

I'm busy paying my retainers...
Sometimes

Torglesnarf has piles of gold on either side of him, with a merchant's scale on the table. Torg is putting pieces of gold coins onto the scale, weighing them against counterbalances. Brix and Krol are waiting impatiently on either side of him.

You may play this card when you must ante. Instead of anteing, you leave the Round of Gambling. -or- Ignore a Drink. IN EITHER CASE, YOU MUST PAY 1 GOLD TO THE INN.

Actually, it DOES have my name on it.
Anytime

Brix is holding a steel stamp on top of a coin sitting on the table. She is swinging a hammer at it to stamp a new design into the coin. Torglesnarf is holding one of the altered coins up to the camera. It obviously used to have the normal three dragons design but now has a crude drawing of his face and TORG imprinted over it. The coin isn't quite perfectly round anymore, because it got a little crushed.

Pick a player. They pay you 1 Gold. Gain 1 Gold from the Inn.

I'll have the Wench bring you something special.
Anytime

Torglesnarf is tossing a coin back to the Wench who is ready to catch it. She has a tray of nasty looking drinks.

Pick another player. They drink the top card from the Drink Deck. Pay 1 Gold to the Inn.

I hire my clerics from the Shady Healers' Guild.
Anytime

A cleric that looks a bit like a BfG cultist is casting a healing spell on Torg. Torg is handing the cleric a coin.

Choose one: Pay 1 Gold to the Inn and gain 2 Fortitude. - OR - Pay 2 Gold to the Inn and gain 4 Fortitude.

Torglesnarf Duncleton Print and Play Rules v1.0

Thank you for downloading this P&P! The Kickstarter for The Red Dragon Inn 6: Villians is live until December 15th 2016! You can catch up on all the excitement (and pledge for a reward copy while you're at it) at the QR code to the left. The following rules are for playtesting the RDI6 character Torglesnarf Duncleton. To play this character you will need the 40 card character deck (attached to these rules)

If you have any feedback for the character, please let us know at what you think about him on the BGG forums!

Torglesnarf Duncleton is the king of being in over his head. He isn't particularly menacing or clever, but fortunately enough he employs a number of mercenaries who are happy to compensate for these short comings.

Setup: At the start of the game, Torglesnarf adds 2 bonus Gold to his stash (i.e. in a 4 player game Torglesnarf starts with 12 Gold).

Minion: Torglesnarf has two Minions in his deck, Krol the Cup-bearer and Brix the Enforcer. Minions are social action cards that stay in play and provide repeated benefits during specific phases of Torglesnarf's turn. When Torglesnarf plays a Minion, and it hasn't been negated, he MUST pay 1 Gold to the Inn (a hiring fee).

A player may cause a minion to lose fortitude if their Action card deals Fortitude Damage. Minions are also "hit" by effects that target multiple players (i.e. Sera can pick Torglesnarf and both of his minions when she plays "You get a knife, and you get a knife, and you get a knife..."). Events can also "hit" a Minion (i.e. Barroom Brawl). **NOTE:** Minions count as the alignment of their owner (Villain in Torglesnarf's case).

If a minion is "hit", Torglesnarf must pay 1 Gold to the Inn to keep it in play. Regardless of how big the "hit" was, this only costs 1 Gold.

If both Torglesnarf and his Minions would lose Fortitude at the same time, Torglesnarf loses Fortitude first, and then the Minions do in the order of his choosing.

Paying Gold and a World of Options: Many of Torglesnarf's cards have "or" effects. When you play one of these cards, you MUST declare which effect you are using before other players decide to use Sometimes or Anytime cards in response.



<https://goo.gl/blo1Q2>

Scan this QR Code to see the campaign!

Once again, you seem to have forgotten that I have a troll!

Sometimes

Torglesnarf has a black eye, but Drog is reaching over him, throwing a heavy punch at camera.

You may play this card immediately after you lose Fortitude from a card played by another player. You may not play this card if you reduced that Fortitude loss. Choose one: That player loses 1 Fortitude. -or- That player loses 3 Fortitude and you pay 1 Gold to the Inn.

Not the face! Someone else's face!

Sometimes

Torglesnarf is cowering behind his crossbow (held defensively as though it would block an incoming attack with it). He's holding a gold piece, extending it toward Gog's fist, which is coming in from the side of frame (we don't see the rest of Gog).

