

The Rules of the Realms

Demo Version

After you have familiarized yourself with the rules, please read the below rule change:

**Each Offer consists of one deck (containing 6 cards) and two revealed offer cards from that deck.
Once a card is bought, the next card is drawn from the corresponding deck and then revealed in the former's position.
The End of Game (page 19, point 2) is triggered once all cards from an Offer deck are bought.**



The Story

The King is gone.

Our sorcerers feel that his life force is still present. Alas, no one is able to find him.

Meanwhile the attacks of our sworn enemy, the Othersiders, become more and more frequent. Even though some of our folk think that the Othersiders are not necessarily evil, we must not let them cross the borders of our borders. Their immense magical power ruins our lands. In the absence of a ruler, it has been decided that the people of the three Realms of our Kingdom must put forth their champion who would unite us under their banner. This is where you come in. You shall be the Hero of our Realm! Prove that you will be a better ruler than the other pretenders for the Throne. Make haste! Save our Kingdom



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Components

Inside 'Tales of Realms and Ruins' you will find this Rulebook and the following components.

1 Double-Sided Village Realm Board



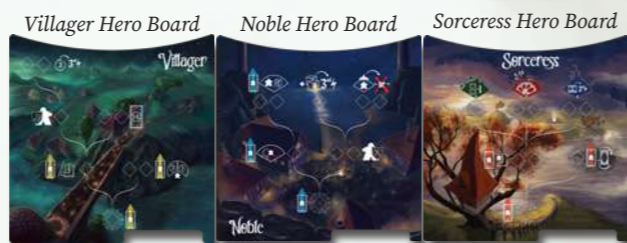
1 Double-Sided Castle Realm Board



1 Double-Sided Magic Realm Board



3 Hero Boards



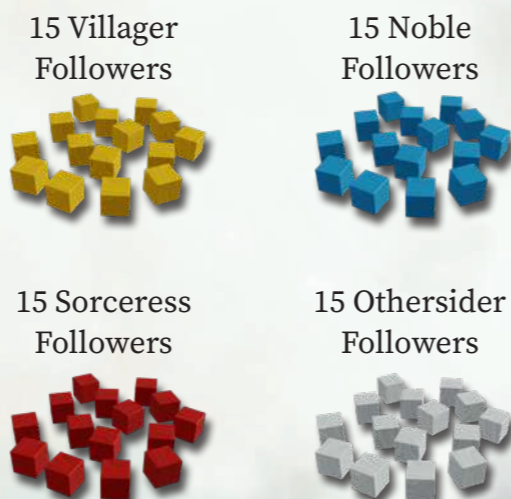
3 Double-Sided Cost Markers



3 Hero Meeples of which:

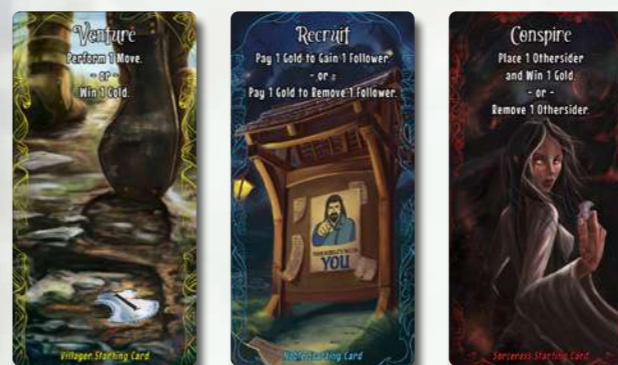


60 Follower Cubes of which:



18 Starting Cards

(3 of each Venture, Negotiate, Aid, Recruit, Cast and Conspire)



Starting cards can be distinguished by the text at the bottom of the card indicating which Hero the card belongs to.



3 Hero Cards

(Villager, Noble and Sorceress)



Hero cards can be distinguished from other cards by the text at the bottom of the card.



36 Offer Cards

(12 Village, 12 Castle and 12 Magic Cards)



Offer cards can be distinguished from other cards by the following symbols at the bottom of the card:



3 Guide Cards

(Villager, Noble and Sorceress)



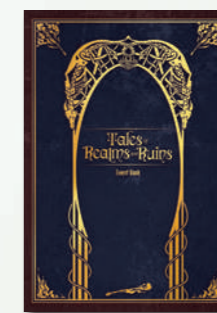
36 Event Cards



Front

Back

1 Event Book



7 Event Markers



Front

Back

36 Double-Sided Gold Tokens

(12 '1's, 12 '2's, 12 '3's')



Setting Up the Game

Step 1

Place the Village, Magic and Castle Realm Boards next to each other, with their Healthy side facing up, in a clockwise order, forming a circular shape.

Step 2

Form the Village, Magic and Castle Offer decks.

