

12 realms

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Siegfried, Snow White, D'Artagnan, Red Riding Hood, and the other 12 Realms' heroes are being reunited for one last great adventure. The Lords of Darkness have joined forces to completely conquer and subjugate all the known Lands, and only the combined efforts of all the greatest heroes can halt their nefarious plan.

12 Realms is a fast and lighthearted cooperative game for 1 to 6 players. All players must band together to stop the Lords of Darkness' overwhelming hordes from pillaging the 12 Realms. Individual invaders can be defeated by using each hero's different talents, but to vanquish the Lords of Darkness you must claim a powerful artefact.

In their quest to stop the invasion, the heroes can travel together between different lands, or they can try to single-handedly defend a Realm. Each of the 12 Realms is an individual land, with its different treasures and towns, populated by unique creatures.

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In Association With

Basic Terminology


Charm


Combat


Swiftness


Magic


Craft


Gold


Crown

Before proceeding with the game's rules, we feel it would be beneficial to familiarize yourself with the following terms and their particular meaning within the game's context:

Affiliation

Some cards and tokens are considered affiliated with a particular realm. You can recognize a card's affiliation by looking at the symbol on its top-right corner. If it matches the symbol on the top-right corner of the Realm board then the card is affiliated with that realm. A token is affiliated with a Realm if its back side matches the top-right symbol of the Realm board.

Valkyrie matches the Realm Symbol:



Refresh

Refers to the action of refreshing the Talent tokens of a player's hero. Example: When asked to refresh a Charm talent, you can reuse (during your turn and one time only) one of your hero's used Charm talents.


Refresh 1 Charm Talent


Refresh all Talents

Exploit

Refers to the action of removing a hero's Talent token for the current round in order to perform an action (Example: When asked to exploit a Swiftness Talent, remove one of your hero's Swiftness Talent tokens in order to trigger the Swiftness action).



You can also exploit tokens from any cards you have collected thus far (such as Town cards). It is not possible to perform an action when the necessary Talent tokens required have already been exploited during the round.



Exception: A blue Talent token can be exploited but must be placed back to the remaining unused Talent tokens.

Vulnerability

Refers to the symbols present on an Invader, Treasure, or Artefact token. In the case of Invader tokens, these symbols are shown in different groups. When attempting an action against a token's Vulnerability, a player is only required to exploit Talents matching one symbol's group (of the player's choosing), not all of them.

See examples below:



To claim this Artefact you must exploit:





To find this Treasure you must exploit:





To defeat this Invader you must exploit:





To defeat this Invader you must exploit:





To defeat this Dark Lord you must exploit:



Hero Card



Realm Cards





Town Card







Game Setup

The players first decide which Realms they want to include in their game. For a balanced game it is recommended to use:

1 PLAYER	1 REALM
2 PLAYERS	2 REALMS
3 PLAYERS	3 REALMS
4-6 PLAYERS	4 REALMS

The above table is simply a suggestion. The players are free to decide how many, as well as which, Realms to use.

We will call ***Active*** Realms the ones selected by the players and ***Sleeping*** Realms the ones left out. Set apart all components affiliated with ***Active*** Realms and put back into the game box those affiliated with ***Sleeping*** Realms. You will not need them for the rest of the game. From this point out, anything referencing actions to be done to or with realms will be meant to refer to only ***Active*** Realms.

From the ***Realm cards*** , separate the ones marked by the Lord of Darkness symbol (on the left). Choose only one single Lord of Darkness card for each Realm and put the remaining Lord of Darkness cards back into the game's box. Place each Lord of Darkness card close to the affiliated Realm. The Lord of Darkness card also has a matching square token that is used when the Lord appears in their respective Realm.

Heroes Setup: Randomly determine the first player; play will proceed clockwise. Each player, in turn, chooses one hero card. He then places the respective hero miniature on a town area of a realm board of his choosing. Each player takes enough red Talent tokens to place on the Talent symbols of their hero's card. These are used to help track talents as they're exploited and refreshed.

