

PRINT & PLAY

CLERIC

"A praise worthy vintage."



Heal: Destroy an Action currently on the Monster. And Gain **1** Treasure.

Miracle: Double the effects on an Action currently on the Monster.

NECROMANCER

"I'm a little Absinthe minded"



Raise: Monster is worth **+5** Drinks **+2** Treasures.

Turn: Monster is worth **-5** Drinks **-2** Treasures.

PALADIN

"That's not the type of sn[illegible]m talking about."



Justice: Choose a player to take **4** drinks and give you **1** Treasure.

Smite: Take the last 2 Actions From the discard pile and play 1 on the Monster.

THIEF

"I've got your poison."



Steal: When the current Monster is defeated you may keep 1 Action that was played on it.

Borrow: Take and keep the top Treasure card from the discard pile.

PIRATE

"Thirst for adventure?"



Plunder: Take **1** Treasure at random from **2** players of your choice.

Burried Treasure: Take **2** Treasures from the **bottom** of the draw pile.

RANGER

"[illegible]he shot."



Nature Calls: Draw & add a Monster to the current one. *(Drinks & Treasures added only. No extra Level or Ability.)*

Bullseye: Immediately close the circle.

BARBARIAN

"I've got two six packs!"



Rage: Draw **1** Treasure for every Permanent you have in play.

Glory: Add **X** Drinks to current Monster. *(**X** = the number of drinks it takes for the Monsters **base value** to equal **10**)*

BARD

"Low bass cords and highball glasses!"



Hit Song: Look through the discard pile for an Interrupt and keep it.

Drop The Beat: Whenever an Interrupt is played during this circle, gain **2** Treasures.

BREWMASTER

"Can I offer you a drink?"



Tonic: Take the last 2 Instants from the discard pile. All drink giving Instants **you play** are **doubled** for the rest of the circle.

Tips: You may steal a Permanent currently in play.

WIZARD

"I like my martinis [illegible] to fight...dirty!"



Fireball: Take **3** Drinks to add **6** drinks to the Monster. Draw **2** Treasures.

A.E: All players take **X** Drinks. *(X = to the number of Treasures currently in their hand)*

WARRIOR

"[illegible]motherland. Vodka drink you!"



Taunt: Monster is locked to controlling player. Draw **1** Treasure

Battle Shout: Draw a new Monster to replace the current one. *(All current Actions stay.)*

TRICK SHOT

"This rounds on me"



Draw: Draw **3** Treasures and discard **1** from your hand.

Shoot: Choose a player to **discard 1** Instant *(If they do not have an Instant they take 4 drinks).*



"Drinking the spirits of our ancestors."

VOODOO

If at any time **another player** takes more then **10 drinks**, gain **2 Treasures**.



"From diamond glass we drink sweet wealth."

SLUMMING IT

When you pass during the circle draw **1** Treasure from the Treasure deck and **1** from the Discard pile.



"Cut them down and drink them up!"

OLD BLOOD

You can play **1** extra Action on the Monster during circles when it's **not your** Monster.



"Warm summers, and cold brews."

RELAX

Immediately on playing the **last** Treasure in your hand. **Draw 5** Treasures.



"We do the dirty work. Extra dirty."

HIGH SOCIETY

Once per circle you may decide the outcome of a players Hero Ability.

(After the roll)



"Swords in our hands and fire in our bellies."

OLD BLOOD

Whenever you draw a **Treasure** *(except passing during the circle)* draw **+1** extra.



"Drink up me hearties!"

CANNONS AT THE READY

At anytime you may discard **1 Treasure** to force another player to **drink 4**.



"Behind our walls we live and drink."

BEER BELLY

Your maximum hand size is **11**.

(You also start the game with 11 Treasures.)



"May the gold be ever in your mug."

GRIZZLY BEERS

Anytime a player defeats a Monster draw **2 Treasures**.



"Bow your head and raise your glass."

FINER THINGS

You can equip an **unlimited** amount of Permanents.

*(You also start the game with **1** drawn from the Treasure deck.)*



"Our Thirst is endless."

WHERE IT ENDS UP

Anytime an Interrupt is played you may draw **2** Treasures.



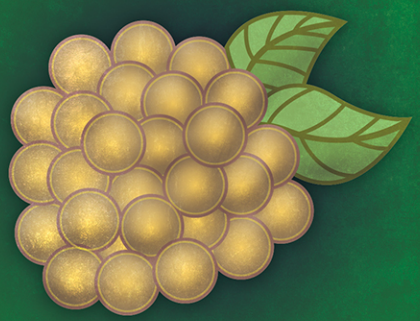
"Meditation, relaxation and fermentation."

