



Demo Version

Tales of
Realms and Ruins

Event Book

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36

A TROUBLED TAVERN

BUILDING PROJECT

CARRIAGED

EXPERIMENTAL BREWING

INVASION

NEGOTIATIONS WITH THE OTHERSIDE

THE CURIOUS CUILT

THE WINGED FIEND

TRADES IN SHAPES

1.

2.

3.

4.

5.

6.

7.

8.

A group of Othersiders have settled at a local tavern and terrorise the local folk. The Taverner offers gold in return for your help.

- 1. If there are no Othersiders in any Realm, immediately put 3 Othersiders in the Event Realm.
- 2. **Choice:** Take the Gold from the Taverner (44.) or offer your support for free (50.).

9.

The Builder proposes his services. He offers either to build a defensive tower against the Othersiders, rebuild a Ruined Realm or split the gold between you and him.

1. Place the 'Building Project' Event card next to the board.
2. Once during their turn, a player may place 1 of their Gold on top of the Event card and then immediately Gain 1 Follower.
3. At any point during the Decision Maker's turn, if there is enough Gold on top of the card, the Decision Maker may decide to:
 - a) spend 4 Gold to build a defensive tower. In this case, go to (57.);
 - b) spend 6 Gold and rebuild a Ruined Realm. In this case, go to (86.);
 - c) split the Gold with the Builder. In this case, go to (96.).

If another Event occurs, remove this Event from play and move the Gold from top of the Event card to the supply.

11.

The Pedlar offers her carriage as a means of quick travel across the Kingdom. It costs 1 gold per trip, but the first one is for free. She also proposes you to pay 5 gold and reserve the carriage for the next 4 trips.

1. In an order chosen by the Decision Player, each player may immediately Perform up to 2 Moves for free.
2. **Choice:** The Decision Maker must choose whether to pay 5 Gold to the supply (only if they can afford it) and hire the Carriage (58.) or refuse the offer (87.)?

12.

13.

The Witch offers to prepare a magical brew for you if your loyal subjects bring her the rarest herbs from their home lands. The effect of the brew depends on the provided herbs.

All players may put face down, in front of them, 1 or more cards from their hand. Once everyone is done, reveal the cards and go to (65.).

14.

15.

16.

17.

The Cavalier reports that an army of Othersiders is fast approaching our lands. He rushes you to prepare for the invasion.

1. Add 1 Othersider to the Event Realm.
2. During the course of the Event whenever an Othersider is to be added to any Realm, place twice as many as the indicated number instead.
3. Remove the Event from play if another Event occurs or there are no more Othersiders in all three Realms.
4. If at any point during the Event there are 2 Ruined Realms, go to (70.).

18.

19.

The Knight is the lone survivor of a party of elite soldiers who were killed by the Othersiders. He reports that the enemies want us to surrender the realm and in return they offer temporary peace.

Choice: Surrender (72.) or battle the Othersiders (93.)?

20.

21.

22.

23.

24.

The Cleric makes a proposition to you and the other pretenders for the throne. She asks you to convert your followers to her new cult. In return she offers her support for your campaigns.

Choice: All players choose simultaneously whether to show:

- a) **thumbs up** and have their Followers convinced to join the new cult. These players must follow the rules described in (106.);
- b) **thumbs down** and do not meddle with their people's beliefs. These players must follow the rules described in (107.).

25.

26.

27.

28.

29.

30.

31.

32.

33.

34.

The Othersiders attack the realm with a Dragon. The Minstrel proposes to play a song and calm the beast.

Choice: Order your troops to attack the Dragon (114.) or risk it all and have the Minstrel play her song (129.).

35.

Two of your Followers stand trial for selling weapons to the Othersiders. The Village Elder, the judge of the trial, presents the final verdict to you and your rivals for the throne.

Choice: All players choose simultaneously whether to show:

- a) thumbs up and defend the traitors, hoping for their gratitude;
 - b) thumbs down and let them face their penalty.
1. Go to (130.) in case the majority of players showed thumbs up (or in case of a tie).
 2. Go to (73.) in case the majority of players showed thumbs down.

36.

37.

38.

39.

40.

41.

42.

43.

44.

45.

46.

47.

48.

A 'Wanted' sign is nailed to the notice board. '2 Gold per Head. Must be brought in alive. Award to be claimed from the local authorities.'