- Sort the Village (yellow border), Magic (red border) and Castle (blue border) Offer cards by suit into three decks and shuffle them separately.
- Divide each deck into two equal parts, ensuring the cards remain face down. This will create a total of 6 decks (2 decks of each suit, each containing 6 cards).
- Place each pair of decks face down on their designated spaces adjacent to their respective Realms (the Village decks next to the Village Realm, the Castle decks next to the Castle Realm, and the Magic decks next to the Magic Realm).
- Reveal the top card of each deck and place it on top of its corresponding deck. Disregard any symbols on it.

Step 3

Place the 3 Cost Markers as follows:

- '4 Gold' next to the Village Offer decks;
- '1 Follower' next to the Castle Offer decks;
- '2 Cards' next to the Magic Offer decks.

Step 4

Each player chooses their Hero and forms a play area. They:

- Place their Hero meeple in their home Realm (Villager in the Village Realm, Noble in the Castle Realm, and Sorceress in the Magic Realm).
- Place their Hero Board in front of them.
- Place their Hero Card in the designated slot beneath their Hero Board.
- Take the 15 Follower cubes matching the colour of their Hero and form a personal Follower supply.
- Take the Guide card that corresponds to their Hero.
- Form their deck by shuffling the 6 Starting cards associated with their Hero and then draw 3 cards from their deck.

Step 5

Shuffle the Event deck and place it next to the board.

Step 6

Place all the Gold tokens, Event Markers and Othersiders (white Follower cubes) next to the board, within easy reach of all players.

Step 7 Determine the first player randomly.



Overview

In 'Tales of Realms and Ruins' players take on the role of heroes who fight to claim the Throne of the Kingdom. By playing cards, building their decks, and using the Realms they rule, players gain Followers to help them in their campaign. Meanwhile, the game challenges all players by taking the role of the Othersiders, the sworn enemy of the Kingdom. The Followers of the Othersiders aim to conquer and destroy the Realms. As you battle for the Throne and defend the lands from the Othersiders, various Events will occur and challenge you to make difficult decisions.

The game may end in several different ways:

- You can win if you have the most Followers in all three Realms of the Kingdom.
- You can also win, when an Offer deck is depleted, by having the most Followers, Gold or cards, depending on the suit of the Offer deck that was depleted.
- All players may lose the game if all Realms become Ruined by the Othersiders.

This will be covered in detail on page 18.

Playing the Game

The game is played throughout a series of turns starting with the first player and then continuing clockwise. When it is your turn, you may perform up to 2 Actions in an order of your choice.

These Actions are:

- Play a card;
- Buy a card;
- Use the effect of a Realm;
- Train your Hero.

Once you have finished your turn, play out the required Event effects (if there are any) and pass on to the next player.

Play a Card

Choose one of the cards from your hand and perform the effect written on the card. Place it face up next to your deck after you have resolved its effect, thus forming a discard pile.

Always play the effect of the card to its full potential. Play the effects in the order they are written and do not take any other Actions while the effects are being played.

At the end of your turn draw enough cards from your deck to bring your hand size to your hand limit. All players start with a hand limit of 3 cards. At the end of your turn, if you have reached or passed your hand limit, simply do not draw more cards. There is no need to discard down to your hand limit.

If at any point during the game there are not enough cards in your deck to draw a card, draw as many as you can. Then flip over your discard pile to form a new deck and continue your draw. Never shuffle your deck or discard pile unless an effect of a card allows you to.

You may not look through any player's deck or discard pile. As an exception, you are allowed to see the bottom card of your deck and the top card of your discard pile.

Card Suits:

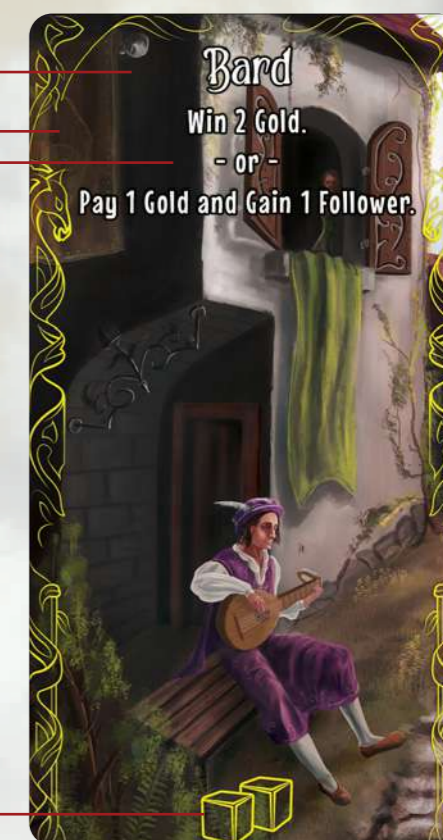
Cards are separated into 3 suits depending on the border they have.

- Village cards have a yellow border and a horse shape ornament with floral motives.
- Castle cards have a blue border and depict a Castle standing tall above a dragon figure.
- Magic cards have a red border shaped into various magical elements and the iconic houses of the Realm.

