

# Deadly Dowagers

Roger's Rules: Firedrake/BGG

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## Goal

Be the first player to marry the Duke.

## Setup

Give each player one player board, one white Infamy track

token (on the 0 space), and 5 Crowns.

Shuffle starting Farmland cards and deal two per player, face up to tableau. Others will not be used.

Sort Husband cards (tombstone backs) into face-up piles by dowry cost.

Shuffle the Main Deck.

Set the Draft Rotation marker to its clockwise side.

Each player: select a working-class husband (Farmer, Curate or Professor). Pay their Dowry to the bank, and gain the listed Infamy.

Play rounds until victory.

## Round

**Drafting Phase:** Each player simultaneously: draw 5 cards from the Main Deck. Choose one to keep, then pass the remainder according to the Draft Rotation marker. Repeat. When you receive two cards, draft one and discard the other.

**Investment Phase:** Each player simultaneously: play Venture [watch], Land [deed] and/or Instant [lightning bolt] cards from your hand, paying the cost to the bank. You may also use

the special abilities of Baron, Curate or Farmer if you're married to them.. Do all these things as many times as you like or can afford.

Land tableau size is limited to 4; once you have married at least one Noble husband, 5. You may discard from your tableau only during this phase. Discarded Starting Farmland is removed from the game.

**Husband Phase:** each player simultaneously *may* play a Cause of Death [dagger] or a Remarry [hand] card; and/or Kill a Husband, Elope, or

Promote a Husband; in any order.

Cause of Death: increase Infamy by the amount on the Cause of Death card. Increase Infamy by the number of Husbands previously in your Graveyard. Perform any Settling of Accounts [quill pen] actions. Discard all Venture [watch] cards. Discard Cause of Death, and move the Husband to your Graveyard.

Remarry: choose a new Husband considering maximum Infamy, and pay dowry to the bank. If they are Working Class, gain Infamy. Adjudicate

simultaneous marriages randomly, except for the Duke, who will go with whoever has more money, or on a further tie least Infamy. Marrying the Duke gives immediate victory.

Kill a Husband: increase Infamy by 7 and proceed as above under Cause of Death.

Elope: choose a new Husband (not the Duke), as above under Remarry, then increase your Infamy by 5.

Promote: pay 3 crowns to the bank to elevate a Curate or Professor husband to Reverend or Dean, or 5 for Reverend or

Dean to Bishop or Chancellor  
(use a blue promotion marker).

**Housekeeping Phase:** discard  
your Hand down to 3. Flip the  
Draft Rotation maker.