

New Rules for RDI 4

The Sea Event Deck

The Sea Event Deck offers an optional play variant for games of The Red Dragon Inn. When you play with the Sea Event Deck, you are leaving the relative safety of The Red Dragon Inn and are instead drinking and carousing in the Captain's cabin on board The Crimson Drake while it is at sea. Because you are out on adventure, you run the risk of being interrupted by random encounters. Some of the encounters are relatively safe, while others are very dangerous!

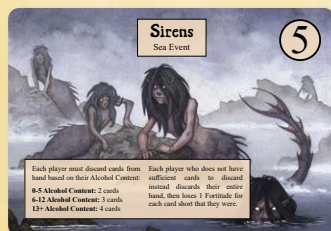


A Sea Event Card

At the start of the game, decide whether you want to play with the Sea Event Deck. You may use the Sea Event Deck with any combination of Red Dragon Inn characters, even ones from other editions of The Red Dragon Inn. If you decide to play with the Sea Event Deck, shuffle the deck and place two Progress Counters on top of it. Leave space next to the deck for its discard pile. If you run out of cards in the Sea Event Deck, shuffle the discards and use that as the new Sea Event Deck.



Event Deck with Progress Counters



Discard Pile

At the end of each player's turn, remove a Progress Counter from the Sea Event Deck. When you remove the last Progress Counter, reveal and discard the top card of the Sea Event Deck and follow the instructions on the card. After this, place a number of Progress Counters onto the Sea Event Deck equal to the Encounter Level of the revealed Sea Event Card.

Sea Events affect all players. If a Sea Event requires players to make a choice, those choices are made in turn order, starting with the player whose turn is ending, unless the card says otherwise.

Example: At the end of Tara's turn, she removes the last Progress Counter and reveals "Pirates!" from the Sea Event Deck. She chooses to discard a card, so she loses 1 Fortitude. Fiona, who is next in turn order, also chooses to discard, so she also loses 1 Fortitude. Remy, who is last, chooses not to discard, so he loses 3 Fortitude. No player gains Gold. Tara puts 4 Progress Counters onto the Sea Event Deck and the game continues.



If a Sea Event gives you the option of taking an action that you can't take, you may not choose that option.

Example: "Rough Seas" allows you to discard 2 cards to lose 1 Alcohol Content. You may not choose to do this if you have fewer than 2 cards in your hand.



Removing a Progress Counter and revealing a Sea Event (if appropriate) is the last thing that a player does on his or her turn. So, for example, this happens after Wulfric changes moods.

If a player loses the game on his or her turn, or if a turn ends prematurely (for example, with Wizzille's "Uh oh! I'd better fix that right now!" or Erin's Tree form), a Progress Counter is still removed from the Sea Event Deck as normal.

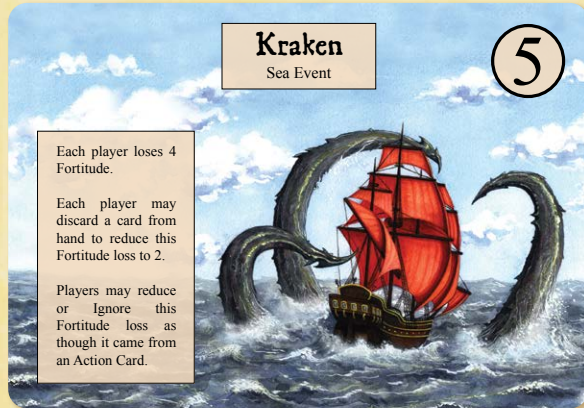
Interaction Between Sea Events and Other Cards

Once an Event starts resolving, it can no longer be Negated or Ignored (note that this rule applies to all types of Events, including Sea Events, Drink Events and Dungeon Events from RDI 6).

Discarding a card to a Sea Event effect does not count as “playing” that card. This can be relevant for Erin when she is in Tree form.