Name

Effect

Suit –



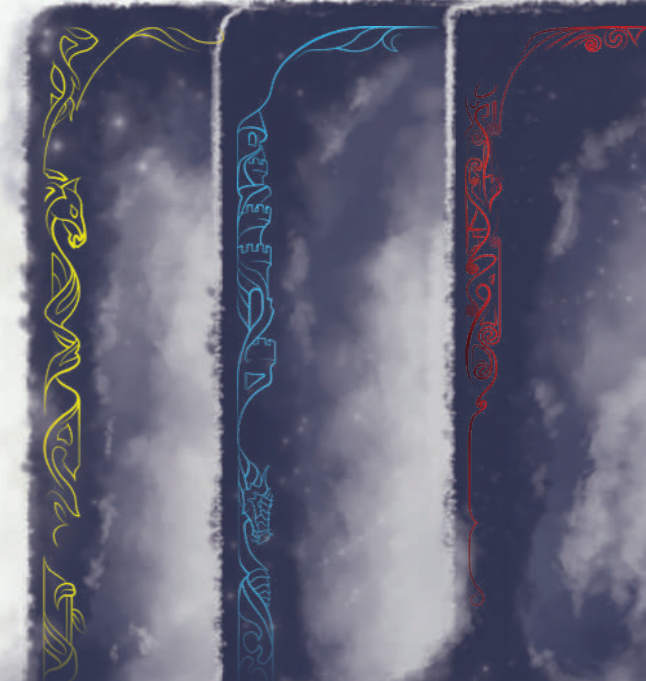
Add Othersider/Event Symbol

If an effect of a card is split with the '- or -' text, you must choose which effect to play: the one above the '- or -' or the one below it. You cannot play both unless a specific effect allows you to do so.

Village

Castle

Magic



Card Effects:

There are numerous card effects in 'Tales of Realms and Ruins' and these are the most common ones you will find during the game:

- **Gain Followers** - Take the specified number of Followers from your supply and place them on one or more Realms of your choice. You cannot gain more Followers than the amount available in your supply.

- **Remove Followers** - Take the specified number of Followers from one or more Realms and return them to the respective player's supply.

- **Lose Followers** - Choose and return the specified amount of your Followers back to your supply.

- **Place Othersiders** - Take the specified number of Othersider Followers from the supply and place them on one or more Realms of your choice. You cannot place more Othersiders than the amount available in the supply.

- **Perform a Move** - Relocate any player's Follower or Hero from one Realm to another. The 'Move' effect allows you to relocate Othersider Followers, too.

- **Draw Cards** - Take the specified number of cards from the top of your deck and add them to your hand.

- **Discard Cards** - Choose the specified number of cards from your hand and place them on top of your discard pile without playing their effects. When a card effect allows you to discard cards, you can determine the order in which the played and the discarded cards are placed on top

of your discard pile. If the effect allows you to discard another player's card, pick one randomly (unless their hand of cards is revealed) and instruct them to discard it.

- **Win Gold** - Collect the specified amount of Gold from the Gold supply and add it to your personal supply. You cannot win Gold if there are no coins left in the Gold supply.

- **Pay Gold** - Take the specified amount of Gold from your personal supply and return it to the Gold supply. You are not allowed to play the effect of a card that requires you to pay Gold, if you are unable to afford it.

- **Steal Gold** - Take the specified amount of Gold from the personal supply of another player and add it to your supply. You cannot steal more Gold than the amount the player has. You can neither steal Gold from multiple players nor from the Gold supply.

- **Interrupt a Card** - Negate all the effects of the last played card by another player. The interrupted card is immediately discarded and the interrupted player still counts their attempt to play the card as an Action of their turn. Playing interrupt cards does not count as an Action and you are allowed to play them during an opponent's turn. The player who plays the Interrupt effect does not refill their hand.

As a general rule of thumb, always interpret the card effects literally. When an effect requires you to Pay/ Lose Gold, Lose a Follower or Discard a card, you must pay the required currency in order to play the effect.

Some cards affect the next card you play. Such effects may last even after the end of your turn. E.g. the 'Negotiate' card allows you to play your next card without paying its Gold cost. The next card you play will be free even if it is played during any of your future turns.

Other cards allow you to play the effect of a card in your discard pile. These cards will have no effect if your discard pile is empty.

Multiple effects on a single card are always separated by the '- or -' text. Paying Gold or Discarding cards may only be required for just one of the effects (e.g. 'Builder').

Examples of Playing Cards:

The Villager player (yellow) has the 'Venture', 'Aid' and 'Cast' cards in hand.

