Add these rules to the Dubious Alliance base game rules to play the Lich King and optional Secret Mission cards.

**Set Up**
Separate the Player Cards, the dragon backed Game Summary card, Level Drain cards, Trade Tracker cards and the Dubious Alliance backed Game Cards. See below to set up the optional Secret Mission cards.

Players may choose to remove the Colossal Dragon adventure cards (cards with the ‘D’ numbers in the bottom right corner) from the Game Card deck to focus on the Lich King adventure path. Remove the Lich King cards (‘L’ numbered cards) instead to play the original adventure path against Snarl the Colossal Dragon. Or play with all the Game Cards for an exciting nightmare story.

**Winning or Losing**
After all resolved cards are placed in the Active Hand, each Player takes turns checking their Survival, then Level Drain status and finally their Prestige to see if there is a death or winner. Starting to the left of the Dealer, the first Player adds and subtracts the red Survival points of all their Active Cards from their Player Card’s Survival. If a Player’s Survival is ever zero (0) or lower, that Player has died. The game ends and NO ONE wins. The first Player then checks the status of any Level Drain card they have. A Player with a ‘Dead’ status dies before checking their Prestige score. The game ends and the Lich King wins (the Players lose). Finally the first Player sums the blue Prestige points of all their Active cards. If this sum is equal to or greater than their Player Card’s blue Prestige Goal, they win. Continue to check Survival, Level Drain and Prestige for all players, then continue play per the How to Play Rules.

**Level Drain**
The Lich King and other powerful undead horrors can drain a Player of their life force. When a Level Drain special instruction first occurs, the affected Player must place a Level Drain status card above their Player Card. Level Drain cards rotate counter-clockwise for Warchiefs and clockwise for Minions.

Warchief Level Drain- Place a Level Drain card with the ‘First Level Drain’ edge facing center table the first time a Level Drain instruction is Resolved. If the Player Resolves a second Level Drain instruction, rotate the Level Drain card counter-clockwise to the ‘Final Level Drain’. A Warchief may not use their Player Card Ability when on their ‘Final Level Drain’. If a third Level Drain occurs, rotate the Level Drain card to the ‘Dead’ card edge. Unless someone is able to Discard the Level Drain card before scoring, the Warchief player will die during the scoring round, regardless of their Survival score. This ends the game.

Minion Level Drains- Place the ‘First Level Drain’ edge facing center table when a Minion is first Level Drained. If the Minion is Level Drained a second time, rotate the card clockwise to the ‘Dead’ edge. The Minion dies in the scoring round, ending the game.

**Additional Level Drain rules**
Level Drain cards are Active Cards. Any instruction to Discard cards with the key words Undead, Magic, Monster, Event or an Active Card can be used to Discard a Level Drain card. A Discarded Level Drain card is removed from the Active Hand, regardless of its status. Players may never take or Trade another Players Level Drain card.

Level Drain cards occur because of a Level Drain special instruction. If the card with the Level Drain instruction is Discarded during the Resolve step, the Level Drain does not occur. Once a Level Drain card is placed in the Active Hand, Discarding the card with the initial Level Drain special instruction does not Discard the Level Drain card.

**Secret Mission Cards**
To win in the regular rules Players have the same goal; be the first to reach your Prestige goal. Secret Mission cards offer an alternate, individual way for Players to win. Because they are not shown until a Player completes their Secret Mission and wins, Players must consider how others are Trading and Resolving cards to deduce and prevent someone from stealing a victory with their Secret Mission.

How to set up the Secret Mission
Complete these steps before starting the Set Up instructions.
1. Shuffle and Deal face up a number of Secret Mission cards equal to the number of Players.
2. Place all remaining Secret Mission cards face down and out of play.
3. Make sure all Players review the face up Secret Mission cards, so they know what missions are in play.
4. Flip the cards face down and shuffle them together. cards, so they know what missions are in play.
5. Deal each Player one Secret Mission card, face-down. Players secretly look at their mission, then place it face down under their Player Card.

How to win with a Secret Mission
Each Secret Mission card describes a unique winning condition. During the Scoring round, a Player who has met the winning condition flips over their Secret Mission card to announce their victory.

Additional Secret Mission card rules
- A Player can always win by reaching their Prestige goal, regardless of their Secret Mission.
- Do not reveal a Secret Mission during the Reveal and Resolve step. Remember, Players can still take actions against each other during these steps.
- Players score Secret Mission wins starting left of the Dealer as described in Winning or Losing.
- During scoring each Player must first sum their Survival score, check their Level Drain status, then Prestige and lastly reveal a Secret Mission win.
- A Secret Mission card is not a Player’s Hand or Active card. Instructions which allow you to peek at or Discard a card never affect a Secret Mission card.
- Instructions which allow you to peek at or Discard a card never affect a Secret Mission card.
- Players should deny and lie about their Secret Mission. Player’s may never show their Secret Mission card until announcing a win during Scoring.
- If other Players deduce your Secret Mission, do not reveal it. You can still complete the mission for the win.

If a Player reveals their Secret Mission card and discovers they did not meet the winning condition, that Player can no longer win with their Secret Mission. Continue play. Other Players can still win with their Secret Mission, and any Player can win by reaching their Prestige goal.

For the complete Lair of the Lich King rules, card drafting options, updates and more visit www.dubiousalliance.com