

Otto and Boss Otto: Neither Otto nor Boss Otto ever moves through the Dungeon.

The Prize Variant

Some cards 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 Oozwald’s “I guess the clone that that was her tip”. 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.

Pub Crawl

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 Kaylin’s “Private pixie time”, 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 The Howling Flagon. Eisinder reveals a Drinking Contest as her Drink for the turn. Each player reveals a Drink from the RDI Drink Deck as normal.

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!

Example: The party is at Abyssal Ales. Oozwald gets hit with Alaric’s Trap effect on “Wench, bring some drinks for my friends!” Since the Trap effect specifically refers to the Drink Deck, he takes cards from the RDI Drink Deck, not the Abyssal Ales 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.

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 Valeria, shuffles the Light Ale and the Wine back into the Drink Deck, then Crawls.

Example: Karl 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: Dominique 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 Dominique 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, Minions, Shadowfiends: Remember, Wrench’s Gizmos, Torglesnarf’s Minions and Baelfire’s Shadowfiends 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, the automated third player 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.

Boss Otto: If Boss Otto must Crawl, he goes to a random legal tavern. Boss Otto does not respond to Tavern Events, even those that say that they can be responded to as though they were an effect of a different type that Boss Otto would normally respond to.

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.



Team Variants

General rules for **all** team variants are described here. Rules specific to each specific team variant (including Boss Otto) 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: Alaric plays "Can't beat the classics!" to make Oozwald lose 3 Fortitude. Oozwald's teammate Karl plays "Well, that's one way to finish a book" to help him Ignore Alaric's card. The team loses no Fortitude.

Example 2: Karl plays "Tip the Wench" to make Valeria pay a Gold to the Inn. Valeria's teammate Eisinder plays "I won this in an arm-wrestling contest" so that Valeria can pay with Gold from the Inn.

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

Event Example 2: Alaric and Eisinder are on a team. Eisinder reveals "Round on the House!", so she automatically becomes their team's Champion. After each other team chooses their Champion, Eisinder reveals Dragon Breath Ale. Alaric plays "Sleight of drink" to Ignore the Drink on Eisinder'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, Tavern Events and GM Events.

Event Example 3: Valeria and Oozwald are on a team. At the end of their turn, they reveal the Dungeon Event "Feats of Heroism". They choose Oozwald 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: Karl plays "Gambling? I'm in!" to start a Round of Gambling. His teammate Fiona sits out, since Karl is automatically their team's Champion. The Zot/Gerki team chooses Gerki 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 unless a card says so.

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: Alaric plays “Gambling? I’m in!” to start a Round of Gambling. Later in the Round, his 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: Alaric plays “Gambling? I’m in!” to start a Round of Gambling. Later in the Round, his 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: Deirdre (from RDI 1) plays “Let’s toast the Goddess!” to make each player drink from the Drink Deck. Deirdre is automatically her 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 “Tip the Wench”), 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: Eisinder and Valeria are teammates. Karl plays “Okay, who opened the cursed tome?” to make each other player lose 1 Fortitude. The Eisinder/Valeria team loses a total of 2 Fortitude.

Example 2: Eisinder and Valeria are teammates. Karl plays “Okay, who opened the cursed tome?”. Valeria plays “The Darkness shrouds us” to Ignore the Fortitude loss. The Eisinder/Valeria team loses no Fortitude.

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: Karl and Oozwald are teammates. Oozwald plays “You bumped into me!” to make Valeria lose 2 Fortitude. Valeria plays “PROTECT” to redirect the effect to Karl. The Karl/Oozwald 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 Karl. Wulfric is feeling Loyal, so any Fortitude loss that Kaylin would take is reduced by 1. Alaric plays “Can’t beat the classics!” and decides to target Karl. The Kaylin/Karl team loses 3 Fortitude, since Karl gets no help from Wulfric’s Loyal mood.

Example 2: Oozwald 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. Oozwald plays “You bumped into me!” to make Dominique lose 2 Fortitude. Oozwald deals no additional Fortitude loss because of Cormac’s Rage Tile. (He also takes no additional Alcohol Content from Drinks that he drinks!)

“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: Kaylin is under the turn-ending effect of “Private pixie time” when one of her opponents reveals a Drinking Contest. Kaylin’s team chooses Kaylin 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 Karl drink again during his team’s Drink Phase. Only Karl drinks again. His 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 Valeria 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 Valeria, 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).

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!)

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 Valeria is playing against the team of Karl, Oozwald and Eisinder. During her Order a Drink Phase, she orders 3 Drinks. She decides to give 1 to Karl and 2 to Eisinder.

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 13. 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.

Boss Otto

Otto has been upgraded! Party up to drink and fight side by side with your comrades in arms as you take on our newest Mechanical Foe: Boss Otto!