Example A

The first Action of their turn is to play the 'Venture' card in order to Win 1 Gold (A1). They take the Gold from the Gold supply and place the 'Venture' card face up next to their deck (A2). For their second Action, the Villager plays the 'Aid' card. They choose to Gain 1 Follower (A3). To do so they Pay 1 Gold by returning the coin to the Gold supply (A4). Then they take a Follower from their personal supply and decide to place it in the Castle Realm (A5). The Villager places the 'Aid' card in the discard pile on top of the 'Venture' card. The player has no more Actions. They have a hand limit of 3 cards and currently hold 1. They draw 2 more cards at the end of their turn in order to reach their hand limit.

Example B

The Villager has 1 Gold acquired during a previous turn. Their first Action is to play the 'Aid' card (B1). They Pay 1 Gold to the supply (B2) and Gain 1 Follower in the Village Realm (B3). Since the effect of the 'Aid' card is fully played now, the card is placed on top of their discard pile. For their second Action, the Villager decides to play the 'Cast' card which allows them to use the effect of the 'Aid' card once again (B4). However, the player has no more Gold in their supply. Luckily, the 'Aid' card provides the opportunity to Perform 1 Move instead. Currently the Villager may either Move 1 of their Followers, their Hero, or the enemy player's Hero. They choose the latter and relocate the Sorceress (red) Hero to the Village Realm (B5). The Villager places the 'Cast' card on top of the 'Aid' card.



Buy a Card

During your turn you may choose to buy any of the two revealed cards from the Offer decks of the Realm where your Hero is.

The cost of the card varies, depending on the Cost Marker placed in the Realm where the card is. The three Cost Markers are:



'4 Gold' Marker
Pay 4 Gold to the supply.



'1 Follower' Marker
Lose 1 Follower from the Realm where your Hero is.



'2 Cards' Marker
Choose 2 cards from your hand that are of the same suit. Discard one of the chosen cards and remove the other from the game.

To buy a card, spend the cost illustrated on the Cost Marker placed in the Realm where your Hero is and immediately place the card face up on top of your discard pile. You cannot buy a card if you cannot afford it. You are not allowed to buy more than one card during a single turn.

Do not flip the top card of the Offer deck you bought the card from before you end your turn. Reveal it before the start of the next player's turn.



Use the Effect of a Realm

During your turn you are allowed to use the effect of a Realm that you rule by spending an Action. You rule a Realm if you have more Followers in the Realm than any other single player (incl. Othersiders, page 16).

You are not allowed to use the effect of the same Realm twice during a single turn. However, you may use the effect of another Realm as your second Action of the turn, as long as you rule that Realm, too. Do not take any other Actions while you perform the effect of a Realm.

Your Hero does not count towards the total number of Followers you have. Your Hero meeple is only an indicator from which Realm you are allowed to buy cards

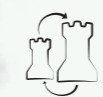
Each Realm has a different effect and the effect changes once the Realm gets flipped to its Ruined side.



Village Realm
Win 3 Gold.



Ruined Village Realm
Steal 1 Gold.



Castle Realm
Switch the places of two Cost Markers.



Ruined Castle Realm
Remove 1 Follower.



Magic Realm
Draw 2 cards.



Ruined Magic Realm
Chose a player. Discard 1 of their cards and Draw 1 card.

Examples of Buying Cards

The Sorceress (red) holds the 'Venture', 'Cast' and 'Conspire' cards.

Example A - They play the 'Venture' card (A1) and Move their Hero to the Magic Realm (A2). They decide to buy the 'Witch' card (A3). They use the '2 Cards' Marker and buy a card by discarding the 'Cast' card (A4) and removing the 'Conspire' card from the game (A5) since both cards of the same suit.

Example B - Alternatively, they decide to stay in the Castle and buy the 'Treasurer' card. They use the '1 Follower' Marker and the Sorceress Removes 1 of their Followers from the Castle (B1). They place the 'Treasurer' card on top of their discard pile. The next offer card is not revealed until the Sorceress ends their turn and draws cards up to their hand limit (B2).

Examples of Using the Effects of a Realm

The Noble (blue) rules the Magic and the Castle Realms. The Village Realm is currently not ruled by anyone.

Example C - The Noble uses the effect of the Magic Realm, which allows them to draw 2 cards (C1). They cannot use the effect of the Magic Realm again since they have already used it during their turn. Instead, they choose to use the effect of the Castle Realm. The Noble swaps 2 Cost Markers of their choice and ends their turn (C2). They do not draw any cards, since they already have 5 in hand.

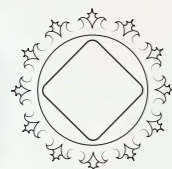
Example D - Alternatively, the Noble plays the 'Conspire' card (D1) and Removes an Othersider from the Village Realm (D2). The Noble now rules over the Ruined Village Realm. They use its effect and Steal 1 Gold from the Sorceress (D3). The Noble ends their turn and draws 1 card.

Train Your Hero

If you do not have the best options to influence the world in your favour it may be better to concentrate your efforts on improving yourself. Every Hero has a unique skill tree illustrated on their Hero Board and players may unlock permanent Hero abilities to help them in their campaign for the Throne. This Action is called Train and may be done up to twice per turn.

