

**HEROES
welcome**

Merchants of Dragon Reach

Kickbacks Expansion



KICKBACKS

Monsters hate to wait. See those eager customers hanging out at the workshop, looking to buy an artifact? Well, they just keep getting more and more eager as time goes by. If they think the Heroes are headed to the Dungeon without them, they just might raise their asking price! An enterprising Goblin might be able to take advantage of the situation...

Kickbacks are a new type of card that grants a special reward when you craft for a Customer. Some of the Customers in the Workshop will have face-up Kickback Cards next to them. When you craft for that customer, you take all of their Kickback Cards. Each Kickback is a unique reward.

COMPONENTS

30 Kickback Cards

5 Kickback Loot tokens (one of each type)

SET UP

Perform these steps after the main game setup:



4

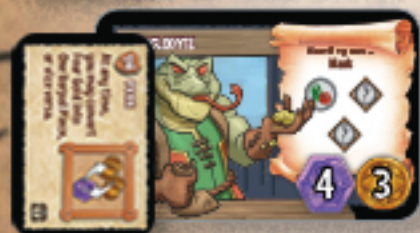
Make space for a Kickback discard pile.

Kickback Discard Pile



1

Shuffle the Kickback Cards to form a deck. Place near the Workshop.



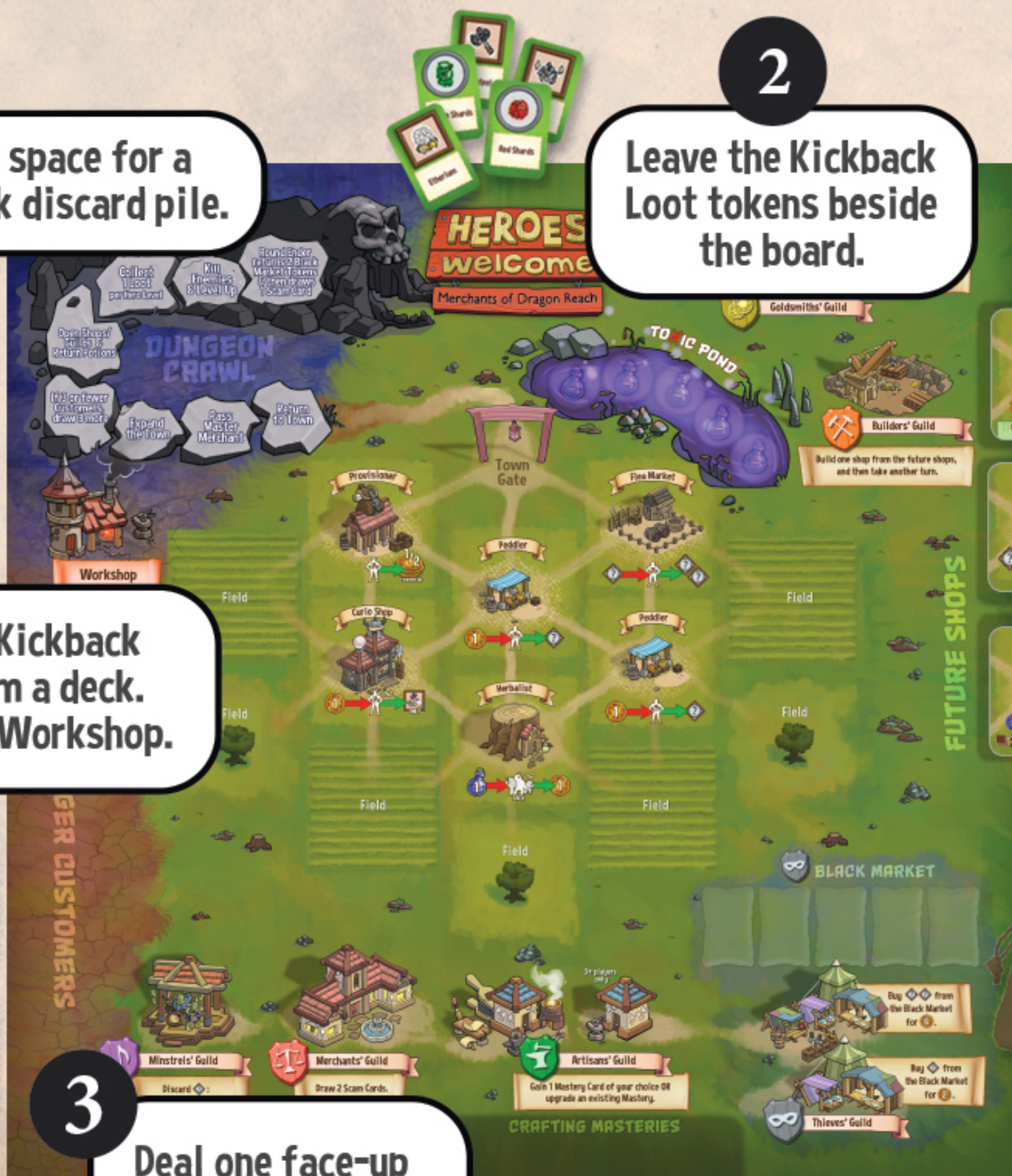
2

Leave the Kickback Loot tokens beside the board.



