

# Overlords of Infamy

## by Obscure Reference Games

### A. INTRODUCTION & OBJECTIVE

Welcome to Planet Fred!

Planet Fred is *exactly* like planet Earth, except during the Dark Ages, on a crisp Thursday in September just after lunchtime, when magic was introduced to the world.

Valiant heroes protect villages, farms, and magical relics. One of these heroes, an armor-wearing do-gooder, is all that stands between the forces of evil and the innocent folks of Planet Fred.

This is not his story.

Rather, this is the story of the Evil Overlords who seek to thwart that pesky hero with silly super-villainy.

Make everyone's socks slightly damp all the time? Fill piñatas with ornery bees? Slow down the planet to add a second Monday?

All in a day's work for an Evil Overlord.

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In *Overlords of Infamy*, 1-5 players assume the role of Evil Overlords on Planet Fred, pitted against one another to see who can make the world the most miserable by completing Nefarious Plots to earn Misery Points. By the end of the game, the Evil Overlord with the most Misery Points is the winner.

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## B. COMPONENTS

- 1 double-sided Game Board showing the landscape of Planet Fred
- 1 Rule Book with Quick Start Guide
- 4 Turn Reference Sheets
- 4 Resource Reference Cards
- 55 Hexagon Map Tiles
- 10 tokens of each Resource (Water, Food, Wood, Fauna, Scrap, SparkTech, Conjure Ore)
- 6 Relic Tokens
- 6 Lackey Meeples per Color
- 4 Infamy Markers — 1 for each color
- 1 World Tension Marker

9 Overlord Playmats and Lairs

4 Sabotage Tokens

1 Adventuring Hero Meeple

1 Hero Die (with values of 1, 2, 2, 3, 3, and 4)

35 Knavery (Basic) Plots

30 Villainy (Intermediate) Plots

25 Domination (Advanced) Plots

60 World Event Cards

## C. SETUP

*For your first game, it is strongly recommended that you play with 3-4 players playing Evil Overlords and an AI-controlled Adventuring Hero, but without using any Hero's Quests. Explore the additional variants in subsequent games.*

1. Place the game board in the center of the play area, within reach of all players.
2. Each player selects an Evil Overlord to play (this can be done randomly if preferred), takes a set of single-colored Lackeys, the corresponding Overlord Lair, and Infamy Tracker.

### Number of Players

- In a two-player game, players choose adjacent starting areas on the four-player board.
- In a three-player game, use the special circular layout on the back of the main board.
- In a four-player game, players use all areas on the four-player board.
- If playing the 1 player or 5 player game, see Section "K. Variant Rules".

3. Each player (henceforth referred to as "Overlord") places their Lair in the corner spaces of the board nearest to them, name side down. If placed properly, the Lair sits comfortably on three Map Spaces. Place three Lackeys of the player's color in the Barracks section of the Lair.
4. Place each Overlord's Infamy Marker on the "1" spot of the Infamy Tracker.
5. Place the World Tension Marker on the "0" spot of the World Tension Tracker.
6. Shuffle all the Knavery Plot cards. Place them face-down on the corresponding spot on the game board. Repeat for the Villainy and Domination Plots.
7. Shuffle all the World Event cards. Place them face-down in the corresponding spot on the game board.
8. Shuffle all the Map tiles thoroughly. Place them face-down on the corresponding spots on the game board.
9. Place the Adventuring Hero token in the center of the game board. This is the Adventuring Hero's Stronghold.

10. Deal two face-down Knavery Plot cards to each Overlord. Each Overlord secretly selects one of these plots and places it face-down on the Active Nefarious Plot space on their Overlord Playmat. Place the unselected plot on the bottom of the stack of Knavery Plots.

11. The most evil player becomes the first player, or use any other agreeable method for selecting the first player.

12. Play proceeds in clockwise order, starting with the first Overlord.

## D. OBJECT OF THE GAME

The object of the game is to win by earning the most Misery Points by completing Nefarious Plots. The game ends when a certain number of World Event cards have been played, and the final round is completed.

- 1 Player – 5 World Event Cards played to trigger the last turn
- 2 Players – 6 World Event Cards played to trigger the last turn
- 3 Players – 8 World Event Cards played to trigger the last turn
- 4-5 Players – 10 World Event Cards played to trigger the last turn

(For a longer or shorter game, you can increase or decrease the number of World Event Cards that must be played to trigger the last turn.)

## E. DESCRIPTION OF THE GAME BOARD

**Overlord's Lair** — Each of the Lair tiles is specific to an individual Overlord. Each Lair tile consists of a Village, a Resource space, and a Barracks. When a game effect refers to an Overlord's Lair, it means the 3 spaces of this tile collectively.

**Barracks** — Each Lair tile has a spot that does not contain a resource or village. This spot is the Barracks where you keep all in-play Lackeys. "In play" refers to Lackeys that are either in the Barracks or on the game board.

**Lackey Pool** — Lackeys that are not currently in play are kept off the board in the Lackey Pool. When a Lackey is Recruited, take a Lackey from the Lackey Pool (off the board) and place it in your Barracks (on the Lair card on the board).

**General Supply** — All unclaimed (or used) Resources and Relics are kept off the board in the General Supply. When an Overlord uses a **Harvest a Resource** action, they collect a token from the General Supply. There are only 10 resource tokens of a single type at any time, and if none of that type of Resource are available in the General Supply, then the Overlord may not Harvest that Resource. Only one token of each Relic is available at any time.

**Map Spaces** — Map Spaces are the areas within each Overlord's Zone of Influence. At the beginning of the game, all the Map Spaces in a Zone of Influence are empty, except for the Lair. Map Tiles may be placed on empty Map Spaces by using the **Exploit the Land** action.

**Zone of Influence** — Each section of the board represents the subjects and lands under that Overlord's control. Zones of Influence include a space to place a Lair and 13 unexploited (empty) Map Spaces.

**Contested Area** — The red-outlined spaces that border each Overlord’s Zone of Influence are called the Contested Area.

**Map Tiles** — Map Tiles are drawn via the **Exploit the Land** action. Map Tiles may have a Resource, Village, or both listed on them. Each Resource or Village on a Map Tile counts as an individual space.

**Wall Tiles and Pitfall Traps** – Walls and Pitfalls impede the Adventuring Hero’s movement.

**Kingdom of Good** — The seven spaces at the center of the board represent the Kingdom of Good. The citizens here are obnoxiously friendly, nauseatingly virtuous, and repulsively happy. Despite these faults, they happen to be excellent treasure hunters and have accumulated several powerful Relics. This is why Relics can only be found in these spaces (*See Section “F. Action Phase & Action Points”*).

**Adventuring Hero’s Stronghold** — At the very center of the board in the Kingdom of Good is the Adventuring Hero’s Stronghold. The Adventuring Hero meeple will begin the game in this spot, and return to it after crusading against the Overlords. Any resources captured by the Adventuring Hero will be placed in this square upon their return. Overlords can raid the Adventuring Hero’s Stronghold to take resources as long as the Adventuring Hero is not in the Stronghold.

**Infamy Tracker** — The Infamy Tracker shows the Infamy Level for each Overlord. Infamy Level determines the level of the Nefarious Plots that Overlords can undertake, how many resources they can take when raiding the Hero’s Treasure, and which Acts of Espionage they can commit.

**World Tension Tracker** — The World Tension Tracker gauges how the world reacts to the Overlords completing their Plots and Harvesting Resources.

## F. ACTION PHASE & ACTION POINTS

The XX Phases of each Overlord’s turn are completed in the following order.

1. **Hero Phase** (see Section “I. The Adventuring Hero”)
2. **Action Phase** (see below)
3. **Espionage Phase** (see Section “G. Espionage”)
4. **End Phase** (see Section “J. End Phase & End of Game”)

During the Action Phase of each Overlord’s turn, the controlling player spends Action Points to undertake various Actions. Each turn, Overlords must spend **three** Action Points and may not pass their turn if they have any Action Points remaining.

Any Action may be used multiple times per turn unless otherwise stated.

