

July 6, 2016



Expansions Rulebook

You can add the Dragon Warriors and Illusionists right into your hero deck. Remember that if two players bid with a hero of the same challenge value (possible with the extra heroes), the player whose OTHER played hero is higher selects first.

The 3 Dragon defenses, as well as the interactive and variable defenses, can all be added into the defense deck. If you plan to play solo, you can still use the interactive defenses. Their ranks are balanced against the other defenses in the game. Simply ignore their special power text when playing solo.

For your first few games, it's probably better to play with only the base game until you are familiar with the basic special powers of heroes and defenses. After that, feel free to use anything or everything!

Dastardly Dragons & Gnome Illusionist

Dragon Warrior

These warriors are armored with the scales of dragons, making them immune to many attacks.

When a Dragon Warrior is flipped face-up from a player's pile, that player draws the top card of the Defense Card deck. If that card has only a single type for all of its strikes, the Dragon Warrior becomes invulnerable to that type. If the card has no type (a Detour, for example) or multiple types (a Spellbook, type-changer, or Flexible Defense), the warrior gains no benefit.

Dragon Defenses

Dragons love to help their fellow monsters, traps, and spells to defeat the heroes. They "help" by lighting them on fire.

As long as a Dragon Defense remains in front of a player, every OTHER defense that shares its type gains +1 to its final strike. This applies to multi-type defenses like Spellbooks only if the hero being struck is vulnerable to the dragon's type. This bonus still applies on the combat round when the dragon strikes.

Gnome Illusionist

Gnomes love their illusions. They also love their imaginary friends. Good luck telling which is which.

When striking an Illusionist, defenses cannot strike if they are on their final strike, marked with (trash can symbol). This applies both to multi-strike defenses that are on their last strike, and to all single strike defenses. Note that weapons that do not actually strike (Detours, defenses rotated by a Heavy Hitter) are not affected by this.

Flexible and Interactive Defenses

Flexible Defenses

Like Spellbooks from the base game, these defenses always count as both defense types depicted. For example, they will boost both types of Boosters.

Interactive Defenses

When one of these defenses STRIKES while on their final side (trash can icon), the player chooses another player in the game to apply the defense's effects to. The effect does NOT occur if the defense is trashed (by a Wizard, for example), or if it is rotated by another effect, like a Heavy Hitter. If playing a solo game, the values of these defenses are still balanced with other defenses, so they can be kept in the deck.

Hero Mover

The targeted player immediately takes the top hero of their pile and puts the card on the bottom of their pile. They may NOT look at the hero card.

Rotater

The targeted player may choose any defense in front of them, including one that will be trashed.

Strike Preventer

Place the Interactive Defense card on top of any defense in front of the targeted player. The targeted defense may not strike during the targeted player's next turn in a combat round. Otherwise it is still treated normally: it may be rotated by a Heavy Hitter, and it will add to a Booster. After the targeted player defeats their hero (or is defeated by the hero), discard the Interactive Defense.

Overlords

Setup

Overlords may be added to any game of Dark Dealings. During set-up, deal each player one Overlord Card at random. This overlord must be displayed in front of the player, where its power will be visible to all. Solo players may use overlords as well, dealing one to themselves. This will make the game slightly easier.

When an overlord's effect shows (flipping card symbol), flip that overlord over after the effect is resolved. Their ability can no longer be used.

Bleeding Knight

Players must discard their defenses to a communal discard pile. The Bleeding Knight can, before striking, flip his card to trash any of his defenses (even ones that have previously struck). He then chooses a defense from the discard pile, as long as the chosen defense's rank is equal to or lower than the trashed defense. He may not choose the same defense that he trashed.

Bellatrixel

Bellatrixel may be flipped as soon as the players reveal their heroes in the Defense Phase. She may choose one of her two heroes with a challenge value of 25 or higher. The hero is flipped over and added to her combat pile as normal, and she immediately chooses a defense, ignoring the normal order of hero challenge values.

If both of Bellatrixel's heroes have 25 challenge value or higher, she may choose either hero to flip.

Mal the Magnifico

Before choosing a defense, Mal may flip to draw two more defenses from the deck. These new defenses are added to the defenses available to all players. Mal then discards any two of the available defenses, and then he chooses a defense. Note that Mal may choose one or both of the drawn cards as his discards if he chooses.

Samantha

Flip her before striking to make a hero vulnerable to all defense types, ignoring the heroes printed vulnerabilities.

Wulfred

If a hero's armor is exceeded by five or more by the total attack value of striking defenses, the player may flip Wulfred and put him on top of their hero pile. In the player's next combat round, they will move Wulfred off the pile and immediately defeat their top hero, ignoring any abilities on the hero (such as a wizard's trash effect).

If only one of the two strikes against halflings exceed their armor by five or more, Wulfred may still be used.

The Marred

During the first combat round, the player controlling The Marred flips two heroes from their pile. The player chooses one of these two heroes to fight, leaving the other face-up. During the next combat round, they flip one hero from their pile, and again

choose either the newly flipped hero or the hero that was already face-up to fight.

Heroes are not considered to be revealed until they are actually chosen to fight. For example, wizards will not trash a defense until they are fought.

Xi Tau

When a hero is drawn from the player's hero pile in a combat round, Xi Tau may be flipped to draw two heroes from the deck. One of these heroes is chosen to fight, and the others are discarded. Hero abilities are only activated for the chosen hero.

Nutasha and Sanki the Flame

These overlords are considered defenses. They may be rotated by Heavy Hitters, trashed by wizards, affected by Interactive Defenses, boosted by dragons, etc.

Designers: **Michael D. Kelley**
Peter Gousis

Artist: **Rob Lundy**

Producer: **Bryan Fischer**

