Inns & Outcasts™

Rulebook

Are you INN?

3 - 8 | 14+ | 30~

The City of Destiny is *the* destination for heroes, mercenaries, and villains alike. Catering to every creature, calling, and creed — this welcoming resort provides endless opportunities for those who seize it.

Seeking fame and fortune? Hunting arcane secrets? Looking to rest and refresh before your next quest? Your destiny awaits. In this ever-changing city filled with adventurers, the only permanent fixtures are its:

Inns & Outcasts™
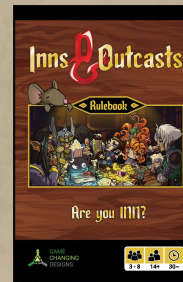
Table of Contents

Components

48 Wobblin' Wagon Character Cards

48 Jaded Dragon Character Cards

1 Rulebook

8 Play Mats (Double Sided)

8 Target Tokens

1 Head of the Table Token

100 Loot Tokens
40 — 1
20 — 3
12 — 5
12 — 10
16 — 25

Reading a Card

1 Initiative: Determines when the Card is Revealed during a Turn.

2 Inn: The Character's favorite place to be. Used for certain Abilities.

3 Race: The Character's cultural heritage. Used for certain Abilities.

4 Morality: The Character's creed. Used for certain Abilities.

5 Starting Loot: The amount of Loot the Card grants when Revealed.

6 Block: Blocks your choice of a target Card with a specific Initiative in Range of this Card.

7 Reveal Ability: An effect that happens once the Card is Revealed.

8 Loot Ability: Grants an amount of Loot at the end of a Turn provided the Card is not Blocked.

Objective

Win the most Loot 🪙.

Ending the Game

Players	Hoard
3-4	75 🪙
5	65 🪙
6	55 🪙
7-8	50 🪙

- If a Player has enough Loot 🪙 at the end of a Turn, the game is over.
- The Player with the most Loot 🪙 at the end of that Turn wins.
- If there is a tie, all Players continue playing additional Turns until there is a winner.

Setting up the Game

- Make the Treasure Pile by placing the Loot Tokens 🪙 within reach of all Players.
- Each Player takes a Play Mat and matching Target Token 🎯.
- Determine the Head of the Table 👑 by mixing up the Target Tokens 🎯 and drawing one at random.
  - The drawn Token 🎯 is the Head of the Table 👑.
- Players make a hand of 6 Character Cards:
  - A hand must have each of the Initiatives 1 - 6.
  - Players may choose from any Character Cards available.
  - These Cards will be used for the game's duration.

Loot!

TREASURE PILE

Target Token

CURRENT CARD AREA

Head of the Table Token

Play Mat

PLAYER HOARD

TABLE SETTING

DISCARD AREA

👑 Head of the Table

If 2 or more Players are taking an action at the same time, the Head of the Table 👑 acts first. Then continue clockwise.

How to Play

- At the start of a Turn, all Players place a C aracter Card face-down in their Current Card Area.
- When ready, the Head of the Table 👑 Calls 💬 Initiatives in order 1 - 6.
- Once a face-down Card's Initiative is Called 💬, turn it over to Reveal it.
- When a Card is Revealed:
  ❶ Check the Table Setting 🍺 and resolve any Target Tokens 🎯.
  ❷ If no Target Tokens 🎯 need to be resolved, add the Character Card's Starting Loot 🪙 to their Table Setting 🍺.
  ❸ If a Card has the Block icon 🛡, refer to the Blocking Chart (p. 4).
  ❹ Resolve any Reveal Abilities 👁 on the Card.

🛡 When Using the Block Ability

Players may only Block one Card using this method per Turn. The Card must be within Range (2 Player positions to the left or right). See Blocking Chart (p.4).