### Common Actions

*These are Actions that you will use every (or nearly every) turn.*

#### **Harvest a Resource (Cost: 1 Action Point):**

Place one of your active Lackeys (active Lackeys are Lackeys that are currently in your Barracks) on an unoccupied Resource space on the map within your Zone of Influence, on a Contested Area space, or on the Kingdom of Good. Gain one token of the corresponding Resource or Relic.

You may place your Lackey directly on any legal spot in your Zone of Influence or a Contested Area if you meet the requirements to do so. When placing Lackeys to **Harvest a Resource**, the distance of the desired Map Tile from your Lair does not matter.

An Overlord may **Harvest a Resource** from a Contested Area only if the following conditions are all met:

- The Overlord has **Exploited the Land** directly adjacent to the resource space in the Contested Area to be Harvested.
- The Overlord does not currently have a Lackey on any Contested Area space. The Overlord may have only one Lackey in a Contested Area space at a time.

If an opponent's Lackey already occupies a space in the Contested Area, you may also **Harvest a Resource** from the same space. If you do so, the opponent Overlord's Lackey is returned to their Lackey Pool (off the board) and your Lackey will stay on the Contested Area space.

*Note: **Exploiting the Land** adjacent to a Contested Area opens you up to **Espionage!** (See Section "G. Espionage".)*

Any time you **Harvest a Resource** the World Tension Tracker advances one space (See Sections "H. Infamy and World Tension", and "I. The Adventuring Hero" for more information).

#### **Recruit a Lackey (Cost: 1 Action Point):**

To **Recruit a Lackey**, place your Lackey onto a Village, then add one new Lackey from your Lackey Pool to your Barracks. Your newly recruited Lackey is ready to work on your next turn. Recruit Lackeys to your Barracks laying down to indicate they're not yet ready. At the end of your turn, stand them up to indicate readiness. You may never have more than six Lackeys in play at any time. You must always have at least one Lackey in play.

Active Lackeys may be placed on:

- the Overlord's Lair tile,
- any tile that is contiguously connected to the Overlord's Lair,
- the Contested Areas bordering the Overlord's Zone of Influence assuming a Map Tile connects to the Contested Area,
- on the Kingdom of Good, assuming a Map Tile connects to the Kingdom of Good.

Lackeys may not be placed on Pitfall tiles. Lackeys may be placed on Wall tiles.

Lackeys may never be placed in any Overlord's Lair tile other than their own.

If a Map Tile contains more than one Resource or Village symbol, you may place one Lackey on each Resource or Village. You may not place more than one Lackey on each individual Resource or Village symbol.

When placing Lackeys to **Recruit**, the distance of the desired Map Tile from your Lair does not matter. You may place your Lackey directly on any legal spot in your Zone of Influence or a Contested Area if you meet the requirements to do so.

Any time you **Recruit a Lackey** the World Tension Tracker advances one space (See Sections "H. Infamy and World Tension", and "I. The Adventuring Hero" for more information).

**Recall a Lackey (Cost: 1 Action Point)** – Remove one of your Lackeys from a Map Tile on the board and place it in your Lair’s Barracks. Lackeys must be recalled to the Barracks before they can be reassigned to Harvest another Resource or Recruit a Lackey.

**Recall All Lackeys (Cost: 3 Action Points)** — Recall all your Lackeys from the board, regardless of how many are outside the Barracks. You may not use the **Recall All Lackeys** option if you previously moved a Lackey from your Barracks onto the map this turn.

- *Note: You may not **Recall a Lackey** on the same turn that it was sent to **Harvest a Resource**, **Recruit a Lackey**, or **Steal a Relic**. However, any other game effect that allows an Overlord to recall a Lackey to their Barracks still works!*

It is possible for a Lackey to become "stranded" in a Contested Area or in an opposing Overlord’s Zone of influence due to **Espionage** or any other game effect. If the Map Tile connecting your Zone of influence to that Contested Area or opposing Overlord’s Zone of Influence is removed from the board, you may not Recall your Lackey until the connection is restored. This includes the **Recall All Lackeys** action.

*Example: During Bob’s Espionage Phase he has one Map Tile adjacent to the Contested Area he shares with Joanne. He decides to use the **Infiltrate** Espionage Action to place his Lackey on one of Joanne’s Map Tiles. Before Bob’s next turn, an opposing player destroys that Map Tile using the Adventuring Hero. Bob is no longer adjacent to Joanne, so he is unable to **Recall** his Lackey from Joanne’s Zone of Influence. He chooses to **Exploit the Land** to place a Map Tile once again adjacent to Joanne. He may now **Recall** his Lackey.*

**Exploit the Land (Cost: 1 Action Point)** — Draw two Map Tiles. Choose one and place it on a Map Space within your Zone of Influence adjacent to either your Lair or at least one of your other previously placed Map Tiles.

Overlords may only place Map Tiles within their own Zone of Influence. Place the unchosen Map Tile face-down at the bottom of the Map Tile stack. If all Map Spaces within an Overlord’s Zone of Influence have been exploited, that Overlord may not choose the **Exploit the Land** Action.

Once an Overlord has **Exploited the Land** to place a Map Tile on a space adjacent to any space of The Kingdom of Good, they may Harvest from any Kingdom of Good space.

**Exploiting the Land** adjacent to a Kingdom of Good space will open you to **Espionage** from anyone else who **Exploited the Land** next to a Kingdom of Good space, and vice versa! (See Section “G. Espionage”).

*Note: Overlords may not replace a tile that has already been placed in the Zone of Influence by placing a new tile on top of it. However, Map Tiles can be discarded due to certain game effects. If any tiles become isolated from the string of tiles connected to the Lair due to one of these game effects, then Overlords may not **Harvest**, **Recruit**, or **Recall Lackeys** from those tiles until they are once again adjacent. Yes, that includes **Recalling All Lackeys**. Your Lackeys cannot find their way home!*

## Plot-Related Actions

*These are Actions involving your Plot and will only be used after collecting all required Resources or when abandoning the Active Nefarious Plot.*

**Complete a Plot (0 Action Points)** — An Overlord’s Plot may only be completed during the Action phase of their own turn. If the Overlord has obtained all the required Resources and Relics, and has all applicable Lackeys in their Barracks, **immediately Complete their Plot. This does not cost an Action Point.** Upon completion, **announce the name of the Plot in the best Evil Overlord voice**, then discard all of the required Resources to the General Supply and Lackeys to the Lackey Pool (off the board). If a Plot has an Aftermath, read it aloud. Place the completed Plot face-up in the Completed Plots section of your Overlord Playmat.

When **Completing a Plot** of any level:

- Increase your Infamy by one level.
- Advance the World Tension tracker:
  - 1 space for completing a Knavery Plot
  - 2 spaces for completing a Villainy Plot
  - 3 spaces for completing a Domination Plot
- Draw two Plot cards from any accessible Plot stack. Secretly choose one, and place it face-down in the Active Nefarious Plot section of your Overlord’s Playmat. Place the unchosen Plot at the bottom of its corresponding stack. This does not cost an Action Point.

An Overlord’s Infamy level determines the level of Plot from which they can draw:

- **Infamy Level 1-2:** Knavery-level Plots
- **Infamy Level 3-4:** Knavery- and Villainy-level Plots
- **Infamy Level 5:** Knavery-, Villainy-, and Domination-level Plots

*Note: If **Completing a Plot** requires any number of Lackeys, these Lackeys must come from your Lair’s Barracks. If **Completing a Plot** would cause you to end up with no Lackeys, you are unable to complete this Plot.*

**Start from Scratch (Cost: 0 Action Points, once per turn)** — If an Overlord does not wish to continue their current Nefarious Plot, they must place it at the bottom of its corresponding stack and lower their Infamy level by one. An Overlord at Infamy Level 1 may choose this Action without reducing their Infamy Level. Next, they must choose two cards from any one accessible stack of Nefarious Plots based on their Infamy level (see above). The Overlord secretly chooses one of these cards and places it face-down on their Overlord’s playmat. Put the other Plot on the bottom of the corresponding stack. The **Start from Scratch** Action may only be used once per turn.