The Boss Otto variant is for one to four human players. (You can't play both the Boss Otto variant and the previous "automated third player" Otto variant.) We recommend that players be familiar with team variants (and Boss Battle in particular) before playing this mode. We also recommend that players avoid complex characters and additional variant modes in their first Boss Otto game.

Boss Otto comes with four different factions:



Battlebot

Gamblotron

Mecha-Lich

Abominaton

You will choose two of these factions to use in each game, and create three separate Boss Otto decks from those factions.

For your first game, we recommend you read everything up to the "Boss Otto - Advanced" header. The "Boss Otto - Advanced" section describes how to increase the difficulty of the game. The "Boss Otto - Other Rules" section contains clarifications for many specific situations that you may not need in your first game.

Setup

At the start of the game, pick two Boss Otto factions and shuffle together their Action decks, their Sometimes decks and their Gambling decks. Place the three hybrid decks above Boss Otto's play mat at the center of the table. **For your first game, leave any cards with skulls in the bottom right out of the game. This means that the Action deck, the Sometimes deck and the Gambling deck should each have 16 cards.**



Place the Threat Level playmat near Boss Otto. (For your first game, we recommend the side labeled "Threat Level" and **not** the side labeled "Threat Level - Hard".) Mark the Threat Level track with a glass marker on the space equal to the number of Challengers in the game. For example, if there are 2 Challengers going against Boss Otto, Boss Otto's Threat starts on 2.



Example setup for a game with 2 Challengers

Give Boss Otto and each Challenger 1 card from the Drink Deck face down on their respective Drink Me! Piles.

Choose one player to be responsible for tracking the Party's Fortitude and Alcohol Content. Boss Otto and the tracking player then set their Fortitude to 20 and Alcohol Content to 0.

Finally, give a number of Potion Tokens to Boss Otto and to the tracking player equal to the number of Challengers in the game. For example, if there are 2 Challengers, Boss Otto and the party each start with 2 Potion Tokens.

Assign the Priority Target token to a random Challenger.

If you are playing Solo against Boss Otto, Otto and the solo Challenger each start the game with 8 Gold. Otherwise, Otto and the team each start the game with 10 gold.

Boss Otto always takes the first turn of the game.

General Rules

The Challengers work together to defeat Boss Otto using most rules from the Team Variant described above. However, this game mode will use Priority Targeting (explained below) instead of the Champion Rules.

If one of Boss Otto's decks runs out, shuffle that deck's discards and use that as the new deck.

Boss Otto's Turn

Boss Otto's turn has 4 phases:

Action Phase: Boss Otto will play a number of Actions from his Action Deck depending on his Threat Level. Follow these steps in order:

- **Prepare Actions:** Deal a number of face down Actions to the table depending on Boss Otto's current Threat Level. For example, if Boss Otto has a Threat Level of 5, deal 3 Actions face down. This locks in the number of Actions Otto will play this turn. Any later changes to Otto's Threat Level will affect the number of Actions he plays on his **next** turn.
- **Reset Threat:** Reset Boss Otto's Threat Level to the number of Challengers in the game.
- **Play Actions:** Reveal and resolve each of the face-down Action Cards one at a time in a random order. Do not reveal a new Action Card until the previous one is completely resolved.

Activate Components: Otto resolves his Active Components one at a time from left to right (including ones that were installed during this turn's Action Phase). Note that Components are only used in the Advanced Boss Otto variant, so you can skip this step in your first game.

Order a Drink: Otto Orders 1 Drink for each Challenger in the game, in order starting with the Priority Target.

Drink: Otto drinks the top Drink from his Drink Me! Pile. On Otto's first turn of the game, Otto does not drink, but this phase still happens.

Targeting and the Priority Target

Otto counts as a player in the game, so he can be affected whenever a Challenger plays a card that uses wording like "pick another player," "each other player," "that player" or "each player".

Many of Otto's cards affect the **Priority Target**. This is the player that currently has the Priority Target token.

Many cards instruct Otto to **Change Targets**. When this happens, pass the Priority Target token to the next Challenger in clockwise order. (Note that in a Solo game, the single Challenger will always be the Priority Target.)

If a non-Otto card would cause Otto to pick a player, he chooses the Priority Target. If a non-Otto card would cause Otto to pick more than one player (but not all players), then after choosing the Priority Target he then chooses remaining targets at random from among the other Challengers.

Unlike in the regular Team Variant, you never choose a Team Champion. If you would choose a Champion (for example, because of Gambling or an Event), the Priority Target is automatically the team's Champion.



A Challenger immediately becomes the Priority Target whenever they:

- **Reveal or trigger an Event that would affect all players**
- **Start a Round of Gambling**
- **Play a card that would affect “each player (including you)”**

Note that this list parallels the similar Team Variant rule for Champions.

