
Ingeltrud Proudbody
You may use your ability to prevent yourself from drawing a Nasty Says card.


Tanelia Orisys
When completing an Order late, and it is from an Elf customer, gain points as if it were not late.


Grimald Headstrong
When completing an Order, you may use your ability to avoid spending one Ingredient card of your choice.


Keishara
While using Place Dice, you may use your ability to place your dice on a filled slot.


Noogie Stonehammer
When you use the Wizard's Workshop to take an Item card, you may use your ability to take 2 Item cards instead.


Wido Wanderfoot
When another player uses a Cellar space, take an Ingredient as if you also used that Cellar space.


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AMBROSIA
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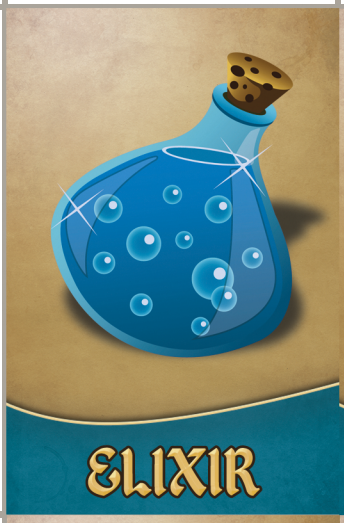
BEER
BEER


BEER
BEER
BEER
BEER


ELIXIR
ELIXIR
ELIXIR
ELIXIR


ELIXIR


ELIXIR


FRUIT


FRUIT


FRUIT


FRUIT


FRUIT


FRUIT


HERBS


HERBS


HERBS


HERBS


HERBS


HERBS


LIQUEUR


LIQUEUR


LIQUEUR

LIQUEUR

LIQUEUR

LIQUEUR

MAGIC POTION

MAGIC POTION

MAGIC POTION

MAGIC POTION

MEAD

MEAD

MEAD

MEAD

MEAD

MEAD

NECTAR

NECTAR


NECTAR
NECTAR
NECTAR
NECTAR


ROCKS
ROCKS
ROCKS
ROCKS


ROCKS
ROCKS
SPIRITS
SPIRITS


SPIRITS
SPIRITS
SPIRITS
SPIRITS


SYRUP
SYRUP
SYRUP
SYRUP


SYRUP
SYRUP
WINE
WINE


WINE
WINE
WINE
WINE











SCROLL



When you complete an Order, keep one Ingredient.

BOOK OF POTIONS



When completing an Order, replace one listed Ingredient card with another of your choice.

BOOK OF POTIONS



When completing an Order, replace one listed Ingredient card with another of your choice.

TIP



Gain 5 points at the end of the game.

TIP



Gain 5 points at the end of the game.

SAPPHIRE STONE



Move up three spaces on your Nasty track.

DWARVEN AXE



Move down two spaces on your Chores track.

DWARVEN HELMET



Move down two spaces on your Kitchen track.

THE MICO'S PENCIL



Change one die on your player board to any number.

DWARVEN ALE



For the rest of this round, holding a Nasty Says card does not prevent you from placing dice on any spaces.

TALISMAN



When you draw a Nasty Says card, instead draw three cards, choose one, and reshuffle the other two.

DRAGON'S CLAW



Move every player down once on the Nasty track.

SAND CLOCK



You may use the Place Dice action any number of times on this turn.

HAMMER



Take the First Player marker.

BRACELET



Set aside the white die. Nobody can use it during this round, and you gain it next round.

MAGIC POT



Re-roll any or all dice on your player board.

MAGIC POT



Re-roll any or all dice on your player board.

THE MICO'S PENCIL



Change one die on your player board to any number.

ELVEN CUP



Take one of your placed dice and place it on a Cellar space. This does not count as a Place Dice action.

PIPE



Return one Ingredient card to its stack, and take one Ingredient card from any stack.

LANTERN



When you place dice on a Cellar space, take both Ingredients listed on that space.

ELVEN CHESS



When you complete an Order late, gain points as if you were late by one fewer round.

CLOVER



Choose an Ingredient. You gain 2 points for every player holding any cards of that Ingredient.

GLASS OF STRONGCLIFF



Steal an Ingredient from any player.