STOCKPILE

When you pass during the circle draw **2 Treasures** instead of **1**.

BEERBERRIES

"Great as a midday snack!"



+2

Action: Add **2** drinks to Monster.

BOOZE BLOOD

"The blood of dragons!"



+4

Action: Add **4** to Monsters drink value.

HOPS CRATE

"Monsters can't resist this stuff."



+5

Action: Add **5** drinks to Monster.

WINEAPPLE

"Grown in red, white and rose."



+3

Action: Add **3** to Monsters Drink value..

COPPER

"Buy you a drink?"



+1

Instant: Target player takes **1** immediate drink.

SILVER

"Buy you a pint?"



+2

Instant: Target player takes **2** immediate drinks.

PRINT X5

WATER

"Poisonous to Monsters!"



REMOVE DRINKS

Action: The **current** total drink value of the Monster is reduced to **zero**.

SOUP

"It's like a cleric in every bowl!"

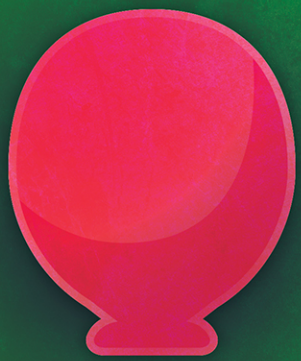


-4

Action: Remove **4** from the Monster's drink value.

RED BALLOONS

"I'm so tired."



+4

Action: Add **4** to Monsters Drink value..
(All cards in this family combo)

RAINBOWS

"They're always hungry."



+3

Action: Add **3** to Monsters Drink value..
(All cards in this family combo)

PURPLE HORSESHOES

"They'll never stop..."



+3

Action: Add **3** to Monsters Drink value..
(All cards in this family combo)

POTS OF GOLD

"I can't fight them forever."



+2

Action: Add **2** to Monsters Drink value..
(All cards in this family combo)

PRINT X4

PLATINUM

"Keep 'em comin!"



+4

Instant: Target player takes **4** immediate drinks.

PINK HEARTS

"They're always after 'em."



+2

Action: Add **2** to Monsters Drink value..
(All cards in this family combo)

ORANGE STARS

"They want them..."



+1

Action: Add **1** to Monsters Drink value..
(All cards in this family combo)

MASTER BREW

"Made by Jasn Painter."



MAX DRAW

Action: Draw Treasures until you have your maximum hand size.

The next player may play **2** Actions on the Monster.

HOBAR WHEAT

"An all in one, beer making plant."

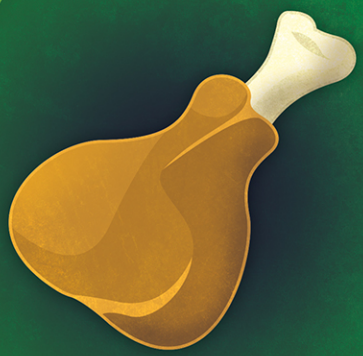


+1

Action: Add **1** drink to Monster. Draw **2** immediate Treasures.

HAUNCH

"Greasy, salty goodness."



-5

Action: Remove **5** drinks from Monster.

PRINT X4

GREEN CLOVERS

"I've tried everything to keep them away..."



+3

Action: Add **3** to Monsters Drink value..
(All cards in this family combo)

GOLD

"This rounds on me!"

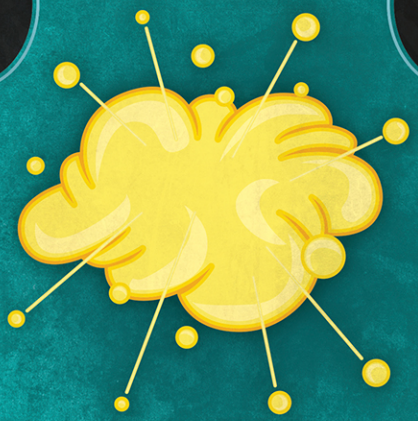


+3

Instant: Target player takes **3** immediate drinks.

FIZZLE

"Don't feel bad, it happens to everyone...well. Not me, but.."

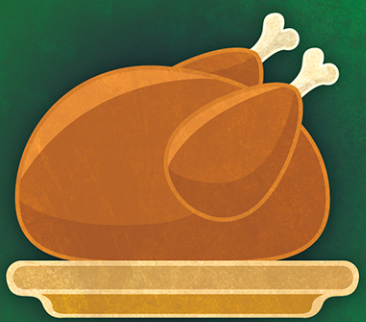


IGNORE

Interrupt: Ignore the last Instant, Action or Interrupt from Happening.

