

PRINT & PLAY

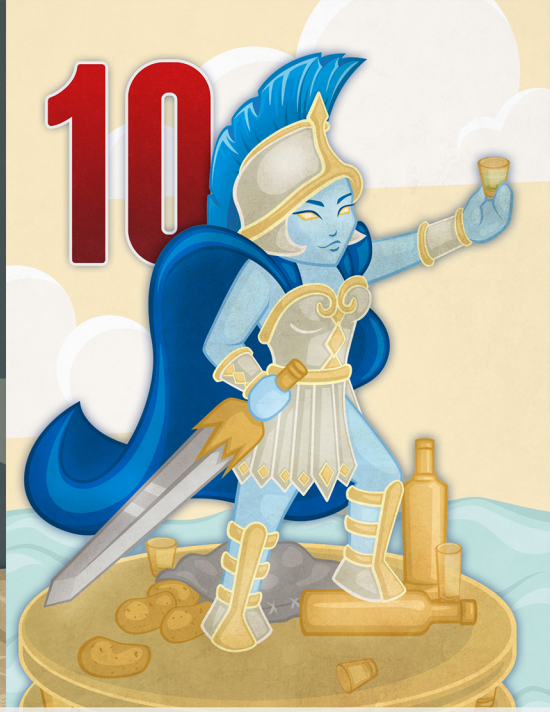
DrunkQuest 2016 KICKSTARTER BACKERS EDITION



The Deity may go through the discard pile
And choose 2 **Actions** to play.



Immune to **Actions** that remove drinks.
Drinks cannot be **Squired**.



Players must defeat this Deity twice.
(two full circles)



When a player passes during the circle,
the drink value of the top Monster in the
discard pile gets added to this Deity



X is worth the same amount of
drinks as the oldest player in the room.



+1 Drink for each card in all players
hands when the circle closes.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DRUNKQUEST
PORCELAIN GODS



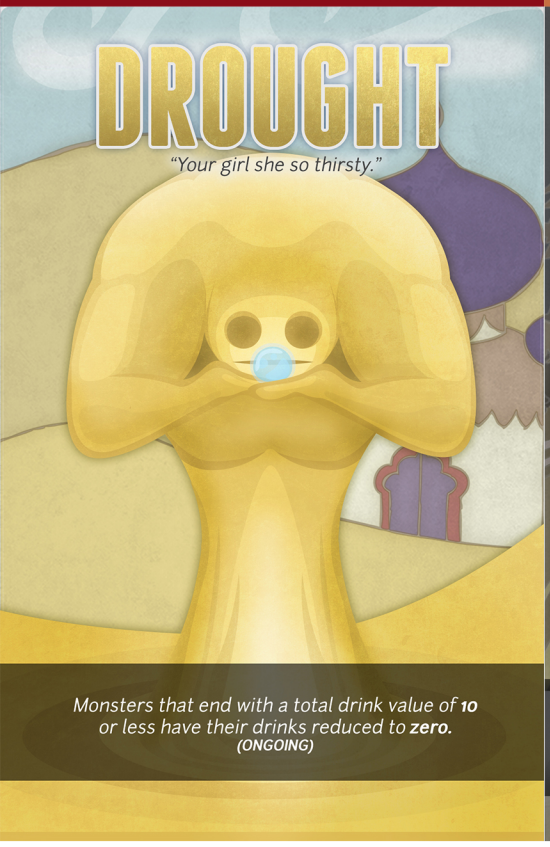
All players take an immediate **10** drinks.



Players must **discard** any Permanents in front of them or in their hands. Players unable to discard at least **1** must take an immediate **8** drinks.