Repairs

Some effects cause Boss Otto to Repair. “Repair 1” means the following:

- If Boss Otto’s Fortitude is 10 or less, he gains 1 Fortitude.
- Otherwise, he loses 1 Alcohol Content. (If he’s already at 0 Alcohol Content in this case, nothing happens.)

“Repair X” simply means to repeat “Repair 1” X times in succession.

Threat Level

Whenever a Challenger resolves a Sometimes Card (i.e. it takes effect because it wasn’t Negated), Boss Otto’s Threat Level goes up by 1. Some of Boss Otto’s own cards may also increase his Threat Level.

If Boss Otto’s Threat Level would go above 13, then Boss Otto instead Repairs 1.

Otto’s Threat Level always resets to the number of Challengers during the “Reset Threat” step of his Action Phase, so the more players there are, the higher his Threat Level starts.

Gambling

Boss Otto always participates in Rounds of Gambling, anteing from his Stash. If it is Boss Otto’s turn to act in a Round of Gambling, reveal the top card of his Gambling Deck and follow the instructions. If a card from Otto’s Gambling Deck would cause an illegal play (for example, if he reveals a Gambling Card after a Challenger’s “Winning Hand!”) then he passes instead. None of the revealed card’s effects happen in that case.

Some of Boss Otto’s Action Cards start a Round of Gambling. Many of these cards cause the Threat Level to go up if, at the end of the Round, the Challengers didn’t play a Gambling or Cheating Card. Such cards don’t care about whether the Challengers avoided the Round or participated, but immediately passed. Threat goes up in either case.

Provoking Boss Otto ~ the Sometimes Deck

Otto has been improved with superior reaction protocols! **Boss Otto will respond to the following game events by revealing the top card of his Sometimes Deck.**

- When an Action, Sometimes or Anytime Card (or equivalent effect, such as an Amundyr Scarab or Baelfire Shadowfiend) played by a Challenger would cause Otto’s Fortitude, Alcohol Content or Gold value to change.
- When an Action, Sometimes or Anytime Card (or equivalent effect) played by a Challenger would cause one of Otto’s Components to lose Fortitude.
- When Otto reveals a Drink.
- When a Challenger passes a Drink to Otto or splits a Drink with Otto.
- When a card that Otto played that originally targeted a Challenger is redirected to Otto.

Otto will NOT respond when the following game events happen:

- When an Event occurs.
- When Gold is paid to the Inn to shuffle the Drink Deck.
- When cards are added to Otto’s Drink Me! Pile.
- When a triggered effect from a non-Event (like a Prize, for example) would affect Otto, unless that effect specifically says it can be responded to as though it were a Drink, Action, Sometimes or Anytime Card.

A card or effect that causes Otto to respond is referred to as the Provocation. When Otto is provoked, his response always happens **before** any other player may respond. **Exception:** card-altering effects such as Phrenk’s Strength Potion and Karl’s Buff Tokens must be played before Boss Otto responds. This exception applies to any effect whose rules say that they must be played before other players have a chance to respond.

After Boss Otto responds to a Provocation, players may play other effects. For example,

they could play “I don’t think so!” to Negate Boss Otto’s Sometimes Card, or they could choose to spike his Drink after seeing that his Sometimes Card isn’t Negating or Ignoring that Drink. Boss Otto does not respond further to such plays, but remember that whenever a Challenger resolves a Sometimes Card, Otto’s Threat Level increases!

Some of Otto’s Sometimes Cards have a subtype. If Otto’s revealed Sometimes Card would have no impact on the Provocation, then cards with a subtype have an alternate effect:

Player: These cards have no effect unless the Provocation is a Challenger’s Action, Sometimes or Anytime Card (or an equivalent effect that can be similarly responded to). If Otto’s Sometimes Card was revealed by any other kind of Provocation, instead resolve the **Whiff** ability.

If a player passes or splits a Drink with Boss Otto and he reveals a Sometimes Card with the Player subtype, that card Whiffs, since Otto is responding to the Drink, not the player’s card that passed or split it with him.

Drink: These cards have no effect unless the Provocation is a Drink that was revealed by Boss Otto or passed to or split with Boss Otto by a Challenger.

If Otto’s Sometimes Card was revealed by any other kind of Provocation, instead resolve the **Whiff** ability.

Note that if a Sometimes - Drink effect is revealed and for whatever reason cannot affect the provoking Drink (for example, by attempting to split a Mead), the Whiff ability does **not** trigger.