1. Whenever a player Removes an Othersider from the Event Realm, that player immediately Wins 2 Gold.
2. Remove this Event from play when another Event occurs.

49.

50.

The Taverner claps her hands and exclaims. 'Even better! The folk will surely love this!'

1. Whenever a player Removes Othersiders from the Event Realm, that player immediately Gains 1 Follower in the Event Realm per Othersider they Removed.8
2. Remove this Event from play when another Event occurs.

51.

52.

53.

54.

55.

56.

57.

58.

The tower stands firm and strong at the borders of the Realm. 'This will give our people the protection they deserve!', boasts the Builder proudly.

1. Return all the Gold from the Event card to the supply.
2. The Decision Maker places an Event Marker onto a Healthy Realm of their choice in order to indicate the defensive tower.
 - 2.1. The next time that Realm is to be Ruined, remove all Othersiders from the Realm instead and remove the Event Marker from play.
3. Remove the Event from play.

'Wonderful! Where would you like to go?'

1. Place the 'Carriaged' Event card in front of you.
2. Place 4 Event Markers on top of it.
3. Once during your future turns you may remove an Event Marker from the card in order to Perform up to 2 Moves.
4. Remove the Event from play when there are no more Event Markers on top of it.

59.

60.

61.

62.

63.

Rays of light touch the bloodied soil as the cursed body of the beast hits the blackened land. 'Victory!', the soldiers yell. Many songs and legends shall be told of the night the Dragon fell. Yet, none shall mention that in

the pit created by the monstrous corpse, only the body of an Othersider woman lays...

1. All players Gain as many Followers in the Event Realm as the number of Followers they have on the Event card.
2. Return the Followers placed on the Event card to the Event Realm.
3. Remove all Othersiders from the Event Realm.
4. Remove the Event from play.

64.

65.

1. If there are less than 4 revealed cards, go to (80.).
2. If there are 4 or more cards of which 3 are of the same suit, go to (84.).
3. In all other cases go to (89.).

66.

67.

68.

69.

70.

The Kingdom has seen enough of the Othersiders. Their constant attacks motivate the people to resist.



1. On top of the previously described rules in (17.), whenever you Move your Hero or a

2. Follower of yours, you may also Remove an Othersider from the Realm you moved to.
2. When the Event ends, all players Gain 2 Followers in the Realm where their Hero is.

71.

72.

The Othersiders quickly occupy the realm, but also keep their part of the bargain.

1. All players immediately Win 2 Gold.
2. Move all Othersiders on the board to the Event Realm.
3. Add 3 Othersiders to the Event Realm.
4. Until the beginning of the next Event, whenever a  or a  is revealed in the Offer of any Realm, players must place the Othersiders in the Event Realm instead.
5. Remove this Event from play when another Event occurs.

73.

You walk away from the trial with mixed feelings. The Village Elder remarks behind you, 'No more traitors around you and no more Othersiders to worry about. My friend here admires your loyalty to our Kingdom. Would you accept a new confidant into your entourage?'

1. The Decision Maker Loses 2 Followers of their choice, prioritising the Followers from the Event Realm.
 - 1.1. If they have less than 2 Followers on the board, they must remove as many as they can. Then choose and discard as many cards from their hand as the remaining number of Followers they were unable to Remove.
2. The Decision Maker Removes 4 Othersiders of their choice.

- 2.1. If there are not enough Othersiders on the map, they Remove as many as they can, then they draw 1 card for every Othersider they were unable to Remove.
3. The Decision Maker picks any revealed Offer card from the Event realm and adds it on top of their discard pile.
4. Remove the Event from play.

74.

75.

76.

77.

78.

79.

80.

The ingredients are not enough. The Witch curses you for wasting her time.

1. In an order chosen by the Decision Maker, every player Removes 1 Follower per card they revealed from the Realm(s) that match the suit of their revealed card(s).
2. Discard all revealed cards. (Remember to draw new cards only after the end of your next turn.)
3. Remove the Event from play.

81.

82.

83.

The beast towers over the dying land. A last breath of fire and all memory of the people who fought to save the realm is gone. Not a single sword or banner remains in this realm of fire, where no soul shall ever dwell.

1. Ruin the Event Realm.
2. The Realm can no longer be Healed for the rest of the game.
3. Return the Followers placed on the Event card back to their supplies.
4. Remove the Event from play.