Players must discard their hand. Redraw half as many cards back. **(rounded up)**



Monsters that end with a total drink value of **10** or less have their drinks reduced to **zero.**
(ONGOING)



Monsters that end with a total drink value of **10** or less have their drinks reduced to **zero.**
(ONGOING)



Monsters cannot be moved or stolen and are worth -2 Treasures.
(ONGOING)


THE WRATHS
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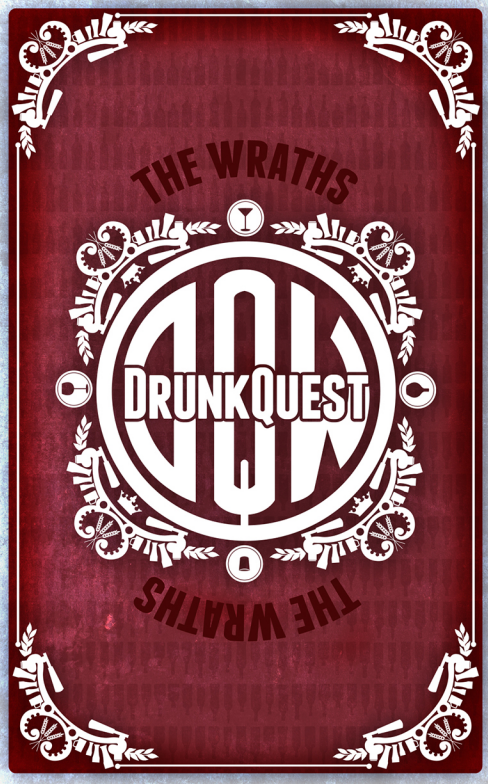
THE WRATHS
DRUNKQUEST
THE WRATHS

ZAP

"This is as subtle as I get."



3 DRINKS

Nudge: Give +3 drinks to a player.

TRANSPORT

"Special delivery!"



MOVE & LOCK MONSTER

Nudge: Move target monster to new player. This card can be played even if the monster is currently locked. Monster is now locked to that player.

PROPHECY

"I've seen the future, this happens."



SEARCH DISCARD

Nudge: Search the Discard pile for 3 Treasures of your choice. Distribute them as you see fit.

PARADOX

"I don't even have to explain it."



PASS DRINKS

Nudge: Choose a player to defeat the current Monster. The player who owns the Monster still gains Treasure and levels.

MIRACLE

"Don't you forget this."



FREE TREASURE

Nudge: Each player you deem worthy may immediately draw **2 Treasure** cards.

INTERVENTION

"Phenomenal Cosmic Powers!"



REARRANGE DECK

Nudge: Draw the top **5** of cards of the Treasure, Monster or Gods deck and return them in any order.

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FLOOD

"I'm doing this because I love you."



6 DRINKS

Nudge: Give +6 drinks to a player.

DRENCH

"You look parched."

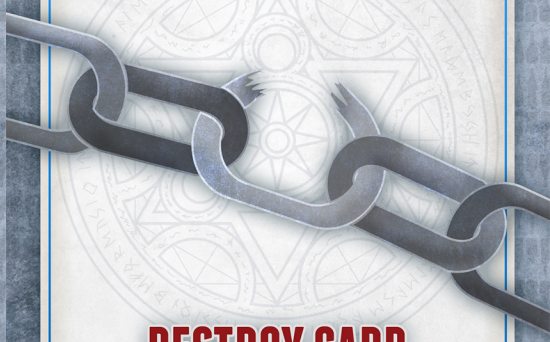


5 DRINKS

Nudge: Give +5 drinks to a player.

BREAK

"That must be so disappointing."



DESTROY CARD

Nudge: Destroy target card. (Card is destroyed **before** its effects happen)

BLAST

"How bout now?"



4 DRINKS

Nudge: Give +4 drinks to a player.

1

DIVINITY

"You can be divine in just 3 volumes!"



+1 LEVEL +7 TREASURE

Blessing: Target player gains 1 level and draws Treasure till they have 7.

<- ONLY NEEDS 1 COPY

PRINT X4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INTERVENTION

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WEAKEN

"It's time to take your medicine."



NO TURN

Smite: Target Player cannot play cards during the current Circle.

2

TWINS

"Who doesn't want a doppelganger?"



DOUBLE TOTAL

Smite: Double the total Drink Value of the Monster. (Maximum of 48)

1

LEADER

"He's basically their king."



+6 DRINKS & NEW ABILITY

Smite: Add +6 Drinks to target Monster.

Replace Ability: Also grants lowest level player(s) 1 level when defeated.

1

ALL OF THEM

"How many are there?!."



