

The Red Dragon Inn

Wrench

Wrench has always been interested in gadgets and engineering. Although there is evidence that such pursuits were common among kobolds thousands of years ago, they are quite rare among kobolds today. Wrench, however, has spent his life studying the work of non-kobold beings, poring over their manuals and periodicals whenever he could. His research led him to the illustrious works of Wizgille, and he decided that he wanted to meet her and see more of her work. Eventually he impressed Wizgille and the others enough that he started getting invited along on some of their adventures, where his gizmos have proven useful.

Gizmos

Some of Wrench's Action Cards have a track along the side. These cards are his **Gizmo Cards**. On your Action Phase, you may play one Action Card as usual, which can be a Gizmo Card if you wish.

Some Gizmos have effects that happen at the end of Wrench's Action Phase. These are called **Active Gizmos**. Others have abilities that are always on. These are called **Passive Gizmos**. A Gizmo's type is listed under its title.

Each Gizmo has Fortitude, represented by the track on the side of the card. When a Gizmo runs out of Fortitude, it breaks down and is placed into your discard pile immediately. A Gizmo may never have more Fortitude than the highest amount listed on its Fortitude track.

When you play a Gizmo, place it on the table in front of you and place a wrench token on the highest number on its Fortitude track. This token will move as the Gizmo gains or loses Fortitude.

At the end of your Action Phase, each Gizmo "ticks down" in the order of your choice. When a Gizmo ticks down, it loses 1 Fortitude. When an Active Gizmo ticks down, you may use its ability (you may do this even when the Gizmo ticks down to 0 and breaks down).



Example: On his Action Phase, Wrench plays "Lightning Generator" by placing it on the table in front of him and putting a wrench token on the space marked 3. At the end of his Action Phase, he ticks the Lightning Generator down to 2 and uses it to cause Zot to lose 2 Fortitude.

Passive Gizmos tick down at the end of your Action Phase as well, but they simply remain "on" for as long as they are in play.

Example: On his Action Phase, Wrench plays "Buckler in a Box". At the end of his Action Phase, he ticks it down to 3. Later, Zot plays "I told you not to distract me!" to make Wrench lose Fortitude. Because he has the Buckler in play, Wrench only loses 1 Fortitude, not 2. Note that the Buckler does not tick down at this time.

Attacking a Gizmo

Whenever a player other than Wrench must choose another player for a card's Fortitude loss or redirection effect, the player playing that card may choose to target one of Wrench's Gizmos instead.

Example: On his Action Phase, Wrench plays "Buckler in a Box". At the end of his Action Phase, he ticks it down to 3. Later, Zot plays "I told you not to distract me!" targeting the Buckler. The Buckler loses 2 Fortitude and goes to 1. It will break down during Wrench's next Action Phase unless he can repair it somehow (or unless another player attacks it to make it break down even sooner!)



If a player attacks an Active Gizmo, that Gizmo's ability does not fire when it loses Fortitude from the attack. An Active Gizmo's ability only happens when Wrench ticks down that Gizmo during his Action Phase.

If a player plays a card that affects the Fortitude of all players, that card affects each Gizmo's Fortitude as well. This works both when players would lose Fortitude and when they would gain it (as in the case of Deirdre's "Mass Heal", for example). When Wrench and one or more of his Gizmos would lose Fortitude at the same time, first Wrench loses Fortitude, then his Gizmos do. A card allowing Wrench to Ignore Fortitude loss, such as "Scamper away", does not protect his Gizmos from Fortitude loss unless the card specifically says that it does.

If a Gizmo causes a player to lose Fortitude and that player has a card that allows him or her to "hit back", the player may use that card to target Wrench or the Gizmo that hit him or her. (Note that this includes non-standard hit-back cards such as Natyli's "Evil Eye", Wulfric's "Playful" and Sera's "Cat-like Reflexes".)

Collateral Damage

If Fortitude loss from a card effect would cause a Gizmo to break down, then in addition to discarding the Gizmo, Wrench suffers 1 Fortitude loss that cannot be Negated, Ignored, reduced, redirected, etc. This is referred to as **Collateral Damage**. Note that Wrench does not suffer Collateral Damage if a Gizmo breaks down as the result of being ticked down at the end of his Action Phase.

Example: Wrench has "Buckler in a Box" with 2 Fortitude in play. Zot plays "I told you not to distract me!" targeting the Buckler. The Buckler breaks down, so Wrench discards it and suffers Collateral Damage. Wrench loses 1 Fortitude, which he cannot reduce, redirect, Ignore, etc.

Example: Wrench has a "Head Case" and a "Lightning Generator" in play, each of which is at 1 Fortitude. Zot plays "Oh no! Pooky's on a drunken rampage!" to make each player lose 1 Fortitude. First, Wrench would lose Fortitude, but that loss is reduced to 0 because of the Head Case. Then the Head Case and the Lightning Generator each lose 1 Fortitude. Both Gizmos break down, and Wrench suffers Collateral Damage. He loses a total of 2 Fortitude.

Other Rules

Gizmos Ignore all Events. This includes Drink Events, Sea Events and Dungeon Events.

There is no limit to the number of Gizmos you may have in play.

A few cards in the game allow a player to Negate an Action Card. These cards can stop a Gizmo from coming into play when Wrench plays that Gizmo as his Action for the turn. However, a card that allows you to Negate an Action Card does not allow you to stop a Gizmo's activation at the end of Wrench's Action Phase.