Prepare the Realm Deck: Shuffle together all the remaining Realm cards. Mix together the cards for all of the ***active*** realms but remember to exclude cards belonging to the sleeping realms, ***Lord of Darkness*** cards (set aside earlier) and the ***Town*** cards, which will be used to purchase things during the game. Place the Realm deck face down close to the playing area.

Prepare the Town Deck: Shuffle together all Town cards, and then leave the Town deck face down in an area easily accessible by all players.

Prepare the Realm boards: For each Active Realm repeat the steps below.

Step 1 - Place a Realm board in the gaming area.

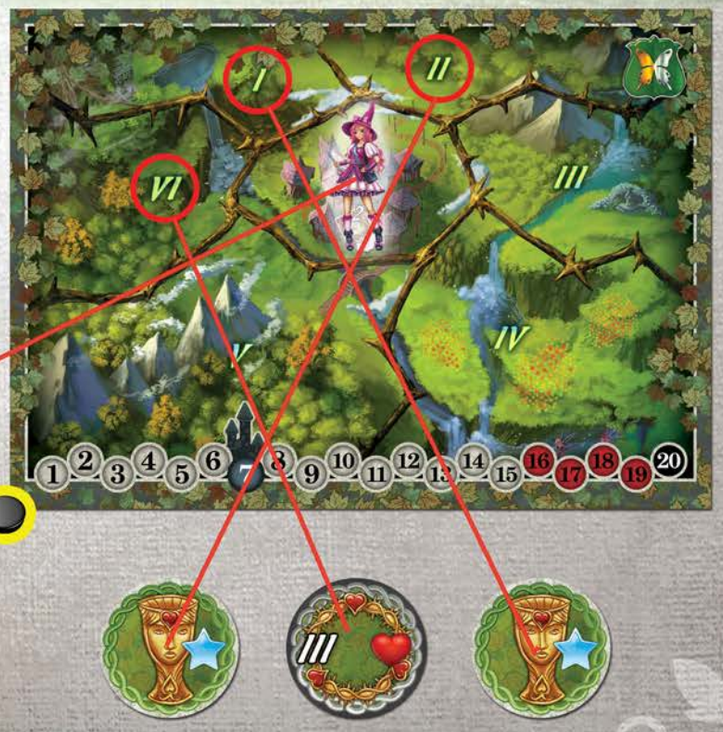
Step 2 - Gather all of the Realm's affiliated tokens close to the board and proceed to Steps 3, 4 and 5.

Step 3 - Place one randomly chosen Artefact token on the board's area marked by the number VI (see below).

Step 4 - Place one randomly chosen Treasure token on the board's area marked by the number I (see below).

Step 5 - Place one randomly chosen Treasure token on the board's area marked by the number II (see below).

Step 6 - Place the Invasion marker (yellow outline below) beside the Invasion track of each Realm. You can substitute those markers with your ***Dark Lord miniatures***.



Basic Rules

The basic game takes place over a series of turns, divided into three phases: ***Invasion***, ***Perform Actions***, and ***Refresh***. Players continue to take turns until they manage to defeat every realm's Lord of Darkness (as explained in the ***"Defeating Lords of Darkness"*** section (page 9). An in-depth explanation of each phase follows:

1. Invasion

12 ***Update Invasion Tracks:*** The Invasion marker of each Realm board must be moved forward by one space for each Invader token (including the Lord of Darkness token) present on its board. If the Invasion marker moves over the track's last space (number 20) the game is over and the players are considered defeated.

NOTE: Due to the fact that there are no Invader tokens on the Realm boards during the first turn, this step can be skipped during the first turn.

-2 ***Resolve Powers:*** If there are any invaders on Realm boards with either the powers ***Curse***, ***Marauding***, or ***Summon*** then their effect must be resolved in this step of the Invasion phase. The effects of the above powers are explained in the ***"Invader Powers"*** section (page 10).



Draw Realm cards: You draw 2 cards per Realm plus one extra card (page 6, green outline). (Example: If you play with 3 Realms, then you would draw 2 cards per Realm plus an extra card-thus totaling 7 cards per turn). ***If the deck is empty***, simply reshuffle all discarded cards together to create a fresh Realm deck. For any Invader cards drawn, resolve them as explained in the ***"Invader Appearance"*** section below. If any of the drawn cards are labeled (bottom-right corner) ***Treasure*** or ***Artefact***, resolve them as explained in the ***"Additional Rules"*** section (page 9).