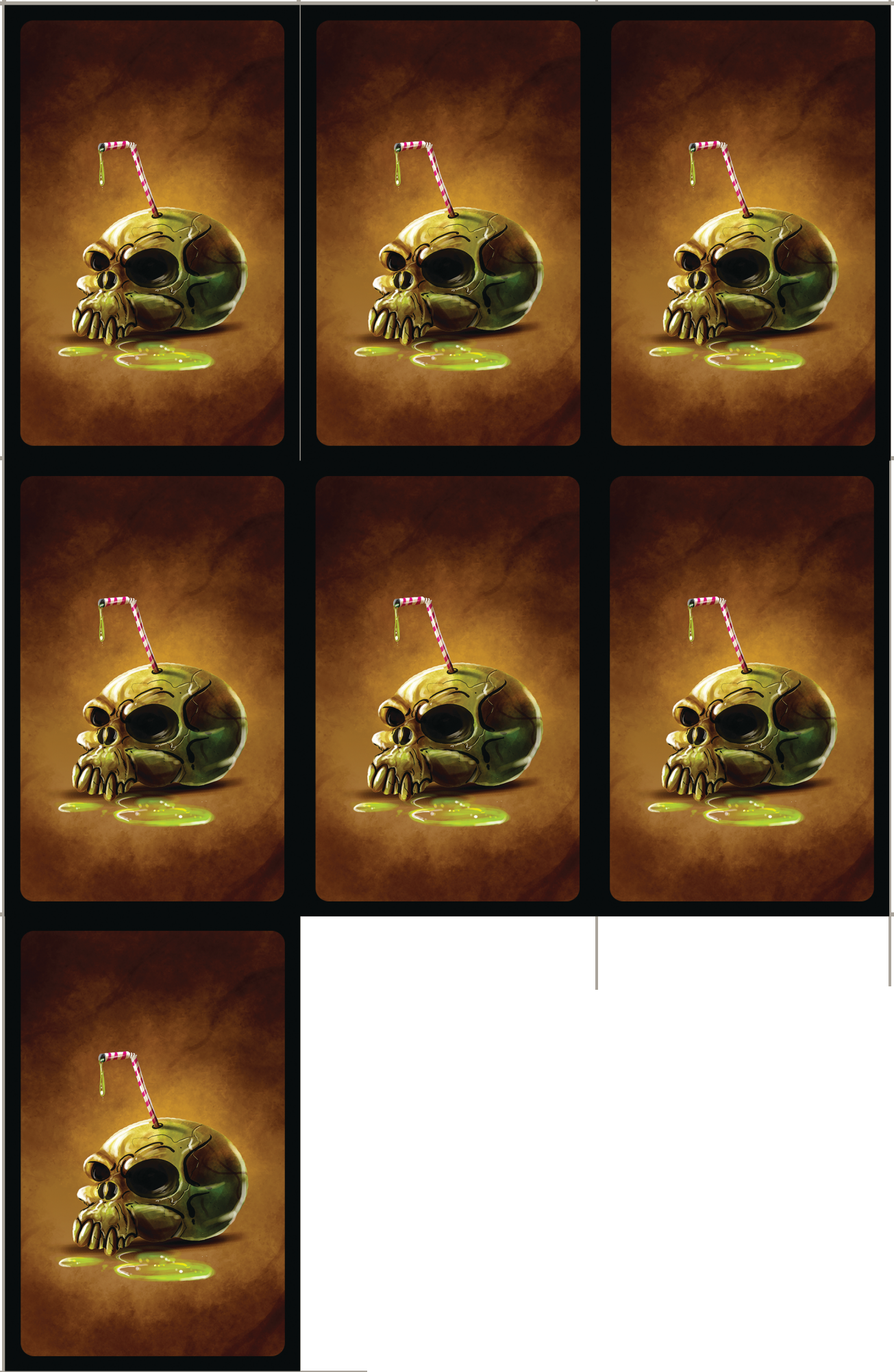
DWARVEN MUG



Choose an Ingredient. Player holding cards of that Ingredient must give you one card of that Ingredient.







YEAH, BRILLIANT!

"What is that? You're serving dinner without forks? What in the world is wrong with you?!"

Move up once on your Kitchen track.



DO CHORES

"Looks like you've got a bit of spare time. Well, this will get you occupied! Go do some chores."

Complete a Chore, gaining no reward for it.



GET OUT!

"Don't bother me—can't you see I'm taking a nap?! Get out of my office and go back to work!"

You got off easy this time. There is no punishment.



EVEN MY DOG WON'T EAT THIS!

"Eww! I told you to prepare dragon eggs, not dragon slime! What did you do? Cook them on a candle?!"

Move up twice on your Kitchen track.



DIRT EVERYWHERE

"What are you doing? You call this floor clean?!"

Move up once on your Chores track.



SHADY CONDUCT

"You've been acting very shady lately. I'll be keeping an eye on you!"

Move down twice on your Nasty track.



YOU'RE WASTING IT!

