



**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 sm... you're 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.
- **Buried Treasure:** Take **2** Treasures from the **bottom** of the draw pile.

## RANGER

"I'm the 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! ...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

"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 than  
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."

#### FINGER 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

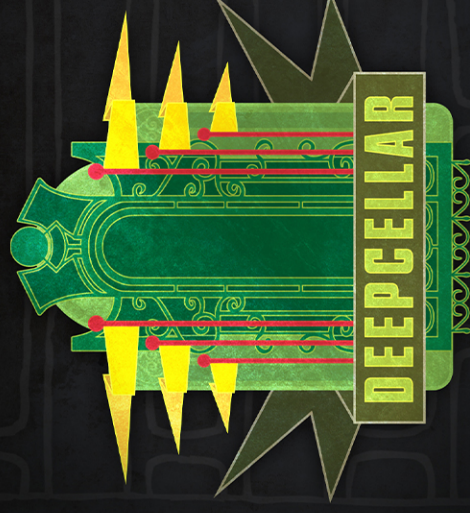
Anytime an Interrupt is played you may draw **2 Treasures**.



"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!"

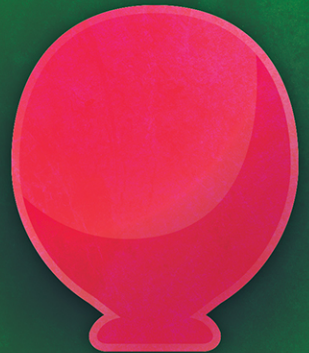


**-4**

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."

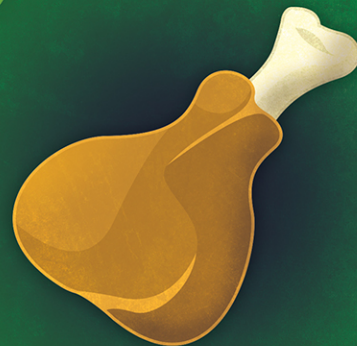


**+1**

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!"

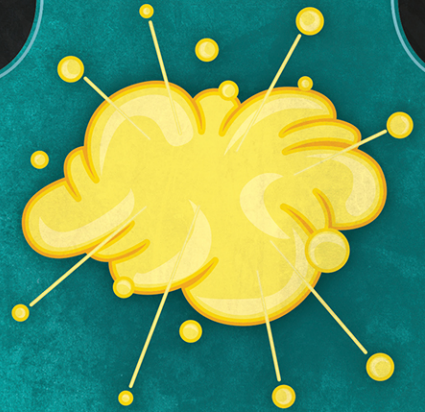


**+3**

**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 nature's cure-all."

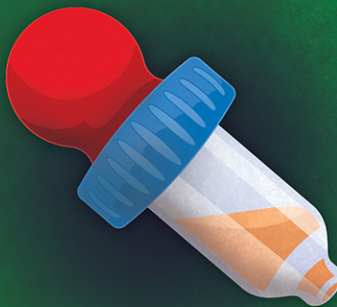


**-10**

**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."

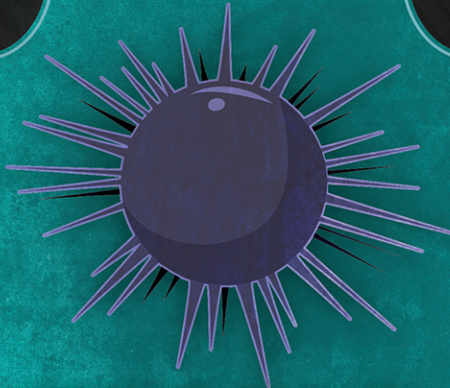


## STEAL

Interrupt: The last **Permanent**, **Action**, **Instant** or Interrupt played is ignored 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."

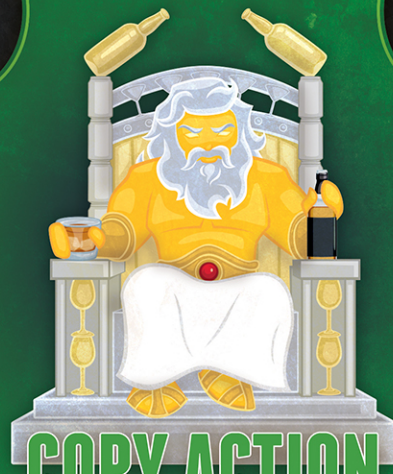


## REDIRECT

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

# PORCELAIN GOD

"Bow before the almighty."