 ***Artefact***

 ***Treasure***

NOTE: In a solitaire game, while using 1 Realm, you draw 2 cards for a balanced game and 3 cards if you wish to try a harder level.



Invaders Appearance: Roll the Area die and then take the Invader token whose illustration matches the Invader card drawn and place it on the area of the Realm board that matches the result rolled. Its card is then discarded to the Realm deck discard pile.

2. Perform Actions

Each player, in turn order (starting with the first player and following clockwise), is designated the ***active player***. The active player may have his hero perform any of the actions listed below as many times as he wishes as long as all of the restrictions are observed. Actions can be performed in any chosen order and can even be combined (Example: A hero may first ***Confront an Invader***, then ***Move***, then ***Confront an Invader*** again etc.).

-? I-VI ***Action - Move:*** The ***active player*** may want to move his hero from one ***area*** (Realm) of the map to any other adjacent area by first exploiting one ***Swiftness token*** and then placing his hero token to the ***new area***. A hero cannot move when all of his Swiftness tokens have already been ***exploited***.

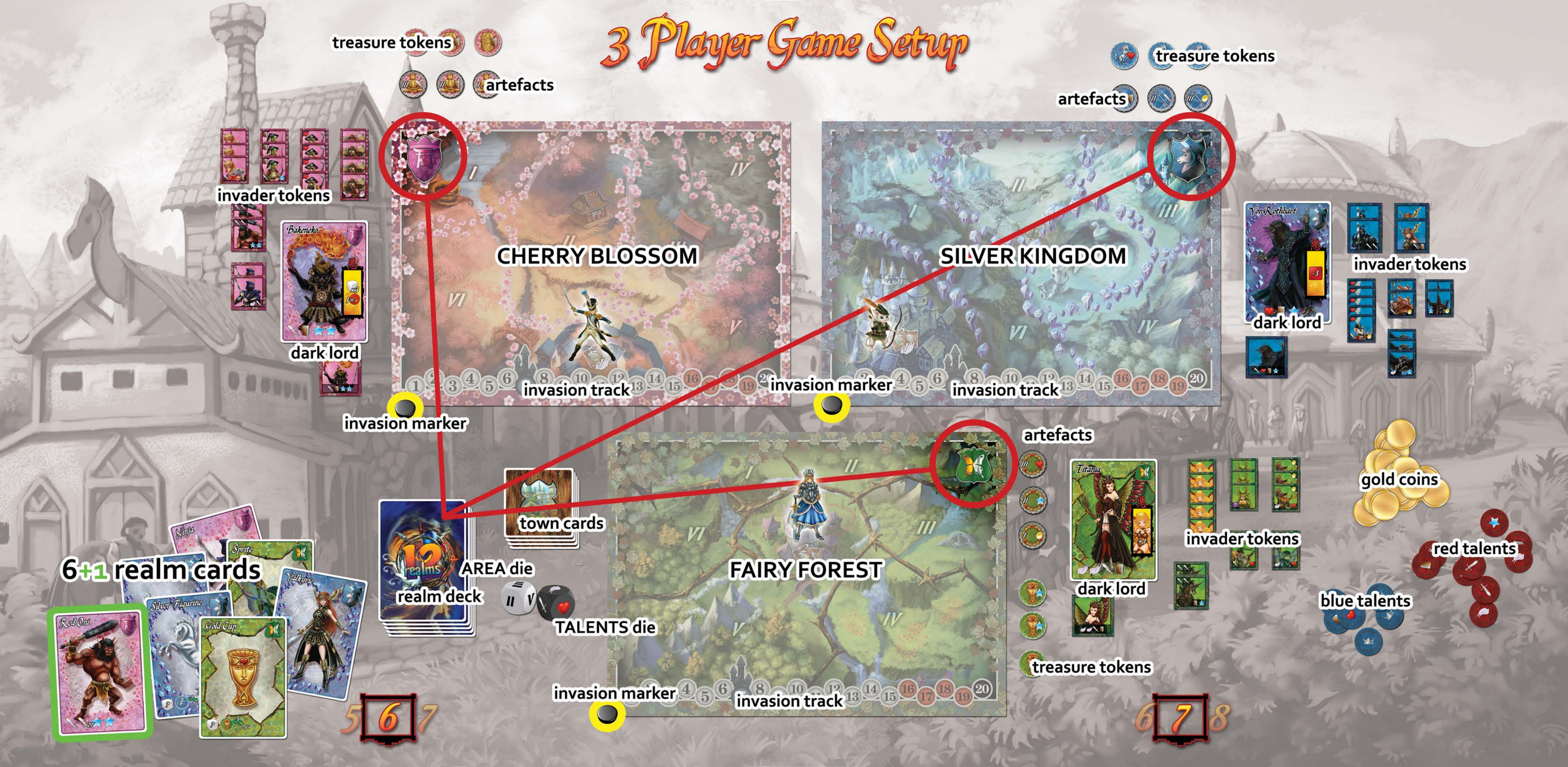
-? ***Action - Confront an Invader:*** This action can involve any Invader token located in the same area as the active player's Hero token.