"Hey! Stop pouring so much in the drinks—you're going to bankrupt me! Give me that bottle!"

Return two Ingredient cards to their stacks.



INCOMPETENT FOOL

"Did you clean the tables? I get rashes just by looking at them!"

Move up twice on your Chores track.



GO IN THE KITCHEN

"Looks like you've got a bit of spare time. Well, this will get you occupied! Go help out in the kitchen."

Complete a Kitchen Task, gaining no reward for it.



GET ME A DRINK

"I'm a little bit thirsty. Make me a Sunken Dagger, and hurry up!"

Return Mead and Wine to their stacks. While holding this card, you cannot use the Complete Order action.



HIDING SOMETHING?

"Hmm... I think I'll put that to better use! Give me that!"

Discard an Item card.



GET ME A DRINK

"I'm a little bit thirsty. Make me a Dwarven Toast, and hurry up!"

Return Beer and Wine to their stacks. While holding this card, you cannot use the Complete Order action.



HELP OUT!

"I see your bar is full. That means you've not been working hard enough. Share it with your colleague—maybe they'll have some use from it."

Give two Ingredient cards to the player with the fewest points.



PASS AROUND

"I see your bar is full. That means you've not been working hard enough. Share it with your colleague—maybe they'll have some use from it."

Give one Ingredient card to the player on your left.

