# misery Loves Gompany 

## An Expansion for Overlords of Infamy by Obscure Reference Games <br> Designed by Christian Olsen and David Zuckman

## Introduction

Congratulations, Evil Overlords! You've done an admirable job spreading misery to all corners of Planet Fred. The population trembles at your cruel domination and heroes flee the sound of your soul-crushing boots. Or your great, stomping claws. Or your adorable little white paws. So fluffy.

But there's one thing we know is true:
Misery Loves Company.
But Overlordin' ain't easy. Now not only do we have that bothersome Adventuring Hero to contend with, but that thing flying overhead, breathing fire sure looks a lot like a Dragon. Hate to admit it, but we might need some help this time. Perhaps the enemy of our enemies can become our friend... at least until we don't need friends anymore.

After all, there's only so much Misery one planet can handle, and Overlords don't like to share.

## Components

All Expansion items are marked with for easier sorting.


1 Adventuring Hero playmat


1 Hero's Camp token


1 Huff the Tragic Dragon Die


14 Hero Quest cards 28 World Event cards
36 Nefarious Plot


1 Huff the Tragic Dragon playmat

 Dragon meeple


1 Dragon's Hubris
token token


5 New Overlord playmats and 5 New Lair tiles

15 Hero's Journey cards


Map tile


18 Draconic Imperative cards

## SETUP

Note: For your first game, it is recommended that you play with 3-4 Overlords and a player controlled Adventuring Hero and a player controlled Huff the Tragic Dragon.
Additional player counts and solo-mode available online @ www.obscurereferencegames.com/MLC/DLC
Refer to the basic setup from the base game rulebook with the following changes:
Shuffle the new Nefarious Plots, World Event cards, and new Overlord playmats to their respective stacks.
The evilest player becomes the first player, obviousty. The first player must be an Overlord. Play proceeds clockwise.
If playing with Secret Schemes, each Overlord draws 2 Schemes. Selects 1 card, places it face-down on their playmat, and returns the other card to the bottom of the deck. You may look at your Secret Scheme at any time, but keep it hidden till its is scored at the end of the game.

## Additional Setup when playing with the Adventuring Hero and/or Huff the Tragic Dragon

## If the Adventuring Hero is in play:

Take the Adventuring Hero playmat and Adventuring Hero Die.

If a player is controlling the Adventuring Hero:
Set the playmat in front of the Hero player.
The Hero player draws 2 Hero's Quest cards secretly. Selects 1 card, places it face down on their playmat, and returns the other card to the bottom of the deck.

The Hero player may choose one of the available Adventuring Hero's Archetype cards. For details, see "Adventuring Hero Archetypes" on Page 03.

If the Adventuring Hero is controlled by Al:
Set the playmat in reach of all players.
Shuffle and deal 3 Hero's Quest cards face down on the Adventuring Hero's playmat. Place the remaining Hero's Quests nearby, face-down.

The players may choose one of the available Adventuring Hero's Archetype cards. For details, see "Adventuring Hero Archetypes" on Page 03.

## If Huff the Tragic Dragon is in play:

Place the Dragon Hoard Map tile and Dragon meeple in the center of the game board, covering the existing Kingdom of Good.

Place a number of Meat Pile chits and Ballista chits equal to twice the number of Overlords in separate stacks next to board. For example, for 2 players, use 4 Meat Piles and 4 Ballista chits.

Set the Dragon's Hubris token next to the game board.
Take the Huff the Tragic Dragon playmat and Dragon Die.
If a player is controlling the Dragon:
Set the playmat in front of the Dragon player.
The Dragon player draws 2 Dragon's Imperatives cards secretly. Selects 1 card, places it face down on their playmat, and returns the other card to the bottom of the deck.

If the Dragon is controlled by Al:
Set the Dragon's playmat in reach all players.
Draw the top 3 cards from the shuffled Dragon's Imperatives deck, and place them face down on the Dragon's playmat. Turn the first Dragon's Imperative card face up on the stack for all players to see.