FEAST

"Chicken is natures cure-all."

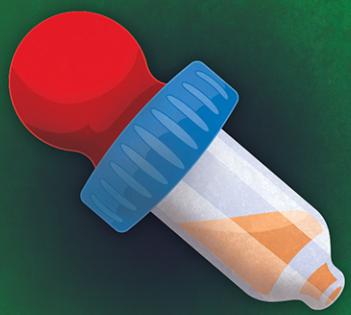


-10

Action: Remove **10** drinks from Monster.

DISTILL

"A keg in every drop!"



+6 DRINKS +2 TREASURE

Action: Add **6** to Monsters Drink value and **2** to its Treasure value.

CHEERS!

"Raise your glasses!"



+4

Instant: You & **2** other players of your choice take **3** drinks. You gain **1** Treasure.

PRINT X4

BREAD

"Bread. ...It's better then nothing."



-3 DRINKS +1 TREASURE

Action: Remove **3** drinks from Monster but add **1** Treasure.

BLUE MOONS

"They're savages. Thieves!"



+1

Action: Add **1** to Monsters Drink value..
(All cards in this family combo)

SHAZAM

"You know where its going? ...Nowhere!"



LOCK MONSTER

Interrupt: Monster cannot be moved.

PRINT X4

TELEPORT

"How weird. I have one just like it."

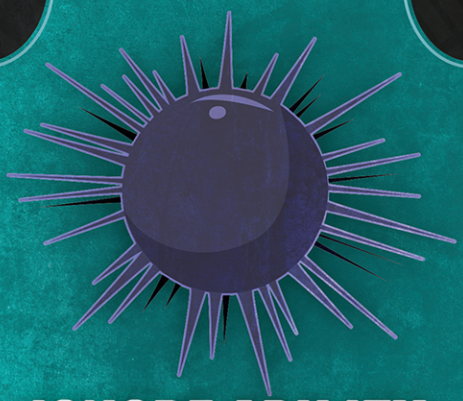


STEAL

Interrupt: The last Permanent, Action, Instant or Interrupt played is igored and instead, moves to your hand.

VOID

"Let's bury that way down deep with your sadness."



IGNORE ABILITY

Interrupt: The last **Hero** or **Realm Ability** used. does **not** happen.

WEAK SAUCE

"This bottles been sitting in the sun."



LOSE A LEVEL

Instant: Target player loses **1** level.

TANK

"All that's just for you?"



+5 DRINKS +2 TREASURES

Instant: Take **5** drinks and gain **2** Treasures.

STRONG BREW

"Aged 50 years!"



LEVEL UP

Instant: Target player gains **1** level.

SQUIRE

"Squire! Come. Test this for poisons!"



PASS DRINKS

Instant: Choose another player. They must take all your drinks for this **entire circle**. You keep all the rewards.

PRINT X3

REDPATHIAN

"The bigger the bill..."



+2

Instant: Target player takes **2** immediate drinks. All **drink giving** Instants played on the Target during this circle are **doubled**.

RICOCHET

"Head like a hole, black as your soul."

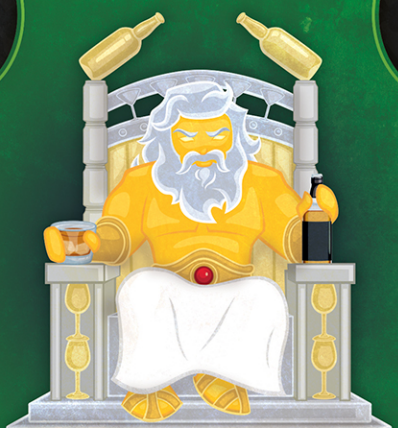


REDIRECT

Interrupt: Redirect the effects of **any card** to a player of your choice.

PORCELAIN GOD

"Bow before the almighty."

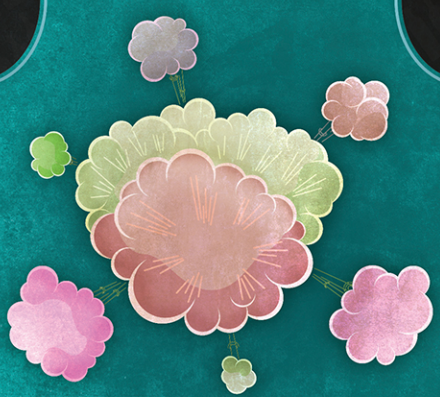


COPY ACTION

Action: Copy the effects of an Action already played on the Monster.

POOF

"Uh-oh, what happened?"



