The 90 Proof Seas

Print & Play

(This print and play version of DrunkQuest: The 90 pRoof Seas is for Kickstarter Backers only. Loot Corps asks that you do not send it to others or post it online, thank you!)



LOOT CORPS LLC

Loot Corps urges all players to drink responsibly and legally, and to ensure all players have safe and sober transportation prior to playing this game. Loot Corps assumes no liability for injury, damage, loss, accident, medical expenses, or any other loss or damages which may occur as a result of drinking alcohol while playing this game.

PIRATE

"Thirst for adventure?"



+ Plunder When the current Monster is defeated, you may look at its Treasure(s) and keep **1**.

− Bury Discard **1** of your Treasures, place it at the bottom of the discard pile.

SEA QUEEN

"In the sea, all glasses are bottomless."



+ Hoozits Take the last **2** Instants from the discard pile.

− Whatzits Discard **1** Action from your hand. Or take **3** drinks.

SIREN

"Non-alcoholic? Wheres the proof?!"



+ Bait You and **1** other player draw **2** Treasures.

− Switch Any **other** player with **4** or more Treasures must take **3** drinks.

WITCH DOCTOR

"I'm a little Absinthe minded."

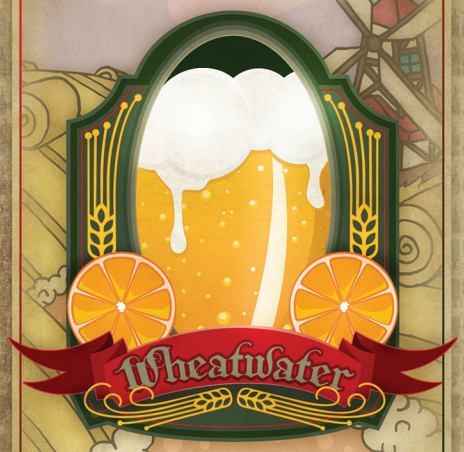


+ Mojo When this Monster is defeated you gain **3** Treasures.

− Juju When this Monster is defeated you must give the defeating player **2** Treasures.

NOBLE HOUSE

"Warm summers and cold brews."



Realm Ability: If you take **8** or more drinks at any time, take the last Interrupt Treasure from the discard pile.

KINGDOM

"Our thirst is endless."



Realm Ability: If any player takes **11** or more drinks at any time, take the last Instant in the Treasure discard pile.

INDEPENDENT

"Drink up, me hearties."



Realm Ability: If you take **8** or more drinks at any time, take **1** Treasure card from another players hand.

FIEFDOM

"Drinking the spirits of our ancestors"



Realm Ability: You may use the **Realm Ability** of any other player.
(Can choose a new Realm ability each time you drink)

THE CABOOZE

"Chuga chuga, booze booze!"



HOLD Keep 1 Action from any Monster you defeat.

FIRE! **Double** drinks if you fire on a player over level 3.

3

BOTTLESHIP

"You can't sink this bottleship."



HOLD You don't have to take drinks that total less then 3.

FIRE! Draw 1 Treasure.

1

GHOST SHIP

"Many spirits haunt this vessel"



HOLD Your max hand size is now 10 Treasures.

FIRE! Cannons hit 2 players of your choice.

2

IRONKEG

"Fire all barrels!"



HOLD Drink giving Instants are **doubled**!

FIRE! **Double** drinks if fired on a player with a ship.

3

LUNAWHEEL

"Makes liquor quicker!"



HOLD **All** Monsters are worth +2 **Treasure.**

FIRE! Take the last Instant in the discard pile

1

SEA DRINKER

"The ocean provides."



HOLD Other boats cannot fire on you.

FIRE! Take a Permanent from the Discard pile.

2

6 WOLMEN

"Put your hands in the air!"



Elite: Discard this card, and all Treasures in your hand. Draw **7** new cards.

6 TRI-SIPS

"You'll almost never take one alone."