If a Sometimes Card played by Otto does not explicitly affect the Provocation, then the Provocation resolves normally after Boss Otto’s Sometimes Card resolves. **Example:** *Alaric plays “Can’t beat the classics!” to make Boss Otto lose 3 Fortitude. Boss Otto reveals the Sometimes Card “Peanuts into Gold”. Boss Otto gains 1 Gold from the Inn, then loses 3 Fortitude from Alaric’s card.*

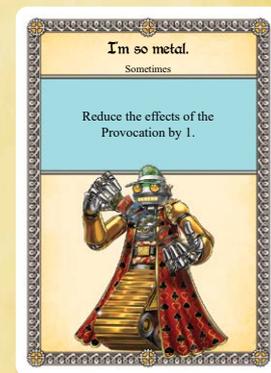
Otto responds to each Provocation exactly once, even if it ends up targeting him more than once. **Example:** *Otto reveals Dragon Breath Ale and plays “Initiate generosity subroutine” to split it with Deirdre. Deirdre passes her half to Otto. Otto does not respond again. Example: Otto hits everyone with “Bull Rush”. Joran and Bryn each redirect their damage to Otto. Otto responds **once**, not twice.*

If a Provocation says that it can’t be reduced, Negated or Ignored, or that only a certain player can do so, Otto still responds. Any effects that would illegally reduce, Negate or Ignore the Provocation fail, but any other effects on Otto’s Sometimes Card resolve normally. Otto’s response does not count as a Whiff if it tries to illegally reduce, Negate or Ignore.

Negating the Provocation: If Boss Otto Negates the Provocation, it is completely cancelled and none of its effects resolve, so the card does not affect anyone. However, if the Provocation is a split Drink, Boss Otto Negates only their portion of the Drink. The split Drink still affects other players as normal.

Reducing Effects: If Boss Otto would reduce an effect below 0, he reduces it to 0 instead. If Boss Otto reduces the numeric effects of a Drink with a negative value, it moves that value toward zero (i.e. it reduces the absolute value of the effect). **Example:** *Boss Otto reveals Orcish Rotgut and responds with “I’m so metal,” reducing the effects by 1. Otto loses 1 Fortitude from the Rotgut, not 3.*

Splitting Negative Numbers: If Boss Otto splits the effect of a Drink with a negative value, it splits the effect but rounds up (i.e. toward zero). **Example:** *Boss Otto reveals Pot of Tea and responds with “Arcane Division”. This splits the tea into two 0-Alcohol-Content Drinks.*



Potion Tokens

Like in other Team Variants, the Boss Otto variant uses Potion Tokens. The Challengers may use these 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.

If Otto's Fortitude is less than or equal to his Alcohol Content, he will consume a Potion.

- If Otto's Fortitude is 11 or greater, he loses 6 Alcohol Content.
- If Otto's Fortitude is 10 or less, he gains 6 Fortitude.

If Otto runs out of Gold, he'll consume a Potion to gain 3 Gold from the Inn.

Potion effects may not be Negated, Ignored or affected in any way.

Boss Otto's Choices

When the game requires Boss Otto to make a choice, follow these rules **in order** and apply the **first** applicable rule.

1. If Otto must choose which Tavern to Crawl to in the Pub Crawl Variant, he chooses randomly among the legal options, regardless of the Event that would resolve once the party goes to that Tavern.
2. If an effect gives Otto the option to pay Gold, draw or discard cards, lose Fortitude, or gain Alcohol Content, he chooses not to, taking whatever consequences may result.
3. If an effect would allow Otto to split a card's effect, Otto splits it with the Priority Target. If an effect would cause Otto to split a card's effect with more than one other player, then after choosing the Priority Target he chooses remaining targets at random from among the other Challengers. Otto does this prior to responding to the effect, if it counts as a Provocation. **Example:** *Otto reveals Mead on his Drink Phase. He splits it with the Priority Target, then reveals a Sometimes Card in response to his half of the Mead.*
4. If Otto must choose between multiple objects, he chooses randomly. **Example 1:** *Boss Otto must Check for Traps. He reveals a random card from Alaric's hand, taking its effects as normal if it is a Trap.* **Example 2:** *Boss Otto must Sing one of Jin's Songs. He selects a Song at random from Jin's Setlist and resolves it.* **Example 3:** *Boss Otto starts a Round of Gambling while playing with the Prize Variant. He chooses a random Prize from the Inn and adds it to the pot.*
5. If Otto must divide objects into multiple groups, he divides them randomly as evenly as possible. **Example 1:** *Daareka plays "Psionic vision". Boss Otto randomly divides the cards into a pile of 3 and a pile of 2, then Daareka picks one of the piles.* **Example 2:** *Boss Otto reveals the Drink Event "Ten Finger Discount". Boss Otto assigns each ordered Drink randomly, each to a different Challenger if possible.*
6. If a card requires Otto to bid or secretly choose a quantity of something, he always chooses zero.
7. If Otto has 4 or fewer Gold and is given the choice to spend or lose Gold, he chooses not to. **Example 1:** *If Otto has 3 Gold, he will not buy Potions from Phrenk.* **Example 2:** *Otto has 1 Gold piece and 2 of Keet's artifacts. He will not voluntarily play the Keet artifacts for their abilities.*
8. If an effect would give Otto the opportunity to play another Action, he reveals a card from his Action Deck and plays it.
9. If an effect would allow Otto to move cards from his own Drink Me! Pile to other players', he does so to the maximum extent possible, and distributes them as evenly as possible.
10. If an effect not covered by the previous paragraphs gives Otto a choice of whether or not to do a particular game action, he picks whether or not to do so randomly.
11. For any choices not covered by the previous paragraphs, Otto chooses randomly.

