ROLLING REALMS

COMPENDIUM

Rolling Realms Redux is based on **Rolling Realms**, a separate standalone game with 11 different realms and a Minigolf solo mode. In addition, dozens of promo realms have been published.

Any combination of 9 realms can be used in a game. This brings the number of possible realm combinations for one round of Rolling Realms to over 40,000.

This Compendium is an addition to the rulebooks for Rolling Realms Redux and Rolling Realms. In it, you will find an elaboration on the rules of all 66 realms currently available.

Both Rolling Realms and Rolling Realms Redux are compatible with the **Risky Rewards** mini expansion and the **Beyond the Realmiverse** solo campaign.

With **Risky Rewards**, you can boost your games of Rolling Realms with additional possibilities for gaining resources and scoring stars. **Beyond the Realmiverse** is a replayable 4-chapter solo campaign, in which you draw, mix, and choose realms to complete a series of challenges.

The Rolling Realms base game, the promo realms, the Risky Rewards mini expansion, and the Beyond the Realmiverse solo campaign are all available separately from **www.stonemaiergames.com**.

Rolling Realms Redux features a box big enough to hold all realms and expansions ever released.

GENERAL REALM RULES

- All realms require players to use dice (referred to as **#s**) to mark, fill, or outline portions of the card. If a realm asks for a number, that number comes from the dice rolled at the beginning of the turn. Each player may adjust these numbers (or even "create" additional dice) by spending resources or using realm abilities. On overview of the resource benefits can be found at the back of this Compendium. These resource benefits only apply to the player spending the resources or using the ability.

- Some realms refer to "rolled" dice (e.g., Poker). In those instances, you must look at the dice as they are actually rolled. This means the base value of the rolled dice—you may not use resources or realm abilities to manipulate or create dice for this purpose.

- Some realms refer to "the other rolled die" (e.g., Rock-Paper-Scissors). Unless otherwise stated on the realm card, these rules apply:

  - If you assign one of the rolled dice, "the other rolled die" is the die you didn't assign to that realm.

  - If you assign a created die, "the other rolled die" is either of the two rolled dice.

  - The die you use as "the other rolled die" stays available for use in other realms—you don't use up its activation. The order in which you activate the realms doesn't matter—i.e., you may first use a rolled die to activate a realm, and you may use that die as "the other rolled die" in another realm later that turn.

- Some realms have you mark stars as they are completed; others have you mark stars at the end of the round. However, you **may** always mark a star as soon as you are sure you scored it.
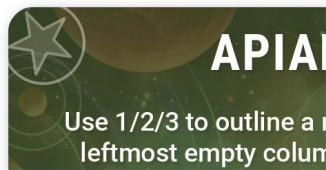*Example: As soon as you have written 3 #s in one shop in Flamecraft, you may immediately mark a star.*

- You can **never** score more than 6 stars in a realm, even if a realm doesn't explicitly mention this limit. In most realms, it's impossible to score over 6 stars, but some realms offer the possibility to theoretically score more. In those realms, all stars scored above 6 don't count.

*This is the artwork that is featured on every card back. It is the original Rolling Realms box art by **Miles Bensky**, and it features the 11 realms (based on Stonemaier games like Wingspan, Viticulture, and Scythe) found in the original Rolling Realms game. Miles also illustrated the Risky Rewards mini expansion and the Beyond the Realmiverse solo campaign— that artwork can be found on the divider cards.*

REALM-BY-REALM EXPLANATIONS

Wondering how to tell the realms apart? The realms included in the Redux box have a hex in the upper-left corner. The promo realms (sold separately) have a star in that corner. The original Rolling Realms realms have no symbol there.
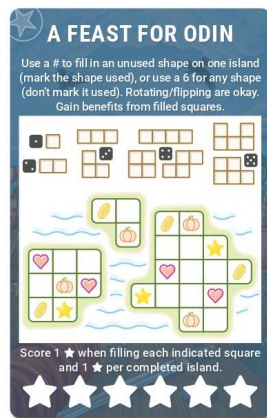
SPACESH Write a # in the top bo set, then also bring do

APIAI Use 1/2/3 to outline a leftmost empty colum

EUPHO Either mark one # OR you if a pair is rolled (the se

In this Realm Compendium, the symbol is included after every realm title. For the original Rolling Realms cards, this is a 🎲 symbol.

A Feast for Odin ☆

USAGE: Use a # to pick a matching unused shape and fill it on one island. Mark the shape as used. When assigning a ⚃ you can choose any shape (even used ones) without marking it as used. It's okay to rotate or mirror shapes as you see fit. Gain benefits from filled squares on the islands.

SCORING: Score ★s when filling indicated squares on islands. Additionally, score 1 ★ per completed island.

Realm design: Inga Keutmann
*Background artwork: Dennis Lohausen*

A FEAST FOR ODIN

Use a # to fill in an unused shape on one island (mark the shape used), or use a 6 for any shape (don't mark it used). Rotating/flipping are okay. Gain benefits from filled squares.

Score 1 ★ when filling each indicated square and 1 ★ per completed island.

Apiary ☆

USAGE: Use a ⚀/⚁/⚂ to outline a matching bee in the leftmost empty column.

Alternatively, you can use any # to age all active bees. To age bees, mark each outlined hex, outline the hex (or hibernation symbol) below, and gain the benefit in between.

SCORING: Score 1 ★ per strength 4 bee that ages into hibernation.

Realm design: Karel Titeca
Background artwork: Kwanchai Moriya

APIARY

Use 1/2/3 to outline a matching # in the leftmost empty column OR use any # to age (∨) ALL active bees: Mark each outlined hex, outline the hex below, and gain the benefit in between.

Score 1 ★ per strength 4 bee that ages into hibernation.
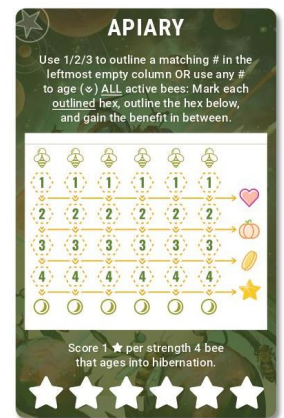
Architects of the West Kingdom ☆

USAGE: Write a # from left to right either in the Cathedral (top row) or the Field (second row) and gain the benefit. When writing in the Cathedral, the values must be in decreasing order, while in the Field, the values must be in increasing order. *E.g., if you write a 5 in the leftmost box of the Cathedral, the second number you write there must be 4 or lower.*
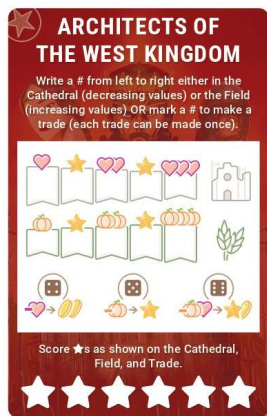
Instead of writing a number, you can mark a # in the bottom row to make a trade: cross off the applicable resources and gain the benefit. Each trade can only be made once.

SCORING: Score ★s as shown on the Cathedral, Field, and Trade. To score all 6 ★s, you must write at least 4 #s in both rows, and you must make the rightmost 2 trades.

Realm design: Shem Phillips and Sam Macdonald
Background artwork: Mihajlo Dimitrievski

Ark Nova ☆

USAGE: Use a # to gain its benefit multiplied by the number of outlined (uncrossed) circles, then cross off those circles (meaning every outlined circle can only be used once). The first circle on columns ⚀, ⚁, and ⚂ are already outlined at the start of the game.

At the end of every turn, outline 1 circle under 1 rolled die that you didn't use in this realm, even if you didn't activate this realm at all. This means you get to outline exactly 1 circle at the end of every single turn, **except in turns when you assign both rolled #s to Ark Nova** (e.g., by using 🎃s). For this purpose, use the # as rolled (you can't manipulate it). Don't use created #s to outline circles. Skip outlining a circle at the end of turn 9, as you will not gain benefits from that circle anymore.

Example: In the first turn, you roll a ⚀ and a ⚄. You use both #s in other realms. At the end of the turn, you outline a circle in the ⚀ column. In your next turn, you roll a ⚀ and a ⚂. You use the ⚀ to mark both outlined circles in the first column to gain 2 🎃s. At the end of the turn, you outline a circle in the ⚂ column.

A ⚅ counts as any #, either when activating the realm, or when outlining a circle at the end of your turn.

**SCORING:** Score ★s as gained from ⚃s and ⚄s.

Realm design: Jamey Stegmaier
Background artwork: Loïc Billiau and Dennis Lohausen

Atiwa ⬡

USAGE: When you assign a #, either outline any matching terrain card (⚀/⚄: *column 1,* ⚁/⚃: *column 2,* ⚄/⚅: *column 3*) *(the top-left terrain card is already outlined)* and gain the depicted resources or ★s, <u>OR</u> use the # to circle <u>up to</u> that # of bats on terrain cards that have already been outlined. <u>After</u> outlining a card or circling bats, you may mark exactly 3 circled, unmarked bats to gain 1 🎃 or ♡. Marking circled bats is a free action, but <u>you may only do it once per activation</u> (i.e., you may <u>NOT</u> mark 6 bats at once).

**SCORING:** Score ★s on outlined terrain cards. Score 1 ★ if you <u>circled</u> all bats and an additional 2 ★s if you also <u>marked</u> them all.

Realm design: Karel Titeca
Background artwork: Andy Elkerton
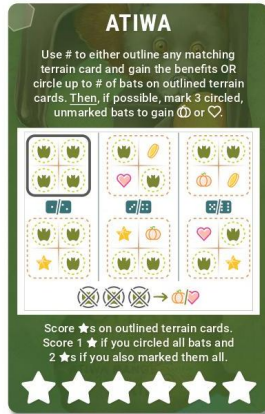
Between Two Castles 🎲🁢

USAGE: Use a # to fill a square. In every column, fill squares with numbers <u>from the bottom up</u>; numbers on top must be lower than those below. This rule applies to individual columns, so there's no need to fill all three ground-floor spaces before you can write anything on the second floor.
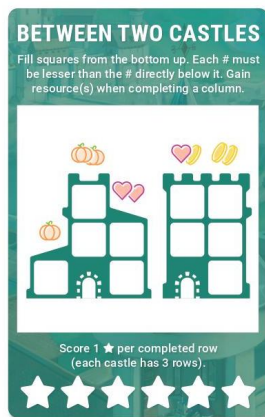
Example: It's perfectly okay to fill the square right above the door in either the left or the right castle as the very first action in Between Two Castles.