84.

The concoction works like a charm. Though the smell is horrendous...

1. In an order chosen by the Decision Maker each player may:
 - 1.1. Win 1 Gold for every Village card they revealed.
 - 1.2. Gain 1 Follower for every Castle card they revealed.
 - 1.3. Draw 1 card for every Magic card they

revealed.

2. All players take their revealed cards back in their hands.
3. Remove the Event from play.

85.

86.

The Builder's plans soon come to fruition. The withered realm is once again full of life and laughter. The chaotic nature of the Othersiders does not fair well in the company of the orderly masonry of the new buildings. Thus they begrudgingly leave the realm.

1. Return all the Gold from the Event card to the supply.
2. The Decision Maker must remove all Othersiders from a Ruined Realm of their choice.
3. Remove the Event from play.

87.

'Alright! I will be on my way then. Someone else will surely need my services.'

1. Present the choice to all other players simultaneously. The first player who accepts the offer follows the rules described in (58.).
 - 1.1. In case of a tie, the Decision Maker must break it.
2. If no one agrees go to (98.).

88.

89.

Something goes wrong with the brew. While you inhale the fumes of a powerful sorcery, you feel like its effect might be different than what you have expected.

1. In an order chosen by the Decision Maker each player may:
 - 1.1. Steal 1 Gold for every Village card they revealed;
 - 1.2. Remove 1 Follower for every Castle card they revealed;
 - 1.3. Choose a player who must discard 1 card from the top of their deck for every Magic card the choosing player revealed.
2. All players discard their revealed cards. (Remember to draw new cards only after the end of your next turn.)
3. Remove the Event from play.

90.

91.

(95.), or support the Decision Maker and enforce the laws of the Kingdom (100.).

92.

93.

The Knight's leadership unites the people and the battle for the realm begins.

1. All players immediately Gain 1 Follower in every Realm.
2. Place 1 Othersider in every Realm.
3. At the end of each player's turn, that player must Move 1 Othersider to the Event Realm.
4. Remove the Event from play when:
 - a) there are no more Othersiders outside of the Event Realm;
 - b) another Event occurs.

94.

95.

96.

'I knew that I could count on you', whispers the Builder while cautiously looking around to see if anyone is watching.

1. The Decision Maker takes half (rounded up) the Gold from the Event card.
2. Return the rest of the Gold to the supply.
3. Remove the Event from play.

97.

98.

'I will be around if you change your mind.'

1. Once per turn, each player may decide to Pay 1 Gold and Perform up to 2 Moves.
2. Remove this Event from play when another Event occurs.

99.

100.

101.

102.

103.

104.

105.

106.

107.

Surprisingly, the local people accept the idea with ease. However, all the other realms seem to think less of you for believing in such an absurd concept.

1. All players who showed thumbs up Gain up to 2 Followers in the Event Realm and Lose 1 Follower from every other Realm.
2. Players who showed thumbs down follow the rules described in (107.).
3. Remove the Event from play when all players resolve their effects.

Sadly, these absurd beliefs have been already rooted in the minds of the locals. On the other hand, all other realms support your decision.

1. All players who showed thumbs down Lose 2 Followers in the Event Realm and may Gain

- 1 Follower in every other Realm.
2. Players who showed thumbs up follow the rules described in (106.).
3. Remove the Event from play when all players resolve their effects.

108.

109.

110.

111.

112.

113.

114.

The Minstrel clearly disapproves of your decision as you prepare the ballistae.

1. Place the 'The Winged Fiend' Event card next to the board.
2. During their turns players may send their Followers to fight the Dragon. To do so, they must **Move their Followers from the Event Realm on top of the Event card** by using 'Move' effects .
3. At the end of each player's turn the Dragon attacks and kills a Follower. The player who finishes their turn must choose and Remove 1 Follower (but not an Othersider) from the Event Realm.
4. The Event can end in the following ways:
 - 4.1. There are a total of 4 Followers on top of the Event card. In such a case go to (63.).
 - 4.2. The Dragon needs to kill a Follower, but there are no more available Followers in the Event Realm (excl. Othersiders). In this case go to (83.).
 - 4.3. Another Event occurs. Go to (83.) prior to reading the next Event.

115.

116.

117.

118.

119.

120.

The Kingdom of the North...

The Kingdom of the North...

The Kingdom of the North...