## When BOTH the Adventuring Hero and Huff the Tragic Dragon are in play:

Follow the previous setup above as applicable, however Hero's Quests cards will be replaced by Hero's Journey cards, see setup below.

The Dragon and the Adventuring Hero players should not sit next to each other, they should be as far apart as possible in the turn order.

Give the Hero's Camp token to the Overlord player to the right of the first Overlord player. They have Brokered an Uneasy Truce with the Hero and are considered to be Allied. They place the Hero's Camp token in the center of their Lair tile.

Take the Hero's Journey cards:
If a player is controlling the Adventuring Hero:
Separately shuffle the 3 stacks (First Leg, Second Leg and Final Leg) of the Hero's Journey cards.
The Hero player draws 2 cards from the Hero's Journey: First Leg stack: secretly selects 1, places it face down on their playmat, and returns the other to the bottom of the deck.

If the Adventuring Hero is controlled by Al:
Separately shuffle the 3 stacks (First Leg, Second Leg and Final Leg) of the Hero's Journey cards.
Draw 1 card from each of the Hero's Journey stacks. Place all three face down on the Adventuring Hero playmat, placing First Leg on top, Second Leg in the middle and the Final Leg on the bottom.
Flip the First Leg card face up.

## Adventuring Hero Archetypes

In Misery Loves Company, the Hero player can choose from 7 new Archetypes, giving the Hero an Affinity and a Special Power.
At the start of the game, the Hero chooses their Archetype and places the card face up in the Hero's play area. The chosen Archetype is in effect until the Hero is defeated by the Dragon. When this happens, the old Archetype is returned to the stack and a new Archetype is selected. A previously-used Archetype cannot be repeated until all Archetypes have been used.

Special Powers are not actions. Walls on Map tiles block the effect of any Special Power.
For example, the Wizard cannot blast an adjacent Lackey away with their power if a wall stands between that Lackey and the Wizard.

## - Defender: Affinity: Scrap.

Power--High Alert: Whenever an Overlord sends a Lackey to the Kingdom of Good or the Dragon's Hoard, that Lackey is immediately discarded to the Lackey Pool after completing their action.

- Archer: Alfinity: Fauna.

Power--Pin down: Once during the Hero's turn, the Archer can pin an adjacent Lackey to a Map tile. Place the Lackey on its side. It cannot be Recalled or otherwise moved until the Archer's next turn.

- Rogue: Affinity: SparkTech.

Power-- Dexterous: Any time the Rogue moves, they may ignore the effects of Pitfalls and Walls, but must end their movement on that Map tile. The Rogue then interacts with the Map tile normally.

- Minstrel: Affinity: Water

Power-- Alluring Song: Once during the Hero's turn, the Minstrel may pull all Lackeys that are 2 Map tiles away, moving each one a single Map tile closer to the Minstrel's tile. If a Lackey would be pulled into an empty Map space, or a Map tile without an unoccupied Resource/Village symbol, that Lackey does not move.

- Wizard: Affinity: Conjure Ore.

Power-- Forceful Push: Once during the Hero's turn, the Wizard may push all adjacent Lackeys one Map tile away from the Wizard's location. If a Lackey would be pushed into a border wall, an empty Map space, or a Map tile without an unoccupied Resource/Village symbol, that Lackey does not move.

- Fighter: Affinity: Food.

Power--Headstrong: The Fighter may kill up to 2 Lackeys when moving, as long as the Fighter has the movement or action points to reach both. Take the associated Resource from the General Supply for each Lackey killed this way. Then return the Hero to the Hero's Stronghold or Hero's Camp.

- Druid: Affinity: Wood.

Power--Harsh Wilderness: Once during the Hero's turn, choose and flip face down 2 Map tiles adjacent to the Druid's location. Overlords may not interact with these tiles until they flip face up on the Druid's next turn.