Boss Otto - Advanced

Adjusting Difficulty

After getting used to battling against Boss Otto, you may want a greater challenge. If so, try adding any combination of the following game adjustments during setup!

- **Hard Mode Cards:** For the Otto factions you are using, add in the two cards per deck with a single skull in the bottom right. This will add Components to Boss Otto's decks, which are described below.
- **Epic Mode Cards:** For the Otto factions you are using, add in the two cards per deck with two skulls in the bottom right.
- **Threat Level - Hard:** The back side of the Threat Level tracker card has the Hard Mode Threat track. Try it for an extra challenge!
- **Tough Components:** Normally, Components are defeated as soon as they lose Fortitude. In the Tough Components variant, they must lose Fortitude twice! For all Components, the first time they lose Fortitude, turn them sideways. The second time, remove them from play. Note that hitting a Component for two or more Fortitude still only counts as **one** hit, so even if Gog dances with a Tough Component, it will still need to be hit again!
- **Potion Token Imbalance:** Give Boss Otto one or more extra Potion Tokens at the start of the game (or the Challengers fewer).



Components

Some of Boss Otto's advanced cards have the Component subtype. When a Component is revealed, install it by placing it to the right of Boss Otto's playmat. If a Component is already installed, install the new one to the right of all previously installed Components. Players may respond to a revealed Component before it is installed. **Example:** *Boss Otto reveals Brain Lubricant. Phrenk plays his Acid Spit Potion in response to make Otto lose 1 Fortitude before the Brain Lubricant is installed.*

When a Challenger picks another player for a card's Fortitude loss or redirection effect, they may pick a Component.

When a player plays a card that affects each other player, it also affects all Components.

If a Component would lose Fortitude, remove it from the game. It will not go to Boss Otto's discard pile and will not be reshuffled back into his deck.

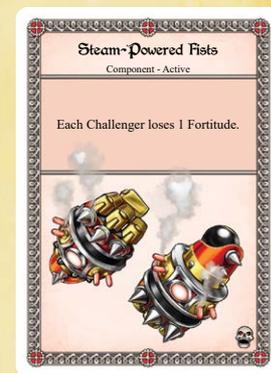
When Boss Otto and one or more of his Components would lose Fortitude at the same time, first Boss Otto loses Fortitude, then his Components do.

Boss Otto cannot damage his own Components. If Boss Otto plays an effect that would cause one or more of his Components to lose Fortitude, the Components Ignore that part of the effect.

Components have two subtypes: Active and Passive. Active Components activate one at a time during Otto's Activate Components phase. Passive Components are "always on" and provide a continuous benefit to Boss Otto.

If a player plays a Provocation and Boss Otto's response is a Component, install it. If it is an Active Component, it has no effect until Otto's next Activate Components phase. If it is a Passive Component, it will modify the Provocation if applicable.

Challengers may respond to an effect from a Component as though it came from an Action Card. If a Component causes a player to lose Fortitude and that player has a "hit back" card, they may use that card to retaliate either against Boss Otto or against the Component that hit them. In either case, Boss Otto



treats the “hit back” as a Provocation, and will respond from his Sometimes Deck.

Components Ignore all Events. If a Component would gain Fortitude, gain or lose Alcohol Content, gain or lose Gold, or draw or discard cards, nothing happens. If an effect would Order a Drink for a Component or cause a Component to get a Special Reserve Drink from the Wench, nothing happens. If a Component 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, Boss Otto gets it instead. If a Component would Sing one of Jin’s Songs, Boss Otto Sings instead. If a Component would Check for Traps, Boss Otto does so instead. In all of these cases, if a single effect would make both Boss Otto and one or more Components get such an extra effect, Boss Otto gets the extra effect only once, not multiple times.

Readers will note that these rules are similar to the rules for Wrench’s Gizmos or Torglesnarf’s Minions.

Boss Otto ~ Other Rules

Affecting Boss Otto’s Hand or Deck

If Otto would draw one or more cards or add one or more cards to his hand, he gains 1 Threat instead.