When you complete a column, gain the resource(s) noted at the top of the column. The doors are considered filled.

SCORING: Score 1 ★ per completed row (not column!) in a castle. Each castle has the potential of being worth 3 ★s.

Realm design: Jamey Stegmaier
Background artwork: Bartłomiej Kordowski

Between Two Cities 🎲🁢

USAGE: Fill a square with a number; identical numbers can't be orthogonally adjacent (i.e., sharing a side). Gain the depicted resources when you complete a row or column.

SCORING: Score ★s equal to the lower score of the other two realms used this round. This score cannot be higher than the number of filled squares in Between Two Cities.

SOLO COMPATIBILITY: This realm can't be used in chapter 2 and chapter 4 of the Beyond the Realmiverse solo campaign.

Realm design: Jamey Stegmaier
Background artwork: Beth Sobel

Biddy & Walter ☆

USAGE: At the start of every turn (right after rolling the dice but before activating any realm), immediately mark an outlined cat craving based on the dice sum (3–5: food, 6–7: play, 8–11: sleep, 2 and 12: nothing happens), and gain the resource at the end of that craving's row. If no matching cat craving is outlined and unmarked, you must outline 1 grumpy cat (max. 6), unless all 6 matching cravings have been marked already.

BIDDY & WALTER

At the start of every turn, mark an outlined cat craving based on the dice sum, and gain the resource. Every time you fail to do so for sums of 3-11, outline 1 grumpy cat. When you activate, assign a # to outline one (1/2/3) or two (4/5/6) cat cravings.

Score 6 ★s if your cat is purrfectly happy. Subtract 1 ★ per grumpy cat.

When activating the realm (i.e., when assigning a die to the realm), you can assign a # to outline one (# 🎲/🎲/🎲) or two (# 🎲/🎲/🎲) cat cravings. The assigned # determines which cravings to outline. Don't gain any resources when outlining.

SCORING: If you outlined no grumpy cats, you score 6 ★s. Subtract 1 ★ per grumpy cat. So, if you outlined 2 grumpy cats, you score 4 ★s.

SOLO COMPATIBILITY: This realm can't be used in the Beyond the Realmiverse solo campaign.

Realm design: Karel Titeca
*Background artwork: Agnieszka Dabrowiecka*

Boonlake ☆

USAGE: Use a # to outline a lever. The # determines the row(s) you may choose. To do so, you must first pay the resource cost, if any. At any time, even when you are not activating the realm, you may mark the area below an outlined lever to gain the left benefit (you forfeit the ★).

BOONLAKE

Use a # and pay the cost to outline a lever (🎚). At any time, you may mark the area below an outlined lever to gain the left benefit.

Score 1 ★ per outlined lever where you didn't gain the left benefit.

SCORING: Score 1 ★ per outlined lever where you didn't mark the area below—i.e., where you didn't gain the left benefit. You can never score more than 6 ★s.
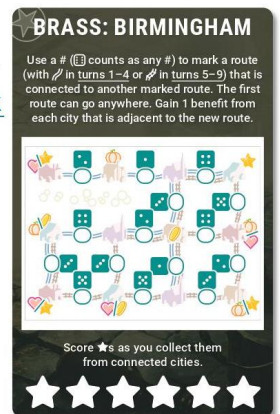
SOLO COMPATIBILITY: This realm can't be used in chapter 2 of the Beyond the Realmiverse solo campaign.

Realm design: Karel Titeca
Background artwork: Klemens Franz
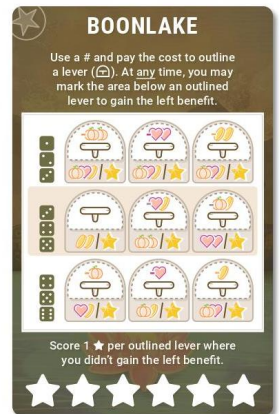
Brass: Birmingham ☆

USAGE: Use a # (a 🎲 can be used as any #) to mark the checkbox on a route. You can only mark canals in turns 1–4, and you can only mark railroads in turns 5–9. Routes that have both a canal and a railroad can be marked in any turn, but only once. The route you mark must be connected to an already marked route (except the first route—that one can go anywhere).

BRASS: BIRMINGHAM

Use a # (🎲 counts as any #) to mark a route (with 🚢 in turns 1-4 or 🚂 in turns 5-9) that is connected to another marked route. The first route can go anywhere. Gain 1 benefit from each city that is adjacent to the new route.

Score ★s as you collect them from connected cities.

After marking a route, gain [1 benefit from each of the 2 cities connected by the route](some cities don't offer benefits). Don't mark the benefits—you can gain them several times by marking multiple connected routes.

SCORING: Score ★s as you collect them from connected cities. Be sure to [immediately] mark the ★s, as you can't trace back at the end of the round to determine which benefits you chose from the connected cities. You can never score more than 6 ★s.

SOLO COMPATIBILITY: When playing [RRR Ball] in leagues IV or V, in turn 0 you can only mark canals.

Realm design: Karel Titeca
Background artwork: Mr. Cuddington

Can't Stop ☆

USAGE: Use a # to outline the [bottommost] triangle in the matching column, if you haven't marked "stop" yet in that column. Don't gain any benefits yet.

After marking a triangle, you may choose to stop. To do so, mark "stop" in that column and [immediately] gain all outlined benefits from that column. You can only stop in a column you are activating, i.e. after assiging a 🎲, you can't choose to stop and collect in the ⚅ column.

SCORING: Score marked ★s from the columns where you stopped. You can never score more than 6 ★s.

Realm design: Karel Titeca
*Background artwork: Klemens Franz*

CAN'T STOP

Outline a triangle (bottom-top) in a column where you haven't stopped. You may then immediately mark "stop" in that column; if you do, mark and gain all outlined benefits from that column.

Score marked ★s from the columns where you stopped.
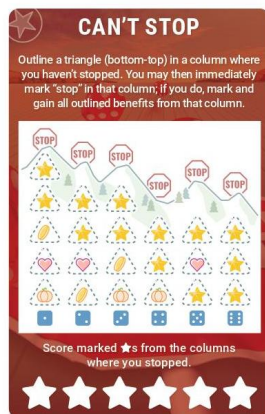
Charterstone 🎲

USAGE: Use a # to mark a building and gain a resource. Then note [the other rolled die] on the corresponding crate. If you use a created # to mark a building, choose one of the rolled dice to note on the crate. The # you note is always a rolled die as-is. It cannot be adjusted using pumpkins. The noted die remains available to be used in another realm.

CHARTERSTONE

Either use a # to mark a building and gain a resource (then note the other rolled die on the crate; that die remains available for another realm) OR mark all crates matching the #.

Score 1 ★ per marked crate with a # noted in it.

Alternatively, when 1 or more crates are filled, instead use a # to mark ALL crates matching that #.
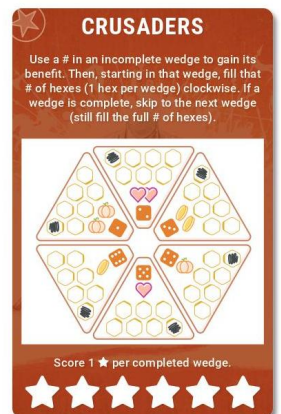
SCORING: Score 1 ★ per marked crate with a # noted in it.

Realm design: Jamey Stegmaier
Background artwork: Mr. Cuddington
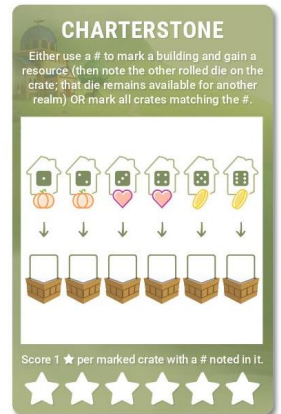
Crusaders ☆

USAGE: Use a # in an incomplete wedge to gain its benefit. Then, starting in that wedge, fill that # of hexes clockwise, [1 hex per wedge]. While doing this, if a wedge is completely filled, skip to the next wedge, until you have filled the required number of hexes (or until all wedges are full).

CRUSADERS

Use a # in an incomplete wedge to gain its benefit. Then, starting in that wedge, fill that # of hexes (1 hex per wedge) clockwise. If a wedge is complete, skip to the next wedge (still fill the full # of hexes).

Score 1 ★ per completed wedge.

SCORING: Score 1 ⭐ per completed wedge (= all hexes are filled).

Realm design: Seth Jaffee
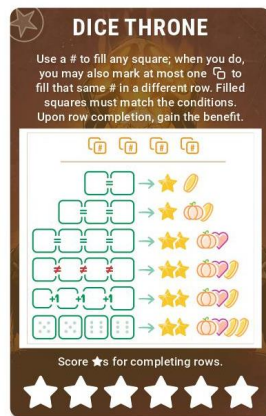*Background artwork: Adam P. McIver*

Dice Throne ☆

USAGE: Use a # to fill any square, matching the conditions on the rows.

Rows 1, 2, 3: all numbers on a row must be equal.

Row 4: no 2 adjacent numbers may be the same.

Row 5: the difference between 2 adjacent numbers must be exactly 1 *(e.g., 2–3–4–5)*.

Row 6: the filled numbers must be 5–5–6–6.

For an extra challenge, make sure no number repeats on row 4.

<u>After using a #</u>, you may mark a 🔲 (<u>at most once per activation</u>) to fill that same # in a different row, following the conditions of the new chosen row.

SCORING: Score ⭐s for completing rows. You can never score more than 6 ⭐s.

Realm design: Karel Titeca
Background artwork: Manny Trembley

Dinosaur Island ☆

USAGE: Use a # to either increase the security level, or to add a dinosaur.