## End of Game

The game can end under 3 different conditions:

1. The predetermined number of World Events based on player count have been revealed and each Overlord has had a final turn. (Overlord Win)
2. The Dragon completes their predetermined number of Dragon's Imperatives. (Dragon Win)
3. The Hero completes their predetermined number of Hero's Quests or completes all 3 Legs of the Hero's Journey. (Hero Win)

## Overlord Player's Turn

The following rules and Phases have been modified from the original Rulebook:

## Overlord's Objective:

At the end of the game, score the game according to the base game rule book. Each Overlord checks their Secret Scheme card. If the card's requirements were fulfilled, add those points to the Overlord's final score.

## NPC Phase (Adventuring Hero AND Huff the Tragic Dragon)

Note: Any references to the former HERO PHASE are interchangeable with the new NPC PHASE.

1) When a Crisis Point is triggered, move the Adventuring Hero and Dragon on the next Overlord's NPC Phase.
a. The Dragon always moves before the Hero.
b. If an Overlord Completes a Nefarious Plot during the same action that triggered the Crisis Point, the Overlord will resolve the Nefarious Plot Completion before any movement for the Dragon and Adventuring Hero occurs.
c. If multiple Crisis Points are triggered during a single action, movement for the Dragon and Adventuring Hero occur only once.
2) Dragon and Hero movement:
a. If the Dragon is controlled by A1, the player on the triggering Overlord's right controls the Dragon. When moving the Dragon, roll the Dragon die. The Dragon can never enter an Overlord's lair.
b. If the Hero is controlled by Al, the current Overlord controls the Hero. When moving the Hero, roll the Hero die.
c. If the Hero and the Dragon ever occupy the same space due to any movement, see "Attacking the Dragon, Pg. 08"
d. If either are player controlled they do not move during the NPC Phase.
3) The Adventuring Hero collects Resources according to base game rulebook.
4) When the Dragon is in play, the Hero has no Stronghold to store Resources. Therefore, any Resources collected by the Hero are instead stored on the Hero's playmat.
5) The Adventuring Hero returns to the Hero's Camp if they Kill a Lackey or Liberate a Map tile belonging to another Overlord, or if they are defeated by the Dragon.
a. Pitfall Traps and Wälls in the Overlord's Zone of Influence containing the Hero's Camp do not affect the Hero.
b. Any movement out of the Hero's Camp requires only a single space of movement.
c. If the Hero enters an un-Altied Overlord's Lair tite, they gain hatf of the Overlord's Resources, rounded down (Overlord's choice). Then that Overlord Brokers an Uneasy Truce with the Hero and gains Hero's Camp token. The Hero then returns to Camp.
6) The Hero cannot pick up any Resource tokens placed anywhere on the game board unless a card specifies that they can. 7) If the Dragon's Hoard is in play, any card effects that reference the Adventuring Hero's Stronghold use the Adventuring Hero's playmat instead.
7) If the Dragon's movement causes it to encounter a Lackey-on its Map tile, the Dragon Divebombs the Lackey. This ends the Dragon's movement.
8) When the Dragon Divebombs a Lackey, she picks up one Resource matching the Map tile on which the Lackey was occupying. The Lackey is returned to the appropriate Overlord's Lackey Pool.
9) If the Dragon ends her movement on an unoccupied Map tile, the controlling Overlord may choose for her to Raze the Map tile. If so, the Dragon collects one Basic Resource matching the Razed tile. If the Map tile contains any Resource tokens, immediately return them to the General Supply.