You may play this card when a player would make you lose Fortitude. Pay that player 1 Gold. The damage is redirected to a different player of your choice (not the player who attacked you). If there is only one other player in the game, Ignore that card instead (you still pay them).

Meat shields; the best defense money can buy!

Sometimes

Torg's two throne lackeys are in the center of frame, guarding Torg from a thrown dagger and a lightning bolt. Torg himself is tossing a coin over his shoulder toward the lackeys. He is otherwise looking away and not paying any attention to them.

Pay 1 Gold to the Inn. Ignore an Action, Sometimes or Anytime Card that affects your Fortitude. Any Minions you have in play also ignore the card.

Quick! Run away!

Sometimes

Torglesnarf is sitting on his throne, but the back of the throne is facing camera and he is peeking toward camera. He is in the mid-background so that we can see that his throne lackeys are struggling to run away from the table while carrying the throne.

Ignore an Action, Sometimes or Anytime Card that affects your Fortitude or Alcohol Content.

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Torglesnarf is sitting on his throne, but the back of the throne is facing camera and he is peeking toward camera. He is in the mid-background so that we can see that his throne lackeys are struggling to run away from the table while carrying the throne.

Ignore an Action, Sometimes or Anytime Card that affects your Fortitude or Alcohol Content.

I bet you can't chug this whole thing!

Sometimes

Torg is holding a gold piece and a drink toward camera.

Give a Drink you are about to drink to another player. Add the effect Torglesnarf pays you 1 Gold to that Drink.

I have a cup-bearer for this sort of thing!

Sometimes

Torglesnarf is handing a Dragon Breath Ale to Krol along with a gold piece. Krol looks very nervous, as usual.

Choose one: Pay 1 Gold to the Inn and reduce the Alcohol Content of a Drink you are about to drink by 2. - OR - Pay 2 Gold to the Inn and reduce the Alcohol Content of a Drink you are about to drink by 4.

This drink is not worthy of a king!

Sometimes

Torglesnarf is standing up in his throne. He is attempting to look regal, swatting aside an Elven Wine with his scepter.

Ignore a Drink.

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Ignore a Drink.

Watch out! I dropped my crossbow!

Action

Torglesnarf is trying grab his crossbow that he just dropped onto the table. The crossbow's butt has hit the table and a bolt is flying out of it. Torglesnarf looks surprised with an oh crap look on his face.

Pick another player. They lose 2 Fortitude.

All the violence money can buy!

Action

Torglesnarf is holding up a coin in each hand, handing them to the sides. On one side is Drog holding his weapons from Battle for Greyport. On the other side is Brix holding her club and wearing her brass knuckles.

Pick another player, then choose one: They lose 2 Fortitude. - OR - They lose 3 Fortitude and you pay 1 Gold to the Inn. - OR - They lose 4 Fortitude and you pay 2 Gold to the Inn.

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Pick another player, then choose one: They lose 2 Fortitude. - OR - They lose 3 Fortitude and you pay 1 Gold to the Inn. - OR - They lose 4 Fortitude and you pay 2 Gold to the Inn.

That's some nice gold you've got there...

Action

Brix has Gerki by the collar and is literally shaking him down, gold coins, daggers, dice, cards, etc falling out of his cloak. Torglesnarf is looking on, amused.

Each player loses 1 Fortitude and pays you 1 Gold. If you gain Gold in this way, you may only add up to 2 of that Gold to your Stash. The rest goes to the Inn.

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I can pay, don't worry! Who's worried? I'm not worried...

Action

Drog is holding out a palm to Torg and looking annoyed. He's waiting to be paid. Torg looks nervous. He has removed his crown and is reaching for several gold pieces sitting on top of his head. The other mercs are in the background with crossed arms.

Gain Gold from the Inn equal to the number of players currently in the game. If you played this card during your Action Phase, you may play another Action Card this phase.

Brix the Enforcer

Action - Minion

Brix is a female orc built a little like Serena, quite large and with lots of muscle. She is cracking her knuckles, she has gold knuckle dusters, and is dressed kinda like Bryn but in darker colors. Her hair is brushed back like this: http://vignette2.wikia.nocookie.net/xmenmovies/images/4/4c/Angel_Dust.png/revision/latest?cb=20160716173703.

Minion (Pay 1 Gold to the Inn when a Minion enters play. If a Minion loses Fortitude, you must either discard that Minion or pay 1 Gold to the Inn.)

