

The Pub Crawl Variant

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In the Pub Crawl Variant, the party isn't at the Red Dragon Inn the whole time - they are floating around to various taverns trying out new and interesting drinks!

Setup: Set out the six tavern cards in the center of the table with their color sides ("Open" sides) face up. Shuffle the regular 30-card drink deck and put it next to the Red Dragon Inn. Shuffle the other five 6-card drink decks separately and put each one next to its tavern card. Put the party pawn on the RDI card. Each player starts with one drink from the RDI Drink Deck, as normal.

Pub Crawling: At several points during the game, the party will move to a different tavern. Whenever a player reveals a Drink that includes one or more Chasers, that player must Crawl. They move the party pawn to a different Open Tavern of their choice ***after the Drink and any other pending effects are finished.***

Revealing a Drink with a Chaser causes the party to Crawl whether that Drink resolves normally or was Negated, Ignored, passed to someone else, modified, left in front of a player after resolution, etc. The player who revealed the Drink is the one who Crawls, even if someone else ends up taking effects from the Drink.

Revealing a Drink with a "null Chaser", like Wine with a Chaser of Round on the House, or Light Ale with a Chaser of "no cards left in my Drink Me! Pile" still causes the party to Crawl.

You may not Crawl to a Closed (face down) Tavern, and you may not return to the Red Dragon Inn until **all other taverns** are Closed. Once you return to the Red Dragon Inn, there is no more Crawling - you simply stay at the RDI for the rest of the game, because you've literally closed down every other tavern in town.

Tavern Events: Each tavern card has a Tavern Event on it. Whenever the party pawn moves to a new tavern, resolve that tavern's Event. A Tavern Event happens each time the party moves to that tavern. They may be Ignored or otherwise affected as Events. (Note that some Tavern Events, like the Black Dragon Depths, may ***also*** be Ignored via other means.) If a player is Ignoring all effects with a card like Kaylin's "Private Pixie Time", they Ignore Tavern Events (including the one on The Red Dragon Inn - paying to reshuffle the RDI Drink Deck is separate from this Event). Wrench's Gizmos and Torglesnarf's Minions Ignore all Events, including Tavern Events.

Ordering Drinks: Whenever a player must Order a Drink, they take it from the Drink Deck corresponding to the tavern where the party pawn currently is. After ordering the last Drink from a tavern, it Closes. Flip it to its blank side, then the player who ordered the last Drink must Crawl.

If a tavern would Close while a player still has more Drinks to Order, the player Orders as many as they can from the current tavern, then Closes the current tavern, then Crawls (causing the new tavern's Event to happen), then continues Ordering Drinks.

Drink Discard Piles: Each tavern has its own Drink discard pile. Keep each tavern separate. Taverns other than the RDI don't reshuffle. When the RDI reshuffles, everyone pays 1 Gold to the Inn as normal, then shuffle just the RDI Drink Deck, leaving the other tavern's cards out.

"The Drink Deck": When a card refers to the Drink Deck, that **always** means the Red Dragon Inn Drink Deck, even if the party pawn is at some other tavern.

Example: The party is at Startusk's. Fiona reveals a Drinking Contest as her Drink for the turn. Each player reveals a Drink from the RDI Drink Deck as normal.

Example: The party is at Lucky's Rolling Barrel. Joran plays "I'm heading up to the bar. Let me get you something!" during his Order a Drink Phase. He looks at the top 3 cards of the RDI Drink Deck, not Lucky's Drink Deck.

Be sure to pay attention to whether a card tells you to Order a Drink vs do something else that *looks like* Ordering but actually refers to the Drink Deck! (Note that some older printings are inconsistent about this. In particular, Wrench's Drink Delivery Device now Orders a Drink, even though older printings specifically referred to the Drink Deck.)

Multiple Crawls at the Same Time: It is possible (via something like a Drinking Contest or a "toast" card) for multiple players to reveal Drinks with Chasers at the same time. When this happens, first completely resolve the Drinking Contest or toast and all of its Drinks normally. (In the case of a Drinking Contest, this could involve doing more drinking rounds to break ties.) Then, in turn order starting with the active player, any player who revealed a Chaser during the process must Crawl. This will cause multiple Tavern Events to happen, and the party pawn will end up at the tavern that the *last player* Crawls to. Each Crawling player **must** move the party pawn - they may not leave it where it is, but they *may* move it to a tavern that was previously visited in the current chain of Crawling.

In the event that a single player reveals multiple separate Chaser Drinks during a multi-round Drinking Contest, that player Crawls once at the end of the Drinking Contest, not multiple times.

Multiple Players Affected by a Chaser Drink: If multiple players take effects from a single Drink, or if multiple players get a copy of a Drink (from Round on the House, for example), then only the player who revealed the Drink Crawls.

Revealing Multiple Drinks: Some cards, such as The Challenge and Zariah's "Amber has a knack for mixing drinks", instruct a player to reveal multiple Drinks and take some action with them. If one or more of the revealed Drinks involve Chasers, the revealing player will Crawl after

the revealing card effect is finished resolving. That player only Crawls once, even if they happened to reveal multiple Drinks with Chasers.

Example: Zariah plays “Amber has a knack for mixing drinks” with its Chimera effect. She reveals Light Ale with a Chaser of Wine, and Dragon Breath Ale. She gives the Dragon Breath Ale to Fiona, shuffles the Light Ale and the Wine back into the Drink Deck, then Crawls.

Example: Zot reveals The Challenge as his Drink for the turn. He decides to accept the challenge and reveals Light Ale with a Chaser of Wine and Elven Wine with a Chaser of Wizard’s Brew as his two Drinks. He takes the two Drinks, gets a Gold from each other player, then Crawls (once).

This rule also applies to the case where multiple different effects are causing Drinks to “stack up”.

Example: Eve reveals Light Ale with a Chaser of Wine as her Drink for the turn. Before it resolves, Fiona plays “We’re at an inn, and you’re not drinking. What’s wrong with you?” to make Eve drink again from her Drink Me! Pile. She reveals Wine with a Chaser of Dwarven Firewater. She ignores the very large Drink, then drinks her Light Ale with a Chaser of Wine, then Crawls (once).

Looking at Ordered Drinks: If a player (such as Tara) is Ordering multiple Drinks and looking at them in the process, *and the card effect does not refer to the Drink Deck*, then you first gather and look at the cards you are Ordering, possibly Closing taverns and Crawling in the process. When you have the correct number of Drinks, you may look at all of them and decide where to put them. (Note that as of this writing, Tara’s “Signs point to you getting drunker” is the only card affected by this rule.)

Otto: If Otto, our Mechanical Friend is in the game, he never crawls, even if he gets a Drink with a Chaser. If a Tavern Event says that it can be affected as though it were an Action or a Drink, Otto reveals a Sometimes effect in response. Tavern Events always affect both of Otto’s tracks, regardless of which player Crawled.

Team Games: When playing a team game with the Pub Crawl Variant, any player revealing a Drink with a Chaser will Crawl, as normal. If multiple players happen to reveal Chasers at the same time, they are resolved in turn order, just like in individual games.

Since the effects resulting from Crawling are Events, each team will choose a Champion. (The Crawling player does not necessarily need to be chosen as their team’s Champion.) Then the Tavern Event is resolved, affecting only the Champions.