## Special Actions

*These are Actions that you will use less frequently, and usually not until you have started on a Villainy Plot or certain conditions have been met.*

**Steal a Relic (Cost: 2 Action Points)** — If you have **Exploited the Land** next to any Kingdom of Good space, you may place one of your Lackeys currently in your Barracks on an unoccupied Relic space within the Kingdom of Good. Overlords may not **Steal a Relic** on which the Adventuring Hero or an opponent’s Lackey is standing. Gain one token of the corresponding Relic. You may only have one Relic at any time, regardless of its type. Only one of each individual type of Relic is available to be **Harvested** at a time among all Overlords (*see example, below*). If at any time an Overlord who currently possesses a Relic chooses the **Steal a Relic** Action, they must replace their current Relic with the newly chosen Relic.

**Stealing a Relic moves the World Tension tracker forward two spaces.**

*Example: If Bob has the Relic “Coiled Clockwork Contraption”, neither Jim, Steve, nor Bartholomew can obtain the Relic “Coiled Clockwork Contraption” until Bob **Completes a Plot** requiring that Resource, chooses a new Relic, or loses it through some other means.*

**Raid the Hero’s Treasure (Cost: 2 Action Points)** — If you have **Exploited the Land** adjacent to the Kingdom of Good, and the Adventuring Hero meeple is not currently in the Adventuring Hero’s Stronghold, you may spend two Action Points and discard one Lackey from your Barracks to the Lackey Pool (off the board) to take Resource tokens currently on the Adventuring Hero’s Stronghold. You may take a number of Resources up to or equal to your current Infamy Level.

**Raiding the Hero’s Treasure moves the World Tension Tracker forward three spaces.**

**Activate a Plot Aftermath (Cost: 0 Action Points unless otherwise stated)** — If you have **Completed a Plot** that has Aftermath text, you may activate this Aftermath once per game (unless the Aftermath states otherwise). To **Activate the Plot Aftermath**, follow the instructions on the Plot, then place the Activated Plot face-down at the bottom of your Completed Nefarious Plots pile.

**This may or may not cost Action Point(s).**

**Sweep for Infiltrators (Cost: 1 Action Point)** — You may spend one Action Point to remove from the board all Lackeys currently in your Zone of Influence that do not belong to you. Lackeys removed this way are put back into their owners’ Lackey Pool (off the board), not their Barracks.

***Note: An Overlord may never take any Action that would result in them having no Lackeys. Any other Overlord’s Action or any game effects that would reduce an Overlord to zero Lackeys reduces her to one Lackey instead. If an Overlord is reduced to one Lackey in this way, place that Lackey in the Overlord’s Barracks.***

*Example: Froedrick has infiltrated Nancy’s Area of Influence with all his Lackeys. Nancy takes this opportunity to Sweep for Infiltrators, which normally returns all Froedrick’s Lackeys to his Lackey Pool (off the board). Because this would reduce him to zero Lackeys, all but one Lackey gets returned to his Lackey Pool (off the board), and his one Lackey is returned to his Barracks instead.*

## G. ESPIONAGE

*After an Overlord has used all their Action Points and has completed the Action Phase, they then move to the Espionage Phase.*

The third phase of each Overlord’s turn is the Espionage Phase. During this phase, the Overlord has the option of committing an **Act of Espionage**, which allows the Overlord to perform a special action against another Overlord.

The current Overlord may commit an **Act of Espionage** against another Overlord only if both Overlords have **Exploited the Land** adjacent to at least one Contested Zone Map Space in the shared border between the two Overlord's Zones of Influence. If an Overlord has **Exploited the Land** adjacent to any Kingdom of Good map space, they may commit an **Act of Espionage** against any other Overlord who has **Exploited the Land** adjacent to any Kingdom of Good map space.

Examples:

- *Bob has **Exploited the Land** adjacent to a Contested Zone that he shares with Tim. Tim has not **Exploited the Land** next to any Contested Zone that he shares with Bob. **Since they are not both touching their shared Contested Zone, neither Bob nor Tim may commit Acts of Espionage against one another.***
- *Bob has **Exploited the Land** adjacent to a Contested Zone that he shares with Tim. Tim has also **Exploited the Land** next to a Contested Zone that he shares with Bob. **Bob and Tim may commit Acts of Espionage against each other.***
- *Bob has **Exploited the Land** adjacent to a Contested Zone that he shares with Tim and has **Exploited the Land** adjacent to the Kingdom of Good. Tim has **Exploited the Land** next to the Kingdom of Good. Joe has not **Exploited the Land** next to the Kingdom of Good or any Contested Zones. **Bob and Tim may commit Acts of Espionage against one another. Joe may not commit Acts of Espionage against Bob or Tim, nor they against him.***

You may only commit one **Act of Espionage** per turn unless otherwise stated by a game effect or ability.

**Acts of Espionage do not advance the World Tension Tracker.**

You may perform any **Acts of Espionage** at or below your current Infamy Level, as explained below:

- **Level 1: Glean Intel** — You must have at least one Lackey in your Barracks. Do not discard this Lackey due to this **Act of Espionage**. You may view the Active Nefarious Plot of the targeted Overlord. You may not show this plot to any other Overlords nor tell them what you saw.
- **Level 2: Infiltrate** — Place your Lackey on an unoccupied Resource space or Village on an opposing Overlord's Map Tile. Take one of the corresponding Resources from the supply. If you placed your Lackey on a Village, instead add a Lackey from your Lackey pool to your Barracks.

That opposing Overlord may not place a Lackey in the same space as your Lackey. You may recall your Lackey as per the normal rules.

*Note: You may not **Infiltrate** an Overlord's Lair. An Overlord may use the **Sweep for Infiltrators** Action to force you to discard any of your Lackeys in their Zone of Influence.*

- **Level 3: Plunder Resources** — Discard a Lackey from your Barracks, then choose an opposing Overlord and roll the Hero die (which has values of 1, 2, 2, 3, 3, and 4). On a roll of 1 or 2, the **Plunder Resources** action fails and nothing happens. On a roll of 3, you may take one basic Resource from that Overlord. On a roll of 4, you may take two basic Resources or one Relic from that Overlord.

Alternatively, you may choose to **Plunder Resources** from the Adventuring Hero's Stronghold. On a roll of **1** or **2**, the **Plunder Resources** action fails and nothing happens. On a roll of **3**, you may take two basic Resources from the Adventuring Hero's Stronghold. On a roll of **4**, you may take three basic Resources, however, you may not take a Relic.

- **Level 4: Sabotage** — Discard one Lackey from your Barracks and place a Sabotage Token on an Overlord's active Nefarious Plot. No more than two Sabotage tokens may be placed on any one Nefarious Plot.
  - If an Overlord completes a Nefarious Plot with one or more Sabotage tokens on it, they must first roll the Hero die once for each Sabotage Token.
    - On a roll of **1**, the Nefarious Plot fails. The Sabotaged Overlord chooses and discards 2 of the Basic Resources or any Relic required to complete the Plot. The Sabotaged Overlord receives no Misery Points for completing the failed Nefarious Plot and does not increase their Infamy level. Immediately after discarding the chosen basic Resources and applicable Relic, the Overlord may choose to continue working on the same Plot, or they may choose to **Start from Scratch** without lowering their Infamy level.
    - If any other number is rolled, the Nefarious Plot is successful and completed as normal.
    - Repeat for each Sabotage Token on the Nefarious Plot card.

*Note: If a Nefarious Plot that has any Sabotage tokens on it is discarded or removed from play due to any game effect or Action, all Sabotage tokens on the Nefarious Plot are discarded as well.*

- **Level 5: Assassinate** — Place your Lackey on an occupied space on an opposing Overlord's Map Tile. The opposing Overlord discards their Lackey occupying that space to their Lackey Pool (off the board). Take one of the corresponding Resources from the supply. If you placed your Lackey on a Village, instead add a Lackey from your Lackey pool to your Barracks.

That opposing Overlord may not place a Lackey in the same space as your Lackey. You may **Recall your Lackey** as per the normal rules.