The player declares a challenge against one of the eligible invaders (those present in the same area). Some ***Invader powers*** (reference them in the related rules section) may affect the player's hero prior to the confrontation. If that is the case, resolve the Invader power first, before proceeding with the Confrontation action

If the active player can exploit enough of his hero's Talent tokens as required by the challenged Invader's vulnerability, then the confrontation is successful and the invader is defeated. The defeated Invader's token is immediately removed from the board and put back with the rest of the Invader tokens. Note that some Invader powers may be triggered by their defeat. In this case follow the specific instructions before removing the Invader token from the map and before attempting any other confrontation actions.

NOTE: All Invaders in the hero's area can be confronted as long as the active player can exploit the required Talent tokens.

3 Player Game Setup



Action - Claim a Treasure: This action can be attempted if there are any Treasure tokens present in the same area as the active player's hero miniature.

If the active player can exploit as many of his hero's talent tokens as required by the target treasure's vulnerability, then the attempt is successful and the treasure is claimed. The respective Treasure token is immediately removed and placed back into the tokens pile (page 6-7) and then the active player gains a gold coin.

Action - Claim an Artefact: This action can be attempted if there are any Artefact tokens present in the same area as the active player's Hero miniature.

If the active player can exploit the required amount of Talent tokens required by the specific artefact's vulnerability, then the attempt is successful and the artefact is claimed. The respective Artefact token is removed from the map and kept by the active player.

Action - Trade Artefacts: All players in the ***same area*** as the active player's hero, may freely trade ***any*** of their Artefact tokens between them.

Action - Visit Town: This action can be performed if the active player's Hero miniature is located in a Town area. Furthermore, a ***Swiftness Talent token*** must be exploited for the action to occur. You are then permitted to draw two cards from the Town deck. If the Town deck is empty, simply reshuffle all discarded cards together to create a fresh Town deck. You are only allowed to keep ***one*** of the two drawn cards and only if you can exploit the required amount of ***gold*** as specified on the card (top-right corner). Finally, discard all cards that you are not keeping.

NOTE: You must first exploit a Swiftness token for each purchase action of drawing two cards and choosing one.

Action - Travel: The active player can choose this option only when his Hero miniature is located in a town. To travel, the player places his hero in a new town located in any other realm. The player's ***"Perform Actions"*** phase ends immediately and it becomes the next player's turn.

Ending a Perform Action Phase: This phase ends once a player has exploited the last of his Hero's Talent tokens or he simply cannot, or does not, want to perform any other action. It is then the next player's turn to ***Perform his Actions***.

3. Refresh

Once ***all*** players have completed their respective ***Perform Actions*** phases, it is time to resolve the ***Refresh*** phase.

All players can refresh all of their exploited Talent tokens.