Elite: This Monster is worth **2** levels when defeated.

6 SOJOO

"A battle like no other."



Carapace: You take **2** less drinks any time you are forced to drink.

6 SAPHIRE

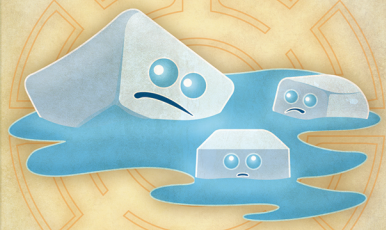
"You're better then that."



Immune: You do **not** have to participate in Boss fights.

6 MELTIES

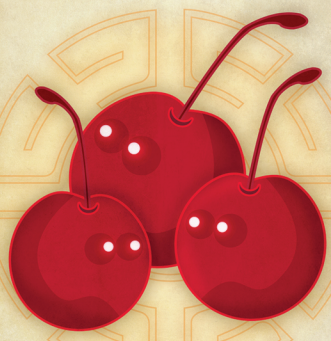
"At the end of your quest, they'll look delicious."



Junker: Whenever you defeat a Monster, you may instead take its Treasure value from the Discard pile.

6 CHERRIES

"They make most Monsters taste better."



On Top: You are immune to Instants that would cause you to lose a level.

6 BREWBEAR

"I can't understand what you're saying!"



Gold Drool: You now **always** draw **2** treasures whenever you **pass** your turn during the circle.

?

6 ABSINTH

"King of the Fairies."



Sight: You may, at any time look at the top **2** cards in the Treasure pile.

?

4 WILD BERRI

"This guy never sleeps."



Man Eater: **+1** Drinks to this Monster for each guy in the room.

3

2 TANGERAY

"Innocence lost."



Martyr: Drink giving Insants effect +1 player.

3

4 STUART

"Would rather just chill."



All-Sorts: Each other player must place 1 Treasure from their hand, face down under the Monster. Winner keeps them.

?

4 SIROCK

"We be ballin'."



Green-Eyed: **+2** Drinks to this Monster for each Permanent you have.

3

1 SEAGRAM

"Put your shirt on, Matt!"



Double Shot: Players may use 2 Actions each on this Monster.

3

5 RUMPLEMINT

"Where there is one, there are many."



Wild: +5 drinks to this Monster if it is **Locked**

4

5 LEM-LIM

"Combined they're unstoppable."



Clumbsy: Attacking player must discard a Permanent (if able)

3

4 KETTEL ONE

"It doesn't even know where it is right now."



Stubborn: If this Monster is moved, it Locks to the player that Moved it.

3

3 KABOWABO

"Now! The party has started."



Lady Killer: +1 Drinks to this Monster for each girl in the room

5

2 DEWAR

"Never fight alone!"



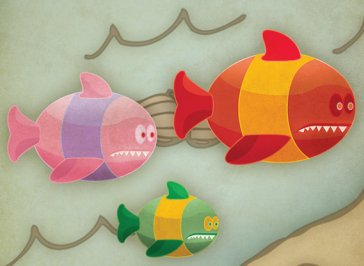
Selfish: Only the player that drew this Monster will gain its Treasre(s) & Level.
(regardless of who defeats it)

4

3

CUERVO

"A group of Cuervo's are called a Jose."



Villian: When this Monster is defeated, each other player must discard **1** Treasure.

5

?

BACARDY

"He can kill you 151 ways!"



Mimic: Duplicates (base) stats from last defeated Monster

?

17

THE KRAKEN

"It literally breathes alcohol"

Released!: The highest level player(s) must discard 2 Treasures.



3

9

BLACK BEARD

"Got a little Captain in ya?"



Parlay: Players under **level 3** do not have to fight this Boss. But they still get a turn during the circle.

3

PRINT X1

ANCHOR

"Anchors away!"

