



**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.







# WRATH

"Do you even lift?"



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

# ROT

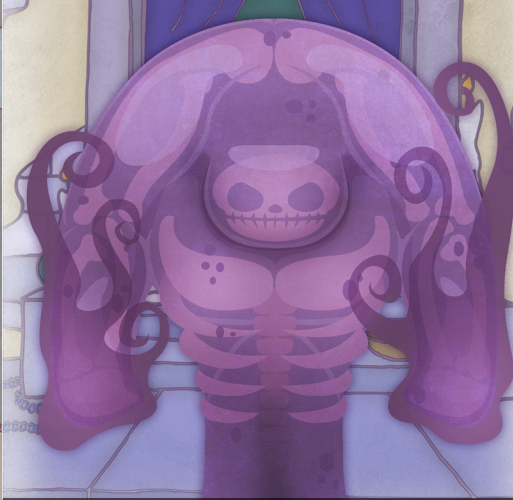
"Nothing lasts forever."



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.

# PESTILENCE

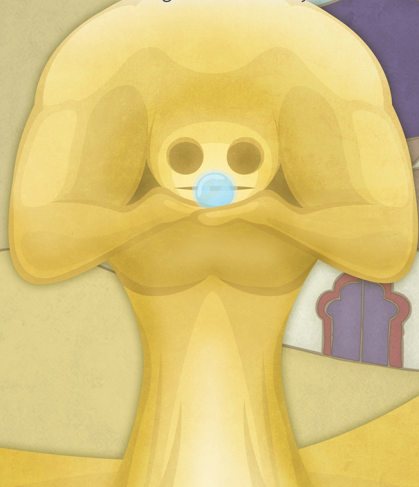
"Come on get down with the sickness."



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

# DROUGHT

"Your girl she so thirsty."



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

# DEATH

"Seasons may not fear me..but you should."



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

# BLIZZARD

"What killed the dinosaurs?"



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







# 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.

# PRINT X4







# FLOOD

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



**6 DRINKS**

**Nudge:** Give +6 drinks to a player.

# DRENCH

"You look parched."

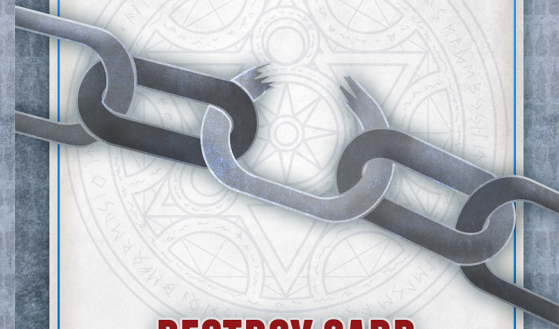


**5 DRINKS**

**Nudge:** Give +5 drinks to a player.

# BREAK

"That must be so disappointing."

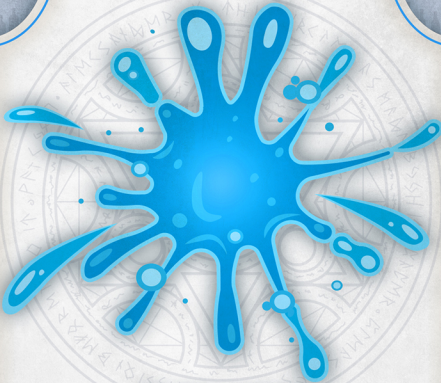


**DESTROY CARD**

**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**







1

## 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 &amp; 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 &amp; NEW ABILITY

**Smite:** Add +7 Drinks to target Monster.  
Replace Ability: Also destroys any **Permanents** player is wearing.

## CULL

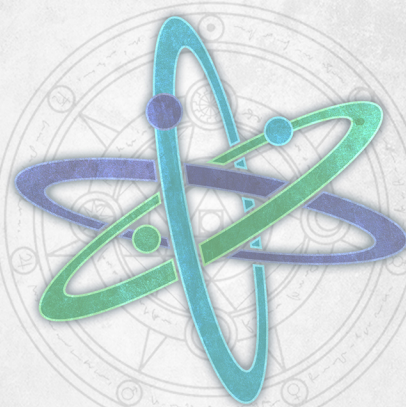
*"I brought you into this world..."*

## 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**







1

## 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.





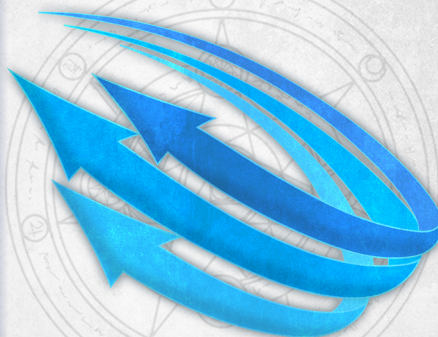


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**DIRE***"This ones not so cute..."***+5 DRINKS & NEW ABILITY****Curse:** Add +5 Drinks to target Monster.

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.**PRINT X2**



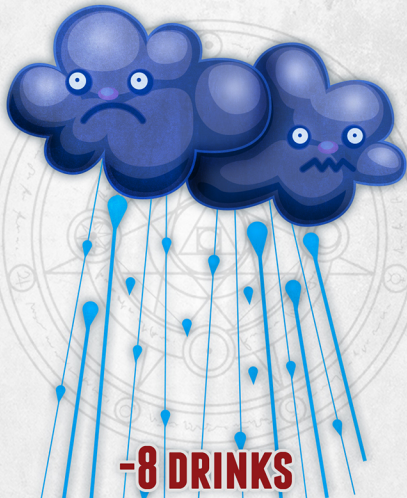




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## SIPHON

"This just feels...wrong."



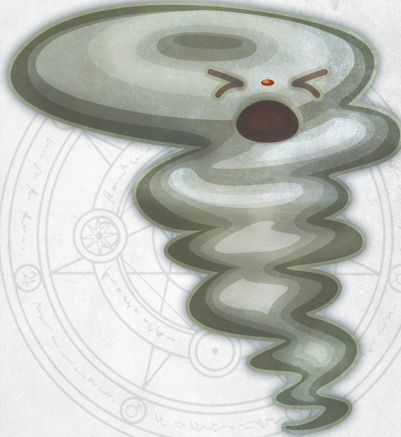
**-8 DRINKS**

**Blessing:** Remove 8 drinks from target Monster.

1

## PULL

"The whole rooms spinning!"



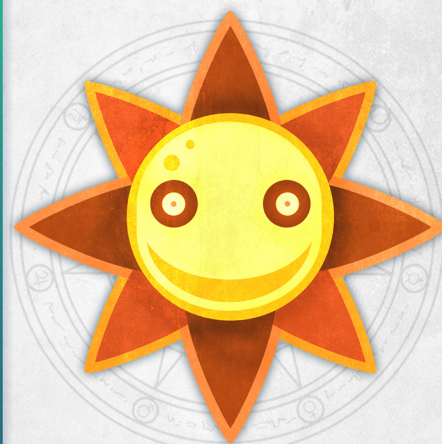
**-7 DRINKS**

**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**







## 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!"

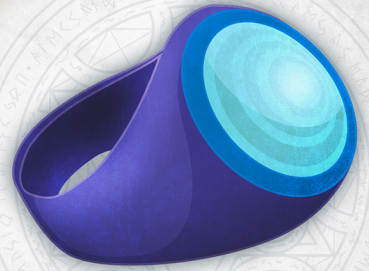


**DISCARD SEARCH**

**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.







# 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.









## 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 take double the amount. If they do, they gain **1 Treasure**.



## AGE OF ELEGANCE

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

All players must use pleasantries (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.