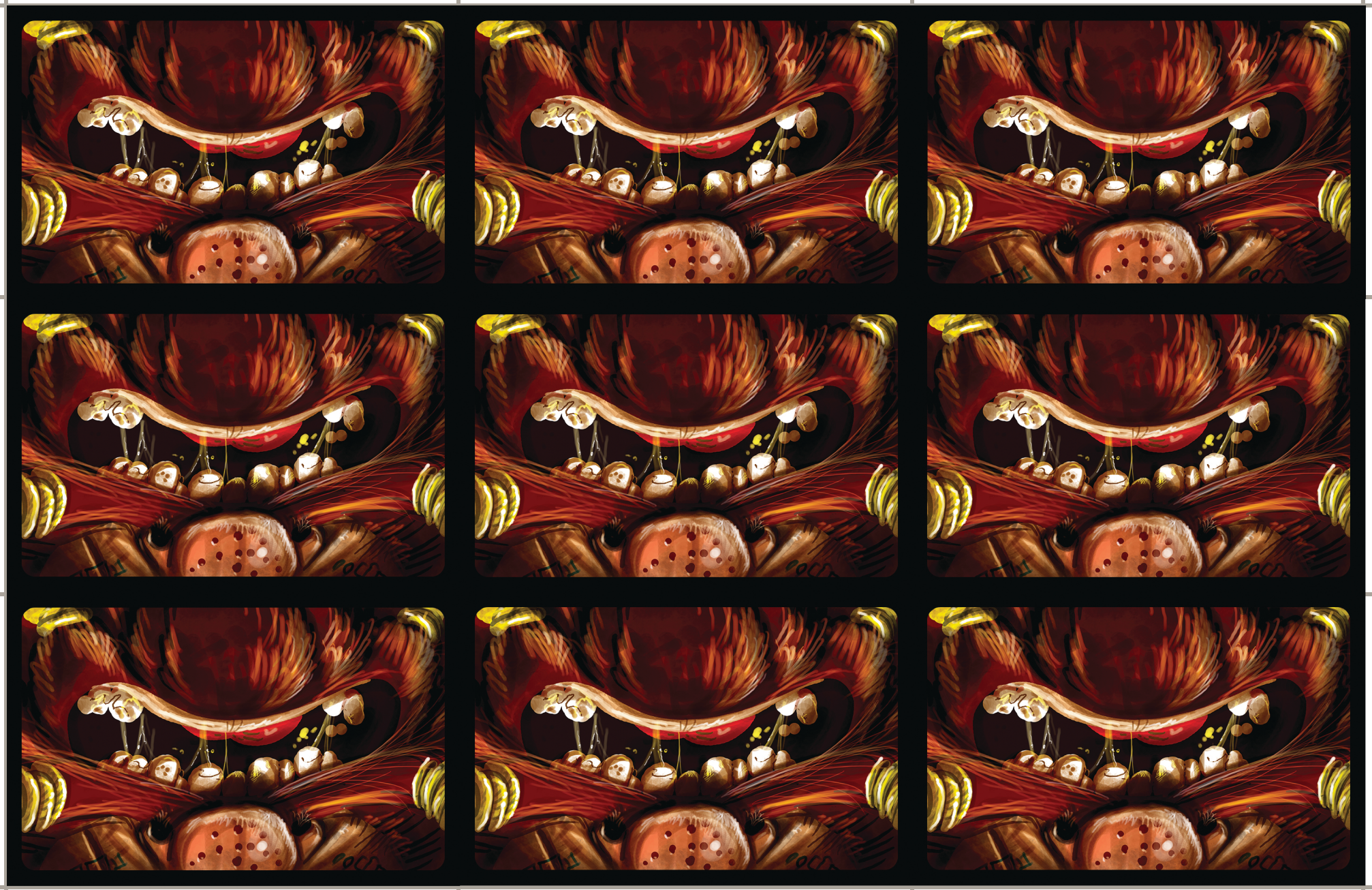


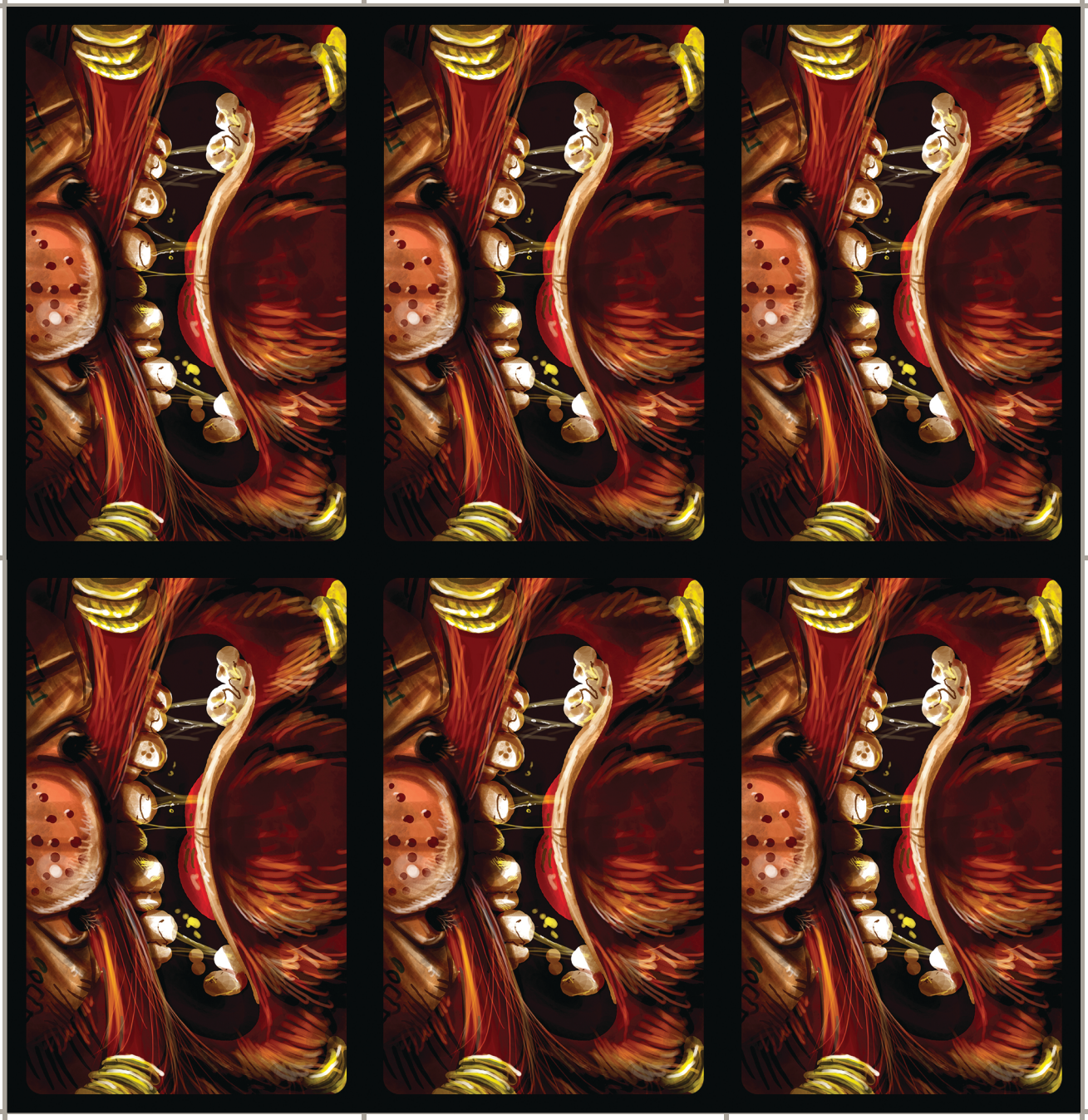
GET ME A DRINK

"I'm a little bit thirsty. Make me a Grape of Thrones, and hurry up!"