Once per turn, during your Action Phase you may pick another player. They lose 1 Fortitude.

Krol the Cup-bearer

Action - Minion

Krol is a twitchy male goblin. Small and wiry, quite thin. He looks rather unhealthy. He has a variety of colorful vials on a bandoleer across his chest reminiscent of Phrenk's potions. He's holding up a goblet of wine with a nervous look on face, like here we go again.

Minion (Pay 1 Gold to the Inn when a Minion enters play. If a Minion loses Fortitude, you must either discard that Minion or pay 1 Gold to the Inn.)

Once per turn, during your Drink Phase you may reduce the Alcohol Content of a Drink by 1.

Once again, you seem to have forgotten that I have a troll!

Sometimes

Torglesnarf has a black eye, but Drog is reaching over him, throwing a heavy punch at camera.

You may play this card immediately after you lose Fortitude from a card played by another player. You may not play this card if you reduced that Fortitude loss. Choose one: That player loses 1 Fortitude. -or- That player loses 3 Fortitude and you pay 1 Gold to the Inn.

Winning Hand!

Gambling

Take control of a Round of Gambling. The next card to take control must be a Cheating Card.

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What's that up your sleeve?

Cheating

Drog (center) is holding Zot's hand in the air (left) and is dropping cards and dice down Zot's sleeve. Zot looks confused. Torglesnarf is leaning in from the right side of frame, pointing accusingly at Zot.

Take control of a Round of Gambling. Pick another player and force them to leave the Round of Gambling.

Oh, I guess my thugs thought that was my gold.

Sometimes

The mercs are each grabbing coins from the pot and putting them in front of Torglesnarf, who is in the center looking smug.

You may play this card at any time during a Round of Gambling, even if you have left the Round. You may not play this card if the Round has already ended. You may not play it in response to a card that would make players ante or would end the Round when it resolves. The Round of Gambling ends immediately. You get the anted Gold. (This does not count as you winning the Round.)

Wench, bring me one of every-thing!

Sometimes

Torg is throwing a bunch of gold in the air happily. The Wench has two trays of assorted drinks and is beaming from ear to ear.

You may play this card during the Order a Drink Phase of your turn. Pay 1 Gold to the Inn. Order 3 additional Drinks.

Wench, bring me one of every-thing!

Sometimes

Torg is throwing a bunch of gold in the air happily. The Wench has two trays of assorted drinks and is beaming from ear to ear.

You may play this card during the Order a Drink Phase of your turn. Pay 1 Gold to the Inn. Order 3 additional Drinks.

The Wench thinks you should stop playing with the drinks.

Sometimes

Negate a Sometimes Card that changes the effects of a Drink.

This card can only be affected by I don't think so!

We don't think so!

Sometimes

Torglesnarf and his minions are menacing. Torglesnarf has his crossbow cocked and aimed at camera.

Negate a Sometimes Card. We don't think so! can only be affected by cards that can affect I don't think so! We don't think so! can affect any card that can be affected by I don't think so!

Watch out! I dropped my crossbow!

Action

Torglesnarf is trying grab his crossbow that he just dropped onto the table. The crossbow's butt has hit the table and a bolt is flying out of it. Torglesnarf looks surprised with an oh crap look on his face.

Pick another player. They lose 2 Fortitude.

Gambling? I'm In!

Action - Gambling

Start a Round of Gambling.
- OR -
Take control of a Round of Gambling.

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How about a friendly game of cards?

Action

Torglesnarf is shuffling a deck of cards, his mercenaries standing menacingly around him. Torglesnarf has a slightly-evil troll-grin on his face.

Start a Round of Gambling. (Each player, including you, must ante.) This card may not be Negated. Players may not play cards to avoid or voluntarily leave this Round of Gambling. (Players may play cards which cause other players to leave. This card may not be used to take control of a Round of Gambling which is already underway.)

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I Raise

Sometimes

Take control of a Round of Gambling. Everyone Antes

I Raise

Sometimes

Take control of a Round of Gambling. Everyone Antes

Let's make this game more interesting!

Sometimes

Torglesnarf is grinning ear to ear with a spread hand of cards in one hand while the other hand flips another gold coin into the pot on the table near him. He's reclined casually on his throne.

You may play this card immediately after a player wins a Round of Gambling. You may not play this card if you have already left the Round. Leave all of the anted Gold in the pot and start a new Round of Gambling (you are in control). Each player still in the Round (including you) must ante again.