- Continue with Initiatives until all Cards are Revealed and resolved, then the Turn is over.
  - All Players who are not Blocked use their Loot Abilities 🫓.
  - Players collect all Loot 🪙 from their Table Setting 🍺 and Loot Abilities 🫓 adding it to their Hoard.
- Count all Player Hoards and check "Ending the Game" to see if the game is over. If not, continue playing.
- Return any Target Tokens 🎯.
- Character Cards played this Turn are placed face-up in the Discard Area.
  - Cards in the Discard have no effects during future Turns.
- After every Round (5 Turns), each Player returns their played Character Cards to their hand.
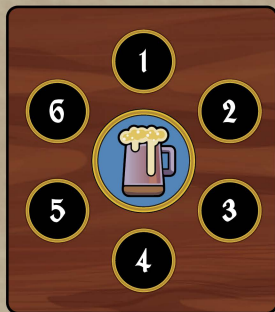 - Pass the Head of the Table 👑 to the next Player clockwise.

Optional Rules

The Back Cover features Optional Rules to customize your play experience.

## Table Setting 🍺

If a Target Token 🎯 is on a Player's Table Setting 🍺 when their Card is Revealed, the effects of the Token 🎯 must be resolved before collecting Starting Loot 🪙.

When a Player gains their Starting Loot 🪙, it's placed on the Table Setting 🍺. Loot 🪙 needed for Abilities can only be taken from the Table Setting 🍺.

Target Token 🎯

When a Card says to Target 🎯 another Player's Card, place a Target Token 🎯 on their Table Setting 🍺. Follow the text from the Reveal Ability 👁.

Target Tokens 🎯 from multiple Players can be used on the same Table Setting 🍺.

whatcha lookin' at?

Reveal Ability 👁

A Card's Reveal Ability 👁 must be used. Reveal Abilities 👁 are only resolved once per Turn.

Blocking Ability 🛡

Only Cards with the Block icon 🛡 use this Ability.

Blocking Chart

The Block Ability 🛡 can only Block one Card in Range.

The Initiative in the circle may Block the Initiative in the shield.

⑤ → ④
④ → ③
③ → ②
②ᵢ → ①

Certain Reveal Abilities 👁 also Block.
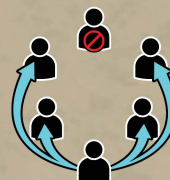
When Blocked

Turn the Card 90° to show it is Blocked.

Blocked Cards don't earn their Loot Abilities 🪙.

Being Blocked does not alter Starting Loot 🪙 or Reveal Abilities 👁.

A Card can only be unblocked by specific Reveal Abilities 👁.

Range

For any Ability that uses Range, Cards must be within two Player positions to the left or right. If the Card is not within those four possible positions, it is out of Range.

Only Abilities that have Range in their description use this rule. Range only refers to other Players' Cards.

In 3 - 5 Player games, all Players are within Range of each other.

For 3 Player games, see Optional Rules (Back Cover).

Matching & Unique

Matching: If two or more Cards share a trait or value, each of those Cards are counted as Matching for their Reveal or Loot Ability.

Unique: If two or more Cards do not share a trait or value, each of those Cards are counted as Unique for their Reveal or Loot Ability.

Matching Initiatives

Unique Initiatives

Auction

The Auction Reveal Ability 👁 starts a bidding war to control that Card's effect. Only Loot 🪙 on Table Settings 🍺 may be bid.

❶ The Card's Player starts the Auction with an initial bid of 0 Loot 🪙 or more. (A bid of 0 Loot 🪙 can win an Auction).

❷ Continuing clockwise, Players may increase the bid or pass.
  ◈ If a Player passes, they may not bid later.

❸ Once all Players have passed, the highest bid wins the Auction.

❹ The winning bid is returned to the Treasure Pile.
  ◈ All other Players retain their bid Loot 🪙.

❺ The Winning Bidder chooses from the options on the Card.

❻ The Card's Player then resolves the chosen effects.

See Optional Rules for Quick Auction (Back Cover).
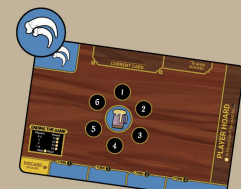
Setup...

Choose a Play Mat and Target Token.
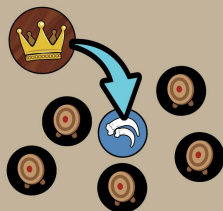
Determine the Head of the Table.

Build a hand of 6 Cards.

See full Setup on Page 2.

Starting a Turn...

All Players place a Card face-down.

The Head of the Table begins Calling Initiatives from 1 - 6.

what comes after 2?