*Note: As with **Infiltrate**, you may not **Assassinate** a Lackey in an Overlord's Lair.*

## H. INFAMY AND WORLD TENSION

*The World Tension Tracker drives the Adventuring Hero's movement and culminates in revealing a World Event card.*

The Infamy Tracker reflects each Overlord's level of Infamy and can be increased or decreased through various game effects. All Overlords begin at Infamy level 1. Each time an Overlord **Completes any Nefarious Plot**, move their Infamy Tracker one space higher. Infamy level dictates the types of Nefarious Plots available, the **Acts of Espionage** that can be committed by each Overlord, and the number of Resources that can be taken when **Raiding the Hero's Treasure**.

If an Overlord's Infamy level drops below the required level for their Active Nefarious Plot, they may still complete their active Nefarious Plot.

When the World Tension Tracker hits "10", a World Event card is flipped over and immediately goes into effect. Reset the World Tension Tracker is to "0". If the World Tension Tracker lands on or moves past "3", "6", or "9", the Adventuring Hero meeple moves at the beginning of next player's turn.

- The World Tension Tracker starts at "0" and moves forward one space each time a Lackey is placed on a Map Tile to **Recruit a Lackey** or **Harvest a Resource** (regardless of how many Resources are received via this Action).
- Move the World Tension Tracker two spaces forward for each time an Overlord **Steals a Relic**.
- Move the World Tension Tracker three spaces each time an Overlord **Raids the Adventuring Hero's Treasure**.
- The World Tension Tracker also moves after completing a Nefarious Plot: one space for Knavery, two spaces for Villainy, and three spaces for Domination.

Once the World Tension Tracker reaches "10", and immediately after the current Action fully resolves, flip over a World Event card & follow its directions, and reset the World Tension Tracker to "0". Any game effects that would cause the World Tension Tracker to move further past the number "10" are ignored.

If any previous World Event cards are still in effect when a new World Event card is flipped over, all the World Event Cards' effects remain in play until each individually resolves.

*Note: If an Action that causes an Overlord to Complete their Plot also moves the World Tension Tracker to "10", then the entire Action must resolve before drawing the new World Event card. This means that the player will go through all of the steps, **including selecting a new Nefarious Plot**, before revealing the new World Event card.*

## I. THE ADVENTURING HERO

*The Adventuring Hero is out to foil the plans of any and all Overlords.*

The World Tension Tracker drives the Adventuring Hero's movement. During the first phase ("Hero Phase") of each Overlord's turn, determine if the World Tension Tracker landed on or passed "3", "6", or "9" during the previous Overlord's turn.

If it did, the current Overlord rolls the Hero die and may move the Adventuring Hero a number of spaces up to the number rolled on the die (*must move at least 1 space*). The current Overlord may move the Adventuring Hero in any direction they wish, for whatever terrible purpose they desire.

*Note: If playing with Hero Quests (see Section "K. Variant Rules"), the Adventuring Hero's movement may be governed by the Hero Quest.*

The Adventuring Hero cannot move through any side of a Tile containing a Wall. If the Adventuring Hero lands on a Pitfall Trap, place the Adventuring Hero on its side. The next time that the World Tension Tracker lands on or passes "3", "6", or "9", stand the Adventuring Hero up. After standing, the

Adventuring Hero does not move until the next time the World Tension tracker lands on or passes “3”, “6”, or “9”.

*Note: Regardless of how many of these World Tension Tracker numbers are passed in a single turn, the Adventuring Hero still only moves once at the beginning of the next turn.*

During the Adventuring Hero’s movement, the following can happen:

- 1) **The Adventuring Hero lands on a Map Tile or Contested Area that contains Lackey(s) —** The Adventuring Hero ends their movement. All Lackeys currently on that tile or Contested Area are returned to the Lackey Pool (off the board). Return the Adventuring Hero meeple to the Adventuring Hero’s Stronghold, along with one basic Resource indicated on the Tile where the encounter took place. The Adventuring Hero cannot take any Relics or Lackeys to the Adventuring Hero’s Stronghold (since Relics and Lackeys are not Basic Resources).

*Note: If the Adventuring Hero lands on a Map Space within the Kingdom of Good that contains a Lackey, that Lackey is discarded to the Lackey Pool (off the board). The Adventuring Hero is returned to the Adventuring Hero’s Stronghold without any additional Resources.*

- 2) **The Adventuring Hero lands on an *empty* map space or *empty* Contested Area —** The Adventuring Hero does not return to the Adventuring Hero’s Stronghold. Overlords may not **Exploit the Land** to place a tile on this map space while it is occupied by the Adventuring Hero. Overlords may not choose any Action that would cause a Lackey to be placed on that space while it is occupied by the Adventuring Hero.
- 3) **The Adventuring Hero lands on a map tile that does not contain a Lackey —** Place a Basic Resource indicated on the Tile onto the Adventuring Hero’s Stronghold. The Adventuring Hero meeple returns to the Adventuring Hero’s Stronghold.

The Adventuring Hero may choose to **Liberate** the tile. If so, the tile is *Liberated*, meaning it is discarded and placed at the bottom of the Map Tile stack. The Adventuring Hero is returned to the Stronghold. The **Liberate** Action cannot be chosen if the Adventuring Hero ended its movement in the Contested Area. If the Adventuring Hero chooses not to **Liberate the Map Tile**, the Adventuring Hero does not return to the Stronghold.

- 4) **The Adventuring Hero enters an Overlord’s Lair —** That Overlord places half (rounded down) of their Basic Resources in the Adventuring Hero’s Stronghold. If that Overlord had a Relic, the Relic is returned to the General Supply. The Adventuring Hero returns to the Adventuring Hero’s Stronghold.
  - *Lackeys in the Overlord’s Lair are not discarded if the Adventuring Hero enters.*
  - *The Resources placed in the Adventuring Hero’s Stronghold stay there even if the Adventuring Hero moves away from the Adventuring Hero’s Stronghold, making those Resources vulnerable to being taken. (See Section “F. Action Phase & Action Points”.)*

The Adventuring Hero cannot pick up any Resource tokens placed on the map unless a card specifies that they can. They only get Resources from **Killing a Lackey** or **Liberating a Map Tile**, or when specified by another game effect.

## J. END PHASE & END OF GAME

### End Phase

After the Overlord has used their 3 Action Points and optional **Act of Espionage**, the end of their turn is triggered.

Check to see if the effects of a World Event Card have resolved.

*Example: If you flipped over the World Event Card called "Bountiful Harvest" on your last turn, it allows all Overlords to get double the Resources they Harvest during their **next** turn. Since you flipped it over on your **last** turn, and you just finished your **next** turn, the World Event card is no longer in effect, and is discarded to the bottom of the World Event stack.*

If the effects of a World Event card have resolved, evaluate to see if the game has ended based on the number of World Event Cards that have been flipped over. The end of the game is determined by the number of World Event Cards that have been flipped over, signifying the rising tension and passage of time.

The required number of World Event Cards to trigger the end of the game is based on the number of players, but may be adjusted for a longer or shorter play time. For reference:

- 1 Player – 5 World Event Cards played to trigger the last turn
- 2 Players – 6 World Event Cards played to trigger the last turn
- 3 Players – 8 World Event Cards played to trigger the last turn
- 4-5 Players – 10 World Event Cards played to trigger the last turn

### End of Game

*After enduring torture by the Evil Overlords and their Nefarious Plots for so long, the will of the world's population is finally broken! They succumb to the miserable existence you have cunningly crafted for them, without optimism, nor the hope of a brighter future. Well done, Evil Overlords!*

Once the final World Event Card has been flipped over, resolve its effects and finish the current turn as normal. All Overlords, including the current Overlord, will have one final turn each to play as normal, including moving the World Tension Tracker, the Adventuring Hero, and resolving any additional World Events.

*Example: Bob, Tim, and Joe are playing in that order. Bob flips over the final World Event card, triggering the end of the game. Tim and Joe each play their turns, and Bob takes the last turn of the game.*

After the last player has taken their final turn, the game is over! Add up your Misery Points gained from completed Nefarious Plots. To that total, add the following bonus Misery Points:

- 1 Point for each Lackey that you have on the Map or in the Barracks (but not in the Lackey Pool)
- ½ Point for each resource you currently have
- 2 Points if you have a Relic

Whoever has earned the most Misery Points is declared the winner! In the event of a tie, the Overlord with the higher Infamy Level wins. If there is still a tie, the Overlord with the most completed Nefarious Plots wins. Still tied? The tied players just roll the Hero die already! Highest roll wins.