Game Basic Notes

The process of exploiting a Talent to overcome an Invader's Vulnerability can be more accurately described as using:		*The process of claiming a Treasure or Artifact can be explained as using:*
Charm to convince the Invader to betray its master		***Charm*** to gather information on the treasure's whereabouts
Combat to challenge the Invader to a duel		***Combat*** to fight the treasure's guardian
Swiftness to catch a fast Invader		***Swiftness*** to nimbly avoid the treasure's traps
Magic to cast a binding spell		***Magic*** to neutralize an impassable barrier
Craft to trick the Invader into a trap		***Craft*** to disarm the treasure's traps
Gold to bribe the Invader into leaving the Realm		***Gold*** to pay for a guide to lead you to the treasure's exact location

Additional Rules

This section will explain uncommon game features not covered by the Basic Rules.

Aegis Rule: Some ***Town cards*** have special rules (lower left corner) which take effect once the Aegis special action is performed. To perform an Aegis action simply ***discard the Aegis card*** (remove any additional Talents granted by the card to your Hero) and put the Talent tokens back into their pile. The card's particular rule can then take effect.

NOTE: the Aegis action can take effect at any moment, not just during the Perform Action phase. An aegis action can even be played as a reaction to an Invader Power.

Allies in a Confrontation: If any other Hero is present in the same area of an active player's challenge, the active player may ask the involved players to participate in this action. Any player accepting his request will be designated as an ***Ally*** with the active player being designated as ***Leader***. Allied players may contribute to the Confrontation by exploiting any necessary Talents, but only the Leader can be affected by any Invader Powers.

Treasures:

• Randomly select a Treasure token and place it onto a random area of the board affiliated with the Treasure card.

• Discard the card to the Realm deck's discard pile.

When the Treasure is claimed (through the ***Claim a Treasure*** action) the Hero involved in the action receives ***one gold coin*** and the Treasure token is removed from the Board back to the pile of Treasure tokens.

Artefacts:

• Randomly select an Artefact token that is affiliated to the Artefact card and place it on a random area of the board affiliated to the Artefact card.

• Discard the card to the Realm Deck's discard pile.

When the Artefact is claimed (through the Claim an artefact action) the Hero involved in the action receives the Artefact token. The Active Player needs ***all three Artefacts*** that are affiliated to a Lord of Darkness in order to confront him.

When the Artefact is claimed (Claim an artefact action) the Hero involved in the action receives the Artefact token.

16 ***Lord of Darkness:*** As soon as the Invasion Marker moves over one of the red marked spaces (numbered 16 and up), then the affiliated Realm's Lord of Darkness enters into play. Place the Lord of Darkness Token on a randomly determined area of its affiliated board as you would for any standard Invader as explained in the ***Invader Appearance*** rule in the ***Invasion*** section.

To be able to Challenge a Lord of Darkness, the Active Player must possess ***all 3 Artefacts (see Artefact Tokens numbered as I, II, III)*** affiliated to the same Lord of Darkness. Additional Heroes may confront the Lord of Darkness as Allies.



If a Lord of Darkness is defeated, remove his token from the map as usual (remember to apply the effects of any Invader Powers triggered by his defeat), and remove his affiliated Realm Invasion Marker from play. From now on, every drawn Invader card affiliated with the same Realm of the defeated Lord of Darkness will be ignored (their Invader tokens will not be placed on the map).

When the last Lord of Darkness has been defeated, the game is immediately over and declared a victory for the players.

Randomly determined Area: Some cards, or Invaders Powers, can affect an area. When asked to randomly select an area, the player rolls the ***Area die*** and picks the area matching the result.

Area die  ***Talents die***

Randomly determined Talent: "When asked to randomly select a Talent, the player rolls the Talents die and acquires the talent which was rolled. The Talents die can also be used to randomly determine an Invader's Vulnerability.

Crown Talent: This Talent acts as a Wild Card and can be exploited instead of any other Talent (***except Gold***).



Invaders Powers

Invaders Powers are specific rules that may be listed on some Invader cards. You can see these powers on the lower right-hand corner of a creature card or inside a black frame of a Dark Lord card.

Blast: Takes effect when a player challenges an Invader with the Blast power. Roll the ***Area die*** for each level of the Blast power. If any of the dice show a ***"1"*** result, the Active Player immediately ends his ***Action Phase***.