IGNORE

Interrupt: Replace the last Instant or Action played with one from your hand.
(If Action, counts as that players turn)

GREASE BUCKET

"Monsters can't resist this stuff."



MOVE MONSTER

Instant: Move Monster to any player.

FOUL

"It ruins everything for everyone."



REMOVE PERMANENT

Instant: Discard target Permanent.

PRINT X3

DISTRACTION

"OMG Look over there!"



STEAL PERMANENT

Instant: Take any Permanent & move it to any other player.

CRISTALS

"Distilled and crystalized liquors."



LOCK MONSTER

Action: Monster cannot be moved

CORK CRACKERS

"They multiply on weekends."



+2 DRINKS -2 TREASURES

Action: Adds **+2** drinks and **-2** Treasures to Monster.

COIN SACK

"This monster had a big sack...of coins!"

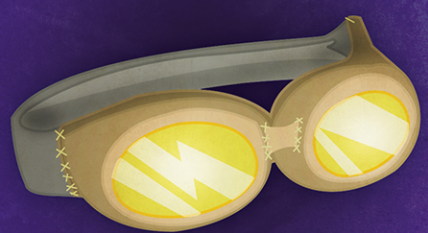


+2

Action: Add 2 Treasure to the Monster

BEER GOGGLES

"Everything looks...better."



STEAL

Instant: Look at a chosen player's hand, take **1** Treasure of your choice.

PRINT X3

ABANDON QUEST

"I think this ones too much for you friend."



FORCED RETREAT

Instant: Target player must run from current Monster.

AGED BOTTLE

"I don't drink anything under level 3."



ADD ALL LEVELS

Action: Add all players levels together. Add total to Monsters Drink Value.

BOAST

"I'm kind of a big deal."



+7 DRINKS +3 TREASURES +1 LEVEL

Action: Adds **7** drinks, **3** Treasures and **1** Level to Monster.

BONUS LOOT

"It carries a secret cache of treasure."



+2

Action: Monster is worth an additional **3** Treasures.

BOSS SAUCE

"And now...he's everyones problem."



UPGRADE

Instant: Target Monster is now a **Boss**.

BREW BAIT

"It'll attract pretty much anything."



ADD MONSTER

Action: Reveal a new Monster. Add **only** its drink value to current Monster.

PRINT X2

BREAKDOWN

"It's time to get schwifty!"



NO DRINKS

Interrupt: Interrupts an Action or Instant. **All** drinks on current **Boss**, **Monster** or **Player** are reduced to **zero**.

TRASHED

"Look at all this useful stuff!"



PURGE

Instant: Discard **entire** hand. Remove **15** drinks from Monster.

T.N.B.

"Tri-Nitro-Beer."



+3 STICKY

Action: Add +3 to Monster. Moves to the next Monster drawn. *(then discards)*

SPELLBOOK

"Supercalifragilisticexpialidocious!"



+10

Instant: Every willing player may take **10** drinks to gain **3** Treasures.

SOLOE

"It is known far and wide, and is loved."



+1 LEVEL

Action: Monster is worht **1** additional level when defeated.

SMASHED

"That was a prime vintage!"



DESTROY ACTION

Instant: Destroy **1** Action attached to the Monster.

PRINT X2

SHIELD

"Nothing beats a good shield."



REVERSE

Interrupt: Reverse the effects of an Instant.

MOONSHINE

"You gon' learn today."



+10 AND CLOSE CIRCLE

Action: Add **10** drinks to theMonster and close the circle immediately.

SACK LUNCH

"You'll wish you'd brought one later."



TAKE CARDS

Instant: Take a random Treasure card from each other player

PARTY POPPER

"Shake it like a polariod picture!"

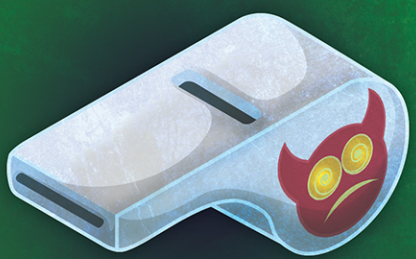


+4 STICKY

Action: Add +4 to Monster. Moves to the next Monster drawn. *(then discards)*

MONSTER CALLER

"Sounds like...a keg being tapped."

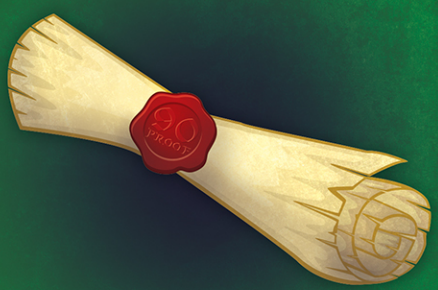


MOVE MONSTER

Action: Move Monster to any player.