1
2

3

When a Card's Initiative is Called, Reveal it.

Check for Target Tokens, then gather Starting Loot.

See Blocking on Page 4.
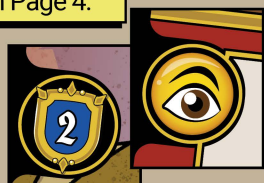
Perform any Blocking and Reveal Abilities.

Ending a Turn...

When all Cards are Revealed and resolved, the Turn ends.
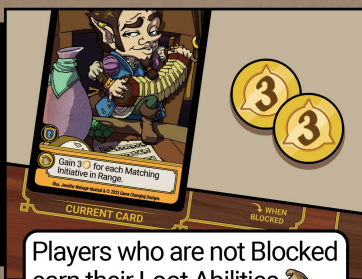
Players who are not Blocked earn their Loot Abilities.

Earned Loot is added to the Player Hoard.

Tally each Hoard to see if the game has ended.

I have 57!

I have 57, too!

If there's a tie, play another Turn.

Reset...
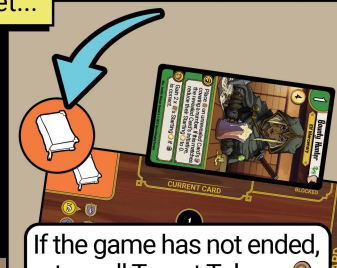
If the game has not ended, return all Target Tokens.

Place the used Card face-up in the Discard Area.

After 5 Turns (1 Round), Players return played Cards to their hand.

1

2
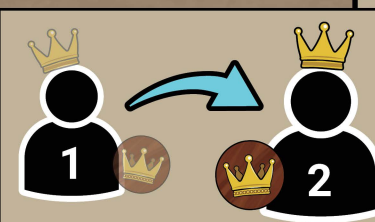
Pass the Head of the Table clockwise to the next Player.

Ending the game...

Players	Hoard
3-4	75
5	65
6	55
7-8	50

When a Player has enough Loot at the end of a Turn, the game is over.

sparkle *sparkle*

The Player with the most Loot wins.

Night after night, the Wobblin' Wagon is the site of beer-bolstered brawls, spilled steins, and enough stray coin to rebuild the establishment again three times over.

Wobblin' Wagon

squeak squeak

Famously constructed from the remnants of a goblin raided caravan, this ramshackle dive is considered a must-see experience for fledgling adventurers.

hic

Whether it's the cheap ale, the bawdy songs, or the opportunity for a quick game of chance – the Wobblin' Wagon is a rite of passage and quintessential choice for treasure-laden travelers looking for a night out.

Inns & Outcasts

"Pay a visit to the Wagon, and you'll find yourself Wobblin' home."

Thief
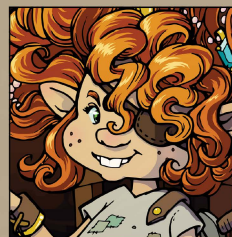
A skillful pickpocket, who happily takes advantage of any opportunity.

"Oh... Sorry mate, was that yours? Well, it's mine now!"

Guard

Being a law-keeper in a lawless city is no easy feat.

"Not on my watch!"

Bard
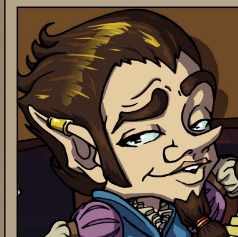
A crowd-pleaser, with dedicated fans from far and wide.

"Love is dangerous... But thankfully there's safety in numbers."

Mage

Obsessed with the arcane, with little time to waste on tom-foolery.

"By all means... Continue to annoy me."

Thane

A ruler in the Dwarven lands, seeking mighty warriors to join his ranks.

"Tip! You want a tip? Don't get between a dwarf and his dinner!"

Goblins

It's quite simple. Pay up. Or Blow up.

*"Hehehehehe" .... *Boom**

At the Jaded Dragon, your money holds no sway. The splendor of a quiet, serene space in a city brimming with bustling bodies cannot be bought at any price. The air runs thick with the aromas of teas, spices, and draughts of wine only punctuated by the ambiance of hushed, quiet conversations.