To increase the security level, use a # and mark <u>up to</u> that # of shields. *E.g., in your first turn you assign a* 🎲. *You mark shield 7–8–9. The security level is now 10.*

To add a dinosaur to your park, use a # and outline a matching dinosaur. Gain the resource(s). <u>From now on, the depicted visitors are in your park</u>. But <u>the total number of visitors</u> (on outlined dinosaurs) <u>may never be higher than your security level</u>. This means you cannot add a dinosaur if it would take your number of visitors above the security level.

SCORING: Score 1 ⭐ for every 3 visitors in your park.

Realm design: Karel Titeca
Background artwork: Kwanchai Moriya

Dog Park ⬡

USAGE: Choose a dog to walk. <u>You can only walk one dog at a time</u>, until it has reached 🏠. When you use a #, continue walking your chosen dog or choose a new dog to walk. Move <u>up to</u> that # of steps rightward. Choose a spot to stop and outline the 🔴 or 🦴 and gain the column resource, if any.
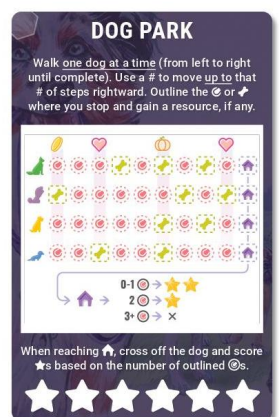
SCORING: When reaching 🏠, cross off the dog and score ⭐s based on the number of outlined 🎯s in that dog's row. If you outlined 0 or 1, score 2 ⭐s. If you outlined 2, score 1 ⭐. If you outlined 3 or more, you don't score any ⭐s. You can never score more than 6 ⭐s.

Realm design: Karel Titeca
Background artwork: Holly Exley

Eminent Domain ☆

USAGE: Use a # to mark the bottommost unmarked box in the matching column and gain the benefits in that box.

SCORING: Score ⭐s from specific marked boxes. You can never score more than 6 ⭐s.

Realm design: Seth Jaffee
Background artwork: Gavan Brown

EMINENT DOMAIN
Use a # to mark a box (bottom to top) and gain the benefits in that box.

Score ⭐s from specific marked boxes.
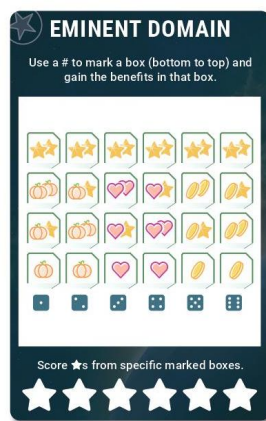
Euphoria 🎲

USAGE: Mark one # in either area, then gain a resource/star based on the sum of all marked numbers in that area. If the rolled dice make a pair (before resource manipulation), you may mark that number in both areas and gain beneifts for both (the second # remains available to use in another realm).

SCORING: After marking a number, if the sum of all marked numbers in that area is between 4 and 10, immediately score 1 ⭐. You can never score more than 6 ⭐s.

EUPHORIA
Either mark one # OR you may mark both #s if a pair is rolled (the second die remains available for another realm). Gain a benefit based on the sum of that area.

| 1-3 | 4-10 | 11+ |

After marking a number, if the sum of all marked numbers in that area is between 4 and 10, score 1 ⭐ (max of 6 ⭐s).
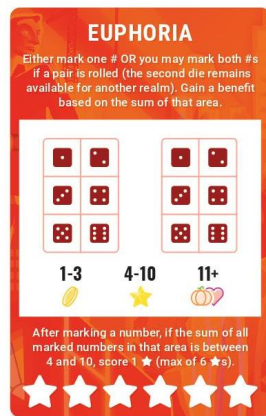
There's no limit to how many stars you can score per area—i.e., it's okay to score 4 ⭐s in the left area and 2 ⭐s in the right area.

Realm design: Jamey Stegmaier
Background artwork: Jacqui Davis

Expedition ☆

USAGE: Use a # to move clockwise exactly that many hexes to an unfilled hex (don't skip filled hexes when moving). Start from the "Start" hex, and in later turns from the outlined hex. Use the openings between the hexes to move—i.e., at a junction you may choose your direction, but you can't go sideways when 2 hexes are next to each other. Fill the previously outlined hex (where you started this turn), outline the current hex, and gain the current hex's benefit.

SCORING: Score 1 ⭐ per indicated hex.

EXPEDITION
Use a die to move clockwise that # of hexes to an unfilled hex. Fill the previous hex, outline the current hex, and gain the current hex's benefit.

Score 1 ⭐ per indicated hex.

What game is this realm based on?

The name of the realm is "Expedition," but it is based on the game "Expeditions". We had already printed the promo pack prior to entering production on the Expeditions game, which was named Expedition until very late in the process when another game was released under that name, prompting the pluralization for the final name. The realm is now a single expedition in a vast world. The clockwise exploration mechanic was also deprecated during development of Expeditions.

Realm design: Jamey Stegmaier
Background artwork: Jakub Różalski
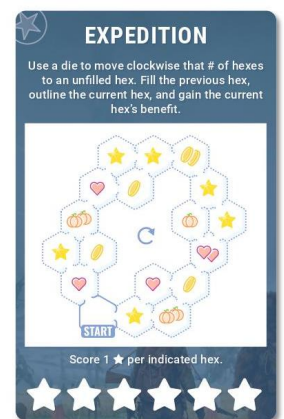
Flamecraft ⬡

USAGE: Use a # to either ENCHANT or GATHER.

When you ENCHANT, the # value doesn't matter—outline any resource circle on one of the three shops.

When you GATHER, write the # in a matching shop (a ⚀ cannot be used to GATHER), then gain and mark that shop's outlined, unmarked resources, and then you may activate the shop's ability.

In the first shop, you may ENCHANT again. In the second shop, you may GATHER again using the same # (as if you would activate the realm again). In the third shop, you gain 1 🎃 or 💗.

SCORING: Score 1 ⭐ per shop where you outlined both resource (enchant) circles, and 1 ⭐ per shop where you gathered 3 times (= 3 numbers are written).

Realm design: Karel Titeca
Background artwork: Sandara Tang

Fleet: The Dice Game ☆

USAGE: Use a # to mark a box in a matching column (top-down) and gain the benefit. As soon as you mark the bottommost box in a column (★), you engage the ability for this round. That ability is now immediately active for the remaining turns, in all realms.

The leftmost ability lets you choose resources before you gain them. *E.g., you mark a square in Wingspan that gives you a 🎃. You take a 🪙 instead.*

The middle ability lets you alter one die by ±1, only for you, and only if both rolled dice are odd (⚀/⚂/⚄). It counts as a "rolled die" for all purposes. You can't alter below ⚀ or above ⚅. *E.g., a ⚂ and ⚄ are rolled. You decide to alter the ⚂ to a ⚁. You activate Charterstone and write a "2" on a crate in the ⚄ column. You then spend 2 🎃s to alter it further to a ⚀, and you write a "1" in Legacy of Yu.*
When combined with Biddy & Walter, you may choose the order of operations. *E.g., a ⚂ and ⚄ are rolled. If Biddy & Walter's start-of-turn ability triggers first, you will have to mark a pillow, just as everyone else. If you choose to first alter the ⚂ to a ⚁, you (and you alone) will mark a yarn instead.*

Once the rightmost ability is engaged, you score 1 ★ in Fleet in every turn in which all 3 realms are activated, including in the current turn.

SCORING: Score ★s as benefits for marking boxes and from triggering the rightmost ability.
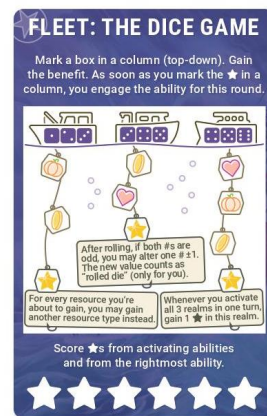
RISKY REWARDS: You may combine the middle ability with the "Create Pair" reward from **Risky Rewards**. *E.g., a ⚁ and a ⚄ are rolled. You use the "Create Pair" reward from Risky Rewards to change this to a pair of ⚄s (only for you). Then, you engage the middle ability from Fleet and you change one of the dice by +1. Thus, the rolled dice are for you (and you alone) a ⚄ and a ⚅.*

SOLO COMPATIBILITY: This realm can't be used in chapter 2 and chapter 4 of the **Beyond the Realmiverse** solo campaign.

Realm design: Randal Lloyd
Background artwork: Marius Janusonis and Nolan Nasser

Genotype ☆

USAGE: The realm has 3 **Punnett squares**. Use a # to fill a die symbol in a matching row or column header of any Punnett square. You may outline the entire row or column, if this is easier for you.

When two filled #s in a Punnett square intersect, mark and gain the intersecting benefit. *E.g., You have already marked the ⚀ in the top Punnett square, and now you also mark the ⚂. Mark and gain the 🪙.*

Upon completing a Punnett square, fill any # (of your choice) in this realm. If you do, gain new benefits, if applicable.

GENOTYPE

Fill a #. When two filled #s in a Punnett square intersect, mark and gain the intersecting benefit. Upon completing a Punnet square, fill any # in this realm.

Score each marked ★ and 1★ per completed square.
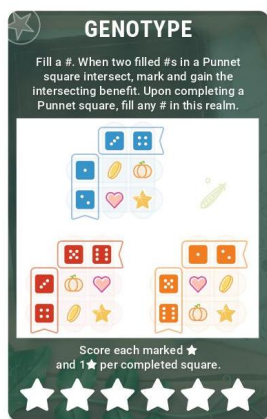
SCORING: Score each marked ★ and 1 ★ per completed Punnet square.

Realm design: John Coveyou, Steve Schlepphorst, and Paul Salomon
Background artwork: Tomasz Bogusz and Amelia Sales

Gùgōng ☆

USAGE: Assign a # and write it in the first empty box (left to right, top row first). If the written # is greater than the previous #, **gain** the resource. If the # is equal to or smaller than the previous #, you must **pay** the resource instead. If you cannot pay the resource cost, you cannot assign that #. For the first box, always gain the resource (🪙). A 1 counts as greater than (only) a 6: When writing a 1 following a 6, you also **gain** the resource.