+7 DRINKS & NEW ABILITY

Smite: Add +7 Drinks to target Monster.

Replace Ability: Also destroys any Permanents player is wearing.

CULL

"I brought you into this world..."



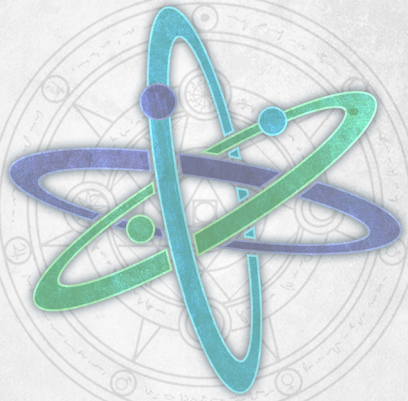
DRAW MONSTER

Nudge: Draw 3 cards from the **Monster** deck.

2

EMBUE

"It's been touched by the great one."



DOUBLE PERMANENT

Blessing: **Ongoing.** Doubles the Effects of a **Permanent**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INTERVENTION

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STRENGTH

"Does everyone have thier tickets?"



DEFEAT MONSTER

Blessing: Target monster is immediately defeated. (Treasures and level still granted)

2

SPOIL

"Pssst. You're my favorite."



4 TREASURES

Blessing: Target player may draw 4 Treasures.

0

MINOR GIFT

"Just a little something something."



DRAW 2 TREASURES

Blessing: Target player may draw 2 Treasures.

0

MAJOR GIFT

"Don't say I never gave you anything"



DRAW 3 TREASURES

Blessing: Target player may draw 3 Treasures.

2

KNACK

"What a nice trick, I think i'll use it."



ALL HERO ABILITIES

Blessing: **Ongoing**. From now on target player can use any heroes abilities when rolling the +/- dice

1

FOUND BOTTLE

"Well of course I'm going to drink it"



DOUBLE TURN

Blessing: Target player may play 2 Actions cards during their turn(s) in the circle.


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INTERVENTION

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DIRE

"This ones not so cute..."



+5 DRINKS & NEW ABILITY

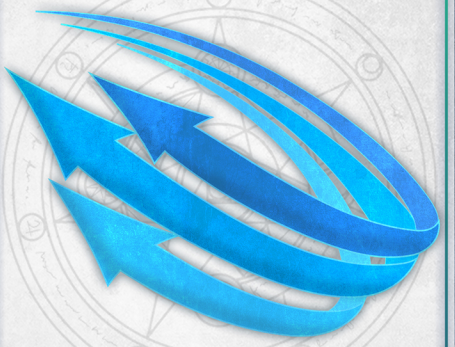
Curse: Add +5 Drinks to target Monster.

Replace Ability: Treasure from this Monster goes to lowest level player.

1

DESTINY

"Oh no no no, this ones yours."



MOVE, LOCK, +8 DRINKS

Smite: **Move** Monster to player, it is **locked** and gains **+8 drinks.**

2

BOSS

"You'll never see me coming"



+10, TURN INTO BOSS

Curse: +10 drinks and the target Monster is now a Boss.

1

SAFEGUARD

"Don't mention it buddy."



PROTECT PLAYER

Blessing: Target player is immune to Instants and Interrupts this Circle.

2

HALF-GOD

"My dad can beat up your dad."



DOUBLE INSTANTS

Blessing: **Ongoing**. Drink giving Instants played by target player are always doubled.

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SIPHON

"This just feels...wrong."



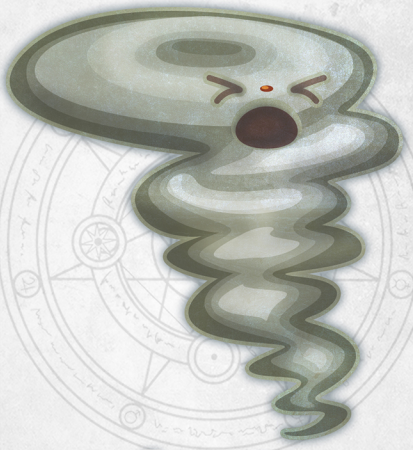
-8 DRINKS

Blessing: Remove 8 drinks from target Monster.