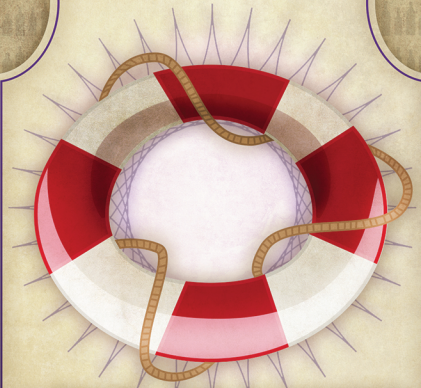


LOCK MONSTER

Interrupt: Monster cannot be moved.

LIFE SAVER

"...save yourself."



LEVEL TRANSFER

Instant: Choose a player to lose **1** level and you gain **1** level.

TRASHED

"I Don't need any of this stuff!"

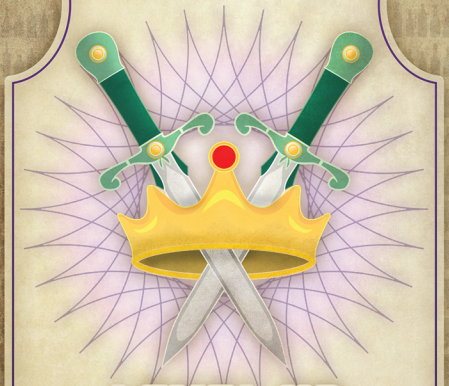


SACRIFICE

Instant: Discard **2** Treasures, and remove **10** drinks from Monster.

NATIONLESS

"Home is where the bar is."



LEVEL UP

Instant: Discard your Realm to gain a level.

FRUIT

"It's good for you but...it's fruit."

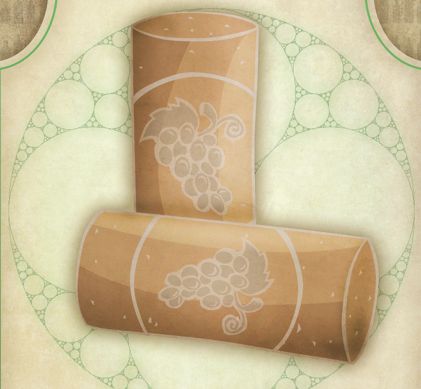


-8 DRINKS -2 TREASURES

Action: Remove **8** drinks from Monster's drink value. Remove **2** Treasures.

VINTAGE LURES

"The older, the more potent!"



MOVE MONSTER

Action: Move Monster to any player.

PRINT X1

AYE PATCH

"Aye, this be a patch, what of it?!"



Permanent: Minus **2** drinks anytime you must drink to defeat a Monster or Boss.
(when combined with the Peg Leg you may draw 2 Treasures on your turn during the circle)

PEG LEG

"The quickest way to loose 20 pounds."



Permanent: Minus **2** drinks anytime you must drink to defeat a Monster or Boss.
(when combined with the Aye Patch you may draw 2 Treasures on your turn during the circle)

LAMBIC BELT

"I'll take that, and that, and that too."



HOLD PERMANENTS

Permanent: You may hold any number of Permanents, regardless of type.

HORNSWOGGLE

"Empty?!"



STEAL TREASURE

Action: **When** this Monster is **defeated** the player who played this card gains its **Treasure**.

SKALLYWAG

"This be my plunder!"



STEAL LEVEL

Action: **When** this Monster is **defeated** the player who played this card also gains a **level**.

TAMPER RING

"The best defense is a good offense."



ACTION TRADE

Permanent: You may take **3** drinks to play **1** extra **Action** on a Monster.

PRINT X1

FLAME SHOT

"Fire water burn."



REMOVE 2 ACTIONS

Action: Remove **2** Actions from the Monster.

PARLAY

"He's the one your looking for."



PASS DRINKS

Action: Highest level **player(s)** must take **total** drinks to defeat Monster. Monsters owner keeps all rewards.

TREASURE MAP

"Thar' be treasure in these lands."