3

Deal one face-up Kickback to each Eager Customer in the Workshop.



EARNING AND USING KICKBACKS

Whenever you craft for a customer, you get all of that customer's Kickbacks as a reward. These rewards come in three categories:

BONUS

This is a one-time bonus that you get right away, as soon as you finish crafting for the customer. Discard it, and take the reward.



FAVOR

These cards give you a one-time effect at a later point in the game. The text on the card says when you are allowed to spend it to get the effect. Once spent, turn it face-down. You can't use it again for the rest of the game.



PERK

These cards give you an ongoing ability that you have for the rest of the game. Important: Perks do not take effect until the turn after you earn them.



The  symbol means you may keep the card until spent.



The numbers on the cards are reference numbers; they have no in-game purpose.

If a Customer leaves the Workshop during the Dungeon Crawl (e.g. because there are no Monsters in the Dungeon) put all of its Kickbacks in the discard pile.

DEALING MORE KICKBACKS

During the game, new Customers don't get Kickbacks when they first arrive at the Workshop; only the initial set of Customers starts with Kickbacks.

Whenever a player uses his turn to call for end of round, deal one face-up Kickback to each Customer in the Workshop. This is in addition to any Kickbacks that are already there. There is no limit to the number of Kickbacks a Customer can have. The Kickbacks are dealt as soon as the player calls for end of round, before anyone has a chance to veto the end of round, and before the Disgruntled Customer is placed (in a 2-player game).

Make sure all players get a chance to read the new Kickbacks before any decisions get made.



In a two-player game only, also deal a face-up Kickback to the lowest numbered Customer at the end of the Dungeon Crawl phase.

One of the Kickback cards is a special Kickback that immediately replaces itself with the next two Kickbacks when it is dealt. As soon as the card is revealed, discard it and deal the next two Kickbacks to the same Customer.

If the Kickback deck runs out, shuffle the discard pile to make a new deck.



KICKBACK LOOT TOKENS

There are five “Kickback Loot Tokens” included with this expansion. There is one Kickback Card for each Token, which grants you that Token as a reward. These function like the starting Loot Tokens; they never go into the Dungeon or Scrap Heap bags. When you spend one, return it to the edge of the board.



EVEN MORE CUSTOMERS!

You never know who—or what—is going to come out of that dungeon looking to buy an artifact. Sometimes it's an Orc. Sometimes it's a whole stinky band of Orcs.

This mini-expansion adds three variant Monster cards, which can be used to add variety to the Monster deck, or to create a longer game.

COMPONENTS

Three variant Eager Customer cards.

Three variant Monster tokens



SETUP (STANDARD GAME LENGTH)

Before setting up the main game:

1. Shuffle the three variant Customer cards into the Eager Customer deck.
2. Randomly remove three Eager Customer cards from the deck, and return them to the box face-up.
3. Sort the Eager Customer deck in ascending order of card number.
4. (Optional) Add the variant Monster tokens to the pool of Monster tokens, then remove three at random from the game.

SETUP (LONGER GAME)

Before setting up the main game:

1. Add the three variant Customer cards to the Eager Customer Deck.
2. Sort the Eager Customer Deck in ascending order of card number.
3. Add the variant Monster Tokens to the pool of Monster Tokens.

SPECIAL RULES: VARIANT MONSTER TOKENS

The three variant Monster Tokens have a gold icon as well as a Hero portrait on the front side. When one of these tokens is revealed, add three gold pieces to the backpack of the Hero shown on the token. Then remove the Token from the game; it doesn't increase the Hero's level.



RANDOM TOWN GENERATOR

When you're ready to move on, there's more places to make a profit than just Dragon Reach. There's Griffon Sound and Wyvern Neck and... who comes up with these names? Anyway, be warned: not every town is exactly the same.

COMPONENTS

6 Starting Shop tiles



SETUP

As soon as the game board has been placed on the table, shuffle the starting shops and deal one in place of each of the shops printed on the board. Then set up and play the game as you would normally.

SPECIAL RULE

The starting shop tiles count as "built shops" for the purposes of the Big Juju card.



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