

# The Red Dragon Inn

## ADVENTURE IS IN THE NIGHT!

This Extras Pack contains a new character, a new 20-card Event Deck, 6 new Prize Cards, and a new Tavern for the Pub Crawl Variant! (See the RDI 8 rules for information about the Pub Crawl Variant.)

### Moped Crimbysin

This wild-eyed warrior is a foe-turned-friend to our heroes. His deranged ravings about his shovel friend Albert turned out to be completely sane and true ravings. And he can put down bad guys faster than they can say “wait, did he just throw his LEG at me?!?!”

**The Good:** He’s not actually crazy.

**The Bad:** OK, maybe a little bit.

Moped has no special mechanics or side decks.



### The GM Event Deck

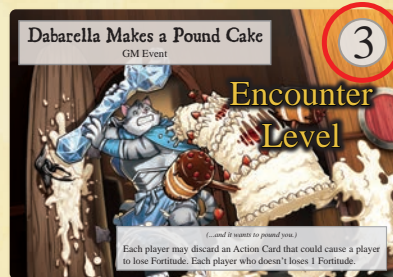
The GM Deck is an optional play variant for your game. With this variant, the illustrious Game Master, Jack, has come up with new ways to mess with his players and inject General Mayhem into the game.

At the start of the game, decide whether you want to play with the GM Event Deck. You may use the GM 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 GM Event Deck, shuffle the deck and place two GM Event Progress Counters on top of it. Leave space next to the deck for its discard pile. If you run out of cards in the GM Event Deck, shuffle the discards and use that as the new GM Event Deck.



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

**Example:** At the end of Sigmar’s turn, he removes the last Progress Counter from the Dungeon Event Deck. He reveals the top card, which is “Dabarella Makes a Pound Cake”. Each player resolves the effect, either discarding a card or losing 1 Fortitude. This card has an Encounter Level of 3, so Sigmar puts 3 Progress Counters onto the GM Event Deck and the game continues.



GM Events affect all players. If a GM 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.

Removing a Progress Counter and revealing a GM Event (if appropriate) is the last thing that a player does on their turn. So, for example, this happens after Mortimer reveals his Consequence for the turn.

If a player loses the game on their turn, or if a turn ends prematurely via a card like “Timestop Stopwatch”, a Progress Counter is still removed from the GM Event Deck as normal.

### Active Events

The GM Event Deck introduces a new kind of Event: Active Events. These cards set up a continuous effect that remains until the next GM Event is revealed.

**Active Events may not be Negated or Ignored.** In addition, you may not play a card that would Negate or Ignore an Event in response to an Active Event in order to get its other effects, such as Dabarella’s “Not now, I’m plating!”

**Example:** On Dabarella’s turn, she removes the last Progress Counter and reveals “Haste Spores”. She puts 4 Progress Counters on the GM Event Deck. During the next turn, Sigmar plays “Tip the Staff” to make Mortimer pay 1 Gold to the Inn. Since “Tip the Staff” is an Anytime Card, Sigmar draws 2 cards in addition to making Mortimer pay Gold.



### Interaction Between GM Events and Other Cards

Once an Event Card starts resolving, it can no longer be Negated or Ignored (note that this rule applies to GM Events, Dungeon Events, Sea Events, Drink Events and Tavern Events).

Cards that say that they affect Event cards can affect GM Events (other than Active Events), Dungeon Events, Sea Events, Drink Events or Tavern 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” from RDI 3, which refers only to Drink Events).

## Playing with GM Events and Other Events

It is possible to play with multiple Event Decks at the same time, such as the GM Event Deck, the Sea Event Deck (from RDI 4) and the Dungeon Event Deck (from RDI 6).

Shuffle each Event Deck separately, then put 2 Progress Counters onto one Event Deck, 3 Progress Counters onto the next Event Deck, 4 onto the next, and so on.

At the end of each player’s turn, remove a Progress Counter from the first Event Deck and reveal the event if appropriate. Then, do the same with each other Event Deck. Yes, this means that you could get multiple Events on the same turn!

## Prizes



Some cards in this product have the type “Prize”. The Prize Variant provides an optional way to spice up Rounds of Gambling. To play with this variant, add any number of unique Prize Cards to the Inn at the start of the game.

Whenever a player starts a Round of Gambling, that player must choose one of the Prize Cards in the Inn and add it to the pot before players ante. The player who wins the pot also takes the Prize and follows its instructions at the appropriate time.

Using a Prize will cause it to move to the Prize Bin, a holding pile for used Prizes. The Prize Bin ensures that each Prize must be won once before any Prize can be won again. If a player starts a Round of Gambling and there are no Prizes in the Inn, move all Prizes from the Prize Bin to the Inn, then choose a Prize as normal. If a player starts a Round of Gambling and there are no Prizes in the Inn **and** no Prizes in the Prize Bin, that Round of Gambling simply doesn’t include a Prize.

If the pot goes to the Inn, the Prize in that pot goes to the Inn with it.

For more information about the Prize Variant, including card-specific interactions, visit <http://slugfestgames.com/rdi-the-prize-variant/>, or scan the QR code on the back of a Prize Card!

## Card-Specific Notes

**And I’m here too!:** You may play this card immediately after starting a Round of Gambling with “Hip-a-dee-doo!”

**AnGond Ardii Winery Map:** You may put the Drinks on any players’ Drink Me! Piles, including your own.

**Aw c’mon, let’s play!:** This card can Negate Gambling-avoidance

cards such as Dabarella’s “I don’t know how to play this game.” It can also Negate payment-avoidance cards when those cards are applied to an ante payment. This includes cards like Grinderbin’s “Fortunately, I just made a sale!” or Mortimer’s “Pouch of fool’s gold”.

**The Dumpster Diver:** If you don’t have any Gambling or Cheating Cards in your discard pile, you still lose 2 Fortitude.

**Dwarven Keg Delivery:** Reshuffling the Drink Deck in this way does not cause players to pay Gold to the Inn. In the unlikely event that there is not currently a Drink discard pile, nothing happens.

**Group Skill Check:** If at least half (rounded down) of the revealed cards are Action Cards, then all players draw their revealed card, not just the players who revealed Action Cards.

**Haste Spores:** Anytime Cards gain the draw effect in addition to their regular effects.

**Less Talk. More Violence!:** Gambling and Cheating Cards may still be played during a Round of Gambling for their normal effects. If a Gambling or Cheating Card is played as an Action Card using this Event, none of its normal effects happen. It simply causes another player to lose 2 Fortitude and counts as your Action for the turn. This card applies to “Gambling? I’m in!”, even though it is already an Action Card.

**Less Violence. More Talk!:** Action Cards may still be played as Action Cards for their normal effects. If an Action Card is played as a Gambling Card using this Event, none of its normal effects happen. It simply counts as a Gambling Card that takes control of the Round.

**Look over there! It’s Albert!:** The Gambling Card you get back from your discard pile could be one that you played earlier in the current Round of Gambling.

**A Visit from the Ferryman:** Start with the player whose turn is ending. Each player loses Fortitude and draws cards before the next player decides how much Fortitude to lose. You may not choose to lose 0 Fortitude, nor may you choose to lose more than 3. If you choose an amount of Fortitude that would cause you to pass out, you still draw the appropriate number of cards. In this case, you don’t actually lose the game until all players have resolved this Event, so you may be able to save yourself if you draw a card that can heal you! See “Losing the Game” on page 4 for more details.

**The VVestage Cosmopolitan:** If this Drink is the result of a Chaser, you may still reveal cards to reduce its Alcohol Content.

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