Unyielding: Takes effect when a player defeats an Invader with the Unyielding power. Roll the ***Area die*** for each level of the Unyielding power. If any of the dice show a ***"1"*** result, this Invader's token is not removed from the map.

Summon: Takes effect during the Resolve Powers step of the Invasion phase. A new token (as specified by the Summon power) must enter play in the same Realm but in a random area.

Changeling: When a player challenges an Invader with the Changeling power, the Invader's Vulnerability is randomly determined by rolling the Talents die for each level of the Changeling power. A player cannot challenge the same Changeling Invader more than once per turn.

Sorcery: Takes effect when a player challenges an Invader with the Sorcery power. The player must (if he is able to) exploit a randomly selected Talent for each level of the Sorcery power ***(Blue Talent tokens are not affected by this power)***. A Confrontation then takes place as normal, but note that as a result of the Sorcery power, the player may not have enough Talents to defeat this Invader.

Treasure: Takes effect when an Invader with the Treasure power is defeated during a Confrontation action. The Active Player immediately gains one Gold Talent token.

Curse: Takes effect during the Resolve Powers step of the Invasion phase. Each player on the same Board as an Invader with this power must exploit a randomly selected Talent for each level of the Curse power ***(Blue Talent tokens are not affected by this power)***.

Horde: Takes effect when an Invader with the Horde power is placed on a board. Place as many identical Invader tokens as indicated by the number after the power. Each token must be placed in the same area. For example: If such a Token has the number 2, then you take 2 tokens + 1 which states the original Token and all 3 of them are placed in different areas of the same Realm.

Marauding: Takes effect during the Resolve Powers step of the Invasion phase. The Invader's token, with the Marauding power, is moved to a new random Area.

Advanced Rules

Black Fortress

The Black Fortress takes place in the Basic Game only if you choose it and only if you feel that you want to increase the difficulty Level. Once built, the Black Fortress provides protection to the Dark Lords' Invading Army!

The Rules of the Fortress:

- No Invader in the same Area as the Black Fortress can be challenged until the Fortress is destroyed!

- If a Realm's Invasion Marker moves on or over the space numbered 7, then the process of building this Realm's Black Fortress starts as explained below.

Building the Black Fortress: When the Invasion Marker is placed on, or past, the number 7 spot on a Realm, you will build the Black Fortress by placing it in the same area as the Last Invader. The Invaders which come up in the same Realm that the Black Fortress has been built, are placed in the same area with the Black Fortress. If the Black Fortress is removed from its Realm, then the upcoming Invaders will be placed in that Realm based on the results of the area die.

NOTE: The Black Fortress appears ONCE per Realm!

Destroying the Black Fortress: The Black Fortress is treated as an Invader with a  which means that a hero must exploit  during a Confrontation action to defeat it.

Once defeated, remove the Black Fortress from the Board.

Buildings and Trade

THE MINIATURES ARE SOLD SEPARATELY

Buildings reveal additional ways to spend your collected gold by purchasing useful cards which upgrade your Hero and prepare you for the Lords of Darkness. During game setup, place each of the 3 buildings, in any order, on each Realm (1 per Realm). If you are playing with 4 Realms, then one Realm (your choice) will not have a Building token. If you are playing with only 1 or 2 Realms, then you can decide which Building tokens to use (remember, only 1 Building token per Realm).



STABLE



INN



BAZAAR



Trade Cards: are sorted into ***3 small decks, 6 cards each***. The cards from each deck have the illustration of the building they represent on their back. Prepare each deck, shuffle the cards, and place them face down in an accessible area located by all the players.

-2 ***How you draw cards:*** Once your hero reaches an area where a Building is placed, you can spend 2 gold coins to purchase 1 Trade card to use accordingly. ***You do not need to exploit a Swiftness token to purchase these cards.***

NOTE: When you purchase a card either from the City, or any of the 3 decks, you can use it immediately.

The Dark Player

Before the game begins, you choose a ***"Dark Player"*** who will control all Invaders. Thus, no Area die will be used in the ***Invasion*** phase.