If an effect would force Otto to discard cards, nothing happens. If additional effects would happen based on the number or type(s) of discarded cards, those additional effects don’t happen.

If an effect would cause Boss Otto to shuffle his discard pile into his character deck, he does so with each of his decks separately. If an effect would cause Boss Otto to shuffle one or more cards from his hand into his deck, nothing happens. If an effect would force Otto to return cards from his discard pile to his hand or deck, nothing happens. If an effect would put a non-Otto card into or onto his deck, he discards it instead.

If an effect would take a card from Otto’s hand (Nerodia’s Petrify, for example), take a card from the top of an Otto deck of your choice. Do not look at it. Put such cards back on top of the appropriate deck when they are returned.

If an effect would change Otto’s hand size, look at Otto’s hand, or reveal cards from Otto’s hand, nothing happens.

If an effect would reveal or reorder cards in Otto’s deck, the players may choose one of Otto’s decks to reveal/reorder. If a reveal effect would then cause Otto to draw one or more of those cards, they instead are shuffled back into the appropriate deck and Otto gains 1 Threat. If a card-revealing effect would allow Otto to optionally play a revealed card, he chooses not to.

Receiving Playable Cards or Objects

Many effects could cause Boss Otto to receive a card or other object that he can play at a later time. In general, he will play such effects at the first legal opportunity. (This is a significant departure from the rules for the original “automated third player” version of Otto.)

Trigger: If the effect waits for a game event, it triggers on that event as normal.

Action: If the effect is to be played as an Action Card, it counts as one of Boss Otto’s Actions on his next turn, replacing a reveal from his Action Deck. (Remember, Otto’s Prepared Actions are played in a random order.) If he has more playable Actions than he can play according to his Threat Level, he plays the appropriate number at random and keeps the rest for subsequent turns.

Sometimes: If the effect can optionally be played in response to something, Boss Otto plays it as soon as it is applicable. If he plays such a Sometimes effect in response to a Provocation, he does not reveal a response from his Sometimes Deck.

Anytime: If the effect can be played at any time, Boss Otto plays it immediately.

Gambling or Cheating: If the effect is to be played as a Gambling or Cheating Card, Boss Otto plays it instead of revealing a card from his Gambling Deck during a Round of Gambling. If he has multiple Gambling or Cheating Cards available, he plays them one at a time at random until he has none left.

Otto will play all such effects at the first opportunity, even if doing so would have no effect on the game or even be harmful to Otto himself. **Example:** *Boss Otto wins the Prize “Startusk’s Owlbear Claw”. The next time Boss Otto gains Alcohol Content, he plays the Prize, even if he is at 20 Fortitude.*

If multiple Sometimes effects or Triggered effects would be applicable at the same time, Boss Otto plays them all, even if their abilities would be redundant or opposing. **Example:** *Otto has “Box of Banishing” and “Holy Grail” from Keet. He reveals a Drink. He plays both cards on his revealed Drink and does not reveal a response from his Sometimes Deck.*

If an effect refers to a game phase that Otto doesn’t have (such as Discard and Draw), that effect does nothing. This could cause certain cards, such as Marah’s “Malediction of Stupor”, to remain in front of Otto for the entire game.

See the Character-Specific Rules section below for more information.

Only Two “Players”: If a card such as Eve’s “I’m not Eve” has a different effect if there are only 2 players in the game, that alternative effect always happens in a Boss Otto game, since there are only two “teams” in the game.

Dexterity Cards: If a card requires a physical action (such as Helmet Pong), Boss Otto Ignores that card.

Character-Specific Rules for Boss Otto

Alaric: If Boss Otto splits a Trap effect with the Priority Target and that Trap effect includes “Alaric draws 1 card”, Alaric still only draws 1 card, not 2. If a Component would Check for Traps, Boss Otto does so instead.

Amundyr: Boss Otto may receive Scarabs, and they will trigger one at a time at the end of his turn. A Scarab activation counts as a Provocation, but “Player” responses will Whiff. If a Component would receive a Scarab, Boss Otto receives it instead.

Baelfire: Shadowfiends can be assigned to Boss Otto and they resolve normally. Boss Otto does not target Shadowfiends, but cards that affect “each player”, “each other player”, or “each Challenger” will hit Shadowfiends. Components may not have Shadowfiends assigned to them. If Boss Otto would Negate a Shadowfiend activation, he Ignores it instead.

Greppa: If Boss Otto gets Mocked, he activates the Shake it Off effect immediately unless doing so would make him fall below 4 Gold. If he cannot pay the Shake it Off cost (for example, “discard a Sometimes Card from your hand”), he discards the Mockery Card without gaining the Shake it Off benefit. No player (not even Boss Otto) may respond to Shake it Off effects.