GÙGŌNG

Fill the boxes left to right, top row first. If the # is greater than the previous #, gain the resource. Otherwise you must pay the resource. 1 counts as greater than 6.

Score ★s above boxes with a # noted in them.

SCORING: When filling a box with 1 ★ or 2 ★s above it, score those ★s, regardless of how the number compares to the previous number.

Realm design: Matt Scorah
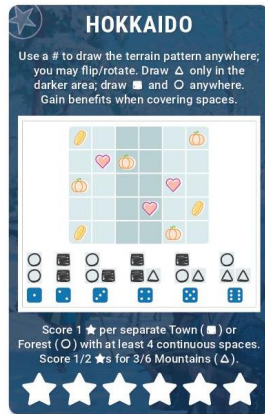*Background artwork: Andreas Resch*

Hokkaido ☆

USAGE: Use a # and draw the matching pattern anywhere. The pattern may be flipped or rotated. Mountain (△) spaces may only go in the darker area in the middle. Town (▤) and Forest (○) spaces may go anywhere, even if they are part of a pattern with △. *(E.g., you may draw the ⊞ pattern with the △ in the darker area, one of the ▤s also in the darker area, and one ▤ in the lighter area)*. Gain the resources you cover.

SCORING: Consider separate groups of symbols. A group consists of continuous spaces (neighboring each other left, right, top, bottom—not diagonally) of the same symbol. Score 1 ★ per separate Town (▤) or Forest (○) group with at least 4 continuous spaces. A continuous group of 8 spaces does NOT count as 2 groups. Score 1 ★ if you have 3 Mountains (△) and 2 ★s if you have 6 or more. Mountains do not need adjacency. You can never score more than 6 ★s.

Realm design: Ben Baker
Background artwork: Ossi Hiekkala

Honey Buzz ☆

USAGE: Assign a # to mark a matching number. You're marking a double hex, but make sure you still see the benefits because you don't gain these yet. As soon as a hexes surrounding a honey hex have been marked, you gain all benefits directly adjacent to that honey hex. Some benefits are adjacent to 2 or 3 honey hexes—this means these benefits can be gained multiple times.

SCORING: Score ★s as indicated when surrounding a honey hex. Only 5 ★s are present on the map, but one of those ★s can be scored twice.

Realm design: Paul Salomon
*Background artwork: Anne Heidsieck*

Legacy of Yu ⬡

USAGE: Use a # to fill any box on the river and gain the resource. As soon as you have filled two numbers in one column, fill in the sum in the bottom row. The "2" in the left column is a prefilled sum.

SCORING: At the end of the round, score 1 ★ per column where the sum is greater than each of the sums to the left. In columns where only 1 number is filled, that number is the sum. Empty columns are ignored (i.e., their sum is not zero).

SOLO COMPATIBILITY: For Beyond the Realmiverse, you may score ★s as soon as you've established that the scoring condition for a column is fulfilled. You may score a column with only one number in it, but you may no longer write a number in the other box then (cross off the box). You may score a column that still has an empty column to its left, but you may not then fill that column with a # that would break the fulfilled condition.

Realm design: Matt Scorah
Background artwork: Sam Phillips
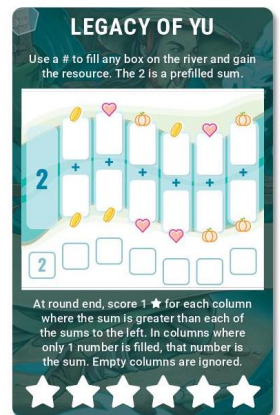
Libertalia ☆

USAGE: Assign a # to write that value as a digit on <u>any</u> pirate. That digit completes the number on the pirate, either as the first digit (the tens) or as the last (the ones). All <u>completed</u> pirates must be in <u>ascending</u> order (left to right, top to bottom—in normal English reading order). No two consecutive pirates can have the same value. As a reminder, dice may not be manipulated to be worth more than 6 or less than 1.

After writing the number, you may gain the benefit below the pirate. Some of these benefits have costs. <u>If you cannot pay the cost, you may not gain the benefit, but you may fill the pirate anyway</u>.

SCORING: Score ★s gained as benefits from filled pirates (if you paid the applicable cost). Score an additional 2 ★s if all of your pirates are complete, meaning you filled all numbers respecting the ascending order.

RISKY REWARDS: When playing with Risky Rewards, you can use the "Buy Difference" Reward on a pair to create a #0, which may give an advantage here.

Realm design: Jamey Stegmaier
Background artwork: Lamaro Smith

LIBERTALIA

Write a # to complete any 2-digit pirate so it's in ascending order with other completed pirates (left to right, top to bottom), then gain the benefit (some benefits have costs).

Score ★s as indicated plus 2 ★ if all pirates are complete.

Lost Ruins of Arnak ☆

USAGE: Use a # to ascend your magnifier or journal. This means you go <u>one level up</u> for one of either symbol (you start at the bottom), following the lines. <u>For some destinations, you must first pay the resource cost below the destination</u>. Mark the magnifier or the journal where you land, then mark one of the 3 (unmarked) boxes in the same row on the right and gain that benefit. You gain <u>all</u> benefits in one box—some boxes have 2 benefits. You may never mark a journal on a higher level than your highest marked magnifier.
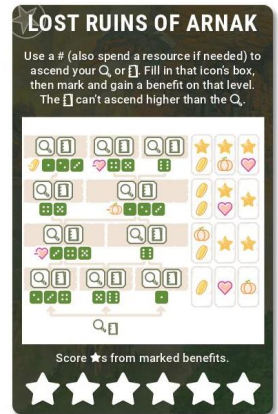
SCORING: Score ★s gained from the benefit boxes.

Realm design: Elwen, Mín, and Matt Scorah
Background artwork: Jiří Kůs and Ondřej Hrdina

LOST RUINS OF ARNAK

Use a # (also spend a resource if needed) to ascend your Q or ▯. Fill in that icon's box, then mark and gain a benefit on that level. The ▯ can't ascend higher than the Q.

Score ★s from marked benefits.

Meadow ⬡

USAGE: Use a #. If it is ⚀–⚅, write the # on a fence post (⌂), then cross off an uncrossed symbol that many spaces away and mark a corresponding (= the same symbol) card in the meadow. To mark this card in the meadow, you must choose one of the two columns and mark <u>bottom to top</u>, without skipping any cards. Gain the card benefits as they are marked.

MEADOW

Write # 1-4 on a fence post, then cross off a symbol that many spaces away and mark a corresponding card in the meadow, <u>bottom to top, without skipping</u>. Use # 5-6 to mark a discovery. Gain card benefits when marking.

Meadow

Discoveries →

Score ★s from marked cards (▯/⌂).

If the used # is 🎲/🎲, mark one of the discovery cards at the bottom and gain the card benefits.

SCORING: Score ★s from marked cards (both meadow and discovery).

Realm design: Nathan Smith
*Background artwork: Karolina Kijak*

Micro Dojo ☆

USAGE: Mark a # to gain the benefit. Unless not possible, you must also mark a # matching the other rolled die without gaining the benefit. The latter remains available for use in another realm. If you use a created # to activate the realm, choose either of the rolled dice to mark a # without gaining the benefit.

You may still activate this realm even if you can't perform the second part of the action (when no # is available matching the other rolled die).

SCORING: Immediately score ★s as benefits when marking the applicable #s (unless you mark them without gaining the benefit). Score 1 ★ when completing your first row. Score 1 ★ when completing your first column. Score 1 ★ for marking all 18 #s. A row and a column both consist of 3 squares. A square consists of 2 dice. To keep track of completed squares, you may outline them when both #s are marked.

Realm design: Ben Downton
Background artwork: Ben Downton
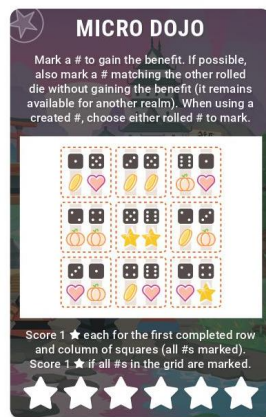
Millennium Blades ☆

USAGE: Use the dice to mark a card and then gain that card's benefit. To mark a card, you must match the card number, *not* the die below the card. To do this, you may modify the used # using 🎃s as normal (2 🎃s for ±1, or 3 🎃s if you want to reactivate the realm), but you can bring the # as low as 0. Additionally, you can use 🪙s to modify the # (1 🪙 for ±1). So, you could modify a 🎲 with 2 🎃s and 2 🪙s to mark a 9.

When marking a card, gain the benefit below. This benefit always includes a gained #. Follow all standard rules for gained dice, as if you created this # with coins.

SCORING: Score ★s as benefits from cards 0, 4, 8, and 9. Also, score 1 ★ per completed row of cards.

RISKY REWARDS: When playing with Risky Rewards, you can use the "Buy Difference" Reward on a pair to create a #0.

SOLO COMPATIBILITY: This realm can't be used in chapter 4 of the Beyond the Realmiverse solo campaign.

Realm design: Brad Talton
Background artwork: Fabio Fontes
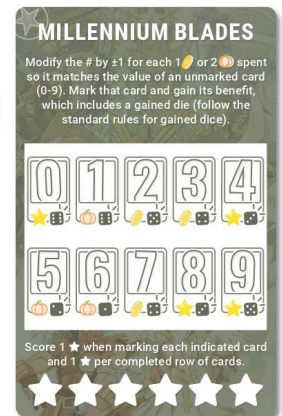
Minigolf ☆

USAGE: Every time you activate the realm, you may choose <u>any one</u> of the three lanes (even if another lane hasn't been finished yet). Mark the bottommost unmarked <u>par hex</u> (don't gain anything yet) and then fill the assigned # of circles <u>bottom-up</u> in that lane. Some circles have restrictions. You can never assign a # that would fill a circle not matching that # (e.g., you cannot assign a 🎲🎲 that would fill a ≤5 circle), or that would overfill a lane (e.g., you cannot assign a 🎲 if only 2 circles are left).

When filling a lane's hole (the larger top circle), immediately gain the visible (i.e., unmarked) resources and ★s in that lane's par hexes.