> a. If the Dragon Razes the Tile, the Map tile is returned to the bottom of a Map tile stack. The Dragon may keep the Map tile instead of collecting 1 Basic Resource.
> b. After Razing a Tile or Divebombing a Lackey, the Dragon remains on that space.
11) The Dragon can carry up to 2 items (Resources or Map tiles, in any combination) unless otherwise specified by a game effect. Resources are stored on the Dragon's playmat until she returns to her Hoard to deliver them. These Resources cannot be stolen until they are placed in the Hoard.
12) If the Dragon Divebombs any Lackeys or Razes any Map tiles when she is already carrying 2 items, the controlling player may choose to drop one of her carried items in favor of the new one, or ignore the new item. If dropping a Resource, place it on the Map tile. Dropped Map tiles are returned to the bottom of a Map tile stack.
13). The Dragon cannot pick up any Resource tokens placed on the game board unless a card otherwise specifies that they can.
14) Every time the Dragon gains a Resource from Razing a Map Tile or Devouring a Lackey, the affected Overlord must take the Dragon's Hubris token and place it next to their Lair tile on the game board. An Overlord with the Hubris Token cannot be targeted by the Dragon for any negative effect such as Divebombing a Lackey or Raze a Map Tile.
a. Lackeys in the Dragon's Hoard are not protected by the Dragon's Hubris token.
b. The Dragon can be affected by Ballista and Meat Pile chits in the Zone of Influence of the Overlord with the Dragon's Hubris token.
15) The Dragon may deliver Resources or Map tiles to the Hoard and then finish any additional movement she has.

For example, if the Dragon rolled a 4 and only needed 1 movement to get to the Dragon's Hoard, the Dragon still has three movement after delivering Resources.

## OVERLORD ACTION PHASE \& ACTION POINTS

During the Action Phase of each Overlord's turn, the controlling player will spend their Action Points as described in the base game rulebook.

This expansion adds or modifies the following Actions:

## Raid the Hero's Treasure and Steal a Relic combine into Raid the Dragon's Hoard (Cost: 2 Action Points)

These actions function as normal with the following modification: When an Overlord steals any number of Resources or a Relic from the Dragon's Hoard, the World Tension Tracker increases by 3. .

## Uneasy Truce actions (Dragon and Hero in play)

When Huff the Tragic Dragon flattens the Kingdom of Good, the Adventuring. Hero is rendered homeless. Now the Adventuring Hero no longer has a Stronghold. As such, they must form an Uneasy Truce with one of the Overlords. They don't have to like it, but sometimes old enemies are best served by becoming temporary allies. After all, Dragons don't just kill themselves. That's a job for a Hero.
The Adventuring Hero cannot target an Allied Overlord with negative effects.
Broker an Uneasy Truce (Cost: 2 Action Points)
An Overlord may take the Hero's Camp token from its current holder. This ability cannot be used if the Overlord has the highest Infamy level, or is tied for the highest Infamy level. Exception: If all Overlords are tied in Infamy level, this Action may be used.

## Breaking an Uneasy Truce (Cost: 2 Action Points)

An Allied Overlord passes the Hero's Camp token clockwise to the next Overlord with the lowest Infamy level. In the case of a tie, whichever of the tied Overlords is next in clockwise turn order gains the Hero's Camp token.

## Dissolving a Truce (Cost: Completing any Nefarious Plot)

Whenever the Allied Overlord Completes a Nefarious Plot, they must pass the Hero's Camp token clockwise to the next Overlord with the lowest Infamy level. In the case of a tie, whichever of the tied Overlords is next in clockwise turn order gains the Hero's Camp token.

## Zone Defense actions (Whenever Dragon is in Play)

There's not a whole lot that Overlords can do about a pesky Dragon, but we can try to lure her off-course with tasty, tasty Meat Piles, or smack her in the face with a Ballista. She won't like that, but it might buy us a little time.

## Erect a Ballista (Cost: 1 Action Point)

The Overlord may place up to 1 Ballista chit on an unoccupied Map tile or empty Map Space within their Zone of Influence to push the Dragon away. If the Dragon moves into any space adjacent to the Ballista, or onto the space containing the Ballista, interrupt the Dragon's movement and roll the Hero die. (If there is an Adventuring Hero player, they roll the Hero die instead.)