To Train your Hero, spend 1 Action and discard any 2 cards from your hand in an order of your choice. Then place one of your Followers from your supply to an available slot in the skill tree illustrated on your Hero Board. Once all slots corresponding to a specific skill are filled, you immediately learn that skill.

You are only allowed to place the Followers from your supply on the available slots in your skill tree. All players start their progression from the bottommost slot on their Hero Board. This slot can be distinguished by the following circle around it.



The next available slots will be those connected by a single branch to another learned skill.

Beware! As your Hero's prowess raises, the wariness among the people of the Kingdom grows. They will no longer perceive the pretenders for the Throne as one of their own.

The Follower cubes placed on your Hero Board remain there for the rest of the game and they cannot be retrieved. They are no longer considered to be part of your supply and they cannot be placed in the Realms using Gain Follower effects. This means that the more you Train your Hero, the less Followers will be available in your supply.

Example of Training Your Hero

The Villager player has already trained their Hero 3 times during their past turns and now they discard 2 cards to Train again. The Villager is unable to train the (1) skill as there is no branch that connects this skill to one that is already learned. The Villager may place 1 Follower from their supply on the (2) skill. If they choose to do so, the effect of the (2) skill will come into play immediately. The player may also place 1 Follower on the (3) skill. However, the skill requires 2 Followers to be learned. The Villager will need to train one more time in order to unlock it. Lastly, the player may decide to Train the (4) skill. Similarly to the (2) skill, the (4) skill will be learned immediately.



Villager



Add the Villager Hero card to the game by placing it on top of your discard pile.



The effect of the Villager Hero card changes to: 'Place two "3" valued Gold coins from the supply in two Realms of your choice. Whenever your Hero moves to a Realm with Gold, immediately Win all the Gold from that Realm.'



Whenever you play the Villager Hero card, you may Perform 2 Moves instead of using its effect.



Enemy players cannot Move your Hero or the Followers that are present in the same Realm as your Hero.



You can play card effects that require you to pay Gold as if you have already paid 1 Gold.



Once during your turn you may Pay 3 Gold to the supply in order to take an additional Action during your turn.

Sorceress



Add the Sorceress Hero card to the game by placing it on top of your discard pile.



Whenever you play the Sorceress Hero card, you may refresh an Offer deck. To do so, choose a deck in the Offer in the Realm where your Hero is. Place the top card of that Offer at the bottom of the deck and reveal the next card. Ignore all Event or Othersider symbols.



After you play the effect of the Sorceress Hero card, you may Move your Hero.



If the Sorceress Hero is in the Village Realm, you may play card effects that require you to discard cards as if you have already discarded 1 card.



If the Sorceress Hero is in the Magic Realm, you may increase your hand limit by 1 card.



If the Sorceress Hero is in the Castle Realm and if you have played 2 cards of the same suit during your turn, you may take an additional Action during your turn.

Noble



Add the Noble Hero card to the game by placing it on top of your discard pile.



The effect of the Noble Hero card changes to: 'Use the revealed or the unrevealed effect of the Realm where your Hero is.' E.g. if your Hero is in the Village and the Realm is Healthy, you may choose to Steal 1 Gold instead.



Whenever you play the Noble Hero card, you may also Remove 1 Follower from the Realm where your Hero is.



While the Noble Hero is in a Realm that you rule, you may play cards with the 'or' or '-' text as if it says 'and' instead.



Enemy players cannot use Remove Follower cards or Realm effects on the Followers that are present in the Realm where your Hero is. Your Followers can still be removed when a Realm becomes Ruined.



If you have Gained 2 or more Followers during your turn, you may take an additional Action during your turn.



The Othersiders

In 'Tales of Realms and Ruins', players do not only compete against each other, but they fight against the game as well. The game takes the role of the Othersiders, a nation currently at war with the Kingdom.

Othersiders have Followers in the Realms, too. They are represented by the white cubes.

You must always treat the Othersider cubes as Followers. You can Move or Remove them using 'Perform Move' and 'Remove Follower' effects. To rule a Realm, you must have more Followers than the Othersiders, too.

When the Othersiders conquer a Healthy Realm and become its Ruler, that Realm is immediately Ruined. Flip its board to its Ruined side facing up. Remove all Followers from it, leaving only the Othersider Followers and the Heroes that were already present in that Realm.

To heal a Ruined Realm, the players must clear all Othersider cubes from the Ruined Realm by Moving them to another Realm or Removing them from the board. When this occurs, flip the Ruined Realm back to its Healthy side up. When a Realm is healed, the players' Heroes and Followers that were already present on the Ruined side remain on the Healthy side, too.

The actions of the game are determined by the symbols located at the bottom of every Offer card. Whenever a new Offer card is revealed check the symbol and immediately carry out its associated action.