SCORING: Score ★s from visible par hexes on finished lanes.

What game is this realm based on?

It's not based on any standalone game. It's a nod to the Minigolf solo campaign that was included in the original Rolling Realms box. The gameplay of the realm is based on actual minigolf.

Realm design: Karel Titeca, with Morten Monrad Pedersen and Lieve Teugels
*Background artwork: Miles Bensky*
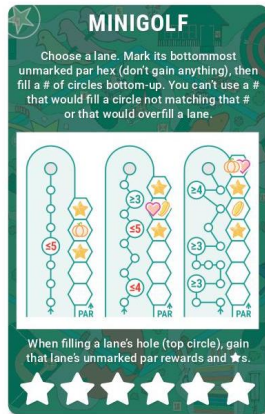
Momiji ☆

USAGE: Use a # and write it on any card. The ✳ symbol between the rows indicates that the # you write must be <u>exactly +1 higher</u> than the already linked #s. When 2 adjacent cards are filled, gain the benefit in between.

Example: You write a "2" on the top left card. In a later turn, you want to fill the middle left card. This must be a "3". In yet another turn, you write a "4" in the bottom left card. If you had written this "4" <u>before</u> filling the middle card, the middle left card would be impossible to fill, as it would expect both a "3" and a "5" at the same time.

SCORING: Score ★s for vertically adjacent filled cards.

RISKY REWARDS: When playing with Risky Rewards, you can use the "Buy Difference" Reward on a pair to create a #0, which may give an advantage here.

Realm design: Francesco Testini
Background artwork: Apolline Etienne
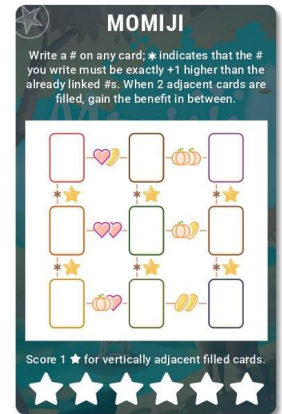
My Little Scythe 🎲🎲

USAGE: Mark a hex and gain the corresponding resource (🎃 or 💗). Gain a 🪙 when you complete a matching pair of hexes (e.g., if you previously marked a 🎲, and you now mark the other 🎲, gain a 🪙).

SCORING: Score 2 ⭐s each time you gain the 6th resource of any resource type (🎃s, 💗s, or 🪙s) on your resource card for this round, no matter in which realm they were earned. Resources spent during the round are still considered "gained." For example, if you've earned 8 🎃s, 5 💗s, and 9 🪙s, gain 4 total ⭐s.

SOLO COMPATIBILITY: This realm can't be used in chapter 2 of the Beyond the Realmiverse solo campaign.

Realm design: Jamey Stegmaier
Background artwork: Katie Khau

Obsession ☆

USAGE: Raise your reputation and invite guests. Your reputation starts at 1 (that reputation level is already outlined). Either use a # higher than your current reputation to raise it by 1 (outline the new reputation level), OR use a # equal to or lower than your current reputation to invite an unmarked guest. Mark that guest and gain their benefit.

Example: Your current reputation is 3. On your turn, you can either use a ⚄/⚄/⚅ *to raise your reputation level to 4, or you can use a* ⚀/⚁/⚂ *to mark and invite a matching guest and gain their benefits.*

SCORING: Score ⭐s from inviting guests. Also score 1 ⭐ if you reach reputation level 5.

Realm design: Dan Hallagan and Karel Titeca
Background artwork: Dan Hallagan

Onirim ☆

USAGE: Fill the row of cards with symbols, left to right. The symbol you write depends on the assigned #. Use ⚀/⚁/⚂ to write O, use ⚃/⚄ to write 🌙, and use ⚅/⚅ to write �'s. In the row of cards, adjacent symbols must be different. Every 3 steps (immediately after filling the last card of a color), mark the door on top of the cards and gain the benefits.
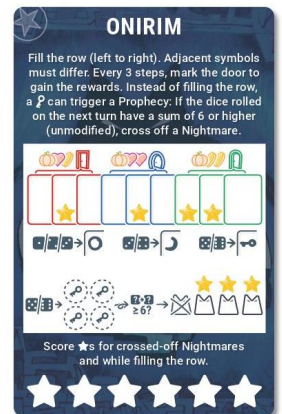
When activating the realm, instead of filling the row, you can use a ⚅/⚅ to trigger a Prophecy. Outline a key (🔑). Then, at the beginning of the next turn, mark the outlined key and check the outcome of that Prophecy: if the rolled dice have an (unmodified) sum of 6 or higher, cross off a Nightmare (🗯) to score a ⭐. As an example, the first nightmare is already crossed off (don't score a ⭐ for it). If the sum is 5 or lower, the Prophecy is lost. When playing with Risky Rewards (Create Pair Reward) or the Fleet: The Dice Game realm (middle ability), you can influence the outcome of a Prophecy. You cannot trigger multiple Prophecies in one turn.

SCORING: When filling a card with a ⭐, gain that ⭐. Also gain ⭐s for crossed-off Nightmares. You can never score more than 6 ⭐s.

**SOLO COMPATIBILITY:** This realm can't be used in chapter 2 of the Beyond the Realmiverse solo campaign.

Realm design: Shadi Torbey
Background artwork: Élise Plessis

Parks ☆

USAGE: There are 3 trails (horizontal rows). Use a # to outline a <u>matching</u> site <u>along a trail</u>. Cross off all sites on that trail that are <u>to the left</u> of the site you're outlining. You can never visit a site to the left of an already visited site. When outlining a site you're visiting, <u>gain the benefits</u> (resources or stars) in that circle. When outlining the rightmost site on a trail, you <u>must first pay</u> the cost above the site.

SCORING: Score ☆s from visited trail sites.

Realm design: Cameron Art
Background artwork: Kyle Key
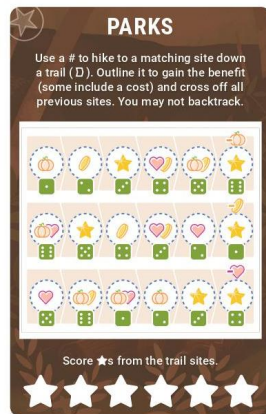
Pendulum 🎲

USAGE: Either outline an octagon using any # (<u>do not gain a benefit yet</u>) OR mark a specific number in an hourglass. Gain the contents of all outlined octagons when you complete an hourglass. The octagons remain available as benefits for every hourglass you complete.

SCORING: When completing an hourglass (marking the last number in it), score ☆s for each outlined octagon with a ★ in it.

Realm design: Jamey Stegmaier
Background artwork: Robert Leask

Planet Unknown ⬡

USAGE: Use a # to draw a shape. Every # from 1 to 6 will be <u>uniquely</u> assigned to a shape (1 is pre-assigned). If you haven't used a specific # in the realm before, first assign it to a shape and gain the resource, then draw the shape. When assigning a #, the sum of paired #s may not exceed 7 (e.g., you may not pair a ⚅ and a ⚃).

If the # you're using has already been assigned, just draw its shape. You may rotate or flip the shape. Shapes may be used before the paired shape has been assigned.

When completing one of the 3 middle planet columns, gain the corresponding resource.

SCORING: Score 1 ★ for every completed planet row.

Realm design: Karel Titeca
Background artwork: Yoma
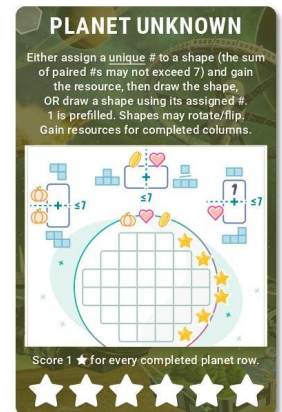
Poker ⬡

USAGE: Use a # to either WRITE, DEAL, or PLAY.

You may WRITE a # on a card in the flop (the top row of the realm) if the # matches the condition below the card. Gain the resource.

To DEAL, use a rolled # (no created or modified #), and then note both rolled #s (without modifications) on one "hand". The other rolled # remains available for use in another realm.

To PLAY, use any # to outline an unplayed (= not outlined) hand (*the used # doesn't have to match with the hand or the flop*). Combine the hand with any number of cards from the existing flop to make one of the scoring combinations. The flop remains as-is (don't mark or outline cards).

SCORING: When playing a hand, score ⭐s and gain benefits as follows:

1 pair (= 2 equal numbers): 1 ⭐.
2 pair (= 2x2 equal numbers): 1 ⭐ and 1 🎃.
3 of a kind (= 3 equal numbers): 1 ⭐ and 1 🪙.
4 of a kind (= 4 equal numbers): 2 ⭐s and 1 🎃.
Full house (= 2 equal numbers + a different set of 3 equal numbers):
    2 ⭐s and 1 💗.
5-card straight (= 1+2+3+4+5 or 2+3+4+5+6):
    2 ⭐s and 1 🪙.

Realm design: Jamey Stegmaier
Background artwork: Marius Petrescu

Potion Explosion ☆

USAGE: Use a # to fill an ingredient bubble on a potion. Within a potion, all #s must be unique. At any time, even when you're not activating the realm, you may mark the label on a completed potion to use its (one-time) ability.

Potion 1: You may create a new die. Choose any number (⚀–⚅). All normal rules for created dice apply.

Potion 2: Gain 1 resource of your choice for every star you already scored in this realm. *E.g., you already completed potion 2 and potion 3. You have scored 5 ⭐s. You may now gain 5 resources of your choice, in any combination.*

Potion 3: Activate a realm you already activated this turn. This may also be the Potion Explosion realm. Pretend the realm didn't have any activation yet; you may assign a # to that realm without spending any extra 🎃s.

SCORING: Immediately score ⭐s for completed potions (as indicated on the potions).

RISKY REWARDS: If you combine Potion 3's ability with the Same Realm reward from Risky Rewards, you may activate a realm 3 times without spending 🎃s. Every activation uses a die (so, you must create at least 1 die).

SOLO COMPATIBILITY: This realm is not compatible with chapter 4 of Beyond the Realmiverse.