## K. VARIANT RULES

### Playing with Hero's Quests

Players may choose to include **Hero's Quests** in their game. **Hero's Quests** can be completed by the **Adventuring Hero** during the game as Resources are accrued in the Adventuring Hero's Stronghold. To play with this variant, follow the regular rules with the following changes:

- At the start of the game, shuffle the Hero's Quest cards, and deal 3 cards face-down near the board. Place the remaining Hero's Quests nearby, face-down. There will never be more than three in-progress Hero's Quest cards in play at a time.
- When adding a Resource to the Adventuring Hero's Stronghold causes the total number of collected Resources to equal a multiple of "3" (i.e.: 3, 6, 9, 12, 15...) flip one of the face-down Hero's Quests face-up. If any situation would cause 3 or more Resources to be added to the Adventuring Hero's Stronghold at the same time, only flip one Hero's Quest card face-up.
- Until the first Hero's Quest is face-up, the Adventuring Hero is moved at the whim of the controlling Overlord.
- When moving the Adventuring Hero during an Overlord's Hero Phase or because of the World Tension Tracker, always move the Hero directly toward the nearest Resource needed to complete their current Quest. If no Resource needed is available, direction of movement is at the will of the Overlord.
- When the Adventuring Hero **Kills a Lackey** or **Liberates a Map Tile**, add the appropriate Resource to the Adventuring Hero's Stronghold, and move the Adventuring Hero to the Adventuring Hero's Stronghold.
- If the Adventuring Hero moves due to the World Tension Tracker, and:
  - *does not Kill a Lackey*, and...
  - *does not Liberate a Map Tile*, or...
  - **Kills a Lackey** standing on a Relic space, then...

Flip over the top tile from any Map Tile stack. If there is a Resource shown on this **Map Tile**, add this Resource to the Adventuring Hero Stronghold. Place the **Map Tile** at the bottom of the same stack immediately afterward. If a Resource was added to the Adventuring Hero's Stronghold in this way, *do not* return the Adventuring Hero to the Adventuring Hero's Stronghold.

- If any Overlord's **Hero Phase** ends with the Adventuring Hero on a Pitfall tile, *do not* add a Resource to the Adventuring Hero's Stronghold.
- When Resources in the Adventuring Hero's Stronghold match the required Resources on any face-up Hero's Quest card, that Hero's Quest is immediately completed. Discard to the General Supply the required Resources from the Adventuring Hero's Stronghold, resolve any effects of completing the Hero's Quest, then place the completed Hero's Quest card face-up

near the board, away from the uncompleted Hero's Quests cards. Draw a new Hero's Quest card and place it face-down next to the other uncompleted Hero's Quest cards.

- If adding Resources to the Adventuring Hero's Stronghold would cause two or more Hero's Quests to be completed at the same time, the active player may choose the order in which they are completed.
- Upon completing a *third* Hero's Quest, the game ends immediately and **all Overlords lose the game.**

The Hero's Quest variant rules are recommended for players who are familiar with Overlords of Infamy and have played the game multiple times.

### Single-Player Mode

In single-player mode, players will play as an Overlord directly against the Adventuring Hero with the goal of accruing a pre-determined amount of Misery Points before the Adventuring Hero completes 3 Hero's Quest cards. To play with this variant, follow all normal rules with the following changes:

- At the start of the game, shuffle the Hero's Quest cards, then deal 3 cards face-down near the board. Place the remaining Hero's Quests nearby, face-down. There will never be more than three in-progress Hero's Quest cards in play at a time.
- Remove all Pitfall tiles from the Map Tile stack. Randomly choose 3 Wall map tiles and return them to the box without looking at them.
- At the end of every turn, advance the World Tension Tracker one space.
- When the Adventuring Hero **Kills a Lackey** or **Liberates a Map Tile** (removing the Map Tile and placing it at the bottom of the Map Tile stack), add the associated Resource to the Adventuring Hero's Stronghold. Place the Adventuring Hero in the Adventuring Hero's Stronghold.
- When adding a Resource to the Adventuring Hero's Stronghold causes the total number of collected Resources to equal a multiple of "3" (for example: 3, 6, 9, 12, 15, etc.), flip one of the face-down Hero's Quests face-up. If any situation would cause 3 or more Resources to be added to the Adventuring Hero's Stronghold at the same time, only flip one Hero's Quest card face-up.
- Until the first Hero's Quest is face-up, the Adventuring Hero is moved at the whim of the Overlord.
- Roll to move the Adventuring Hero *immediately* when the World Tension Tracker lands on or passes "3", "6", or "9". If the Overlord still has Action Points available after the Adventuring Hero moves, the Overlord then finishes their turn.
  - If a *single* action would cause the World Tension Tracker to move past two or more of the numbers "3", "6", or "9", the Adventuring Hero only moves once.
- If the Adventuring Hero moves due to the World Tension Tracker, the Overlord may determine which direction to move the Hero, with the following requirements:
  - The Adventuring Hero may only travel within the Kingdom of Good, the Overlord's Zone of Influence, and the Contested Areas bordering the Overlord's Zone of Influence.
  - If there are any face-up Hero's Quest cards:

- The Overlord must move the Adventuring Hero in a direct path toward the closest Map Tile containing a Resource that is required to complete any face-up Hero's Quest. If the Adventuring Hero ends its movement on one such tile, **Liberate that Map Tile**; or
  - The Overlord must move the Adventuring Hero in a direct path toward the closest Lackey standing on a Map Tile or Contested Area containing a Resource that is required to complete any face-up Hero's Quest.
  - If there are two or more equidistant Map Tiles containing Lackeys or indicating Resources required by a face-up Hero's Quest, the Overlord may choose toward which target to move.
  - If there are no map tiles containing Lackeys or indicating Resources required by a face-up Hero's Quest, the Overlord may move the Adventuring Hero as normal within the Overlord's Zone of Influence, The Kingdom of Good, or the Contested Areas bordering the Overlord's Zone of Influence.
- If the Adventuring Hero moves due to a Hero die roll, and:
  - *does not* kill a Lackey, **and**
  - *does not* Liberate a Map Tile, **or**
  - kills a Lackey standing on a Relic space, **then**

Flip over the top tile from any Map Tile stack. If there is a Resource shown on this **Map Tile**, add this Resource to the Adventuring Hero Stronghold. Place the **Map Tile** at the bottom of the same stack. If a Resource was added to the Adventuring Hero's Stronghold in this way, *do not* return the Adventuring Hero to the Adventuring Hero's Stronghold.

- If Resources in the Adventuring Hero's Stronghold match the required Resources on any face-up Hero's Quest card, that Hero's Quest is immediately completed. Discard the required Resources from the Adventuring Hero's Stronghold, resolve any effects of completing the Hero's Quest, then place the completed Hero's Quest card face-up near the board, away from the uncompleted Hero's Quests cards. Draw a new Hero's Quest card and place it face-down next to the other uncompleted Hero's Quest cards.
- If adding Resources to the adventuring Hero's Stronghold would cause two or more Hero's Quests to be completed at the same time, the Overlord may choose the order in which they are completed.
- Upon completing a *third* Hero's Quest, the game ends immediately and **the Overlord loses the game.**
- To win the game, the Overlord must earn the following amount of Misery Points:
  - Easy Mode.....20 Misery Points
  - Normal Mode.....25 Misery Points
  - Hard Mode.....30 Misery Points
  - Overlord Mode.....35 Misery Points

- If the Overlord wishes to add more challenging rules to single-player mode, they may do any or all of the following:
  - Remove **all** Wall map tiles from the Map Tile stack.
  - Add “+1” to all Hero die rolls to move the Adventuring Hero.
  - Require at least 1 Knavery, 1 Villainy, and 1 Domination plot to be completed to win.
  - Move the Adventuring Hero immediately after resolving each World Event.