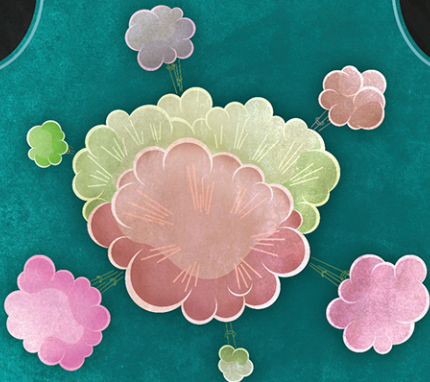


## COPY ACTION

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 player's 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!"

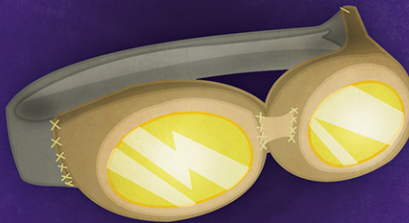


## +2

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-Ber."



## +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 worth **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 the Monster 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 polaroid picture!"

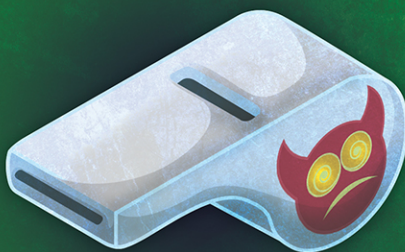


## +4 STICKY

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

# MONSTER CALLER

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

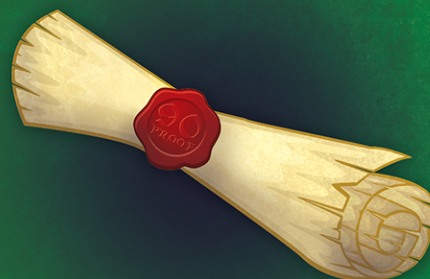


## MOVE MONSTER

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."

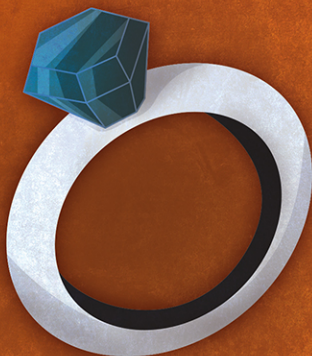


## IGNORE

**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."

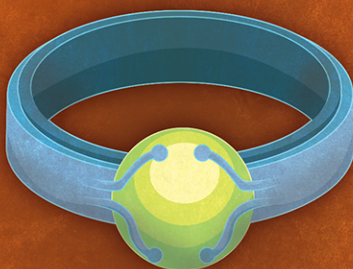


## TREASURE TRADE

**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!"



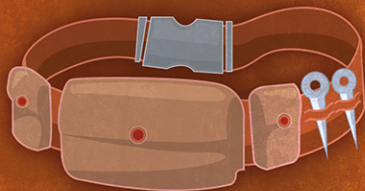
## FREE HERO ABILITY

**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 gets **+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

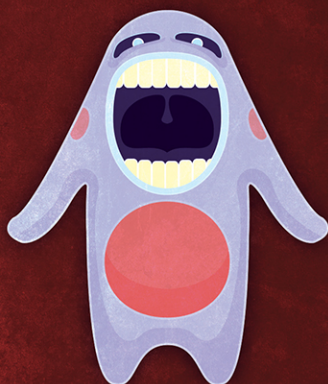
*"He ain't for everyone."*

**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

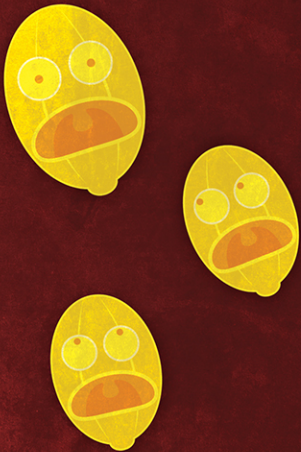
*"It's the blood of their enemies bro."*