Realm design: Jake Frydman
Background artwork: Giulia Ghigini
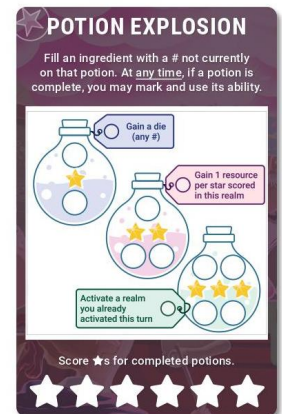
Praga Caput Regni ☆

USAGE: Use a # to move clockwise that # of wheel sectors ([don't skip filled sectors when moving](#)). You start at the last outlined circle (mark that circle now) and you end in a sector [with an open circle](#) (outline that circle now). Then gain the benefit from the sector where you [end](#).

SCORING: Mark and score 1 ★ every time you cross the red line and score ★s as benefits from the wheel. Be sure to mark these stars as soon as you cross the red line. You can never score more than 6 ★s.

Realm design: Vladimír Suchý
Background artwork: Milan Vavroň

PRAGA CAPUT REGNI

Use a die to move clockwise that # of wheel sectors (the end sector must have an open circle): mark the circle where you started and outline a circle where you end. Then gain the end benefit.

Mark and score 1 ★ every time you cross the red line and score ★s as benefits from the wheel.

Rock – Paper – Scissors ⬡

USAGE: Use a # and draw its corresponding icon (◯/▢/✕) [in any free slot on the left side](#). Gain the benefit. Then, draw the icon of the other rolled die [in any free slot on the right](#) (this may be on the same row, it may be on another row). The other rolled die remains available for use in another realm. If you used a created # to activate this realm, pick either of the rolled dice to draw on the right side.

ROCK-PAPER-SCISSORS

Draw the icon for the used # in any slot on the left and gain the benefit, then draw the icon of the other rolled die in any slot on the right (that die remains available).

won?

Score 1/2/3/4/5/6 ★s for 1/3/5/7/8/9 different matches won by the left side.

SCORING: Score 1/2/3/4/5/6 ★s for 1/3/5/7/8/9 matches won by you (the left side). ◯ defeats ✕, ✕ defeats ▢, ▢ defeats ◯.

Realm design: Morten Monrad Pedersen
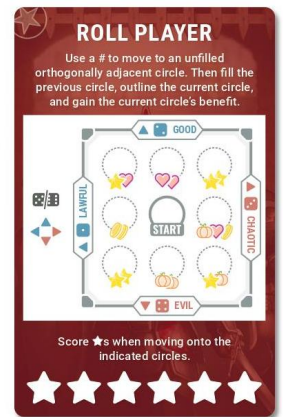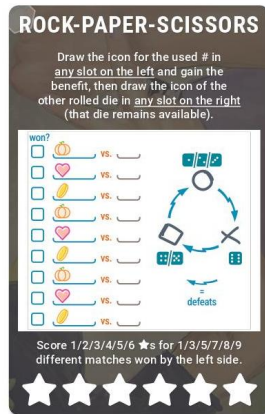*Background artwork: Marius Petrescu*

Roll Player ☆

USAGE: Start in the middle. Use a # to move to an unfilled circle to the left (⚀), top (⚁), right (⚂), or bottom (⚃) of the current circle. ⚄ and ⚅ can be used for [any](#) of those directions.

When moving, fill the previous circle, outline the current circle, and gain the current circle's benefit.

ROLL PLAYER

Use a # to move to an unfilled orthogonally adjacent circle. Then fill the previous circle, outline the current circle, and gain the current circle's benefit.

GOOD
LAWFUL
START
CHAOTIC
EVIL

Score ★s when moving onto the indicated circles.

SCORING: Score ★s from outlined circles.

Realm design: Keith Matejka
Background artwork: JJ Ariosa

Rolling Realms ☆

USAGE: Use a # and write it on an empty face on any world. Then mark a benefit below that world and gain that resource.

SCORING: Score 1 ★ per [complete](#) world whose faces each have a different number. Additionally, score 1 ★ per [complete](#) world whose sum is equal to the sum of any of the two other worlds (complete or not). To score all 6 ★s in this realm, all worlds must be complete and must have the same sum, and all 3 faces within every world must be different.

RISKY REWARDS: When playing with [Risky Rewards](#), you can use the "Buy Difference" Reward on a pair to create a #0, which may give an advantage here.

Realm design: Jamey Stegmaier
Background artwork: Miles Bensky

ROLLING REALMS
Fill an empty face on any world, then mark and gain a benefit below that world.

Score 1 ★ per complete world whose faces each have a different number.
Score 1 ★ per complete world whose sum is equal to the sum of another world.

Scythe 🎲

USAGE: Assign # to mark any matching unmarked number in the top or bottom row. You gain resources when marking the top row, but you [must](#) spend resources (in addition to using a #) to mark the bottom row.

If you mark a number in the top row, after gaining the benefit you may pay the cost of the bottom row (in the same column) if that

SCYTHE
Mark a #: The top row provides resources; the bottom row costs resources to gain stars. When you mark a top-row number, you may also pay the bottom-row resource cost (in the same column) to mark it.

Score 1 ★ per marked bottom-row number.
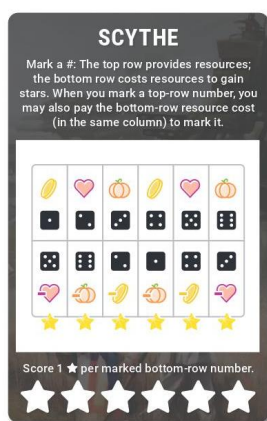
number hasn't been marked yet to score a ★. So, if you mark both top row and bottom row in one use, you only need to assign the top row #, without assigning a # for the bottom row.

SCORING: Score 1 ★ per marked bottom-row number.

Realm design: Jamey Stegmaier
Background artwork: Jakub Różalski

Skoventyr ☆

USAGE: Assign a # [less than or equal to](#) the number of remaining trees (🌳). [Outline](#) that # of ◌s (clockwise, start bottom-left for your first turn) and gain the benefits of all the spaces you just outlined. Then, [mark](#) [exactly](#) as many outlined ◯s as the number you landed on OR cross off one tree (🌳) to prevent the marking of the ◯s.

SKOVENTYR
Assign a # less than or equal to the number of ◌s (clockwise) and gain benefits. Then, mark as many outlined ◯s as the number you landed on OR cross off one tree.

Score ★s as benefits along the path.

Example: In your first turn, you assign a 🎲 *and you outline 6 ◌s, landing on the "5" between the 2* 🤍 *spaces. You gain a* 🤍 *and you mark 5 ◯s. On your next turn, you assign a* 🎲*. You outline 2 ◌s and you land on the "7". You gain a* 🤍*. You would need to mark 7 ◯s, which is not possible, as only 3 ◯s are available. So, instead you cross off one* 🌳*. From now on, you can no longer assign a* 🎲 *to this realm.*

SCORING: Score ★s as benefits along the path.

Realm design: Karel Titeca
*Background artwork: Vincent Dutrait*

Skulk Hollow ☆

USAGE: The guardian has 6 targets, each with a unique #. Every target has a resource cost, a resource benefit, and a ★ benefit. When activating the realm, use a # to mark the matching, unmarked target and pay the resource cost (if you cannot pay this cost, you may not mark the target). Then gain a ★. Also gain the resource benefit, unless it has been eliminated.

SKULK HOLLOW

Mark a # and pay the resource cost, then gain that target's benefits. Whenever a pair is rolled, the guardian attacks: If that #'s target is unmarked, immediately eliminate its resource benefit (only its star remains).

Score 1 ★ per marked target.

Whenever a pair is rolled, the guardian attacks. If that #'s target is unmarked, immediately eliminate the resource benefit. The resource cost and the ★ benefit remain.

SCORING: Score 1 ★ per marked target.

Realm design: Eduardo Baraf
Background artwork: Sebastian Koziner
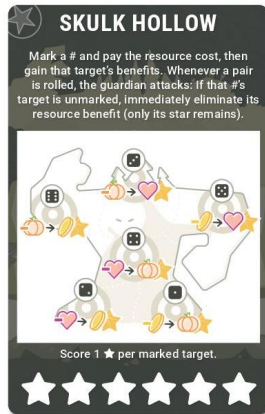
Sleeping Gods ☆

USAGE: You face 4 monsters. To attack the monsters, assign a # and mark that number of orthogonally adjacent squares. You may choose where to start (a new attack doesn't need to be adjacent to a previous attack), and you may change directions (e.g., you may mark an L-shape or a T-shape). While marking, gain each marked resource. You may mark across monsters

SLEEPING GODS

You face 4 monsters. To attack, mark the # of orthogonally adjacent squares (you may change directions), gaining each marked resource. You may mark across monsters. You can't use 5/6 to mark icon squares.

Score 1 ★ per fully marked monster.
Score 1 ★ per 2 marked 💧 symbols.

(e.g., you may mark a horizontal row of 5 squares). When using ⚃ or ⚅, you may not mark squares with icons (but the shape must still be contiguous). Icons are either resources (🎃/💗/🌙), or Venom (💧).

SCORING: Score 1 ★ per fully marked monster (8 squares). Score 1 ★ per 2 marked 💧 symbols.

Realm design: Ryan Laukat
Background artwork: Ryan Laukat

Smitten ☆

USAGE: Write the # you are using on a card in either grid, then you may write the sum of both rolled dice in a card in the other grid. The other die remains available to be used in another realm. You cannot manipulate the rolled dice with pumpkins to alter this written sum. Within each grid of 9 cards, no #s may repeat.

SMITTEN

Fill a card in either grid with a #, then you may write the sum of both rolled dice in a card in the other grid (within each grid, no #s may repeat). Gain a benefit when completing all cards sharing an intersection.

Score 1 ★ per set of filled cards at star intersections and 1 ★ per completed grid.

Gain a benefit when completing all cards sharing an intersection. The grids are filled independently of each other. Resource benefits always need only 2 filled cards.

SCORING: Score 1 ★ per set of 4 filled cards at star intersections, and 1 ★ per completed grid.