### Using the Adventuring Hero as a Playable Character

The Adventuring Hero is available to be used as a Playable Character as long as at least one other player is an Overlord, allowing up to **5** players to play Overlords of Infamy at the same time. In this variant, the Adventuring Hero player takes their own turn in addition to moving the Adventuring Hero when the World Tension tracker hits “3”, “6” or “9” during other players’ turns. To play with this variant, follow all normal rules with the following changes:

- At the start of the game, shuffle the Hero’s Quest cards, and deal 2 face-down Hero’s Quests to the Adventuring Hero. The Adventuring Hero secretly chooses one of these Quests and returns the unchosen Quest to the bottom of the Hero’s Quest card stack. Place the Hero’s Quest card stack face-down nearby. The Adventuring Hero does not reveal their Hero’s Quest to any Overlords until they complete their Hero’s Quest.
- Ignore the Hero Phase of each Overlord’s turn. Instead, the Adventuring Hero player moves the Adventuring Hero *immediately* when the World Tension Tracker lands on or passes “3”, “6”, or “9”. If the Overlord still has Action Points available after the Adventuring Hero moves, the Overlord then finishes their turn as normal.
- When the Adventuring Hero **Kills a Lackey** or **Liberates a Map Tile**, add the associated Resource to the Adventuring Hero Stronghold as normal, then place the Adventuring Hero in the Adventuring Hero’s Stronghold.
- If the Adventuring Hero moves due to the World Tension Tracker, but *does not Kill a Lackey* or **Liberate a Map Tile**, the Adventuring Hero flips over the top tile from any Map Tile stack. If there is a Resource shown on this Map Tile, add this Resource to the Adventuring Hero’s Stronghold. Place the Map Tile at the bottom of the same stack. If a Resource was added to the Adventuring Hero’s Stronghold in this way, *do not* return the Adventuring Hero to the Adventuring Hero’s Stronghold.
- The Adventuring Hero takes a turn in clockwise order based on where the player is seated.

*Note: The Adventuring Hero can never be the first player of the game.*

During the Adventuring Hero’s turn, they have **two** Action Points to do any of the following in any combination:

- **Move one space** – Move one space in any direction.
  - If this moves the Hero into a Lackey’s space, discard the Lackey and place the associated Resource **and** the Adventuring Hero in the Adventuring Hero’s Stronghold.

- If this moves the Hero onto an unoccupied Map Tile, they may choose to **Liberate that Map Tile**. If so, discard the Map Tile and place the associated Resource **and** the Adventuring Hero in the Adventuring Hero's Stronghold.
    - **Spy on an Overlord's Plot** - View any Overlord's Plot. Do not share it with anyone.
    - **Cycle their Hero's Quest** - Draw a new Hero's Quest, then choose to keep either their current Hero's Quest or the newly drawn one. Place the unchosen Hero's Quest Card at the bottom of the Hero's Quest Card Stack.
    - **Bombard a Wall Tile** – Destroy a Wall Map Tile adjacent to the Adventuring Hero. Do not add any Resources to the Adventuring Hero's Stronghold in this way.
- If, during the Adventuring Hero's turn, Resources in the Adventuring Hero's Stronghold match the required Resources on the current Hero's Quest card, that Hero's Quest is immediately completed. **The Adventuring Hero may only Complete a Hero's Quest during their turn**. Discard the required Resources from the Adventuring Hero's Stronghold, resolve any effects of completing the Hero's Quest, and place the completed Hero's Quest card face-up in front of the Adventuring Hero. The Adventuring Hero draws two new Hero's Quest cards and chooses one to keep. Place the other at the bottom of the Hero's Quest card stack.
- To win the game, the Adventuring Hero must complete 1 Hero's Quest for every 2 World Event cards required to end the game. If this goal is met prior to the normal end of the game, the game would instead end immediately, and **the Adventuring Hero wins**.

*Example: In a game with 4 Overlords, players would continue until 10 World Events have been drawn, then each would have a final turn. The Adventuring Hero would be required to complete 5 Hero's Quests before this happens.*

## L. OVERLORDS AND THEIR ABILITIES

**Affinity:** When an Overlord has a preference for a particular Resource (below), it is known as an **Affinity**. If an Overlord **Harvests**, or uses the **Infiltrate** or **Assassinate** Acts of Espionage to gain a Resource for which they have an Affinity, they collect one additional Resource of that type. Affinity may also apply to Lackeys, in which **Recruiting a Lackey** would result in two Lackeys being added to the Overlord's Barracks.

**Abilities:** Each Overlord has a unique ability that is always in effect. See each Overlord for an explanation of his or her Ability.

**Comrade Borgg** — “Comrade” Cedric Yancey Borgg hails from another world (which he lovingly refers to as “Mother Russia”), in which he was a brilliant scientist with a penchant for robotics and spiny mammals. Borgg spent the greater part of his life chasing an ideal known as “The Singularity” where man and technology become one and the same. However, his wildly unsafe experiments required living subjects, and he was soon unable to find any volunteers.

Comrade Borgg refused to give up so easily. Using his own body as fodder, he finally made the breakthrough he had been working toward. He was absolutely right about the potential of merging humans with machines, but he did not expect the computers to take over his mind and body in the process. Borgg now focused on one goal: “perfecting” the world through destruction.

Before he advanced too far into his schemes, the heroes of his world threw Borgg into a dimensional rift that serendipitously landed him on Planet Fred. Now he sets his sights on perfecting this world, starting with breaking the will of the people...

- **Affinity:** *SparkTech*
- **Ability — EMINENT DOMAIN:** *The first time each turn that Comrade Borgg Exploits the Land to place a Map Tile that does not contain a village, he may take 1 token of the basic Resource on that tile from the General Supply.*

**The Dark Shepherdess** — The mysterious stranger known as the Dark Shepherdess is an enigma wrapped in a conundrum. No one knows where she comes from, nor has anyone heard her speak. About all that is known about her is that she wanders from village to village with her pet Chupacabra, (affectionately named Chewie) and somehow compels any and all animals to follow her. The enthralled creatures are led back to her twisted zoo where, using a formula found in the “Perpetual Pendulum of Ponderous Persuasion”, she mutates them into aggressive variations of their normally docile selves.

While The Dark Shepherdess was away on one of her recruiting missions, the Adventuring Hero brazenly infiltrated her lair and pilfered the “Perpetual Pendulum of Ponderous Persuasion”. As the Adventuring Hero lacks any form of subtlety, the Dark Shepherdess was easily able to deduce the identity of the thieving charlatan. Since then, she has waged a war of revenge on the Kingdom of Good for housing the fool who kicked her metaphorical hornet’s nest. The once solitary beast master now bears down on the citizenry with her corrupted menagerie...

- **Affinity:** *Fauna*
- **Ability — ANIMAL MAGNETISM:** *At the beginning of the Hero Phase of her turn, if The Dark Shepherdess has only 2 Lackeys on the board, immediately place a Lackey in her Barracks. If she has only 1 Lackey on the board, place 2 Lackeys in her Barracks. This does not cost an Action Point.*

**The Dead Pirate Robhearts** — In order to earn a decent wage, Roberta Seaheart worked herself delirious aboard the “Easy Target”, a caravel belonging to a wealthy merchant. It was a tough and thankless job, but she was good at it, and found that she took pride in putting in a hard day’s work. Roberta subjected herself to the harsh sea not for herself, but for her true love, Wesley. Wesley’s gambling debts had caught up to him, and he found himself indentured to a cruel warlord. Roberta did not hesitate for even a moment before putting herself in harm’s way to pay for his release.

After a few months, she had earned enough, needing only to return home from their final shipment. Unfortunately for Roberta, the “Easy Target” ran afoul of Mistress Deepgills as she was practicing a magical ritual. A mystical maelstrom swallowed up the ship, the crew, and Roberta herself. Despite the crushing weight of the sea and the grievous wounds she suffered, Roberta willed herself not to die. Her burning desire to see her love mixed with the remaining magical energy left over from Deepgill’s spell to fulfill her wish. The magic pulled her from the depths and deposited her on shore. She woke to discover that she was neither dead, nor alive, but stuck somewhere in between. Using the remains of her former crewmates, she patched up her wounds (and missing limbs) before making her way to buy Wesley's release from his unwilling servitude.