MIX MAGIC

"Scrolls allow anyone to cast!...provided they can read of course."



-3

Action: Monster is worth 3 less Treasure.

PRINT X2

LOOTED

"Why even be a Monster if you aren't going to have Treasure?!"



NO TREASURE

Action: Monster's **current** Treasure value becomes **zero**.

JADE CHALICE

"So I clearly can't choose the wine in front of me!"



+X

Instant: Choose another player, bet **X** drinks *(limit 20)*. Whisper either **1** or **2** to a second player. The chosen player guesses **1** or **2**. If they are **wrong, they drink** the bet amount. If they are **right, you do**.

HENNY

"Everyone will look up and shout "Save us!" and I'll look down and whisper "No."



AGAIN

Action: After this Monster is defeated, it and **all** Actions attached to it **move to the next player**. Where the **circle begins again**. *(rewards are gained from both defeats.)*

DETOXIFICATION

"That's it! You're cut off!"



-1 LEVEL

Action: Monster grants **1** less level.

CELLAR KEY

"Yes...this key goes to that monster... ...try not to think about it."



UNLOCK MONSTER

Instant: Unlock, currently locked Monster.

PRINT X2

SLUR RING

"It's like he's trying say something."



TREASURE TRADE

Permanent: On your turn during the circle, you may take **4** drinks to gain the **Top card** from the discard pile

SNEAKS

"9 out of 10 Rogues, choose Sneaks."



STEAL

Permanent: After you defeat a Monster, you may keep **1** Action played on it.

SPARKLING PLATE

"Never goes flat."

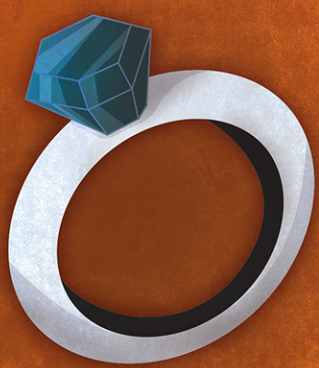


IGNORE

Permanent: You may ignore **1** Instant of your choice played on you. Once per Circle.

THE SUFFER RING

"One of the 3 rings of marriage."

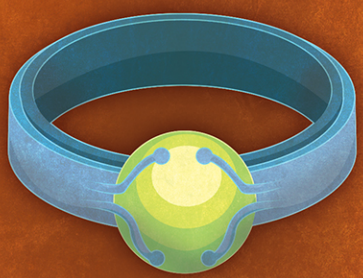


TREASURE TRADE

Permanent: On your turn during the circle you may take **2** drinks to gain **1** Treasure.

TAMPER RING

"The best defense is a good offense."



ACTION TRADE

Permanent: On your turn during the circle, you may take **3** drinks to play **1** additional Action on the Monster.

TERRIBOW

"One part the Fuehrer, one part the Pope."



-2

Permanent: Subtract **2** drinks anytime you must drink to defeat a **Boss** or **Monster**.

THIRST QUENCHER

"Its got what plants crave."



-3

Permanent: Subtract **3** drinks anytime you must drink to defeat a **Boss** or **Monster**.

WHEAT SCEPTER

"Something, something, darkside."



-2

Permanent: Subtract **2** drinks anytime you must drink to defeat a **Boss** or **Monster**.
(Does not count as a weapon)

RING OF RUIN

"It'll slowly destroy you."



TREASURE TRADE

Permanent: On your turn during the circle, you may take **5** drinks to gain **2** Treasures.

PINT POUNDER

"Now Serving...pain!"



-4

Permanent: Subtract **4** drinks anytime you must drink to defeat a **Boss** or **Monster**.

PARCHED SHIELD

"Your shield she so thirsty."



IGNORE DRINKS

Permanent: You may discard this shield at any time to ignore all drinks. Additionally when you do, gain **1** level.

MASTER CLASS

"I've drank with dragons!"

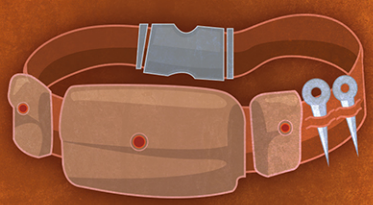


FREE HERO ABILITY

Permanent: Rolling your Hero Ability during your turn in the circle is a **Free Action**.

LAMBIC BELT

"So many pouches!"



EXTRA GEAR

Permanent: You may **equipt all** Permanents even if you already have 1 of that type.

JANSPOR

"Classic storage extender."