RISKY REWARDS: When playing with Risky Rewards, you can use the "Buy Difference" Reward on a pair to create a #0 to write in a grid. You can also use the "Create Pair" Reward to manipulate the rolled dice and thus the written sum.

Realm design: Jamey Stegmaier
Background artwork: Vincent Dutrait
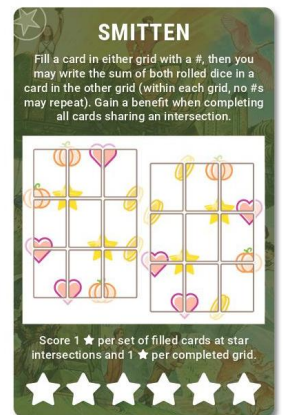
Space Base ☆

USAGE: Use a # to mark an unmarked circle in the matching column, and gain all outlined benefits in that column. Every time you trigger +⌐, outline the next benefit (bottom-up) for a # of your choice *(not related to the # you assigned this turn)*. This newly outlined benefit is valid from the next activation. The first row starts fully outlined.
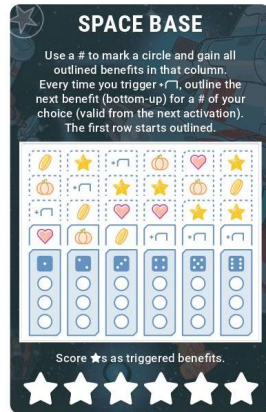
Example: In your first turn, you assign a [⚅]. You mark a circle there and you outline the +⌐ symbol in the [⚀] column. For your next activation, you assign a [⚀]. You mark a circle in that column and you gain a ♥, and outline the 🎃 in the [⚀] column. The next time you assign a [⚀], you would gain a 🎃+♥, and outline a new card.

SCORING: Score ★s as triggered benefits. You can never score more than 6 ★s.

Realm design: Karel Titeca
Background artwork: Chris Walton

SpaceShipped ⬡

USAGE: Use a # to write it in the top (white) box of the leftmost empty set (top row first). This is the current set for the rest of this activation. Copy the top 2 numbers from the previous column (following the arrows). Now add up the three numbers in the current set and gain benefits based on that sum.
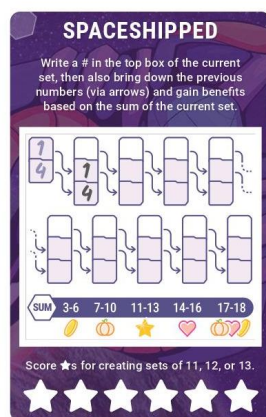
SCORING: Score ★s as benefits for creating sets of 11, 12, or 13.

RISKY REWARDS: When playing with Risky Rewards, you can use the "Buy Difference" Reward on a pair to create a #0, which may give an advantage here.

Realm design: Lucas Gentry
Background artwork: Sara Beauvais and Marty Cobb

Stamp Swap ☆

USAGE: Use a # to draw non-overlapping stamps in the grid (place a dot inside each stamp to individually distinguish them). The number of stamps you may draw, their size, and their rotation depends on the # you use and whether this is the highest (🔼) or lowest (🔽) rolled # this turn (in case of pairs or when using created #s, you may choose either). Gain the resource, if any. You may not rotate the patterns that are shown. You must draw all stamps for the used # if possible.
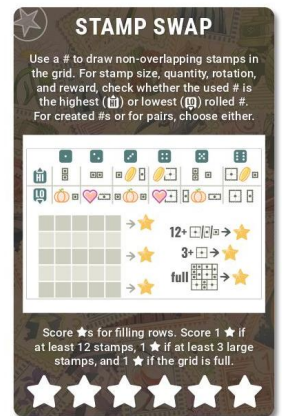
SCORING: Score ★s for filling rows 1, 3, and 5 of the grid. Score 1 ★ if you have drawn at least 12 stamps in the grid (count the dots). Score 1 ★ if you have drawn at least 3 large stamps (= 4 squares). Score 1 ★ if the grid is completely filled.

Realm design: Karel Titeca
Background artwork: Conner Gillette

Tapestry 🎲

USAGE: Fill in a full shape (rotating and flipping is allowed). You may use each shape multiple times during the round. <u>Each shape must fit inside the grid and can't overlap with completed squares</u>, including the prefilled brown squares. Gain the resource in the background when you complete a big square (enclosed by solid lines and comprised of 4 smaller squares).

**SCORING:** Score 1 ★ for each completed big row and column (there are 3 rows and 3 columns).

Realm design: Jamey Stegmaier
Background artwork: Andrew Bosley

Terra Mystica ☆

USAGE: When assigning a # choose either: mark a hex or bridge on the map, OR outline a building below the map.

When marking something on the map, choose a hex or a bridge (bridges are always value ⚁) matching the assigned #, <u>adjacent to either an already marked hex or bridge, or a red dwelling at the edge of the map</u>. You may always mark a hex adjacent to a red dwelling, even if you already marked one adjacent to the other red dwelling.

To outline a building, assign the matching # (⚁ or ⚃). You don't gain anything yet.

At the start of every turn <u>(i.e., immediately after rolling the dice for the turn)</u>, gain resources based on the outlined buildings on your card (a 🎃 in the even turns, a 💗 in the odd turns).

SCORING: Score 1/2/4 ★s for 1/2/3 marked deserts (⚄). Score 1 ★ if you outlined both buildings below the map. Score 1 ★ if you marked a contiguous path between the 2 red dwellings.

SOLO COMPATIBILITY: When playing RRR Ball, refer to the <u>printed turn number</u> on your league card for determining building bonuses—i.e., "turn 2" counts as such, even if you had a "turn 0." Don't gain a 💗 on "turn 1," even if you already outlined the ⚄ building on "turn 0." In League I, you start on "turn 2."

Realm design: Bastian Winkelhaus
Background artwork: Dennis Lohausen

Terraforming Mars ☆

USAGE: Whenever you reach a card's upper requirement (from all realms, spent and unspent), outline it. Use a # to mark an outlined card and gain its benefit.

Example: You use a # in Wingspan to mark a 🎃. It's your fifth 🎃 this round (you now have 3 spent 🎃s and 2 unspent 🎃s). You immediately outline the bottom-left card on Terraforming Mars, but you don't gain anything yet. In a later turn, you use a ⚄ to mark that card. You then gain 2 💗s.

23
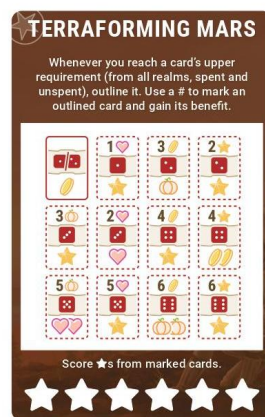
SCORING: Score ★s from marked cards.

Realm design: Alex Radcliffe
Background artwork: Isaac Fryxelius

The Guild of Merchant Explorers ⬡

USAGE: Use a # to mark hexes adjacent to the middle city or to already marked hexes. The pattern of hexes you may mark depends on the # you use.

If you use a ⚀ or a ⚁, you may mark 1 single hex, but not sea.
If you use a ⚁ or a ⚂, you may either mark 2 adjacent hexes of any color (these may be a different color) or any 2 sea hexes (no need for adjacency).
If you use a ⚃ or ⚄, you may either mark 3 adjacent hexes starting with sea (e.g., sea–grassland–desert, or sea–sea–mountain) or 3 hexes each of a different color (grassland–desert–mountain, no need for adjacency).

When marking patterns, the specific rotation shown in the legend is not important. To mark ★ hexes, you may use any color—they are sea, grassland, desert, or mountain.

SCORING: Score ★s from marked ★ hexes.

*Realm design: Mark Espiridion*
Background artwork: Gerralt Landman

The Isle of Cats ☆

USAGE: When using a #, either write it in a box, OR use it to mark a treasure map. When marking a treasure map, immediately gain the resources.

Your first # may go anywhere. Every further box you fill or map you mark must be adjacent to an already filled box or a marked treasure map.

SCORING: Score 2 ★s per pair of identical #s connected to a treasure map of the same value, but only one pair per treasure map (*i.e., 4 identical, connected values don't score 4 ★s*). "Connected" means "in a contiguous group." The connected treasure map doesn't need to be marked.

Realm design: Frank West
Background artwork: Dragolisco
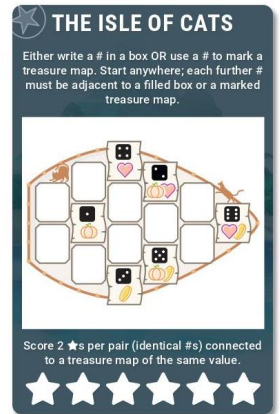
The Society 🎲

USAGE: Fill cards in any order (1 number per card; multiple cards may have the same number). Each card number must be lower than the number directly above (this condition is considered for every individual card). Gain a bonus when completing a row.
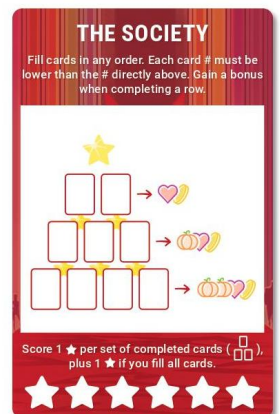
Example 1: The top row has a 6 on the left and a 5 on the right. You are allowed to write a 5 on the leftmost card in the middle row. It fulfills the condition that it is lower than the card directly above (the 6). The 5 in the top row isn't considered.

Example 2: If you place a 6 at the very top and a 2 at the very bottom, you aren't allowed to place a 1 in between. The 1 would fulfill the condition of being lower than the card above (the 6), but the already written 2 wouldn't fulfill the condition of being lower than the 1 you would write.

SCORING: Score 1 ★ per set of completed cards (a set is a mini card pyramid—1 card on top and 2 cards directly below it). Most cards appear in multiple sets. If you fill all cards, gain a 6th ★.

RISKY REWARDS: When playing with Risky Rewards, you can use the "Buy Difference" Reward on a pair to create a #0, which may give an advantage here.

Why is this realm called "The Society"? What game is this realm based on?