Return Nectar and Liqueur to their stacks. While holding this card, you cannot use the Complete Order action.








Green Elf
6
A Shot of Ice and Fire
Rocks
Elixir
Spirits
+1/3
+2/1
+3/-6
Trobit
6
Knucklehead Sandwich
Syrup
Wine
Liqueur
+1/3
+2/1
+3/-6
Halfling
6
Manticore's Venom
Herbs
Nectar
Beer
+1/3
+2/1
+3/-6
Dwarf
6
Moradin's Soul Forgers
Herbs
Ambrosia
Spirits
+1/3
+2/1
+3/-6
Elf
6
Roaming Troll
Syrup
Nectar
Wine
+1/3
+2/1
+3/-6
Troll
6
Spring Ale
Herbs
Mead
Beer
+1/3
+2/-6
Human
6
Troll Kamikaze
Fruit
Mead
Ambrosia
+1/3
+2/1
+3/-6
Troll
8
Goblin's Nectar
Fruit
Nectar
Spirits
+1/8
+2/-8
Dwarf
10
Hairy-Toothed Ogre Martini
Rocks
Mead
Ambrosia
Liqueur
+1/6
+2/3
+3/1
+4/-10



Human

10

Kyrkogrim Braggot

- Fruit
- Mead
- Wine
- Liqueur

+1/6
+2/3
+3/1
+4/-10



Trobit

10

Northwestern MOX Crew Brew

- Syrup
- Nectar
- Beer
- Spirits

+1/6
+2/3
+3/1
+4/-10



Troll

10

Prune Juice

- Fruit
- Nectar
- Wine
- Spirits

+1/6
+2/-10



Elf

10

Ships Dragons Toast

- Herbs
- Syrup
- Elixir
- Beer

+1/6
+2/3
+3/1
+4/-10



Green Elf

10

The Storm Crow

- Herbs
- Nectar
- Elixir
- Spirits

+1/6
+2/3
+3/1
+4/-10



Halfling

10

Unwinian Punch

- Fruit
- Rocks
- Wine
- Ambrosia

+1/6
+2/3
+3/1
+4/-10



Troll

12

Blood Wine

- Herbs
- Rocks
- Wine
- Liqueur

+1/12
+2/-12



Halfling

15

Cleries Bane Elixir

- Fruit
- Rocks
- Nectar
- Elixir
- Liqueur

+1/10
+2/6
+3/3
+4/1
+5/-15



Dwarf

15

Dark and Firestormy

- Fruit
- Syrup
- Nectar
- Beer
- Spirits

+1/10
+2/6
+3/3
+4/1
+5/-15



Human

15

Dwarven Spritzer

- Syrup
- Mead
- Wine
- Beer
- Liqueur

+1/10
+2/6
+3/3
+4/1
+5/-15



Elf

15

Last Call

- Fruit
- Mead
- Elixir
- Ambrosia
- Spirits

+1/10
+2/6
+3/3
+4/1
+5/-15



Troll

15

Ominous Fog

- Rocks
- Mead
- Wine
- Beer
- Spirits

+1/10
+2/-15



Trobit

15

Orcish Gentleman's Repast

- Rocks
- Nectar
- Elixir
- Ambrosia
- Spirits

+1/10
+2/6
+3/3
+4/1
+5/-15



Green Elf

15

Raging Grog

- Herbs
- Rocks
- Mead
- Ambrosia
- Liqueur

+1/10
+2/6
+3/3
+4/1
+5/-15



Elf

15

Ringworm Rapture

- Herbs
- Nectar
- Wine
- Beer
- Liqueur

+1/10
+2/6
+3/3
+4/1
+5/-15



Green Elf

15

Swashbuckled Swine

- Fruit
- Syrup
- Mead
- Wine
- Beer

+1/10
+2/6
+3/3
+4/1
+5/-15



Halfling

15

The Decapitated Dino

- Herbs
- Syrup
- Mead
- Wine
- Spirits

+1/10
+2/6
+3/3
+4/1
+5/-15



Dwarf

15

The Mana-Tap House Ether

- Herbs
- Rocks
- Nectar
- Elixir
- Ambrosia

+1/10
+2/6
+3/3
+4/1
+5/-15


Trobit
15
The Rusty Troll
Herbs
Syrup
Elixir
Beer
Spirits
+1/10
+2/6
+3/3
+4/1
+5/-15
Troll
15
Thunder Smoke
Rocks
Nectar
Wine
Ambrosia
Liqueur
+1/10
+2/-15
Human
15
Victorious Giant's Vast Gimlet
Fruit
Rocks
Wine
Ambrosia
Liqueur
+1/10
+2/6
+3/3
+4/1
+5/-15
Troll
17
Halfling Lemonade
Fruit
Syrup
Nectar
Beer
Liqueur
+1/17
+2/-17
Human
21
A Lonely Hunter
Herbs
Rocks
Mead
Elixir
Ambrosia