On a roll of "1" or "4", the Dragon is hit by the Ballista! Three things happen:

1. If the Dragon is carrying any Resources, she must drop one of her Resources in her current space. If the Dragon has no Resources, skip this step.
2. Move the Dragon 1 space back from her current space, directly away from the Ballista. If the Dragon lands on a Lackey, the Lackey is immediately Divebombed.
3. The Dragon's movement ends. She cannot Raze the tile she is on.

On any other result, the Ballista misses!
If the Dragon is on the Ballista tile:
The Ballista is destroyed and returned to the game box.
The Dragon may continue its movement or stop and Raze the Map tile below it (forfeit any additional movement).
If the Dragon is adjacent to the Ballista tile:
The Ballista and the Map tile below it are not destroyed. The Dragon may continue her movement.
While on any of the Dragon's Hoard spaces:
The Dragon is immune to the effects of any adjacent Ballista.

## Drop a Meat Pile (Cost: 1 Action Point)

The Overlord may place a Meat Pile chit on an unoccupied Map tile or empty Map Space within their Zone of Influence to attract the Dragon. If the Dragon enters or begins her movement on any space adjacent to the Meat Pile, she must move onto the Meat Pile and immediately end her current movement. Return Meat Pile to the game box.

However, if the Dragon is carrying any Resources, she may drop one Resource in her current map space and ignore the Meat Pile. The Meat Pile remains on the game board.

While on any of the Dragon's Hoard spaces, the Dragon ignores, the effects of any adjacent Meat Piles.
The supplies of Meat Pile and Ballista chits are limited. As these are eaten and destroyed, they cannot be reused so return them to the game box.

An Overlord's Zone of Influence can only contain 1 Meat Pile and 1 Ballista at any time.

> Ballista and Meat Piles cannot be dropped on the Contested Areas or on the Dragon's Hoard.
> Ballista and Meat Piles are destroyed by any effect that destroys the Map tile on which they are placed.
> Ballista and Meat Piles only affect the Dragon. Overlords, Lackeys, and the Adventuring Hero are not affected.
> Ballista and Meat Piles remain where they were placed unless they are destroyed or moved by a game effect.

## ESPIONAGE PHASE

The Espionage Phase is played according to base game rules with the following modifications:
When using the Plunder Resources Espionage action:
Overlords may target the Dragon's Hoard if they have placed a Map tile adjacent to it. Only Resources can be collected this way, not Relics.

Overlords may steal from the Adventuring Hero's playmat only if they are able to target the bearer of the Uneasy Truce token with Espionage.

## Dragon Player's Turn <br> Huff the Tragic Dragon Player Action Phase

The Kingdom of Good has been reduced to a smoldering ruin, replaced with the Dragon's Hoard. Huff the Tragic Dragon looks out from her bed of plundered treasure, smirking at the Overlords and the Adventuring Hero who think they can prevail. How silly. What human-or Corgi, or cat, or whatever that weird looking thing with the gills is - can possibly win when a Dragon is around?
The Dragon can be played by a sixth player, as an AI, or can be played instead of the Adventuring Hero in lower player-count games.

## Dragon's Objective:

The Dragon's goal is to win the game by completing her Dragon's Imperatives. Dragon's Imperatives are greedy, selfish, Dragon-y goals that benefit the Dragon, but may hurt others as collateral. To win, the Dragon must complete a number of Dragon's Imperatives equal to $1 / 3$ the number of World Events plus 1.

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6-8 World Events = 3 Dragon's Imperatives
9-11 World Events = 4 Dragon's Imperatives
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The Dragon must have a Dragon's imperatives card in play. Dragon's Imperatives are completed by collecting Resources and delivering them to the Dragon's Hoard. If the Dragon enters its Hoard and delivers the final required Resources, they immediately complete their Dragon's Imperatives card and return used Resources to the General Supply.