MAX HAND SIZE

Permanent: Your maximum hand size is increased to **10**.

HAPPY HOUR

"In Three, Two..."



AREA EFFECT

Permanent: Each time you defeat a Monster, **all other players** must take an immediate **6** drinks.

GRAPE SMASHERS

"They're vintage."



+1 TREASURE

Permanent: Anytime you defeat a Monster gain **+1** Treasure.

GIN & JUICE

"With my mind on my Treasure and my Treasure on my mind."



SPLASH DAMAGE

Permanent: When you defeat a Monster all other players take drinks equal to the total **Treasure value** of the Monster.

FULL KEGMAIL

"Suprisingly Light."



SOAK

Permanent: You may take and keep **1** Action from a Monster you control. *(before deating Monster)*

BARDSONG

"Pouring sweet music."



FORCE DISCARD

Permanent: On your turn during the circle, you may drink **4** to force another player to discard **1** Treasure of **their** choice.

BARTENDER'S APRON

"It's a rough bar ok?"

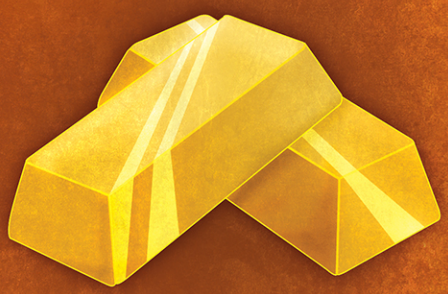


REFLECT

Permanent: You may reflect **1** drink giving Instant played on you during each circle.

BREWBRASS

"Forged in the Rockies to lock in flavor."



DOUBLE PERMANENT

Permanent: Double the effects of **1** Permanent. *(attaches to card)*

CORN SCEPTER

"It's all in the wrist."



-2

Permanent: Subtract **2** drinks anytime you must drink to defeat a **Boss** or **Monster**. *(Does not count as a weapon)*

DIRTY BOOTS

"Shaken, not stirred."



FLEE

Permanent: Running from a Monster grants you **7** Treasures.

DAY DRINKERS

"It's 5 o' clock somewhere!"



LEVEL PERK

Permanent: Anytime you gain a level draw **2** Treasures.

3

WISEMAN

"3 wicked brothers."



History: If this is the **2nd** Wiseman drawn it gets **+7 drinks & +1 Level**. If this is the **3rd** Wiseman drawn it gains **+17 drinks & +1 Level**.

3

3

WISEMAN

"3 wicked brothers."



Science: If this is the **2nd** Wiseman drawn it gets **+2 Treasures**. If this is the **3rd**Wiseman drawn it gains **+4 Treasures**.

3

3

WISEMAN

"3 wicked brothers."



Math: If this is the **2nd** Wiseman drawn it gains **+8 drinks**. If this is the **3rd**Wiseman drawn it gains **+12 drinks**.

3

4

VODKABOLDS

"They mix with almost anything."



Side Kick: Choose another player. They must take **total** drinks with you. *(Only you get the rewards.)*

3

4

TEETOTALER

"He's also a Vegan."



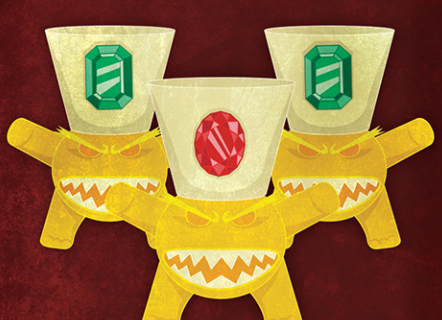
No Fun: Actions played on this Monster **do not add drinks**. Instead, players draw **X** Treasures. *(X equals the number of drinks the Action would add)*

2

3

SHASHOTS

"Shots shots shots shots, shots."



Everybody: Players must take **3** drinks before playing **any card** while this Monster is out.

4

3

SAMBUCA

"He ain't for everyone."



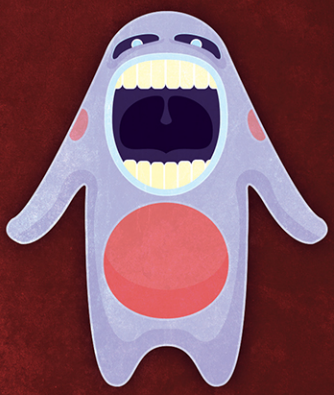
Breeder: **All** players that are the **opposite sex** of the controlling players, must take **total drinks**. *(only controlling player gets rewards)*

3

3

SAKE

"The most honorable combat."