121.

The Kingdom of the North...

The Kingdom of the North...

122.

The Kingdom of the North...

The Kingdom of the North...

The Kingdom of the North...

123.

The Kingdom of the North...

The Kingdom of the North...

The Kingdom of the North...

124.

The Kingdom of the North...

The Kingdom of the North...

The Kingdom of the North...

The Kingdom of the North...

125.

The Kingdom of the North...

The Kingdom of the North...

The Kingdom of the North...

The Kingdom of the North...

126.

The Kingdom of the North...

The Kingdom of the North...

The Kingdom of the North...

127.

The Kingdom of the North...

The Kingdom of the North...

The Kingdom of the North...

128.

The Kingdom of the North...

The Kingdom of the North...

129.

Amidst the burning ruins of our realm, where the ashes of the soldiers fly, a lonely Minstrel stands and sings a calming song. The Dragon lies before her, charmed by the tunes she plays. 'Go now!', the Minstrel yells. 'Fly back to the Otherside and leave our homeland be.'

- 1. All players Lose half of their Followers (rounded down) from the Event Realm.
2. For the rest of the game the effect of all the Conspire starting cards change to: 'Win 1

- Gold - or - Remove 1 Othersider'. Players can no longer add Othersiders using that card.
3. Remove the Event from play.

130.

You demand your subjects' freedom and the Village Elder begrudgingly obliges. They toss you a small bag of gold as a sign of their gratitude. However, the illegal trade continues, bringing more Othersiders to these lands.

- 1. All players who showed thumbs up Win 2 Gold.
2. Add 2 Othersiders to the Event Realm.
3. Remove the Event from play.

131.

The Kingdom of the North...

The Kingdom of the North...

132.

The Kingdom of the North...

The Kingdom of the North...

The People of the Castle

The people of the castle are the most important part of the castle. They are the ones who live in the castle and who are responsible for the castle's well-being. The people of the castle are divided into several groups: the king, the nobles, the knights, the peasants, and the commoners. Each group has its own role to play in the castle's life.

The king is the most powerful person in the castle. He is the one who makes the laws and who is responsible for the castle's defense. The nobles are the next most powerful people in the castle. They own the land and are responsible for providing the king with soldiers and horses.

The knights are the most important part of the castle's defense. They are trained in combat and are responsible for protecting the castle from enemies. The peasants are the most numerous people in the castle. They work the land and provide the castle with food and other supplies.

The commoners are the lowest class of people in the castle. They are responsible for the castle's day-to-day operations and for providing the other classes with services. The people of the castle are all bound together by a common bond of loyalty and duty.

The king is the most powerful person in the castle. He is the one who makes the laws and who is responsible for the castle's defense. The nobles are the next most powerful people in the castle. They own the land and are responsible for providing the king with soldiers and horses.

The knights are the most important part of the castle's defense. They are trained in combat and are responsible for protecting the castle from enemies. The peasants are the most numerous people in the castle. They work the land and provide the castle with food and other supplies.

The commoners are the lowest class of people in the castle. They are responsible for the castle's day-to-day operations and for providing the other classes with services. The people of the castle are all bound together by a common bond of loyalty and duty.

The king is the most powerful person in the castle. He is the one who makes the laws and who is responsible for the castle's defense. The nobles are the next most powerful people in the castle. They own the land and are responsible for providing the king with soldiers and horses.

The knights are the most important part of the castle's defense. They are trained in combat and are responsible for protecting the castle from enemies. The peasants are the most numerous people in the castle. They work the land and provide the castle with food and other supplies.

The king is the most powerful person in the castle. He is the one who makes the laws and who is responsible for the castle's defense. The nobles are the next most powerful people in the castle. They own the land and are responsible for providing the king with soldiers and horses.

The knights are the most important part of the castle's defense. They are trained in combat and are responsible for protecting the castle from enemies. The peasants are the most numerous people in the castle. They work the land and provide the castle with food and other supplies.

The commoners are the lowest class of people in the castle. They are responsible for the castle's day-to-day operations and for providing the other classes with services. The people of the castle are all bound together by a common bond of loyalty and duty.

The king is the most powerful person in the castle. He is the one who makes the laws and who is responsible for the castle's defense. The nobles are the next most powerful people in the castle. They own the land and are responsible for providing the king with soldiers and horses.