Here's what the Dark Player can do:

1) He draws the cards in each round from the Realms deck and places the Invaders in the areas according to their ***Affiliation***.

2) The Dark Player places Treasures and Artefacts in the areas also according to their ***Affiliation***.

3) He owns a deck of 12 cards called ***Event cards*** (3 cards per Realm). Before the game begins, he sets apart these cards and places them face down. He draws 3 such cards, selects 1 to activate and then places the rest back into the Event cards deck. He can activate 1 Event card per Realm (always during his turn) if the Invasion marker is on the same number (or above) as stated on the chosen card.



The Event cards affect both the Heroes and the Invaders. But there are several which actually help the Heroes. The Event cards stay active for 1 Round, at which point the Dark Player discards it to the Event cards discard pile. ***The Event cards cannot be stopped by any player or card in the game.***

4) The Dark Player also controls the Black Fortress. He chooses the area it will be placed.

Remember: The Fortress appears only ONCE per Realm.

Event Cards



Event card's Name

Minimum Invasion Track Number needed to activate this card

Affliliation

Effect



The Invasion Marker is on number 4 so the Ghost Ship Event card can be activated.

Playing With Variants

You can combine Variants and Advanced Rules to get various types of gameplay and adjust the difficulty:

VERY EASY
the Basic Game + the 3 Buildings

EASY
Play the Basic Game

MEDIUM
the Basic Game + the Black Fortress + the 3 Buildings

HARD
the Basic Game + the Black Fortress + the 3 Buildings + the Dark Player + the Crab

NIGHTMARE
Play the game with all Variants and Advanced Rules IF you dare



Above you can see the Silver Kingdom Realm with the Stable Building token and the Event cards deck on the top-right. The cards corresponding to the Stable are also placed by the side of the board. You can choose randomly which Building to place on each Realm, keeping in mind the Talents you will need during play.

NOTE: The Building tokens cannot be placed in the Town Area of a Realm's board. They can only be placed on Areas I-VI.

Variants

The Crab

THIS ITEM IS SOLD SEPARATELY



When you manage to defeat the ***Bone Island's*** Dark Lord, you will be left with a crab wearing a pirate hat! The Crab follows you to all other Realms and areas to help you during future ***Perform Actions*** phases by giving you additional ***blue Talents*** (corresponding to the Dark Lord you defeated). For example: If you defeated ***Jack Rackham***, then you would acquire his tokens by taking ***blue Talent tokens*** for each of his ***Vunerability*** Talents: Swiftness, Combat, Charm and Craft. Each time you use one of those talents, it does not refresh. When all ***blue Talents*** are gone, the Crab will no longer follow you, so use him wisely!

Bonus Town Cards

We have included over 23 Town cards (regular and bonus) in every 12 Realms game. I order to enjoy a balanced game, we strongly recommend you to always use a quantity of 23 Town cards. The Bonus cards (quantity of 10) can be distinguished from the regular Town cards by the ***red banner*** on the top left portion of the card. These cards can be used as part of the Town Cards deck, but remember to always keep the deck's card count to 23. Here are their effects:



Your Hero becomes immune to Dark Magic.



Discard this card to move your Hero to another Realm without losing your turn.



Discard this card to refresh all of your Hero's red Talents.



Discard this card to destroy the Black Fortress.



Exploit any blue or red Talent to defeat one random Invader.



Exploit any blue or red Talent to defeat one random Invader.



Discard this card to refresh all of your Hero's red Talents.



Your Hero becomes immune to Dark Magic.



Discard this card to move your Hero to another Realm without losing your turn.



Discard this card to destroy the Black Fortress.

Promo Invader Cards

THIS ITEM IS SOLD SEPARATELY



This pack consists of 12 ***Petrified Invader Cards*** and 12 ***Petrified Tokens***, 3 per Realm. As you know, each Realm consists of 19 cards (17 Invaders & 2 Dark Lords). The 17 Invaders, along with the Artefacts, Treasure Cards, etc, are part of the Realms Deck. You can substitute some of the basic Invader Cards and tokens with the promo ones in order to make the game more difficult. ***Petrified Invaders should be treated as having double Talents***. Thus, if a Valkyrie, with a vulnerability of 1 sword and 1 book, was Petrified then you would need 2 swords and 2 books to defeat her.