There are two types of symbols that may appear:

Add 1 or 2 Othersiders

Event



Add Othersiders

Whenever an 'Add Othersider' symbol is revealed, the player who last bought a card from the supply and thus revealed the new Offer card, takes the specified number of white Follower cubes from the supply and places them in a Healthy Realm of their choice. If you revealed the symbol that instructs you to add 2 Othersiders, add both of them to a single Healthy Realm. You are not allowed to split them into multiple Realms.

If there are not enough Othersiders available in the supply and you need to add more as a result of a revealed Offer card, add as many as you can. Then Move the remaining Othersiders from the Realm with the most Othersiders to aforementioned Healthy Realm. This rule does not apply when you are adding Othersiders due to a card effect. In summary, if the game attempts to add Othersiders and there are none in the supply, you must Move them instead.

Example of Adding Othersiders After a New Offer Card Has Been Revealed

The Sorceress (red) player has bought a card from the Magic Realm during their turn. At the end of their turn, they reveal the next Offer card from the deck (A1). It is the 'Librarian' card which indicates that a single Othersider must be added to the board (A2). The Sorceress takes the cube from the supply, since there are available Othersiders there. The Sorceress has two options where to place the Othersider. They may place it in the Magic Realm where the Othersiders will not become rulers and thus will not Ruin the Realm (A3). They may also place it in the Castle, where the Othersiders will Ruin the Realm. Thus the Sorceress will lose 1 Follower, but also Remove 2 blue and 1 yellow Followers (B). If the Othersiders' supply was empty, the Sorceress would have had to Move the white cube from the Village Realm, since this is the Realm with the most Othersiders (C).



Events

Whenever you reveal a card in the Offer and the card has the Event Symbol on it, an Event immediately occurs.



Event Symbol

Events describe different stories that transpire in the world in a choose-your-own-adventure style of storytelling. As the potential Rulers of the Kingdom, your Heroes will be sought after to resolve disputes, act against the enemy invasion, or handle other various situations in the Realms.

If you were the last player to purchase a card from the Offer and the next revealed Offer card bears the Event symbol, you are now considered to be the Decision Maker of the Event. The Realm that corresponds to the Offer where the Event symbol is revealed is called the Event Realm.

As a Decision Maker, draw the top card of the Event deck and choose a player to be your storyteller. There is a 'Go to {number}' at the end of the text of the Event card. Tell that number to your storyteller. Then the storyteller must take the Event book ('Tales of the Realms') and find the specified chapter. Meanwhile you may read the flavour text on your Event card which gives detailed information about the decision you will have to make. Alternatively, you may decide to skip the long version and hear out the short one written in the Event book. While the Event lasts, leave the Event card on top of the Event deck so that it is available for all players to read.

If you are the storyteller, read out loud the chapter from the Event book to all other players and follow the instructions written there. When there is a **'Choice:'** the Decision Maker must make a choice based on the provided information. However, there are many Events where other players also take part in the narrative. Depending on these choices, go to the next chapters of the Event until you reach its end. You are not allowed to read the next chapter before a decision has been made.

As a general rule, when an Event occurs, do whatever the Event book tells you to do step by step. In case of a more complex Event, it may be better for the storyteller to read the steps to themselves and then explain them to the other players. In case there is ambiguity in the description of an Event, play the Event in a way that fits best with the theme of the game. In case of an argument, the Decision Maker holds the final authority over determining how the rules should be interpreted and played.

Many Events instruct you to use Event Markers. These tokens are intended to help the players mark specific game pieces if needed. Use them in any way that will help you easily track the game. You may use supplements if there are not enough of them in the supply.

We recommend ignoring the Event symbols during your first game.

End of the Game

The game may end in several different ways:

1. You immediately win if at the beginning of your turn you rule all three Realms.
2. The game ends immediately if any one of the six Offer decks gets depleted. The winner of the game is determined by the suit of the depleted deck:
 - Village Deck - You win if you have more Gold in your personal supply than any other player.
 - Castle Deck - You win if the total number of your Followers placed in all three Realms is higher than that of any other player.
 - Magic Deck - You win if the total number of cards in your hand, deck and discard pile is higher than that of any other player.

In case of a tie, follow the win condition of the next Offer deck clockwise until the tie is broken. In case a tie occurs within all three Realms, the victorious player is the one who acquired a card from the Offer last.

3. The game ends immediately if all three Realms become Ruined. In this case the Othersiders win and all players lose. However, there are two ways that may allow you to join the Othersiders and win along with them. Such conditions are explained in detail on the respective game components.



Index

The index section should not be read independently, but rather serve as a reference in case questions arise during play. Events are not included in this index.

