

## Kaylin

At the start of the game, take Wulfric's deck, shuffle it, and place it near the rest of your cards. Leave room for a current Wulfric attitude pile.

When you draw your initial hand, flip the top Wulfric card face-up as his starting attitude.

At the end of your turn, after your Drink phase, flip the top Wulfric card; this is his new attitude.

Attitude effects that change Fortitude or Alcohol Content gains/losses are not altering the card that caused the Fortitude or Alcohol Content change. For example, if Wulfric is feeling Clumsy when you are given a Drink Wulfric is not altering the effect of the Drink and does not apply for cards like "The Wench thinks..." and "Drinking Contest!"

Attitude effects are only applied once per combined gain/loss; things like Chasers, mickeys, and Wizgille's Gear Cards result in one combined gain/loss even though the gain/loss comes from multiple cards.

## Phrenk

At the start of the game, take Phrenk's Potion Deck, shuffle it, and place it near the rest of your cards.

Leave space for a current face-up card and a separate discard pile.

When you draw your initial hand, flip the top card of the Potion deck as your initial face-up potion.

At the start of your turn, before Discarding, flip the top card of your Potion deck face-up. If you already have a face-up potion, pick one of them to discard and one to keep. You may not use or sell either potion while deciding, so make sure you use or sell before you draw!

You may play your current face-up potion at any allowable time, as if it were in your hand.

You may also sell it to any other player for the price shown on the card. Both of you must agree to the sale. Purchased potions go face-up in front of the other player and they may now play that card as if it were in their hand. Players may purchase and hold onto multiple potions throughout the game.

## Serena

At the start of the game, take the Serena's Piety card and an extra stone. Place the stone on 8.

Many cards in Serena's deck have an arrow or X in the bottom-right corner. After the card resolves:

If the arrow points up, move her Piety up by 1.

If the arrow points down, lower her Piety by 1.

If the symbol is an X, check the card.

Serena's Piety may never go above 8 or below 1. If her Piety would move past 8, it stops at 8. If her Piety would move past 1, it stops at 1 and she must choose to either pay 1 Gold to the Inn or lose 1 Fortitude.

Remember that cards resolve like they were played onto a stack: the last card played resolves first.

Serena's Piety may change multiple times as you resolve a set of played cards. Apply Piety effects for cards when they resolve, not when they were played. Always change Piety before going on to the previously played card in the stack. Cards that are negated, ignored, or replaced never had any effect, so any Piety change on that card is also negated.

## Wizgille

At the start of the game, take Wizgille's Gear Deck, shuffle it, and place it near the rest of your cards. Leave space for a Gear discard pile.

Some of Wizgille's cards have gears on the sides of the title box. These are called *Device Cards*.

Whenever you play a Device Card, draw the top card of the Gear Deck and combine its effects with the Device Card's. If the Gear Card includes targeted effects, the target(s) may be the same or different from the ones chosen for the Device Card.

## Remy

At the start of the game, take the Marked! cards/tiles.

When you play a card that says a player becomes *marked*, give them a Marked! card/tile unless they already have one. (A player may only have 1 Marked! card/tile.)

When you play a card that says a player becomes *unmarked*, take their Marked! card/tile back if they have one.

If you run out of Marked! cards/tiles, use some other marker to keep track.



<http://www.esglabs.com/>

The Red Dragon Inn Character Reference and Token Replacement Cards

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## Marked!

Remy is keeping his eyes on you!  
Some of Remy's cards will have a greater effect if played on you.  
If Remy plays a card that says you become *unmarked* or if you or Remy are eliminated from the game, return this card to Remy.



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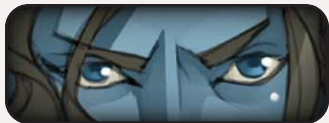
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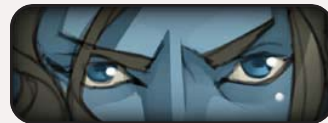
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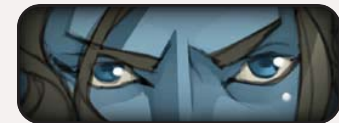
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## Erin

At the start of the game, take Erin's four Form cards and make a pile with the Elf card on top. This is Erin's Current Form.

At the start of Erin's turn, before Discarding, Erin may change forms depending on her current form:

Elf: No change.

Bear or Raven: Erin may revert back to Elf form.

Tree: Erin **must** change into her Elf form.

Certain cards cause her to Change Form. When Erin plays a card that changes her form, resolve that card, then change form as indicated by placing her new form card on top of the others.

If Erin turns into a Tree on her turn, her turn immediately ends. No further cards can be played, unresolved cards are discarded with no effect, Gambling is canceled with the money going to the Inn, and remaining phases of the turn are skipped.