Wesley was repulsed but what he saw, and rejected her on sight. He preferred to remain indentured than to go with such an abomination. For the second time in as many days, Roberta was crushed. If her heart could beat, it would have stopped right there. From that day forward, Roberta Seaheart was no more, replaced by *The Dead Pirate Robhearts*, sailing with a crew as undead as she, and determined to rid the world of the love and happiness that she had lost...

- **Affinity:** Water
- **Ability — PRESS-GANGING:** *If, during any other Overlord's turn, one or more Lackeys belonging to an opposing Overlord are discarded for any reason, The Dead Pirate Robhearts may add a single Lackey to her Barracks from her Lackey Pool during that Overlord's End Phase.*

**Duke Daemonhammer** — Named for his appearance, Duke Daemonhammer has been terrorizing civilizations for centuries. At least that is what people would have you believe. Truthfully, the Duke has no interest in being the evil creature that his bloodline would suggest, though he understands why the locals fear him. His true calling, however, is for the culinary arts. In fact, the hammer he carries is just an elaborate meat mallet.

Once per year, the Kingdom of Good hosts a region-wide bake-off. The Duke felt it was time to show off his baking skills, and prove to the citizenry that he was not the monster they imagined. Daemonhammer spent the following weeks perfecting recipes until he had made a top-notch soufflé.

The Duke marched off to the Kingdom of Good with his soufflé in hand and a smile on his face. The people of the Kingdom were not nearly as happy to see him and he was to be there. They threw rocks at him, chased him from the city and trampled his soufflé. At long last Duke Daemonhammer was convinced that he would never be accepted by the common folk. Perhaps it would not be such a bad idea to embrace his demonhood after all...

- **Affinity:** Food
- **Ability — DRAFTING:** *At any time during his turn, Duke Daemonhammer may trade two food Resources to place one Lackey in his Barracks. This does not cost an Action Point and can be activated any number of times per turn.*

**Frau Lumberwulf** — Ingrid Birch was an aspiring lumberjack with a love for the deep forests near her home. As Ingrid wearily stumbled back to her cabin one night after a long day of physical exertion, she tripped and rolled down a hill, only coming to rest when her arm was caught by a bear trap. Several days went by with no sign of a search party. She lost hope, and gained resentment that she could just be forgotten by her friends so easily. To compound her terrible luck, she was set upon by a pack of werewolves.

Now a new werewolf prowls the woods, swinging a logging axe with her one good arm. Ingrid has vowed not to forget that her friends left her for dead, and now Frau Lumberwulf will make sure that everyone else pays for it...

- **Affinity:** Wood

- **Ability — NATURE SENSE:** *The first time each turn that Frau Lumberwulf Exploits the Land, she must look at the top 3 Map Tiles. She then chooses 2 Map Tiles to place in her Zone of Influence and places the unchosen Map Tile at the bottom of the stack.*

**Lord Aether** — Contrary to popular belief, Magic has only existed on Planet Fred for a few thousand years. Following its spontaneous arrival, it found its way into the hut of Agatha Aether, just as she was giving birth to her son, Arthur. Magic bonded to Arthur immediately, hiding itself behind his eyes.

In his late teens, the Magic reemerged, painfully welling up inside of him. Fearful for his well-being, the kind people of his village tried to help Arthur, but without warning, the Magic exploded out of him. When the dust settled, Arthur Aether lay at the center of a crater. Nothing and no one remained, but for a charred ruin stretching out many feet in each direction.

Upon the ashes of his old village he built a fortress of pure Conjure Ore where he would live in solitude. Magic sustained him for over 3000 years, giving him unnaturally long life. However, so much time spent alone tends to warp a man's mind. Driven by insanity, Arthur Aether is now ready to demonstrate how his mastery of Magic makes him the rightful Overlord of Planet Fred...

- **Affinity:** *Conjure Ore*
- **Ability — TRANSMOGRIFY:** *Once per turn, Lord Aether may trade two Conjure Ore for any one basic resource. This does not cost an Action Point.*

**The Menace in Metal** — While digging in his backyard, little Jimmy Steel unearthed a musty suit of armor. To his surprise, the armor spoke to him, entreating him to put it on. It promised power and magic, and everything else a little boy could desire. Jimmy's curiosity won out, and he hastily climbed inside the suit.

The armor did not lie to him; it indeed made him more powerful. However, it also bonded to his flesh and became impossible to remove. The armor twisted Jimmy's mind, corrupting him until he became a champion of all that is evil and chaotic. The little boy that was Jimmy Steel is gone; he now exists as The Menace in Metal...

- **Affinity:** *Scrap*
- **Ability — ARMOR PLATING:** *Any time one or more of The Menace in Metal's Lackeys would be discarded due to the Adventuring Hero, a World Event, or Huff the Tragic Dragon (expansion), return a single Lackey to his Barracks. All other game effects still apply.*

**Mistress Deepgills** — Mistress Deepgills' birth parents considered her a monster. She was born with blue skin and cursed feet-- ill portents, if the weak-minded townsfolk could be believed. Fearing what she might become, her loving family cast their days-old daughter into the sea, believing that they had washed their hands of her.

However, as fortune would have it, she was found by a pod of Narwhals. The sea beasts raised her as their own, even imbuing her with their magic so that she could breathe underwater and speak to the sea animals. From these humble beginnings, Deepgills amassed an army of marine life and now turns her sights back toward solid ground. She'll show the world just how right they were to fear her...

- **Affinity:** *Water*
- **Ability — FLOODING:** *During the Hero Phase of her turn, before moving the Adventuring Hero, Mistress Deepgills may discard 1 water resource to move one of her Lackeys from a Contested Area or Map Tile in her Zone of Influence to an adjacent Contested Area or Map Tile within her Zone of Influence. She may then harvest the associated basic Resource or Recruit a Lackey, as shown on the new tile. Move the World Tension tracker as normal.*

**Tyrano de Bergerac** — Tyrano de Bergerac is a fine example of a coelurosaurian gentleman and is easily the oldest living creature on Planet Fred. One fateful afternoon, a bright ball of fire was seen growing larger and larger in the sky. Tyrano ran blindly as far and fast as he could in a futile attempt to escape the asteroid crashing down onto Planet Fred. Suddenly, as the inevitable collision occurred, the ground opened up and swallowed him. He fell and fell for what seemed like ages before landing in a cool, soothing body of water – The Fountain of Youth.

De Bergerac spent many years swimming in the rejuvenating waters while waiting for the dust to clear above. After a time, he climbed to the surface to survey the chaos, and found that while he was the last of his kind, against all odds, there were many other surviving species. In the millions of years that followed, Tyrano took extended periods of hibernation, waking up periodically to check the evolutionary progress of the planet’s inhabitants, while simultaneously brushing up on his manners and social niceties.

Having already lived through a mass extinction, Tyrano saw the benefits that such an event held in propelling the surviving species forward, which led him to wonder about what would happen if another extinction level event occurred. How greatly would life on Planet Fred improve?

Then and there, Tyrano de Bergerac decided that it was his responsibility to once again hit the reset button on Planet Fred. He might as well spread a little desolation and despair while figuring out just how to do so...

- **Affinity:** *Fauna*
- **Ability — CHARMING PERSONALITY:** *Once per turn, Tyrano de Bergerac may spend one Action Point to pick an opposing Overlord’s Lackey in any Zone of Influence that he may target with an Act of Espionage. Move this Lackey to any open Map Tile within the same Zone of Influence. Harvest the associated Resource or recruit a Lackey, then move the World Tension tracker as normal.*

**Viletron** — The hyperintelligent, malicious Relic known as the “Coiled Clockwork Contraption” is a machine plagued by loneliness. To fill its need for companionship, it built a synthetic woman and named her Viletron, programming her to love the Relic eternally. For a time, all was well and the two were happy, but all things must end. The Contraption decided it was finished with its experiment and cast Viletron out.