The Society realm represents the Stonemaier title "Red Rising." While we were sure the Red Rising lawyers would eventually approve our request to use the name of that IP on a card, we figured they would struggle to understand it for quite some time. Rather than deal with that, we just kept it simple and called it The Society (a reference to the dystopian societal structure in the books).

Realm design: Jamey Stegmaier
Background artwork: Jacqui Davis

Tidal Blades ⬡

USAGE: Mark a # on any monster and gain the benefit. A 🎲 can be used as any #. The 🏆 benefit lets you progress on the champion track (at the bottom of the realm) by marking 1 step there. When all #s on a monster are marked, you gain the kill bonus, which lets you mark a number of steps on the champion track. *E.g., if you mark the fourth and final die on the bottom-right monster, you may mark 4 steps on the champion track.*


SCORING: Score ★s for marked spots on the champion track.

Realm design: Karel Titeca
Background artwork: Mr. Cuddington

Trickerion ☆

USAGE: There are 6 tricks (the middle zone), and every trick has 2 components (the outer boxes). When activating the realm, use a # to mark a matching component (if both components for that # are still available, you may choose which component to mark). When a pair is rolled, you may use a single # to mark both components. When marking a component, gain the resource benefit.
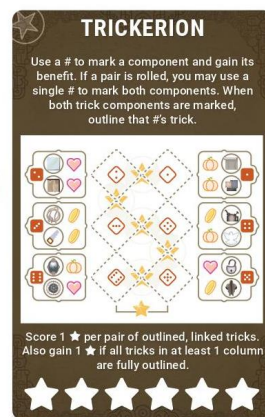
When both trick components are marked, [immediately] outline the trick's rhombus shape.

SCORING: There are 5 ⭐s that link tricks. If a pair of linked tricks is outlined, score that ⭐. Also gain 1 ⭐ if all 3 tricks in at least 1 column are outlined.

Realm design: Jonathan Hobson
Background artwork: Villő Farkas and László Fejes

Underwater Cities ☆

USAGE: Use a # to either outline tunnels (⚀/⚁: 1 tunnel, ⚄: 2 tunnels) or outline a city (⚃/⚄/⚅). Mark and gain the benefits from buildings that are adjacent to an [outlined] city [as soon as that city is connected to the starting city] by outlined tunnels. Only tunnels matter for the connection—it's okay to skip over cities that aren't outlined yet.

UNDERWATER CITIES

Use a # to either outline tunnels or outline a city. Mark and gain the benefits from buildings that are adjacent to an outlined city as soon as that city is connected to the starting city by outlined tunnels.

Score ⭐s from outlined cities that are connected to the starting city.
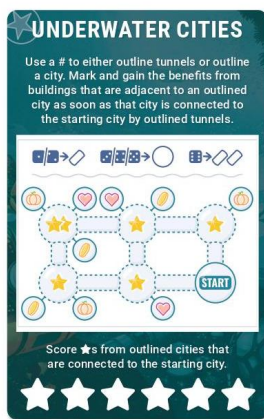
SCORING: Score ⭐s from outlined cities that are connected to the starting city.

Realm design: Jake Frydman
Background artwork: Milan Vavroň

Viticulture 🎲

USAGE: Use a # to either gain a matching grape (outline it) and the resource under it OR add the # value to the value of at least one previously gained grape (cross it/them off) to fill an unmarked wine order equal to or less than that sum.

Example: You already have a 5-value grape and a ⚁ and a ⚅ are rolled. You can use the 5-value grape (cross it off) and the ⚅ to mark either the 10-value or the 11-value wine order. If you would also already have a 1-value grape, you could cross it off and add it as well to instead mark the 12-value wine order.

VITICULTURE

Either gain a grape (outline it) and a resource OR use the sum of 1 die and the value of at least 1 gained grape (cross it off) to mark a wine order equal to or less than that sum.

Score 2 ⭐s per marked wine order.

SCORING: Score 2 ⭐s per marked wine order.

Realm design: Jamey Stegmaier
Background artwork: Beth Sobel
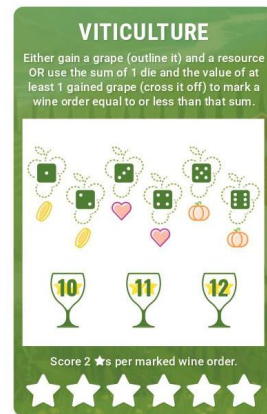
Wingspan 🎲

USAGE: Use a # to write it in a square, then gain the resource or star below that square. You may assign #s to birds in any order, but within each bird, the squares must be filled left to right.

SCORING: Score 1 ⭐ for every filled square with a star below it (3 total), and score 1 additional ⭐ per completed bird (all squares filled) whose sum equals its wingspan (the number printed on the bird card).

WINGSPAN

Fill a square with any # (left to right within each bird), then gain the resource or star below that square.

| 7 | 12 | 16 |

In addition to stars gained by filling the far-right square on each bird, score 1 ⭐ per complete bird whose sum is equal to its wingspan.

RISKY REWARDS: When playing with Risky Rewards, you can use the "Buy Difference" Reward on a pair to create a #0, which may give an advantage here.

Realm design: Jamey Stegmaier
Background artwork: Natalia Rojas

Wonderland's War ⬡

USAGE: Use a # and write it in any battleground circle space to gain the resource.

At the end of a battle turn (turns 4, 5, 7, 8, and 9), right before rolling the dice for the next turn (or ending the round), fill the sum of the 2 rolled, unmodified dice in the appropriate rectangle, check the battle outcome and immediately score any ★s.
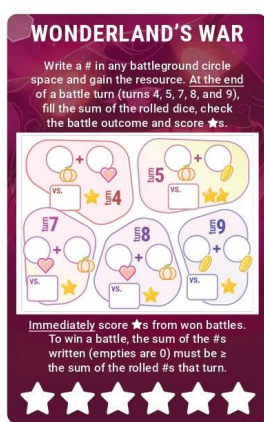
You may write #s in battleground circles of past battles to gain the resource, but the battle outcome doesn't change.

SCORING: At the end of the turns 4, 5, 7, 8, and 9, score a ★ (or ★★ in turn 5) if you won the battle. To win a battle, the sum of the #s written on that battleground must be greater than or equal to the sum of the rolled dice. Empty battleground circles are allowed—they equal zero. Immediately mark the ★s (because the battle outcome can never change).

SOLO COMPATIBILITY: This realm is not compatible with chapter 2 of Beyond the Realmiverse.

Realm design: Ben Baker
Background artwork: Manny Trembley

Wyrmspan ☆

USAGE: Write a # in the leftmost empty cavern in any row to gain the resource. In every row, the numbers must ascend left to right.

SCORING: Score 1 ★ per completed row. For completed columns, score 1 ★ if you meet their specific goal. Left: all #s in the column are different. Middle: all #s in the column are the same. Right: the #s in the column are increasing, top to bottom (equals are allowed).
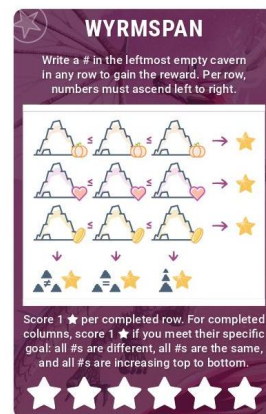
RISKY REWARDS: When playing with Risky Rewards, you can use the "Buy Difference" Reward on a pair to create a #0, which may give an advantage here.

Realm design: Karel Titeca
Background artwork: Clémentine Campardou

RESOURCES

Each realm features ways to earn resources (🎃s, 💗s, and 🪙s). When you gain a resource, circle it on your resource card. When you spend a resource, cross out a resource you've already circled (don't erase it). You may spend resources at any time on a turn, including before you use the 2 rolled dice or immediately after earning the resources. You may spend as many resources as you want as many times as you want on any turn (e.g., you could use 4 🎃s to adjust a die from a ⚀ to a ⚂, then from a ⚂ to a ⚄). **All resource benefits affect only the player spending the resources**. When you adjust a die, **never physically change the rolled dice** (the effect only applies to you). Similarly, a gained "die" is only available to you, can only be used once, and does not carry over to the next turn.

You are limited to earning the number of resources shown on your resource card. You may not carry over unspent resources from round to round; instead, they add 0.1 each to your score for that round. Erase all your spent and unspent resources at the end of each round.

COST	BENEFIT	EXAMPLE	NOTES
2 pumpkins 🎃🎃	Adjust a die by +/- 1.	A 5 is rolled, but you need a 4. Spend 2 🎃s to adjust the number you use to a 4.	You may not adjust a die out of the range of 1–6. A 1 cannot be adjusted into a 6 and vice versa. You may adjust a die you created with 💗s and 🪙s. You are not creating a new die.
3 pumpkins 🎃🎃🎃	Adjust a die by +/- 1 (or don't adjust it). You may use it in a realm you've already activated this turn.	A 3 and a 5 are rolled. You use the 5 in a specific realm, and you also need a 2 in that same realm. Spend 3 🎃s to adjust the number you use from a 3 into a 2.	Same as above, with the addition that you don't need to adjust the die at all (if you're just using this ability to activate a single realm twice on the same turn). As is the universal rule for Rolling Realms, you may not use the same die more than once per turn.
2 hearts 💗💗	If the rolled dice are a pair, gain a die of that value.	The rolled dice are 4 and 4. Spend 2 💗s to gain another 4-value die.	The die you gain cannot be used in either of the other realms you activate this turn.*
3 hearts 💗💗💗	Gain a die of the same value as either of the rolled dice.	The rolled dice are 1 and 6. Spend 3 💗s to gain another 1 or 6.	The die you gain cannot be used in either of the other realms you activate this turn.*
2 coins 🪙🪙	If the sum of the rolled dice is 7, gain a die of the same value as either of the rolled dice.	The rolled dice are 3 and 4. Spend 2 🪙s to gain another 3 or 4.	The die you gain cannot be used in either of the other realms you activate this turn.*
X coins –X🪙	Gain a die of value X (1–6).	Spend 3 🪙s to gain a 3-value die, or spend 2 🪙s to gain a 2-value die, etc.	The die you gain cannot be used in either of the other realms you activate this turn.*

Unless 3 🎃s are used on the newly created die