Starting Cards

- **Aid** - Choose one of the following two effects: a) Select any Hero or any Follower located in a Realm of your choice and place it in another Realm of your choice. b) Pay 1 Gold to the supply and take 1 Follower from your supply and place it in a Realm of your choice.
- **Cast** - If the top card placed on your discard pile is a starting card, you may play its effect. Using the 'Cast' card costs 1 Action for the turn and using the effect of the card placed on top of your discard pile costs 0 Actions.
- **Conspire** - Choose one of the following two effects: a) Take 1 Othersider from the supply and place it in any Realm of your choice. Then take 1 Gold from the supply and add it to own your supply. Note that the 'a)' effect cannot be played if there are no Othersiders available in the supply. b) Select 1 Othersider from any Realm and return it to the supply.
- **Negotiate** - When you play your next card, you may use its effect without paying any Gold to the supply. **The subsequent card may be played during your future turns, too.** If the next card you play uses the effect of another card, that effect is considered free as well. *E.g. "Cast", "Sorceress", "Enchantress", "Shapeshifter".*
- **Recruit** - Choose one of the following two effects: a) Pay 1 Gold to the supply and take 1 Follower from your supply and place it in a Realm of your choice. b) Pay 1 Gold to the supply and select 1 Follower from any Realm of your choice and place it in its original supply.
- **Venture** - Choose one of the following two effects: a) Select a Hero or a Follower located in a Realm of your choice and place it in another Realm of your choice. b) Take 1 Gold from the supply and add it to your own supply.

Hero Cards and Clarifications

- **Noble** - Check the Realm where your Hero is located. Use its effect as if you were its ruler. You cannot choose the effect of the Realm that is not visible. *E.g. if a Realm is Healthy, you cannot choose the effect of its Ruined side.* If you also happen to be the ruler of that Realm, you are allowed to additionally Use the Effect of that Realm (page 13) as another Action of your turn. This effect can be upgraded with Train to include the hidden effect of the Realm as well.
- **Sorceress** - Choose any one of the 2 revealed cards located in the Offer of the Realm where your Hero is located. Use the effect of that card as if you had played it. Do not place the card in your discard pile. Leave it in the Offer instead. This effect can be upgraded with Train to refresh the Offer cards as well.
- **Villager** - Take 3 Gold from the supply and place it in a Realm of your choice. Whenever your Hero is Moved to that Realm, collect all the Gold already present there and transfer it to your own supply. If you use the 'Villager' card and place the Gold in the Realm where your Hero is, your Hero will need to Move out of the Realm and then return in order to Win the Gold. Other enemy players cannot take the Gold placed in the Realms. The Gold remains even if the Realm gets Ruined or healed. If another player uses the effect of the 'Villager' card via the 'Shapeshifter' card they may mark the Gold they left in the Realm with an Event marker in order to differentiate it. This effect can be upgraded with Train to place 3 Gold coins twice in two different Realms.

Castle Cards

- **Bannerman** - Pay 1 Gold to the supply. Take all of your Followers from all three Realms and place them in the Realm where your Hero is. **This effect does not count as a 'Perform Move' effect.**
- **Cavalier** - Pay 1 Gold to the supply. Remove as many Followers from any Realm as the number of Moves you have performed during this turn. *E.g. If as your first Action of the turn you Performed 2 Moves, you may then play the 'Cavalier' card and Remove 2 Followers as your second Action of the turn. The 'Cavalier' must be played as a second card of the turn in order to be effective.*
- **Cleric** - Pay 0, 1 or 2 Gold to the supply. Gain as many Followers as the amount of Gold you paid to the supply (0, 1 or 2).
- **Court Maiden** - Pay 2 Gold to the supply. Remove 1 Follower from a Realm of your choice and Gain 1 Follower in that same Realm. You cannot play this card if there are no Followers to Remove.
- **Ghost of the Castle** - You can play this card outside your turn and it does not count as an Action. You may stop a player from using the effect of a card they played. Then you must Lose 1 of your own Followers. You cannot play this card if you have no Followers present in any of the three Realms. The interrupted player still counts their attempt to play their card as an Action of their turn. After playing the 'Ghost of the Castle', you are **not** allowed to draw cards up to your hand limit until the end of your next turn unless an Event allows you to.
- **Guard** - Choose a player and one of the three card suits - Village, Castle or Magic. The player you chose must discard 1 card of the chosen suit. If that player does not have such a card in hand, you are allowed to Remove 1 of their Followers. If the player holds such a card, they **must** discard it. *E.g. You ask another player whether they have a 'Village' card in their hand. That player checks and sees they actually have 2 Village cards. They must choose one of the cards and discard it. If the enemy player had no cards at all, you would have Removed 1 Follower of theirs.*
- **Knight** - Pay 0, 1 or 2 Gold to the supply. Remove as many Followers as the amount of Gold you paid to the supply (0, 1 or 2).
- **Minstrel** - Pay 2 Gold to the supply. Gain up to 1 Follower in every Realm where you are not the ruler.
- **Thane** - Choose a Realm and use its effect as if you were its ruler. You cannot choose the effect of the Realm that is not visible. *E.g. if a Realm is Healthy, you cannot choose the effect of its Ruined side.* If you also happen to be the ruler of that Realm, you are allowed to additionally use the Effect of that Realm (page 13) as another Action for your turn.
- **Traitor** - Gain up to 1 Follower in every Ruined Realm. If at any point during the game all three Realms become Ruined and you hold the 'Traitor' card in hand, you win the game. If another player has proceeded to chapter (112.) during the 'The Hooded Figure' Event, you both share the victory.
- **Treasurer** - Choose one of the following two effects: a) Take 0, 1 or 2 Gold from the supply of a player of your choice and add it to yours. b) Take 0, 1 or 2 Gold from the supply and add it to your own supply.
- **Warlord** - Pay 1 Gold to the supply. Remove 1 additional Follower for every Follower you have already Removed during your turn. *E.g. If as your first Action of the turn you Removed 2 Followers, you may play the 'Warlord' card and Remove 2 additional Followers as your second Action of the turn. The 'Warlord' must be played as a second card of the turn in order to be effective.*