Avenge: Player fighting Sake may choose any other player to defeat Monster instead. *(Player who controls Monster still gains rewards)*

2

5

QUCURA

"Weird name, great taste."



Instant Upgrade: Instants that give drinks are **doubled** while Monster is out.

5

2

PONGO

"Come at me bro!"



Near Sighted: Anytime a player makes eye contact with the player fighting this Monster. They must take 3 drinks.

2

2

OLD HEINY

"Attacks anyone over level 30."



Greenie: Anyone not wearing green takes the total drink value when the circle closes. *(other players do not gain rewards)*

4

1

MUDSLIDE

"Brings all the boys to the yard."



Have to Charge: Players must **discard 1 Treasure** before they can play an Action.

2

4

MORGAN

"You wanna little captain in you?"



Scurvy: All players must **talk like pirates** for as long as Monster is out. *(any player caught not doing so must take 4 drinks)*

3

2

MOLOTOV

"They just want a sip."



Too Many: Worth **2** levels. Every time this monster is moved, add **+10** to its drink value.

3

4

MARK MAKER

"It's the blood of their enemies bro."



Fraternal: All players must add the word **bro** anytime they speak. *(Must drink 3 if they forget)*

5

2

LEMONDROS

"Started from the bottom now we here."



Drop the Beat: Before playing an Action. Each player may choose to rap a **rhyme**, if they do so, they may draw **1** Treasure.

2

4

KETTEL ONE

"Look at it, it doesn't even know where it is right now."



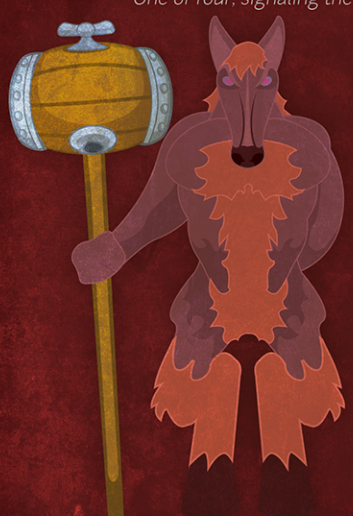
Bottomless: Drink giving Instants that are played white this Monster is out **do not get discarded**. *(They can only be played once this circle)*

3

1

HORSEMEN

"One of four, signaling the end!"



Apocalypse: This Monster gains **+5** for every other Horsemen that has already been **drawn** this game.

3

1

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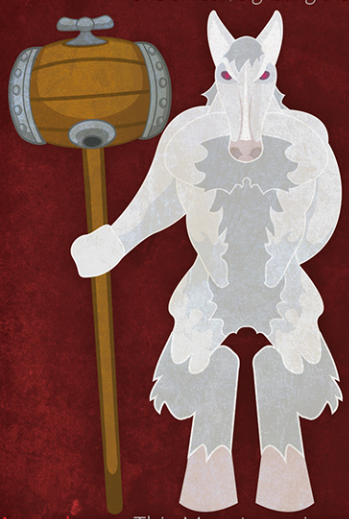

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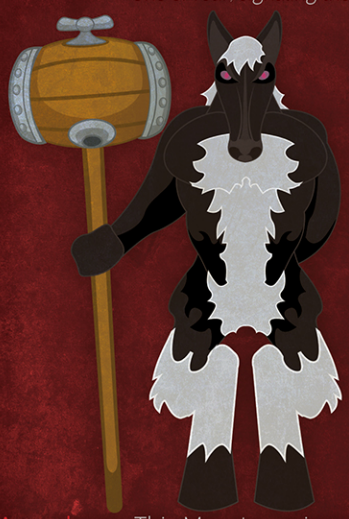

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1

HORSEMEN

"One of four, signaling the end!"



Apocalypse: This Monster gains **+5** for every other Horsemen that has already been **drawn** this game.

3

1

GRAY GOOSE

"I am the terror that flaps in the night!"



Darkwing: As long as this Monster is out. When a player plays **a Treasure card**, they may immediately draw **a Treasure** to replace it.

3

2

GOLDSCHLOGER

"He wants to show you something."



Can't Unsee: You may look at the top 5 Treasure cards and put them back in any order you choose.

3

2

GEORGIO

"Watch out for that tree!"



Creepy Smile: Any player caught smiling while Georgio is out must take **3** drinks.

4

2

GELLOS

"Cute, colorful, murderous."



Sshhhhh: Any player caught making noise while Gellos are out, takes an immediate **3** drinks.

2

3

FAT FROG

"...And a diet coke please."



Extra Large: Worth **2** levels. Once the circle is closed **Double** Monsters **total drink value**.

6

6

DIRE DRIPPER

"We don't understand you."