Form effects that change Fortitude or Alcohol Content gains/losses are not altering the card that caused the Fortitude or Alcohol Content change.

## Erin (cont'd)

For example, being in Tree form when given a Drink is not altering the effect of the Drink and does not apply for cards like "The Wench thinks..." and "Drinking Contest!"

Form effects are only applied once per combined gain/loss; things like Chasers, mickeys, and Wizgille's Gear Cards result in one combined gain/loss even though the gain/loss comes from multiple cards.

Remember that cards resolve like they were played onto a stack: the last card played resolves first. Erin's form may change multiple times as you resolve a set of played cards. Apply form effects for cards when they resolve, not when they were played. Always change form before going on to the previously played card in the stack. Cards that are negated, ignored, or replaced never had any effect, so any form change on that card is also negated.

## Pooky

At the start of the game, take Pooky's Mood card and an extra stone. Place the stone on Calm.

Pooky's Mood changes when:

He loses Fortitude from a card played by another player.

He gains 3 or more Alcohol Content from a Drink. He loses a round of Gambling.

A card effect resolves that says "Pooky's Mood Gets Worse!" or "Pooky is now Calm".

Remember that cards resolve like they were played onto a stack: the last card played resolves first. Pooky's Mood may change multiple times as you resolve a set of played cards. Apply Pooky's Mood to cards when they resolve, not when they were played. Always change Mood after resolving the card but before going on to the previously played card in the stack. Cards that are negated, ignored, or replaced never had any effect, so any Mood changes on such cards are also negated.

## Bastian

At the start of the game, take the Prayer Cards and Prayer Tokens. Shuffle the Prayer Cards and deal yourself three of them; set the others aside without looking at them. Place the Prayer Tokens nearby.

Your three Prayer Cards are not considered part of your hand and do not count against your hand size limit. You may look at them at any time. Other players may not look at them.

Some of Brother Bastian's cards let him Gain a Prayer Token. When you do, take a Prayer Token from the supply and put it with your gold. If you run out of Prayer Tokens, use another marker. (There is no limit to how many tokens you can have.)

To use a Prayer card, lay the card face up in front of you (if it is not already face up) and spend Prayer Tokens equal to the cost in the upper-left corner of the card. Effects that alter numerical values on a card (like Luck Potion) cannot change the cost of a Prayer Card, but can change any other numbers on the card as normal.

## Bastian (cont'd)

Prayer Cards otherwise work like the type of card shown: Action, Sometimes, or Anytime. They may be played whenever its type of card would be played and may be changed or cancelled by cards that normally affect those types of cards.

After resolving the Prayer Card, leave it face up in front of you. You may play it again later if you have enough Prayer Tokens.

If a Prayer Card lets you play another Action card, the other Action card must be a card from your hand. It cannot be a Prayer Card and cannot be a card from elsewhere that does not count as part of your hand. (Phrenk's Potion Cards, for example.)

## Natyli

At the start of the game, take the 6 Debuff cards. (Two each of Pain Curse, Mind Hex, and Power Jinx.)

Some of your cards allow you to give Debuff Tokens to the other players. Select a card and give it to another player. They then keep it until they fulfill the terms of the card.

A player may have multiple Debuffs of the same or different types. All Debuffs stack.

Natyli is immune to her own Debuffs, though not those of another player.

If a player is eliminated, any Debuffs they have return to Natyli. If Natyli is eliminated, all players return their Debuffs. Remember that all effects must resolve before a player is eliminated from the game.

## Pain Curse

Immediately after you lose Fortitude, lose an additional Fortitude. Then return this Debuff to Natyli.

This additional Fortitude loss comes from this card, not the original source.

If you avoid a source of Fortitude loss or reduce the loss to 0, this Debuff has no effect. Keep this Debuff.

Multiple Debuffs stack.

If you or Natyli are eliminated from the game, return this card to Natyli.



## Mind Hex

Immediately after you gain Alcohol Content, gain an additional Alcohol Content. Then return this Debuff to Natyli.

This additional Alcohol Content gain comes from this card, not the original source.

Mind Hex's extra Alcohol Content does not alter the Alcohol Content of a Drink itself. Ignore this extra Alcohol Content gain when resolving Drink Events.

If you avoid a source of Alcohol Content gain or reduce the gain to 0, this Debuff has no effect. Keep this Debuff.

Multiple Debuffs stack.

If you or Natyli are eliminated from the game, return this card to Natyli.



## Power Jinx

Reduce all numerical values by 1 (minimum 0) on any Action Cards you play during your Action Phase. At the end of your Action Phase, return this Debuff to Natyli even if you didn't play an Action.

A *numerical value* is defined as a numeral (1, 3, 16, etc.) Text numbers like "one" and words like "half" or "another" are not numerical values for this effect.