Viletron was distraught. Though she was a capable and independent woman, she could not fight that she was programmed to love something that no longer wanted her. She grew bitter and cold, taking out the rage from rejection on anyone unfortunate enough to cross her path. However, she still could not

bring herself to hate the Coiled Clockwork Contraption. In fact, it still sometimes teams up with her, when her Nefarious Plots amuse him. Viletron is determined to force the same misery she feels onto everyone she can...

- **Affinity:** Lackey (when recruiting a Lackey, this Overlord may recruit a second Lackey at the same time)
- **Ability — STEALTH AND SECRECY:** *Once per turn Viletron may discard 1 Lackey from her Barracks, or 1 Basic Resource, to commit an additional Act of Espionage. Viletron must still pay any associated costs for that Act of Espionage.*

**Waffles** — When it comes to pets, the Adventuring Hero hit the jackpot. Waffles the Corgi was just about the friendliest puppy to ever prance around the Kingdom of Good. But, as the name implies, the Hero was, more often than not, adventuring far away from home. Naturally, Waffles was sad and worried for his human while they were gone, but showed them that much more love whenever they returned home.

One day, after a particularly long adventure, the Hero returned to Stronghold with a curious Relic: The Femur of Acute Brilliance. To Waffles, the Relic looked like a huge, delicious bone. Surely his human wouldn't mind if he just took a few bites, right? Waffles leapt up and snatched the bone from the Hero's hand. In an instant, the Femur of Acute Brilliance flooded Waffles with sapience and a genius-level intellect. Waffles immediately lamented his short stature and stubby legs. He hated that the Hero neglected him for days and weeks on end. He loathed the fact that he couldn't contort his face to stop smiling. To top things off, the Hero berated and punished him for nibbling on the bone.

Waffles ran from his master and fashioned a new home for himself away from the Kingdom of Good. If he could no longer be blissfully ignorant about the world, he'd strive to make the world suffer along with him...

- **Affinity:** Lackey (when recruiting a Lackey, this Overlord may recruit a second Lackey at the same time)
- **Ability — FETCH:** *During the End Phase of Waffle's turn, if he did not Harvest a Resource, he may move one Lackey from his barracks to any open Basic Resource space within his Zone of Influence, then collect one token of the associated Basic Resource. Move the World Tension tracker as normal.*

## M. CLARIFICATIONS

### The Golden Rules

- If at any time a card or game effect contradicts these rules, that card or game effect takes precedence.
- Nefarious Plots can only be completed during the Action Phase of your turn.
- If you are forced to discard Lackeys due to any Plot or game effect, always discard from your Barracks first, unless the Plot or game effect says otherwise.

- An Overlord may never take any Action that would result in them having no Lackeys. Any other game effect that would reduce an Overlord to zero Lackeys reduces them instead to one. If an Overlord is reduced to one Lackey in this way, place that Lackey in the Overlord's Barracks.
- If you are ever forced to discard more tokens of a Resource than you currently possess, instead discard as many tokens of that Resources as you are able and ignore the rest.
- If you ever do not have an active Nefarious Plot, immediately draw a new Plot from one of the applicable Plot Level stacks.
- If you are ever required to spend an Action Point, you may only do so during your turn.
- If ever, through a combination of card or game effects, it is impossible to take any Action, **Recall all Lackeys**, then immediately end your turn.
- If your last Lackey is stranded in another Overlord's Zone of Influence and cannot be recalled, **Recall that Lackey** and end your turn.

## Plots

**Bribe Politicians in Local Governments:** The Overlord that activates this ability may play an opposing Overlord's turn in their place. All rules apply as if it were the Overlord's own turn. All game effects take place as if the Current Overlord took the Action instead of the Overlord activating the Plot Ability.

**Into the Maelstrom:** Any Sabotage tokens move with their Plots.

## World Events

**Outsourced Jobs:** Lackeys may not be placed in an opposing Overlord's Lair.

## N. GLOSSARY

### Meeples and Resources

**Adventuring Hero** — *A meddling do-gooder intent on foiling your plots.*

The Adventuring Hero travels around the map, invading Land that you worked so hard to Exploit, and then steals the Resources you create! What's more, they'll slaughter any of your innocent Lackeys that get in the way! The Adventuring Hero is represented by a large Meeple that begins in the center of the board in the Adventuring Hero's Stronghold.

**Lackey** — *It is surprisingly easy to coerce or manipulate the average citizen into doing your bidding. A warm bed, minimal pay, and a semi-full stomach appear to be acceptable compensation for manual labor, carrying out evil schemes, and being volunteered for ritual sacrifice. If an Overlord needs additional Lackeys, send a Lackey to any Village to drum up support. Each Lackey meeple represents a small gang of Lackeys.*

Individual Meeple tokens that the overlords use to Harvest Resources, Recruit additional Lackeys, and complete Plots.

*Note: Lackeys are not considered Basic Resources.*

**Basic Resource:** This can refer to any of the following: Conjure Ore, Fauna, Food, Scrap, SparkTech, Water, Wood.

- **Conjure Ore** — A naturally occurring mineral imbued with magical properties. Conjure Ore is used by expert mages in all manner of spells. Those less gifted in magic can still use Conjure Ore for basic conjurations. Represented by a gemstone. <DAZ: What will these be represented by now?>
- **Fauna** — Various animal or insect life that can be found. Animals can be domesticated, used for food, or militarized. It just depends on the situation. Represented by a cow. <DAZ: What will these be represented by now?>
- **Food** — Anything edible! Represented by a carrot. <DAZ: What will these be represented by now?>
- **SparkTech** — Components of a self-sustaining energy source used to provide power to anything from Villages to 60-foot Robots. Represented by a light bulb. <DAZ: What will these be represented by now?>
- **Scrap** — While metal contraptions are not often used anymore by the common public, their remains can be found strewn about the world. Scrap is often harvested by aspiring Overlords building the things that nightmares are made of. Represented by an anvil. <DAZ: What will these be represented by now?>
- **Water** — Anything consisting solely of two hydrogen atoms to every one oxygen atom. Represented by a water droplet. <DAZ: What will these be represented by now?>
- **Wood** — The sturdy remains of a once-proud tree. Represented by a log. <DAZ: What will these be represented by now?>

## Relics

**Relic:** One of 6 unique items used to complete some Plots.

- **Coiled Clockwork Contraption** — *The springs, circuits and gears of this strange machine form an artificial intelligence capable of manipulating its surroundings. No one is quite sure of its motivations or endgame plan, but for now, it seems content in being used for the greater evil, or for thinking of sarcastic responses to questions.*
- **Cosmic Orbs of Focus** — *A trio of Orbs, each no bigger than a large marble, continuously chasing each other in a floating circular pattern. This immensely powerful Relic harnesses the knowledge and the power of the cosmos, and can be used in Plots that affect space or the world on a planet-wide scale.*
- **Femur of Acute Brilliance** — *Upon first glance, this appears to be just any normal diamond-encrusted thigh bone. It looks the same on second glance as well, but if you pick it up, you can feel genius sparking all throughout your body!*
- **Gilded Lute of Calling** — *One might think that coating an instrument in gold is impractical and reeks of frivolous spending. While 100% true, this lute is also imbued with a significant amount of magical energy that enables it to summon creatures from the darkest depths of the planet!*
- **Perpetual Pendulum of Ponderous Persuasion** — *A hypnotic mind-controlling artifact that never seems to stop swinging, it has the potential to—what were we talking about?*
- **Pop-Up Book of Unspeakable Things** — *One cannot say what exactly lies in this book. Only the brave or depraved will venture a look. Those evil enough will find plenty in there to supplement several Nefarious Plots.*

## Other Terms

**Active Overlord:** The Overlord player whose turn it currently is.

**Active Plot:** The Nefarious Plot that the Overlord is currently working to complete.

**Adjacent:** One full side of a tile touches a full side of another tile. Corners touching does not count for adjacency.

**Discard:** When instructed to discard a Lackey or Resource, remove that Lackey (place in the Lackey Pool) or Resource (place in the General Supply) .

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