Slow Poke: **Hero abilities** may be rolled as a **Free Action**.

2

6

CUP KING

"All are fools in his court."



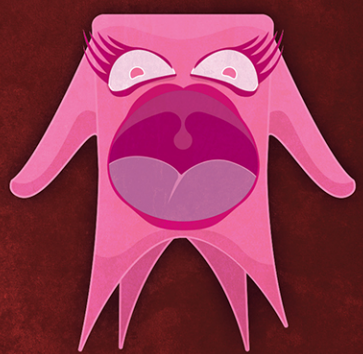
Royal Decree: Players must take **2** drinks before playing an Action on this Monster.

5

3

COSMO GIRL

"She litterally can't even."



Unable to Even: If Monster ends circle with an **Odd** drink value, add **+6** drinks to total.

2

6

COOZEY

"Did...did he just eat your shield?"



Piñata: When defeated **all** players gain total **Treasure Value**.

2

1 COMPARI

"I am the greatest man that ever lived."



Total Derp: Cannot be moved, stolen or have its level negated.

5

4 CHERRY

"Party starts in 3...2..."



Countdown: Each player rolls the **+/-** dice on their turn during the circle. Any player rolling a **+** must take the **total** number of drinks as well *(only defeating player gets rewards)*

3

6 BRANDY ORC

"Smart enough for weapons, too drumb for pants."

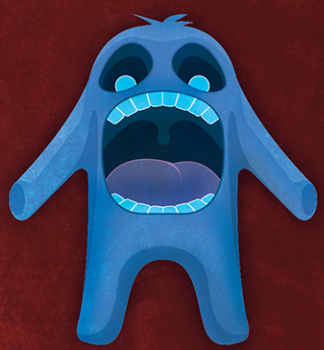


Berserk: Players must take **2** drinks before playing an Action on the Monster.

4

2 BLUBOM

"He sounds just like Morgan Freeman."



Sounds Good: **Interrupts** cannot be played while this Monster is out.

3

3 BEER BEAR

"Does not want Pic-a-nic baskets."



Feral: Players can **only** make **animals noises**. Any player forgetting must take the Monsters total drink value. *(those players gain no reward)*

3

4 BAMASLAMA

"Hey! I'm walkin' here!"



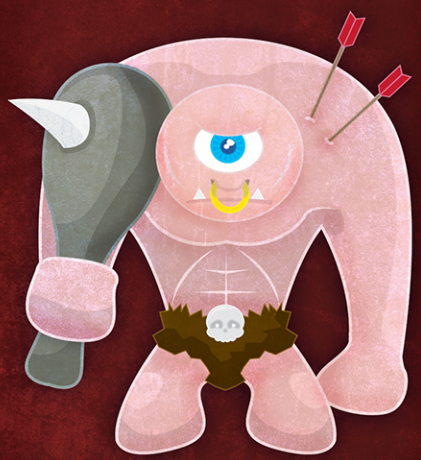
Wanderer: Monster **moves** to the player to the **right**, equal to the **number of drinks** added to it by an Action.

5

5

BALTHAZAR

"The sun is a mass of incandescent gas."



Giant: At the close of the circle. If Monster is not worth at least **10** drinks. Balthazar **Grants no level**.

3

5

AFTERSHOK

"Its crystals are highly sought after."



Sharp Carapace: Each Action played on Aftershok adds **+2** drinks to his total.

3

4

ABSINTH

"Ball so hard mo'fucas wanna find me."



Green Fairy: Each player **must** give the controlling player a **compliment** before playing an Action on this Monster.
(Cannot play an Action otherwise)

3

THE WYRM

"Wa[illegible]ay again in margarita ville."



4

Ta-Keel-ya: Gains drinks equal to the **total levels** of all players **combined**.

ROCK GIANT



11

Shiny Objects: Only attacks players with 2 or more Permanents.

KEGERATOR

"01000100 01110010 01110101 01101110."



8

Aquire Target: Only attacks the player(s) with the **most** cards when the circle closes.

EVIL SPIRIT

"Some Bot… e opened!"



9

Trickle Down: Grants **1 level** to the player(s) with the **least amount of Treasure** cards in their hand when the **circle closes**.

DRINK DRAGON

"The King… ters."



12

Pure Blood: **Actions** that add drinks are doubled. Any player unable/unwilling to play an **Action** on this Boss Loses **3** Treasures.

BODE… TROLL

"… a heavy toll."



0

Surcharge: This Boss grants **2 Levels**. Each player may only choose 1 option. **1:** Stay out of combat. **2:** Stay in. Doing so adds their age to the Bosses Drink Value