Spirits
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21
Trobit
21
A Tale of Darkness and Light
Fruit
Rocks
Mead
Elixir
Ambrosia
Spirits
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21
Dwarf
21
Basilisk Effluvium On The Rocks
Herbs
Rocks
Nectar
Elixir
Ambrosia
Liqueur
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21
Troll
21
Black Knight
Fruit
Syrup
Mead
Elixir
Beer
Spirits
+1/15
+2/-21
Halfling
21
Elven Elixir of Exquisiteness
Herbs
Syrup
Nectar
Elixir
Ambrosia
Spirits
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21


Green Elf
21
Helvetian Stout
Fruit
Rocks
Mead
Wine
Beer
Liqueur
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21
Dwarf
21
Khandors Brew
Fruit
Syrup
Mead
Wine
Beer
Spirits
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21
Green Elf
21
Old Chub
Fruit
Syrup
Nectar
Wine
Beer
Liqueur
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21
Halfling
21
Shadow Legion Lager
Herbs
Rocks
Mead
Wine
Beer
Liqueur
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21
Human
21
Singular
Fruit
Rocks
Nectar
Wine
Ambrosia
Liqueur
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21
Trobit
21
The Lord of Excess
Fruit
Syrup
Nectar
Elixir
Ambrosia
Spirits
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21
Elf
21
The Nimble Wyvern
Herbs
Syrup
Mead
Elixir
Beer
Spirits
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21
Elf
21
Top Shelf Elf
Herbs
Syrup
Nectar
Wine
Beer
Liqueur
+1/15
+2/10
+3/6
+4/3
+5/1
+6/-21
Troll
23
Trojito
Herbs
Rocks
Nectar
Mead
Beer
Spirits
+1/23
+2/-23



Dwarf

28

Hopping Gnome

- Fruit
- Syrup
- Rocks
- Nectar
- Wine
- Ambrosia
- Spirits

+1/21
+2/15
+3/10
+4/6
+5/3
+6/1
+7/-28



Elf

28

Kilforthian Brandy

- Fruit
- Rocks
- Mead
- Wine
- Beer x2
- Spirits

+1/21
+2/15
+3/10
+4/6
+5/3
+6/1
+7/-28



Halfling

28

Nackle Blaster

- Herbs
- Syrup
- Mead
- Wine
- Ambrosia
- Liqueur x2

+1/21
+2/15
+3/10
+4/6
+5/3
+6/1
+7/-28



Green Elf

28

Nasty's Rock Colada

- Herbs
- Rocks
- Nectar
- Elixir x2
- Beer
- Liqueur

+1/21
+2/15
+3/10
+4/6
+5/3
+6/1
+7/-28



Troll

28

Red Paladin

- Herbs
- Syrup
- Nectar x2
- Elixir
- Ambrosia
- Liqueur

+1/21
+2/-28



Trobit

28

The Eight Fingered Dwarf

- Fruit
- Herbs
- Syrup
- Nectar
- Elixir
- Beer
- Spirits

+1/21
+2/15
+3/10
+4/6
+5/3
+6/1
+7/-28



Human

28

Zynx The Terrified Magician

- Fruit
- Rocks
- Mead x2
- Elixir
- Ambrosia
- Liqueur

+1/21
+2/15
+3/10
+4/6
+5/3
+6/1
+7/-28



Troll

30

Black Spell

- Fruit
- Syrup
- Mead
- Nectar
- Elixir
- Ambrosia
- Liqueur

+1/30
+2/-30














Herbs 1/7
Fruit 1/8
Syrup 2/9
Rocks 2/10
Nectar 3/11
Mead 3/17
Wine 4/16
Elixir 4/13
Ambrosia 5/12
Beer 5/15
Liqueur 6/14
Spirits 6/18


Herbs 1/7
Fruit 1/8
Syrup 2/9
Rocks 2/10
Nectar 3/11
Mead 3/17
Wine 4/16
Elixir 4/13
Ambrosia 5/12
Beer 5/15
Liqueur 6/14
Spirits 6/18