## Dragon Player Actions

On her turn, the Dragon can perform two of the following Actions (or any one of them twice):
Move 2 spaces (During movement the Dragon may Divebomb a Lackey or Raze a Tile if applicable. See "NPC Phase")
Eat a Meat Pile from an adjacent Map tile (remove the Meat Pile and return it to the game box). Do not remove the Map tile.

Nosh on a Lackey to eat a Lackey on an adjacent Map tile. No Resources are gained from this action, and the Hubris Token does not move. The Lackey is returned to its owner's Lackey Pool.

Fireball a Ballista from an adjacent Map space. The Dragon player rolls the Dragon Die and on a roll of "2" or "5" the attack is successful and the Ballista is destroyed. Remove the Ballista and return it to the game box. Any other result is a failure, nothing happens.

Ponder Dragon's Imperatives: The Dragon player draws 2 Dragon's Imperatives cards into their hand, and returns 2 of the 3 cards back to the bottom of the deck.

When a Dragon's Imperatives card is completed, it cannot have the same name as a previously completed card. If both drawn Imperatives have the same name of an already completed card, the player reveals this, discards them to the bottom of the deck, and draws two new Imperatives.

In addition to moving on the Dragon player's own turn, the Dragon also moves immediately using the Dragon Die after a Crisis Point. If the World Tension Tracker passes "9" and lands on " 10 " as a result of a single Overlord's action, movement for the Dragon occurs immediately prior to resolving the World Event.

## Adventuring Hero Player's Turn Hero Action Phase

The Evil Overlords are ruining everything. And if that's not enough, there's an alarming sound coming from that volcano over there. It sounds like... wings. This planet needs a Hero. Time to dust off the armor and get to work.

The Adventuring Hero can be played by a fifth player, or as AI, with or without a Dragon in play. For rules, see Using the Adventuring Hero as a Playable Character in the base game rulebook.

This expansion modifies and adds the following actions:

## Move one Space: (Cost: 1 Action Point)

On the Hero player's turn, the Hero may move one space as an action. If the Dragon is in play, during movement, the Hero may leave a Ballista or Meat Pile on any Map tile or empty Map space that they moved to or from.

Ballista and Meat Pile tiles cannot be placed on Contested Areas, Overlord's Lairs, Hero's Camp, or the Dragon's Hoard.

The Hero cannot move through the Dragon's. Hoard unless Attacking the Dragon.

## Attacking the Dragon: (Cost: Hero and Dragon sharing a space)

When the Dragon or the Hero end up on the same space on the game board, they must battle!
The Dragon and Hero each roll their own respective die.
The higher roll wins, with ties going to the Hero.
At the end of the fight, all remaining movement is forfeited.
If the Hero loses:
The Hero drops 1 Resource (if possible) from their Hero playmat on the space where they fought. If the Map space is empty, the Resource cannot be collected until the Land is Exploited.

If the fight was in the Dragon's Hoard, the dropped Resource goes to the hoard. FOR THE HOARD!
The Hero is sent back to the Hero's Camp.
If the Dragon loses:
The Dragon drops one of her carried Resources or Map tiles, where the fight occurred. The Dragon returns to the Dragon's Hoard. If the Map space is empty, the Resource cannot be collected until the Land is Exploited. If a Map tile is dropped, it is placed at the bottom of any Map tile stack.

## Hero's Objective (If Dragon is in Play)

Note: Any references to Hero's Quest cards ore interchangeable with the new Hero's Journey cords.
If there is a Dragon in play, the Hero wins by completing the 3 legs of the Hero's Journey.
When the Adventuring Hero completes a Leg, it is set aside, and the Hero draws 2 cards from the next Leg. Selects one card, places it face-down on their playmat, and returns the other card to the bottom of the deck.

The Hero can only complete a Hero's Journey card if they are in their Hero's Camp during their turn.
When the 3 Legs of the Hero's Journey are completed, the Hero immediately wins the game and becomes a legend.

Additional Solo player mode and Variant game modes are available online at: www.obscurereferencegames.com/MLC/DLC