Cards that say that they affect Events can affect Sea Events, Drink Events or Dungeon Events. Cards that say that they affect only a particular type are limited to that type (such as Wizgille’s “I didn’t activate my temporal dilation field. It’s just deja vu,” which refers only to Drink Events).

Some Sea Events say that they may be reduced or Ignored as though they were Action Cards. This means you may play cards that say that they can be played in response to an Action Card, but *not* cards that say that “you may play this card when a player would...”



Example: Captain Whitehawk reveals the Sea Event “Kraken.” She Ignores the Fortitude loss by playing “A word of advice...don’t.” She loses no Fortitude. Bryn may not play “Stop hitting yourself!”, since that card can only be played when a player makes Bryn lose Fortitude.

If a card played in response to a Sea Event would cause effects to happen to “the player who played that card”, those effects do nothing.

Example: Remy reveals the Sea Event “Kraken.” He reduces the Fortitude loss by 2 by playing the card “You’ll rue this day, scallywag!” No player becomes **marked**. (See “Remy’s Marks” below.)

Card-Specific Notes

Ghost Pirates: In addition to reducing or Ignoring this payment as though it came from an Action Card, you may also use cards to avoid payment or pay with Gold from the Inn, as normal. If a player reduces or Ignores the payment, that does not affect the amount the other players are required to pay.

Giant Squid: If a player reduces or Ignores the Fortitude loss, that does not affect the Fortitude loss for the other players.

Kraken: You may *not* discard multiple cards to Kraken’s second effect. You may discard to reduce the Fortitude loss to 2 *and then* reduce or Ignore the Fortitude loss as though it came from an Action Card. So, for example, Serena can discard a card to reduce the Fortitude loss to 2, then play “Yes, in fact, this is Holy Paladin Armor!” to reduce the Fortitude loss further. You may choose not to discard to the second effect, then still reduce or Ignore via the third effect. If a player reduces or Ignores the Fortitude loss, that does not affect the Fortitude loss for the other players.

Leviathan: Decisions about whether or not to attack Leviathan are made in turn order, starting with the player whose turn is ending. Remember: the damage to Leviathan must *exceed* the number of players remaining in the game in order for the players to defeat it!

Merchant Ship: Decisions about whether to pay are made in turn order, starting with the player whose turn is ending. Unlike other cards that require Gold payments, the payments on this card are considered four separate payments rather than one. This means that cards that avoid payment or pay with Gold from the Inn only replace one Gold each.

Pirates: Decisions about whether to discard a card are made in turn order, starting with the player whose turn is ending. If at least one player chooses to discard and at least one player chooses not to, then players do not gain or lose Gold.

Rough Seas: A player with 7 or more cards in hand must *first* discard down to 6, *then* decide whether to discard two additional cards to lose 1 Alcohol Content.

Remy’s Marks

First Mate Remy can cause other players in the game to become **marked**. This means that he is keeping an extra-special watch over them to make sure they don’t get out of line. Some of Remy’s cards have a more powerful effect against **marked** players.



When playing with Remy, take a number of his marks equal to the number of players in the game minus one and place them near your Player Mat. If you are playing in a game with more than 13 players, then use some other markers as a substitute if necessary.

When you play a card that says that a player becomes **marked**, give that player a mark unless they already have one. If a card says that a player becomes **unmarked**, take back that player’s mark.

A player may never have multiple marks. Players can only be either **marked** or **unmarked**. Remy himself may never be **marked**.

Example: Remy plays “Take this as a warning! Next time it’ll be the brig” to make Bryn lose 2 Fortitude and become **marked**. Bryn doesn’t already have a mark, so he gives her one. Later on, Bryn plays “Put ‘er there, pal!” to make Remy lose 2 Fortitude. Remy responds with “I have no time for your tomfoolery!” Remy Ignores the Fortitude loss. Because Bryn is **marked**, she loses 1 Fortitude, then becomes **unmarked**. Remy takes back Bryn’s mark and puts it near his Player Mat.



The Red Dragon Inn 4, Fourth Edition

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