Two of Wrench's cards, "Noble sacrifice" and "Bad gizmo! Don't drink that!", require you to sacrifice a Gizmo if you have one in play. To do this, move a Gizmo from the play area in front of you to your discard pile. Sacrificing a Gizmo does not cause Collateral Damage to Wrench.

One Gizmo, "Automated Oil Can", causes another Gizmo to have an increased effect until the next time it loses Fortitude. Use the "+" tokens to indicate this effect. Remember to remove the "+" token as soon as the targeted Gizmo loses Fortitude. (Putting the "+" token over the number below the Gizmo's wrench token can help with this.) Note that "Automated Oil Can" may target itself. If it does, then the next time you active it, it will increase a Gizmo's effects by 2 instead of 1.



If something would alter an effect's Fortitude loss, this works the same against Gizmos as it would against players.

Example: *Wulfric's mood is Bitey. Kaylin plays "Don't call me cute!", targeting Wrench's "Lightning Generator". The Lightning Generator loses 3 Fortitude instead of the usual 2.*

Gizmos have Fortitude but no other attributes. If a card would affect another attribute of a Gizmo, that part of the card does nothing.

Example: *Wrench has a "Head Case" in play. Bastian plays "Korash isn't all healing and protection. For example..." on the Head Case. This card normally makes a player lose 1 Fortitude and gain 1 Alcohol Content, so the Head Case loses 1 Fortitude. No one gains the Alcohol Content.*

Gizmos may not gain or lose Gold. They may not buy potions from Phrenk or gain Stories from Warthorn. They may not draw or discard cards. They may not reveal Drinks or have Drinks ordered for them, passed to them or split with them. If a card would make a Gizmo do any of these things, that part of the card does nothing.

One of Wrench's cards, "Sorry, I forgot the safety on my Automatic Phalanx!", allows Wrench to hit a player who just hit him or one of his Gizmos. You may not play this card if you Ignored the Fortitude loss or reduced it to 0. However, you **may** play this card if you reduced the Fortitude loss, but still lost Fortitude (with "Head Case", for example).

If a card refers to a Gizmo, it means a Gizmo in play unless the card says otherwise.

Gizmos do not count as players, so, for example, if a card has an alternate effect if there are two players in the game, that card counts actual players, not Gizmos.

If a Fortitude loss effect says that it can't be reduced, then it may not be reduced by Passive Gizmos such as "Head Case" or "Buckler in a Box".

Remy: Gizmos may not be marked by Remy. If a card effect would cause a Gizmo to be marked, Wrench becomes marked instead. (Note that Wrench may still only have one of Remy's marks at a time. If Wrench would become marked while he is already marked, nothing happens.) For the purposes of Remy's cards a Gizmo never counts as marked, even if Wrench himself happens to be marked.

Natyli: Gizmos may not be debuffed by Natyli. If a card effect would cause a Gizmo to be debuffed, Wrench becomes debuffed instead. Pain Curses only trigger when Wrench loses

Fortitude, not when a Gizmo loses Fortitude.

Example: *Wrench has a Pain Curse and a "Lightning Generator" that has 3 Fortitude. Zot plays "I told you not to distract me!" to make the Lightning Generator lose 2 Fortitude. The Pain Curse stays on Wrench and does not fire, since Wrench did not lose Fortitude.*

Example: *Wrench has a Pain Curse and a "Lightning Generator" that has 2 Fortitude. Zot plays "I told you not to distract me!" to make the Lightning Generator lose 2 Fortitude and break down. Wrench loses 1 Fortitude due to Collateral Damage. His Pain Curse then fires, so he loses 1 additional Fortitude and returns the Pain Curse to Natyli.*

If Wrench has a Power Jinx from Natyli, then all of the numeric effects on all of his Gizmos are reduced by 1, but **only during Wrench's Action Phase**. (This does not affect the numbers on the Gizmos' Fortitude tracks.) Note that a Power Jinx causes many of Wrench's Gizmos to temporarily do nothing - including his Passive Gizmos! Wrench returns his Power Jinx to Natyli **after** he has ticked down all of his Gizmos.

Other Characters: If a Gizmo would get a Scarab from Amundyr, a Bomb from Nitrel, or a Blessing from Murgath, Wrench gets it instead.

Altering Numeric Effects: Some effects, such as Phrenk's Luck Potion, increase the numeric effects of a card. Such an effect may be used to increase the numeric effects on an Active Gizmo for a single activation. Such an effect may not be used on Passive Gizmos. Note that increasing numeric effects does not change the numbers on a Gizmo's Fortitude track.

Leviathan (Sea Event, RDI4): If "Leviathan" is revealed, Wrench may use as many of his in-play Active Gizmos as he wishes to help fight. This does not cause those Gizmos to tick down. Gizmos do not take damage from Leviathan, since they Ignore all Events. Wrench may not put a new Gizmo into play to fight Leviathan, but he may discard one from his hand to apply its effect.

Playful (Kaylin, RDI3): If Wulfric is Playful and a Gizmo causes Kaylin to lose Fortitude, the "hitback" damage from Wulfric is applied to Wrench, not to any Gizmo.

Stop hitting yourself! (Bryn, RDI4): Bryn may choose to redirect the damage to the Gizmo that is hitting her, or to Wrench himself.

Strategy Tips

If you are playing as Wrench, play your Gizmos and get as much usefulness out of them as you can!

If you are playing **against** Wrench, attack his Gizmos. Wrench will get very strong if he is allowed to amass a small army of Gizmos in front of him!



The Red Dragon Inn: Wrench, Fourth Edition

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