+2 TREASURES

Instant: Take the **2 bottom** Treasures from the discard pile.

PRINT X1

FOOLS GOLD

"How much will this get me?"

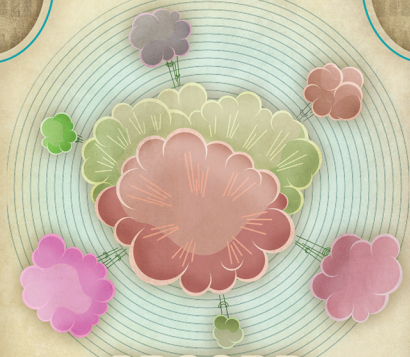


+X

Instant: Choose 2 players,each must take 1 drink for each Treasure you have in your hand.

POOF

"Uh-oh, what happened?"



ABSORB

Interrupt: Last Instant, Action or Interrupt does not happen. Instead, you keep it.

SHAZAM

"Let me put a little style on that."



EMPOWER

Interrupt: Double the Effects of an Instant.

BREAKFAST

"The most important meal."



-5 DRINKS +1 TREASURE

Action: Remove 5 drinks from Monster's drink value. Add 1 Treasure.

ORC BURGER

"Made with real orc!"



-4 DRINKS +2 TREASURES

Action: Remove 4 drinks from Monster's drink value. Add 2 Treasures.

SIX PACK

"Just pull tabs and throw!"



MOVE MONSTER

Instant: Move Monster to another player

PRINT X2

CONVINCE

"Sometimes, a big sword is all you need."



STEAL

Instant: Choose **2** players, each must immediately give you **1 Treasure** from their hand.

GOLD DRAFT

"It's got the midas touch!"



+1

Action: Adds **+1** Treasure for every **Action** played on this Monster.

SHARE

"Empty?! Please, have some of mine."



+2

Instant: Choose **3** players to take **2** drinks.

BOAST

"I'm kind of a big deal."



+7 DRINKS +3 TREASURE +1 LEVEL

Action: Adds **+7** drinks **+3** Treasures & **+1** Level to the Monster.

HEAVE-HOE

"Dead men drink no ales."



+2 DRINKS -1 ACTION

Action: Add **2 drinks** to Monster. And immediately take and keep **1 Action**.

PRINT X2

YARR!

"It means yes."



+3

Action: (☠) Add 3 drinks to Monster

Players may play other (☠) Actions on this Monster immediately.

YARHAR!

"Ere' be comin' tha pain me heartie."



+2

Action: (☠) Add 2 drinks to Monster

Players may play other (☠) Actions on this Monster immediately.

ARR!

"Drink up me heartie."



+1

Action: (☠) Add 1 drink to Monster

Players may play other (☠) Actions on this Monster as if they were Instants

DUBLOON

"Fill me mates mug!"



+4

Instant: Choose a player to take 4 immediate drinks. (If this is the first Instant played during this circle. +2 more drinks)

GARR!

"Not polite to use in good company."



+4

Action: (☠) Add 4 drinks to Monster

Players may play other (☠) Actions on this Monster immediately.

HARR!

"Harr harrr harrrrrr!"



+3

Action: (☠) Add 3 drinks to Monster

Players may play other (☠) Actions on this Monster immediately.

PRINT X3

TNB

"Tri-Nitro-Beer."



+4 DRINKS -2 TREAUSRES

Action: Adds +4 drinks and Removes -2 Treasures from Monster.

PARTY POPPER

"Instant happiness at your finger tips"



+3 DRINKS -2 TREAUSRES

Action: Adds +3 drinks and Removes -2 Treasures from Monster.

HAPPY HOUR

"In three, two..."



+2 DRINKS -1 TREAUSRES

Action: Adds +2 drinks and Removes -1 Treasures from Monster.

PRINT X3



Monster/Boss Backs



Hero/Realm Backs



Treasure Backs