Grinderbin: Grinderbin’s Shoppe contains 2 Magic Items. At the beginning of Grinderbin’s turn, they may Sell a Magic Item to Boss Otto. Boss Otto never buys a Magic Item if he has 4 Gold or fewer. If Boss Otto has enough Gold and doesn’t already have a Magic Item, he will buy one at random, with a ½ probability of buying the first item, a ⅓ probability of buying the second item, and a ⅓ probability of not buying anything. Boss Otto will play his purchased Magic Item at the first legal opportunity.

Jin: If Boss Otto would Sing, he chooses a Song from the Setlist at random. Boss Otto does not respond to his own Song, even if it would affect his Fortitude, Alcohol Content or Gold.

Karl Bookhammer: If Boss Otto gets a Buff Token, he plays it at the first legal opportunity, adding it to his next card or Component activation that would make a Challenger lose Fortitude. Remember that a Buff Token counts as though it were a Sometimes Card, so if a Challenger plays a Buff Token, Threat will go up!

Kaylin: If Kaylin is “out of the game” due to “Private Pixie Time”, she can still become the Priority Target. Boss Otto will play his turn normally in this case, but Kaylin will end up Ignoring anything Boss Otto tries to do to her. Changing Targets away from Kaylin works normally.

Keet: If Boss Otto receives one or more Artifacts, he will play them at the first legal opportunity if he has more than 4 total Gold (including Artifacts). If he has 4 or fewer total Gold, he will no longer play Artifacts and will instead treat them only as Gold. A triggered Artifact such as “Rusty Nail” counts as a Provocation, but “Player” responses will Whiff. If Boss Otto must spend Gold, he will always choose to spend actual Gold pieces before spending Artifacts (even negative Artifacts such as “Cursed Idol of Doom”). If he must spend Artifacts, he chooses which one(s) to spend at random.

Lich King: Removing a Finger to Ignore something counts as playing a Sometimes Card, so Otto’s Threat Level will go up if it resolves.

Marah: If Boss Otto gets a Malediction, put it face up next to his player mat. Boss Otto plays Maledictions at the first legal opportunity based on their subtype. If a card would allow Boss Otto to discard Maledictions, he chooses not to.

Murgath: If Boss Otto receives a Blessing, he will play it immediately for its healing, even if he is at 20 Fortitude. Healing gained in this way is resolved before Boss Otto uses a Potion Token when he is about to pass out. If the Blessing does not have a healing effect, he plays it at the first legal opportunity. If

A Component receives a Blessing, Boss Otto receives it instead. However, this can never cause Boss Otto to get more than one Blessing from a single Murgath card.

Natyl: As in the Boss Battle variant, if Boss Otto has one or more Power Jinxes, they affect only the first Action Boss Otto plays on his turn. Later Actions are unaffected. Power Jinxes have no effect on Components. Fortitude loss or Alcohol Content gain from Natyl's Debuff Tokens do not count as coming from a player, so Boss Otto does not respond to them.

Nerodia: Petrifying cards from Boss Otto takes them from the deck(s) of Nerodia's choice. Returning those cards puts them back on top of the appropriate deck(s).

Phrenk: Once on each of Phrenk's turns, he may offer to sell his active Potion to Boss Otto. If Boss Otto has 5 or more Gold, he will buy the offered Potion with a 50% probability. Boss Otto will play any purchased Potions at the first legal opportunity.

Remy: Boss Otto can be marked just like any other player. Components cannot.

Torglesnarf: If Boss Otto or a Component is targeted by a Minion and the Sometimes Deck reveals a "Sometimes - Player" effect, that effect is applied to the attacking Minion. Any effect that the Minion can't carry out (like discarding cards), Torglesnarf carries out instead. Boss Otto does not target Minions, but cards that affect "each player", "each other player", or "each Challenger" will hit Minions. If Boss Otto would Negate a Minion activation, he Ignores it instead.

Warthorn: If Warthorn places a Story in front of Boss Otto, he plays it at the first legal opportunity.

The Wench: If a Component would get a Special Reserve Drink, nothing happens.

Wrench: If Boss Otto or a Component is targeted by a Gizmo and the Sometimes Deck reveals a "Sometimes - Player" effect, that effect is applied to the attacking Gizmo. Any effect that the Gizmo can't carry out (like discarding cards), Wrench carries out instead. Boss Otto does not target Gizmos, but cards that affect "each player", "each other player", or "each Challenger" will hit Gizmos. If Boss Otto would Negate a Gizmo activation, he Ignores it instead.

Card-Specific Notes

A dark priestess can make money just about anywhere!: You may play this card if no player has 3 or more Corruption. If you do, you simply pay with Gold from the Inn, and the card has no other effect. Players ante in turn order, so if you play this card at the start of a Round of Gambling on a player with only 1 Gold, you'll get their Gold if you are before them in the turn order. In that case, they may still participate in the Round of Gambling, however.