Power Jinx does not reduce Serena's Piety ranges or the cost of Brother Bastian's Prayer cards.

Multiple Debuffs stack.

If you or Natyli are eliminated from the game, return this card to Natyli.



## Pain Curse

Immediately after you lose Fortitude, lose an additional Fortitude. Then return this Debuff to Natyli.

This additional Fortitude loss comes from this card, not the original source.

If you avoid a source of Fortitude loss or reduce the loss to 0, this Debuff has no effect. Keep this Debuff.

Multiple Debuffs stack.

If you or Natyli are eliminated from the game, return this card to Natyli.



## Mind Hex

Immediately after you gain Alcohol Content, gain an additional Alcohol Content. Then return this Debuff to Natyli.

This additional Alcohol Content gain comes from this card, not the original source.

Mind Hex's extra Alcohol Content does not alter the Alcohol Content of a Drink itself. Ignore this extra Alcohol Content gain when resolving Drink Events.

If you avoid a source of Alcohol Content gain or reduce the gain to 0, this Debuff has no effect. Keep this Debuff.

Multiple Debuffs stack.

If you or Natyli are eliminated from the game, return this card to Natyli.



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Power Jinx does not reduce Serena's Piety ranges or the cost of Brother Bastian's Prayer cards.

Multiple Debuffs stack.

If you or Natyli are eliminated from the game, return this card to Natyli.



## Osrik

Some of Osrik's cards have element symbols in the upper-left corner. These are called Element Cards. Cards without a special element symbol are not Element Cards.

Some of his cards allow Osrik to discard Element Cards for a more powerful effect. Each ability may be activated once by discarding the indicated Element Card(s). Some abilities cost more than once card; you must discard all of the indicated cards to activate the ability. Some abilities have a generic element symbol; any Element Card can be used to pay for this symbol.

If a card has multiple abilities you may activate any combination of them, but each ability may only be activated once.

Ability activations must be declared and the costs paid when the card is played, before anyone responds to the card.

Cards may not be used to pay for their own effects.

## Cormac

At the start of the game, take the Rage tiles. Make a pile from A to D, letter side up, with A on top. Place this pile near your board. (See over for card setup.)

When Cormac plays cards with a Skull icon, he gains Rage. If the card is not cancelled, after resolving its effects place it face-down in a Building Rage pile under the topmost unactivated Rage card instead of placing it in the Discard pile.

If a card has two Skulls, then after placing it in the Building Rage pile (and possibly increasing his Rage) Cormac *may* also place a card from his hand face-down in the Building Rage pile.

If, after placing a card in the Building Rage pile, the Building Rage pile has as many or more cards in it than the number shown on the Rage card, Cormac's Rage increases:

Flip the Rage card over and place it next to the Rage card pile; it is now Activated.

Place all of the cards in the Building Rage pile into a Raging pile below the Activated Rage card.

## Cormac (cont'd)

Cormac's Active Rage card/tile:

Increases the amount of Alcohol Content he gains from all sources. (Not just drinks! This does not affect losing Alcohol Content.)

Increases the amount of Fortitude lost by other players when Cormac causes them damage.

The Alcohol Content Rage modifier does not affect the outcome of Drink Events.

Cormac's *Rage Pool* is the combination of his Raging and Building Rage piles.

Even if you are on tile D, you still place cards into a Building Rage pile until the Rage Pool is cleared.

When using cards instead of the tiles, build your pile from A to E with the Building Rage side up. Card E is never Activated; it is a reminder that you still add cards to the Building Rage pile while on D.

A



**Building Rage**

A



+0

**Alcohol Content Received**



+1

**Fortitude Dealt**

**Raging!**

B



**Building Rage**

**B**

 **+1**  
Alcohol Content Received

 **+2**  
Fortitude Dealt

**Raging!**

**C**



**Building Rage**

**C**

 **+2**  
Alcohol Content Received

 **+3**  
Fortitude Dealt

**Raging!**

**D**



**Building Rage**

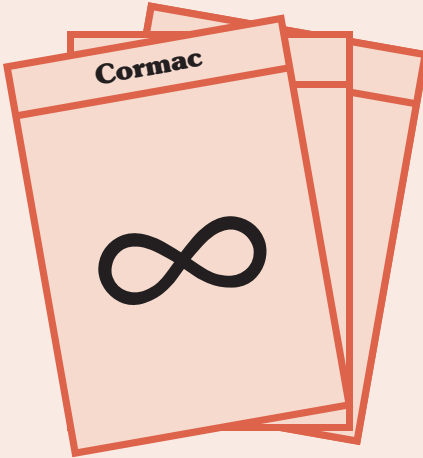
**D**

 **+0**  
Alcohol Content Received

 **+2**  
Fortitude Dealt

**Raging!**

**E**



**Building Rage**