JADED DRAGON

Few would dare break the peace of this place, lest they irritate the owner – a venerable and powerful dragon. Though known to be turning over a new leaf through a life of service, it is a poorly kept secret that the innkeeper once roamed the land as a force of destruction.

Still, all who have need are welcome to partake of the Jaded Dragon's legendary hospitality. Many have questioned if the proprietor's generosity belies deeper motivations, but are reluctant to turn it away, nonetheless.

"At the Jaded Dragon, you will be given all you could ever hope for, and exactly what you deserve"

Bounty Hunter

Tough, but fair. This fierce elf specializes in finding their mark.

"Trust me, you don't want to find your name on my list."

Monk

A pursuer of spiritual enlightenment. Perfecting both the mind and the body.

"Free yourself from earthly concerns. Come! Sit. Have a drink."

Cultists

Strength in numbers doesn't just apply to heroes.

"Membership has its privileges. Here, sign up today."

Alchemist

Some strive to turn lead into gold. Others seek to make a good cup of coffee.

"Two parts salt-peter. A pinch of potash... What was the last thing?

Lord

A wealthy magistrate from Halfling lands; regarded for their influence.
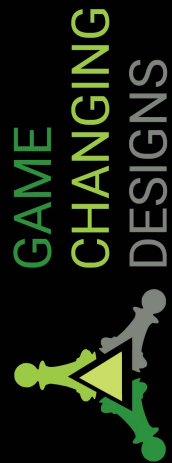
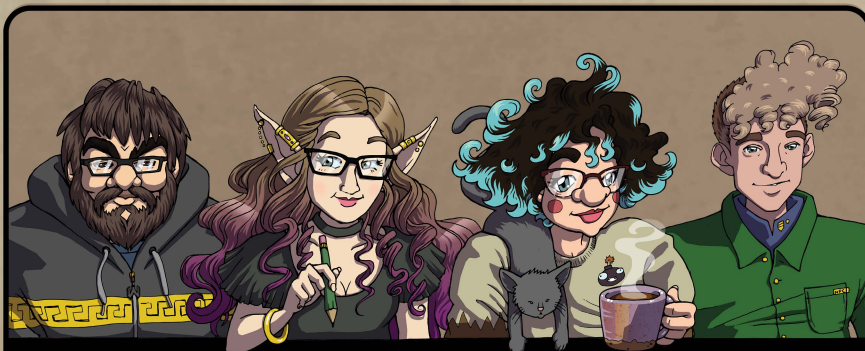*"The fact that you have no offering shows your lack of culture"*

Dragon

Once a powerful and fierce creature, now seeks a life of leisure.

"I assure you I have no ulterior motives. After all, the house always wins."

GAME CHANGING DESIGNS

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Are you INN?

We'd like to take a moment to thank everyone who helped make **Inns & Outcasts** possible.

To our **Families**, we could not have done this without your love and support. Thank you for being there every step of the way.

To **Blake**, we appreciate all the work you put in on the game and wish you luck in your career.

To our **Friends**, your advice and words of encouragement have been invaluable.

To all of our **Play Testers**, your opinions and feedback have helped shape the game so much.

To **Paper Weight Games** for starting the Indie Game Lab Discord server and the Paper Weight Games Discord server.

Additionally, thanks to **Double Exposure** for running the First Exposure Playtest Hall at Gen Con.

Thank you!

Andy & Jen

3 Player Games

In a 3 Player Game, Players count their own Card when using Abilities with Range. This adds more options for scoring in similar play settings.

Shorter Rounds

For gameplay that's more chaotic, at the start of the game Players may agree to have a Round end at less than 5 Turns. In doing so, Cards are picked up at the agreed upon Turn instead of at Turn 5.

Alternate Ending Conditions

Rather than following the "Ending the Game" chart on Page 2, before the game begins Players may agree upon an amount of Loot 🪙 that will end the game.

Quick Auction

All Players select a bid amount and hide it in their hand. Then, all Players reveal their bid simultaneously. The highest bid wins. If tied, the highest bid closest to the Head of the Table 👑 wins the bid.

🪙 Loot
👁 Reveal Ability
🛡 Block Ability
⏱ Loot Ability
👑 Head of the Table
🎯 Target (Token)
🍺 Table Setting
💬 Call (Initiative)

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