1

PULL

"The whole rooms spinning!"



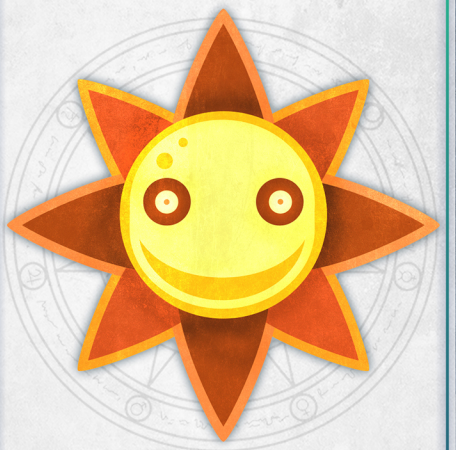
-7 DRINKS

Blessing: Remove 7 drinks from target Monster.

2

EVAPORATE

"The sun is natures detoxifier"



-14 DRINKS

Blessing: Remove 14 drinks from target Monster.

PRINT X3


INTERVENTION
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INTERVENTION
DRUNKQUEST
INTERVENTION

PINT POUNDER

"Now Serving...pain."



+8 DRINKS & +1 LEVEL

Permanent: Each Monster you face gets +8 drinks but is also worth +1 levels.

SPARKLING PLATE

"Never goes flat!"

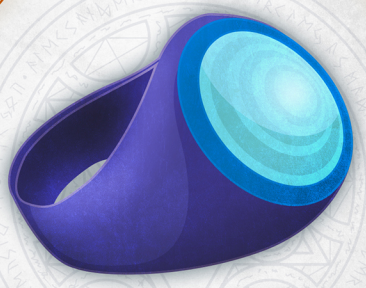


DISCARD SEARCH

Permanent: Anytime you gain a Treasure you may also take the top 2 cards from the discard pile.

REOCCUR RING

"Deja Vu!"



COPY CAT

Permanent: Whenever someone drinking will result in gaining Treasure. you may choose to take the total amount and gain the same amount of Treasure.

PROBLEM SOLVERS

"Yo i'll solve it."



-4 DRINKS +2 TREASURES

Permanent: As a free Action you may remove -4 Drinks from any Monster. If you do, gain an immediate +2 Treasures.

KANTSI HELM

"Always be prepared."



IMMUNITY

Permanent: When facing a Boss or Deity you do not have to drink but still gain all rewards granted. You also now gain a level for defeating Bosses.

FULL KEG

"Suprisingly light."



IGNORE INSTANTS

Permanent: You may ignore drink giving instants played on you.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BOTTLE KICKERS

"You totally pull these off."



DISCARD SEARCH

Permanent: Anytime you gain a Treasure you may also take the top 2 cards from the discard pile.

ACQUIRE RING

"...Just. One. More..."



TREASURE TRADE

Permanent: On your turn during a circle you may take 3 Drinks to gain 1 Treasure. (You may do this multiple times up to your max hand size.)

DARK BREW

"Best served warm."



-8

Permanent: Minus 8 drinks anytime you must drink to defeat a Boss, Monster or Deity.


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DRUNKQUEST TREASURE
DRUNKQUEST
DRUNKQUEST TREASURE



AGE OF GUN POWDER

"Boom!"

Players must all yell "Boom!" anytime an Instant or Action is played.



AGE OF EXCESS

"Who wants another shot?!"

Anytime a player drinks, they may choose to to take double the amount. If they do, they gain **1 Treasure**.



AGE OF ELEGANCE

"You're big, I'm small."

All players must use pleasentries (to excess) while speaking to each other.

Examples: Thank You, Please, I insist, After you, You're Welcome, How Gracious, How Kind etc.



AGE OF ELATION

"Three cheers for that guy!"

Players must clap, cheer and congratulate each other each time a drink is taken or a Monster is defeated.



THE ANCIENT AGE

"Dag Nabit."

All players must speak as if they were 90+ years old.



THE SINGULAR AGE

"Forever alone..."

Anytime a player who is single drinks all players in a relationship must take 1 drink.

Anytime a person who is in a relationship drinks all players who are single must take 1 drink.


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