**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

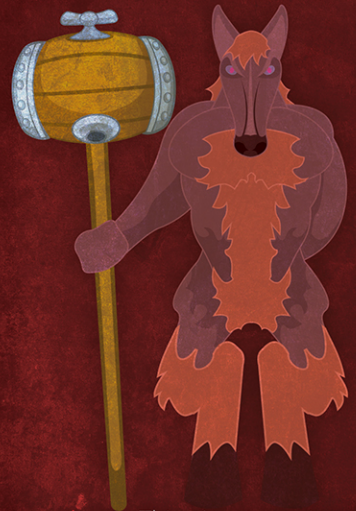
*"Look at it, it doesn't even know where it is right now."*

**Bottomless:** Drink giving **Instants** that are played while 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!"*

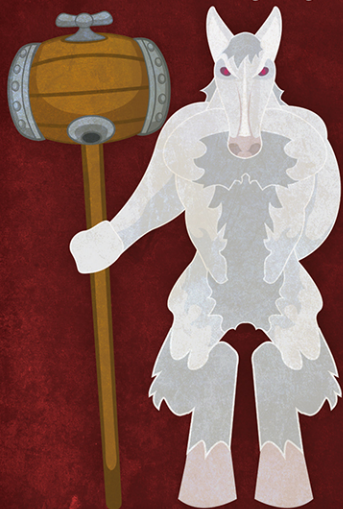
**Apocalypse:** This Monster gains **+5** for every other Horsemen that has already been **drawn** this game.

3



# 1 HORSEMEN

"One of four, signaling the end!"

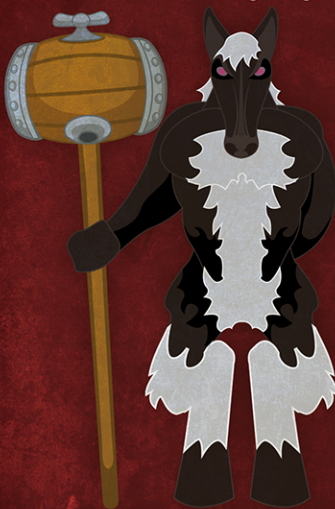


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3

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"One of four, signaling the end!"



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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

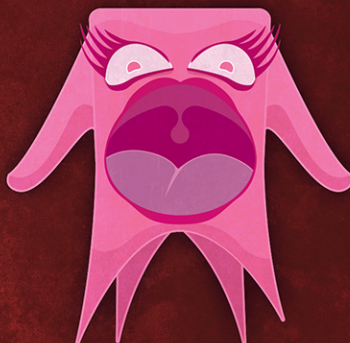
*"All are fools in his court."*

**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

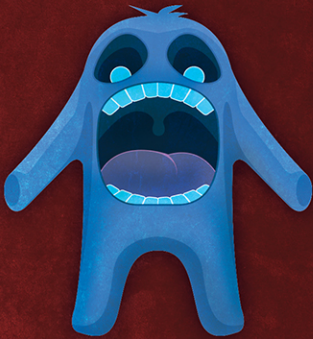
*"Smart enough for weapons, too drumb for pants."*

**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!"*

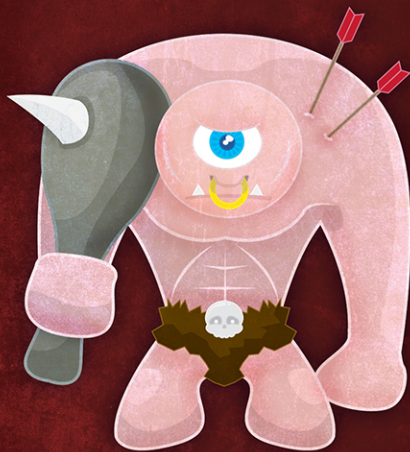
**Wanderer:** Monster **moves** to the player to the **right**, equal to the **number of drinks** added to it by an **Action**.

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

*"Wash your face 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

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



# EVIL SPIRIT

"Some Bottles have been 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**.

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



# DRINKING DRAGON

"The King of Drinkers."

12

# BODECAT 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