

DORN

EXPANSION RULES

The hamlet of Argos sighed with relief after the defeat of Zorkal the Necromancer. However, the dark source of evil in the depths of Dorn was not yet overcome. During winter full moon, dreadful Koschei emerged as the new Dornkeeper. He is not hiding in the darkness behind his undead hordes, but marches at their head, a fearless grim reaper devouring souls of men and elves alike. Koschei overpowered Death itself: many heroes destroyed his physical body in battle, but on the following night he rose again to lead his demonic hosts. The secret of his immortality lies in his heart, which he tore from his body and hid in a magical egg behind the Gate of Doom. There it lies on the enchanted ancient throne of the Dornkeepers. The day of reckoning is near! The fate of Argos is again in the hands of a few brave heroes, who need to venture into the depths of Dorn and silence the accursed beat of Koschei's heart forever.

1. Game components

This expansion contains:

- 6 hero sheets, 3 totem sheets, 1 Koschei sheet
- 10 plastic stands
- 10 cardboard figures
- 12 Dark Quests cards, 12 Heroic Quests cards
- 12 Treasure cards, 6 Artifact cards
- 3 Ritual cards, 3 Blessing cards
- 16 weak monsters tokens
- 8 strong monsters tokens
- 2 demon tokens, 1 Egg token
- 8 auxiliary tokens
- 15 glass stones
- 1 Expansion Rules
- 1 Monster Lexicon

2. Differences with respect to the basic version

All rules of the basic remain in place, with the following exceptions and additions.

3. Game setup

At the beginning of the game, the Dornkeeper places one randomly selected strong monster, 1 zombie, 1 skeleton, 1 giant rat, 1 phantom and 1 shadow on the black starting spaces. The Dornkeeper places the figure of the Koschei on any space within the Dark Temple. The token representing the egg is placed on Zorkal's throne behind the Gate of Doom. There are six additional heroes that the players can choose from.

4. *New Treasures, Blessings and Rituals*

New Treasure cards, Blessing cards and Ritual cards are added to the ones from the basic version.

5. *Quests*

After placing the starting monsters, the Dornkeeper randomly draws 4 out of the 12 Dark Quests, which he keeps secret. Each hero draws one Heroic Quest, which he keeps in secret from all other players. The Quest cards are revealed upon completion of the quest. Effects resulting from completion of the Quests are resolved immediately. The player chooses the reward for completed quests.

5. *Gameplay*

If several effects take place at the end of the player's turn, the player may choose the order of the effects.

Last ☠️ cannot be used to cast spells nor activate items.

6. *Crowding out*

If a monster should appear on a space that is already occupied, then it does not appear at all without any compensation for the Dornkeeper.

7. *Demons*

Demons are considered to be monsters. In each attack phase of the heroes, they can block one standard attack. Demons are immune to all effects of Blessing cards, spells and items from treasure, unless these specifically mention a loss of a ☠️. Abilities of Artifacts affect demons normally. For the purposes of completion of Dark Quests, demons are considered to be strong monsters. It is possible to summon a demon in the summoning phase instead of three weak monsters. It appears in the Ritual Chamber. A hero gets 2 experience points for slaying a demon, unless otherwise noted.

8. *Koschei*

Koschei is considered to be a demon, but cannot be summoned regularly. If killed, he can automatically reappear in the Dark Temple in the next summoning phase of the Dornkeeper which occurs at Night. Koschei reappears on the same level at which he was killed. Even if the figure of Koschei is not on the game board, he can still summon new monsters normally through the power of his magical egg. Koschei advances in levels in the same way as Zorkal. The hero who kills Koschei gets as many Experience Points as the number of Koschei's level.

If there are not at least two free spaces in the Dark Temple, Koschei can reappear anywhere in the Ritual Chamber instead.

9. Totems

The Dornkeeper can build up to three different totems at the end of the Dornkeeper's turn. To do so, he needs to sacrifice one of the two neighboring monsters and pay one Blood Drop. The totem appears on the space of the sacrificed monster. Totems can be built only five or more spaces away from both the Ritual Chamber and the Dark Temple.

If a totem is destroyed, another totem of the same type cannot be built anymore. Each totem is considered to be a demon, but it cannot move or be moved in any way. For destroying a totem, the hero gets as many experience points as the number of the totem's level.

At the end of his turn, the Dornkeeper may advance the totem by one level. Advance to the second level costs 2 Blood Drops, advance to the third level costs 3 additional Blood Drops. In one turn the Dornkeeper can thus build a totem and also advance it by one level.

Use red and white glass stones to keep track of totem's hit points and level.

10. Experience points

If a hero gets an experience point, he can take any token of a weak monster to mark it on his Hero Sheet. In case there are no tokens of a specific type of weak monsters in the reserve, the Dornkeeper can exchange a token on any Hero Sheet for a token in the reserve. The Dornkeeper can summon and control up to 8 weak monsters of the same type, 4 strong monsters of the same type and 2 regular demons. If there are not enough monster tokens available (e.g. because of Cedrik's Familiar spell), use one auxiliary token instead.

11. Familiar

If a hero summons a Familiar, it has all the characteristics of a monster, but is considered one of the heroes for the purposes of combat, Rituals, Quests or effects of spells, Treasure Cards or Artifacts. It is controlled by the hero who summoned it or acquired it. An auxiliary token is placed under a monster token to signify its Familiar status.

A Familiar cannot be summoned to a space, which is banned for monsters. It moves and attacks with the heroes. A Familiar can attack immediately in the turn it was summoned. A Familiar cannot pick up nor carry Treasure Cards or Artifacts. It also cannot enter the round spaces of the Outside Trail. If the hero uses a Blessing, its effects do not affect the Familiar he controls. Rituals affecting abilities of monsters do not have any effect on the Familiar.

The Dornkeeper does not get any Blood Drops for a Familiar that is killed, nor do any heroes get experience points. If a Familiar kills a monster, the hero controlling the Familiar gets the experience. If the hero controlling the Familiar

dies or summons a new Familiar, the former Familiar disappears immediately unless otherwise noted.

12. *Mind Control and Illusionary Image*

Mind Control and Illusionary Image can be used on any monster within range. The hero does not need to see it. If the targeted monster cannot move nor attack, it retains such a status.

If a hero takes control over a monster, the controlled monster is regarded as a Familiar. An auxiliary token is placed under the controlled monster to signify its status. If the controlled monster kills another monster, the hero gets appropriate Experience Points.

The control lasts until the hero chooses to relinquish it anytime during his turn, the hero or the monster dies or until the hero takes control of another monster. In case the hero controls two weak monsters and wants to take control over another one, he can decide which of the previous two he is relinquishing from his control.

13. *Artifacts*

If a hero picks up one of the Artifacts, he gets the corresponding Artifact card. The abilities of Artifacts can be used only during the Day.

14. *Victory of the heroes*

After the Gate of Doom is opened, the egg of the Koschei needs to be destroyed. The egg is considered as a totem and has 1 ☠. If the egg is destroyed, the heroes win the game.

15. *Victory of the Koschei*

If the Koschei kills all the heroes, he wins the game. He can also win by completing a Final Ritual, which transports his egg to an astral plane where it cannot be destroyed. For the Final Ritual to succeed, all spaces in the Crypt, the Graveyard and the Dark Temple need to be occupied at the beginning of Dornkeeper's turn.

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A lot of additional game informations can be found at www.dorn.cz.