Ambrosia or Mead

1

Fruit or Elixir

2

Liqueur or Rocks

3

Beer or Herbs

4

Wine or Spirits

5

Syrup or Nectar

6

Liqueur
Nectar

SADDLE THE HORSES

7

Ambrosia
Elixir

PLUCK THE TURKEY

8

Mead
Fruit

POLISH THE WEAPONS

9

Herbs
Syrup

MASH THE GRAPES

10

Rocks
Wine

SHARPEN THE KNIVES

11

Spirits
Beer

MAKE POTTAGE

12

Ambrosia
Herbs
Item

EMPTY THE BUCKETS

13

Wine
Nectar
Item

WINNOW THE GRAIN

14

Liqueur
Fruit
Item
Modifier

CATCH THE MOUSE

15

Mead
Beer
Item
Modifier

MAKE GRUEL

16

Rocks
Spirits
Item
Modifier

FEED THE DRAGON

17

Syrup
Elixir
Item
Modifier

MAKE PORRIDGE

18

Magic Potion

Magic Potion

Magic Potion







"I've got a cellar full of fruit and it's starting to go bad. I'll throw in a little bonus for you if you get rid of it by the end of the night."



At the end of the game, you gain 4 points per every Fruit Ingredient in your completed Orders.

"Try to serve more Dwarves and Halflings tonight. You know they always carry a lot of gold. There will be something in it for you too."



At the end of the game, you gain 5 points for each of your completed Orders from a Dwarf or Halfling customer.

"I got this ambrosia very cheap. Help me sell it, and I'll give you a taste of the profit."



At the end of the game, you gain 4 points per every Ambrosia Ingredient in your completed Orders.

"The cellar's overflowing with herbs and they're all going bad. I'll throw in something extra for you if you get rid of them by night's end."



At the end of the game, you gain 4 points per every Herbs Ingredient in your completed Orders.

"This elixir makes me a lot of money, so make sure customers order lots of it. There's a little extra in it for you too."



At the end of the game, you gain 4 points per every Elixir Ingredient in your completed Orders.

"I've got a cellar full of beer. I'll throw in a little bonus for you if you get rid of it by the end of the night."



At the end of the game, you gain 4 points per every Beer Ingredient in your completed Orders.

"Try to hang around more in the kitchen tonight! Don't worry, you'll get your reward."



At the end of the game, you gain 3 points per space you have advanced on your Kitchen track.

"The Human and Elven realms are on the uprising, and they are very rich. They tip well, so tend to their needs. I'll let you have a taste of their sweet gold."



At the end of the game, you gain 5 points for each of your completed Orders from a Human or Elf customer.

"Help around with the chores and show everybody how it's done! You know I like a hard worker."



At the end of the game, you gain 3 points per space you have advanced on your Chores track.

"You know I don't like those filthy half-breeds, but their gold is more than welcome here. Help me get my hands on their coins, and I'll reward you well."



At the end of the game, you gain 5 points for each of your completed Orders from a Trobit or Green Elf customer.

"The guests are complaining that they're getting warm drinks. Put every drink that needs chilling on these river rocks. If they are satisfied, I'll reward you for your trouble."



At the end of the game, you gain 4 points per every Rocks Ingredient in your completed Orders.

"I've raised the price on mead, so try to sell as much as possible tonight. Don't worry, I'll give you a piece of the action."



At the end of the game, you gain 4 points per every Mead Ingredient in your completed Orders.

"This batch of wine didn't turn out very good. Try to slip it to more customers tonight, so we can get rid of it. I'll make it worth your while if you succeed."



At the end of the game, you gain 4 points per every Wine Ingredient in your completed Orders.

"Serving spirits gets everyone drunk faster, and the more they're drunk the more they spend. You know what to do! Do it right and I'll reward you accordingly."



At the end of the game, you gain 4 points per every Spirits Ingredient in your completed Orders.

"This nectar makes me a lot of money, so make sure customers order lots of it. There's a little extra in it for you too."



At the end of the game, you gain 4 points per every Nectar Ingredient in your completed Orders.

"Liqueur is the surest way to get the customers drunk, which means more money for us. You know what to do! Do it right and I'll reward you accordingly."



At the end of the game, you gain 4 points per every Liqueur Ingredient in your completed Orders.

"I got this syrup at a rock-bottom price. Help me sell it, and I'll give you a taste of the profit."



At the end of the game, you gain 4 points per every Syrup Ingredient in your completed Orders.

"The Tavern looks really busy tonight. Stay on your feet and try to serve as many orders as possible, and maybe I'll reward you for your effort."



At the end of the game, you gain 3 points for each of your completed Orders.







Nasty must have gotten up on the wrong side of the bed today. Keep your head down and try not to get in his way.