The knights are the most important part of the castle's defense. They are trained in combat and are responsible for protecting the castle from enemies. The peasants are the most numerous people in the castle. They work the land and provide the castle with food and other supplies.

The People of Magic Realm

The people of the Magic Realm are the most powerful and mysterious of all. They are the ones who live in the Magic Realm and who are responsible for the Magic Realm's well-being. The people of the Magic Realm are divided into several groups: the wizards, the sorcerers, the witches, the druids, and the shamans. Each group has its own role to play in the Magic Realm's life.

The wizards are the most powerful people in the Magic Realm. They are trained in the use of magic and are responsible for the Magic Realm's defense. The sorcerers are the next most powerful people in the Magic Realm. They are trained in the use of magic and are responsible for providing the wizards with spells and potions.

The witches are the most numerous people in the Magic Realm. They are trained in the use of magic and are responsible for providing the other classes with spells and potions. The druids are the lowest class of people in the Magic Realm. They are responsible for the Magic Realm's day-to-day operations and for providing the other classes with services.

The people of the Magic Realm are all bound together by a common bond of loyalty and duty. They are the most powerful and mysterious of all, and they are responsible for the Magic Realm's well-being. The people of the Magic Realm are divided into several groups: the wizards, the sorcerers, the witches, the druids, and the shamans.

The first
The first of the world was the earth
The second was the sea
The third was the air
The fourth was the fire
The fifth was the sun
The sixth was the moon
The seventh was the stars
The eighth was the angels
The ninth was the devils
The tenth was the men
The eleventh was the beasts
The twelfth was the plants
The thirteenth was the minerals
The fourteenth was the metals
The fifteenth was the stones
The sixteenth was the gems
The seventeenth was the jewels
The eighteenth was the pearls
The nineteenth was the diamonds
The twentieth was the rubies
The twenty-first was the sapphires
The twenty-second was the emeralds
The twenty-third was the crystals
The twenty-fourth was the opals
The twenty-fifth was the amethysts
The twenty-sixth was the topazes
The twenty-seventh was the garnets
The twenty-eighth was the tourmalines
The twenty-ninth was the peridots
The thirtieth was the alexandrites
The thirty-first was the tsavorites
The thirty-second was the andaluzites
The thirty-third was the kyanites
The thirty-fourth was the cordierites
The thirty-fifth was the zircones
The thirty-sixth was the rutiles
The thirty-seventh was the titanites
The thirty-eighth was the ilmenites
The thirty-ninth was the leucosapphires
The fortieth was the chrysoberyls
The forty-first was the spinels
The forty-second was the malachites
The forty-third was the azurites
The forty-fourth was the malachites
The forty-fifth was the azurites
The forty-sixth was the malachites
The forty-seventh was the azurites
The forty-eighth was the malachites
The forty-ninth was the azurites
The fiftieth was the malachites

The second
The second of the world was the sea
The third was the air
The fourth was the fire
The fifth was the sun
The sixth was the moon
The seventh was the stars
The eighth was the angels
The ninth was the devils
The tenth was the men
The eleventh was the beasts
The twelfth was the plants
The thirteenth was the minerals
The fourteenth was the metals
The fifteenth was the stones
The sixteenth was the gems
The seventeenth was the jewels
The eighteenth was the pearls
The nineteenth was the diamonds
The twentieth was the rubies
The twenty-first was the sapphires
The twenty-second was the emeralds
The twenty-third was the crystals
The twenty-fourth was the opals
The twenty-fifth was the amethysts
The twenty-sixth was the topazes
The twenty-seventh was the garnets
The twenty-eighth was the tourmalines
The twenty-ninth was the peridots
The thirtieth was the alexandrites
The thirty-first was the tsavorites
The thirty-second was the andaluzites
The thirty-third was the kyanites
The thirty-fourth was the cordierites
The thirty-fifth was the zircones
The thirty-sixth was the rutiles
The thirty-seventh was the titanites
The thirty-eighth was the ilmenites
The thirty-ninth was the leucosapphires
The fortieth was the chrysoberyls
The forty-first was the spinels
The forty-second was the malachites
The forty-third was the azurites
The forty-fourth was the malachites
The forty-fifth was the azurites
The forty-sixth was the malachites
The forty-seventh was the azurites
The forty-eighth was the malachites
The forty-ninth was the azurites
The fiftieth was the malachites