Anyone interested in some special editions?: If a player Ignores this card, Karl still gets to draw a card for that player not paying. In a team game, each team chooses a Champion who decides whether to draw and pay. For each Champion who doesn't pay, Karl gets an extra card.

Excuse me, that play is technically inaccurate: If Karl is not in the Round of Gambling when this card resolves, the player who played the Cheating Card does not take control, and may not play another card. The Round continues to their left.

I guess the clone thought that was her tip...: Note that this is a Cheating Card, not a Sometimes Card!

I have a killer hand: Note that this is Fortitude loss that comes from a Cheating Card, which makes it very hard to Ignore!

I think you should LEAVE: If multiple players are tied for having the most Corruption, you pick one of those players. This card only checks to see who has the most Corruption among those players who are participating in the Round at the time this card is played.

I'm my own drinking buddy!: If you Ignore this card (for example, with "That's me! No that's me!"), you do not Ignore the Drink.

I'm too clever for your befuddlements: This card can Ignore a Drink that affects your Alcohol Content, but not a Drink that doesn't, like Orcish Rotgut.

Inner peace... Inner peace...: You must claim the Element Token that is the closest to an "endpoint" of your player mat track. For example, if you are at 19 Fortitude and 3 Alcohol Content, you must Claim the Fire Token on 18. If the two closest Element Tokens are equidistant to the endpoints (for example, 15 and 5), you choose which one to Claim.

Jelly Tower: If you get this card as the result of a Chaser during a Drinking Contest, your Drink still counts as full value for the purposes of the Drinking Contest, even though you only take half the effect.

Kobold Koolerade: If a player attempts to Ignore their Drink but their Ignore is Negated (for example, with "The Wench thinks you should stop playing with the drinks"), they do not discard cards.

Let us PLAY: You may target yourself with this card, but if you do, you will not draw any cards, since Valeria herself can never have Corruption.

Oh ho ho... you're on: You may still play this card if you reduced the Fortitude loss, as long as the amount of Fortitude you actually lost was greater than zero. Since you must lose Fortitude before playing this card, any Element Tokens you gain from that Fortitude loss will already be in your Claimed area when you play this card. If you have at least one Fire Token and at least one Ice Token, you will get both extra effects.

PROTECT: If the player with the most Corruption is the one attacking you, you redirect to the player with the most Corruption among the ones not attacking you. If there is a tie, you pick one of those players.

The Recombobulator: If you have cards in your hand that you are not allowed to discard, such as Marah's Maledictions, they stay in your hand. After shuffling, you still draw 4 cards.

Remember to stretch!: If you have at least two Fire Tokens and at least two Ice Tokens, you will get both extra effects.

SCORN the unbeliever!: If multiple players are tied for having the least Corruption, you pick one of those players.

So... yeah. Poison darts are, ya know, poisonous: If the player taking this Trap effect has a Malediction in hand, they discard a random card from among their non-Malediction cards.

Spike trap coaster: Reducing Alcohol Content or Fortitude loss moves either toward 0. In both cases, the reduction stops at 0. It does not "go negative".

Tele-port with a Chaser: Your chaser comes from the player to your left, even in a team game!

That's me! No, that's me!: The Fortitude loss comes from this card, not from the card that was played on you.

This game doesn't have physical challenges?: Note that this is Fortitude loss that comes from a Cheating Card, which makes it very hard to Ignore!

This'd probably hurt if I had organs: The Fortitude loss comes from this card, not from the card that was played on you.

You cracked the spine!: You may still play this card if you reduced the Fortitude loss, as long as the amount of Fortitude you actually lost was greater than zero. The other player loses the amount of Fortitude you actually lost, not the original amount. You may increase the Fortitude loss of this card by discarding a Buff Token when you play it.



<https://SlugFestGames.com>



<http://facebook.com/SlugFestGames>

The Red Dragon Inn 10, First Edition
Game Design: Sam Waller, Jen Kitzman and Jeff Morrow
Based on mechanics designed by Geoff Bottone, Colleen Skadl and Cliff Bohm
Art Direction and Layout: Sam Waller and Jeff Morrow, with art created by Erin Wong, Megan Langan, Andrew Caputo, Beth Trott, Kylie DiOrio, Bianca Papalardo, Anthony Courmoyer, Drew Morrow and Kennon James
WWW.SLUGFESTGAMES.COM
Published by SlugFest Games West, LLC. Made in China.
Package and contents © SlugFest Games West, LLC 2006-2026
The SlugFest Games logo and Red Dragon Inn logo are trademarks of SlugFest Games West, LLC.