Objective

- Nasty track at 0-3
- Kitchen track at 5+
- 82 points



There's tension between the Dwarves and the Elves tonight. Serve them a few drinks on me to ease things up.

Objective

- Serve 2 Dwarves, 2 Elves
- Nasty track at 0-3
- 62 points



Very important representatives of all Five Realms are going to be present in the Tavern tonight. Make sure they all get the chance to speak with each other.

Objective

- Serve Orders with 5 different races
- Kitchen track at 4+
- 70 points



I've managed to organize a secret meeting between representatives of the Dwarven, Halfling, and Trobit kingdoms. Tend to their needs!

Objective

- Serve 1 Dwarf, 1 Halfling, 1 Trobit
- Kitchen track at 4+
- 85 points



Nasty is getting a little suspicious! Don't do anything out of the ordinary. Just be quiet and do your job!

Objective

- Kitchen track at 4+
- Chores track at 4+
- 85 points



I see that representatives of the Elven High Council are heading this way. Introduce them to the Halfling Realm representatives dining here tonight.

Objective

- Serve 3 Elves, 1 Halfling
- Chores track at 4+
- 60 points



Ambassadors from the Human and Trobit communities are having drinks at the Tavern. See that they get what they need.

Objective

- Serve 2 Humans, 2 Trobits
- Chores track at 5+
- 70 points



Elf, Halfling, and Dwarf parties are heading this way. Tend to their needs. This meeting is very important to finding peace in the Five Realms.

Objective

- Serve 2 Elves, 1 Halfling, 1 Dwarf
- Chores track at 4+
- 50 points



I see that representatives of the Halflings' High Council are heading this way. Introduce them to the Elven Realm representatives dining here tonight.

Objective

- Serve 2 Halflings, 2 Elves
- Nasty track at 0-3
- 60 points



A Green Elf lord is coming in the Tavern tonight to meet with representatives from the Human and Halfling kingdoms to discuss a possible peace. Tend to their needs.

Objective

- Serve 1 Green Elf, 1 Human, 1 Halfling
- Kitchen track at 5+
- Nasty track at 0–3



Tonight the Tavern will be packed with guests from all the kingdoms. Make sure they have the chance to mingle and talk.

Objective

- Serve Orders with 4 different races
- Chores track at 5+
- 80 points



A member of the Green Elf High Council is coming here tonight to meet with the Humans. See that they have everything they require.

Objective

- Serve 1 Green Elf, 2 Humans
- Complete 5 Orders
- 60 points



Almost everyone is coming tonight. I've arranged a meeting between representatives from the Dwarf, Halfling, Green Elf, and Human realms. Take good care of them.

Objective

- Serve 1 Dwarf, 1 Halfling, 1 Green Elf, 1 Human
- Kitchen track at 4+
- 60 points



There is tension between the Trobits and the Dwarves tonight. Serve them a few drinks on me to ease things up.

Objective

- Serve 2 Trobits, 2 Dwarves
- Chores track at 4+
- 55 points



Halfling, Human, and Green Elf parties are coming here tonight for secret negotiations. Tend to their needs.

Objective

- Serve 1 Halfling, 1 Human, 2 Green Elves
- Complete 3 Orders with Mead
- 60 points



Ambassadors from the Human, Trobit, and Green Elf communities are having drinks at the Tavern. See that they get what they need.

Objective

- Serve 2 Humans, 1 Trobit, 1 Green Elf
- Kitchen track at 5+
- 60 points



Representatives from the Human, Halfling, and Trobit councils are coming here tonight. They are friends of mine, so please take good care of them.

Objective

- Serve 1 Human, 1 Halfling, 2 Trobits
- Complete 4 Orders with Elixir
- Nasty track at 0–3



Representatives from the Dwarven, Green Elf, and Human kingdoms are having dinner at the Tavern tonight. Take care of them and see that the meeting goes smoothly.

Objective

- Serve 1 Dwarf, 2 Green Elves, 1 Human
- Complete 5 Orders
- Kitchen track at 4+



Representatives from the Green Elf, Trobit, and Dwarf kingdoms are having dinner at the Tavern tonight. Take care of them and see that the meeting goes smoothly.

Objective

- Serve 2 Green Elves, 1 Trobit, 1 Dwarf
- Complete 4 Orders with Nectar
- Nasty track at 0-3



Representatives from the Human, Trobit, and Green Elf kingdoms are having dinner at the Tavern tonight. Take care of them and see that the meeting goes smoothly.

Objective

- Serve 2 Humans, 1 Trobit, 1 Green Elf
- Kitchen track at 5+
- 70 points