Questions

1. If you enter an area with an Artefact or Treasure and an enemy, can you take the treasures without defeating the enemy?
Yes you can.

2. Can you move through an area with monsters you can't defeat?
Yes.

3. If all Artefacts have been put on the table, what happens if you draw an Artefact card?
If that occurs, you draw another card.

4. If a player's Hero has a Gold talent and several Gold tokens and he proceeds to purchase something, can he exploit the Gold Talent every round - thus refreshing the Gold Talent?
He can exploit the Gold Talent only once per turn.

5. Could you give gold to another player who has nothing so that he can buy something? Also, can a player with a Gold Talent give his gold to another player and then simply refresh his own money at the end of the round?
No. This is your hard earned bag of coins, why would you even consider doing that?

6. If you got the Berserker Axe and you are fighting a changeling Invader and you throw the sword token, is the effect to then take back one swiftness and one sword token?
Yes.

7. Do you need Swiftness to travel between towns?
If you want to travel from one Town to another in a different Realm, you can, but you lose your turn (unless you have a beneficial card such as Pegasus).



8. Can you continue your turn after traveling with the Fliying Pig or Pegasus?
Yes, if you have the remaining Talents to exploit.

9. Why Artefact and not Artifact?
The word comes from the Latin phrase arte factum: ars (skill) and facere (to make). We wanted to spell it differently since this is a fantasy themed game and thought it fits well enough.

10. Does the Berserker Axe effect stack if you hit the Invader with another Talent, other than Combat, while the Invader is also weak against Combat?
No, only a Combat Talent should be used.



11. Is Dark Magic and Sorcery the same? In the rules, there is no Invader effect called Dark Magic.
No, Dark Magic actually represents all the negative powers that the Invaders and Evil Lords have. If a hero is immune to Dark Magic, it means he is immune to any of the powers: Sorcery, Blast, Curse and Unyielding.



12. Does the starting gold of one player's character (ie Snowwhite) also refresh in the refresh tokens step?
Few players have the Starting Gold ability. During the Refresh phase, the Hero card that has a Gold Talent is refreshed along with all of the other Talents. This way, you can simply gather Gold by ending your turn and waiting for the Refresh phase.



13. Which are the four of the 12 Realms inculded in this game?
The four Realms included in this edition are: Fairy Forest, Silver Kingdom, Cherry Blossom and Bones Island.



Fairy Forest



Silver Kingdom



Bones Island



Cherry Blossom

Thank You

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Symbol Interpretation

Basic Symbols

- A Red Talent
- A Blue Talent
- A Red or Blue Talent
- **Curse Symbol** referring to Red Talents only
- **Aegis:** Discard the card to use it's effect
- Spend -1 gold
- Exploit -2 Swiftness Talents
- Hero symbol
- Invader symbol
- Defeat 1 Invader
- Defeat all Invaders
- In any Realm except this one
- Refresh as many Talents as the number stated
- Refresh all Talents
- Move or Place
- Realm symbol
- Area symbol
- In the same Area or Realm
- Roll the Talents die 1 time
- Roll the Area die 3 times



Changeling: Roll the Talents die 4 times to set the Vunerability of the Dark Lord

Sorcery: Before fighting this Dark Lord, exploit randomly 3 of your Heroe's Red Talents



Unyielding: Roll the Area die 3 times, after you defeat this Dark Lord. If you roll "I" then this Dark Lord remains on the board and has to be defeated again





Summon: Summon +1 such Invader in a random Area of the Realm

Blast: Roll the Area die 3 times. If you roll "i" then your Hero loses his/her turn



Curse: After you defeat this Dark Lord, exploit 3 Red Talents in random



Additional Symbols



Defeat the Invader in the image to trigger an effect



Destroy the Black Fortress immediately



Your Hero loses his/her turn



Roll the Area die to see where you must place a token



For this round, All Invaders in this Realm can be defeated only with Charm Talents



Your Hero is immuned to any Invader Black Magic powers, when equipped with this item