Magic Cards

- **Archmage** - Choose one of the following two effects: a) Choose a player (you may choose yourself). Then make that player shuffle their deck or their discard pile. b) Turn your discard pile face down. Then turn your deck face up so that the bottommost card becomes the top card of the deck. Do not shuffle any of the decks. From now on, draw cards from your (former) discard pile and discard your cards on top of your (former) deck.
- **Enchantress** - Play the effect of the top card of your discard pile as if you have just played it. Using the 'Enchantress' card costs 1 Action for the turn and using the effect of the card placed on top of your discard pile costs 0 Actions. Playing the 'Enchantress' when your discard pile is empty or when the top card is 'Cast' has no effect.
- **Fortuneteller** - All enemy players must place their hand of cards face up on the table. They must play this way until the moment you put another card on top of the 'Fortuneteller' or you flip your discard pile, thus forming it into a deck. The effect of the 'Fortuneteller' becomes active from the moment you buy the card from the Offer.
- **Healer** - Pay 1 Gold to the supply. Gain a number of Followers equal to the number of your Followers that have been Removed or Lost since the beginning of your last turn. The Lost Followers from card purchases, flipping a Realm to its Ruined side, or Events are also Regained.
- **Librarian** - Choose a card from your hand and place it on top of your discard pile. Then draw 3 cards from your deck.
- **Mystic** - You can play this card outside your turn and it does not count as an Action. You may stop a player from using the effect of a card they played. Then you must discard 1 card from your hand. You cannot play this card if you are unable to discard a card. The interrupted player still counts their attempt to play their card as an Action of their turn. After playing the 'Mystic', you are **not** allowed to draw cards up to your hand limit until the end of your next turn unless an Event allows you to.
- **Necromancer** - Choose a card from your hand and place it on top of your discard pile. Then Gain Followers equal to the number of Followers you have already Removed during your turn. You cannot play this card if you are unable to discard a card.
- **Seer** - Draw a card from your deck. Then choose a player and a random card from their deck. That player must discard the chosen card. If the player's hand is revealed, you may choose the card you wish to be discarded instead of picking it randomly.
- **Shapeshifter** - Choose an enemy player. Play the effect of the top card of their discard pile as if you have just played it yourself. Using the 'Shapeshifter' card costs 1 Action for the turn and using the effect of the card placed on top of their discard pile costs 0 Actions. **Do not move the enemy's card to your discard pile.**
- **Summoner** - Discard 0, 1 or 2 cards from your hand. Perform 1 Move. Then Perform as many additional Moves as the number of cards you discarded.
- **Warlock** - Discard 0, 1 or 2 cards from your hand. Then Remove as many Followers as the number of cards you discarded.
- **Witch** - Choose a card from your hand and place it on top of your discard pile. Check the suit of the discarded card and perform one of the following three effects based on the suit of the card. If the suit is Castle (blue), you may Perform 0, 1 or 2 Moves. If the suit is Village (yellow), take 0, 1 or 2 Gold from the supply of a player of your choice and add it to yours. If the suit is Magic (red), take 0, 1 or 2 Followers from your supply and add them to skill slots of your choice on your Hero Board.

Village Cards

- **Bard** - Choose one of the following two effects: a) Take 0, 1 or 2 Gold from the supply and add it to your supply. b) Pay 1 Gold to the supply. Then Gain 1 Follower in a Realm of your choice.
- **Beggar** - Take 1 Gold from the supply and add it to your own supply. While the 'Beggar' is on top of your discard pile, you may take 1 Gold from a player every time after that player plays or discards a card. You cannot Steal the Gold from a player who has no Gold and you cannot steal the Gold from the general supply instead. The effect of the 'Beggar' becomes active from the moment you buy the card from the Offer.
- **Builder** - Choose one of the following 2 effects: a) Perform 0, 1 or 2 Moves. b) Pay 1 Gold to the supply and Gain 1 Follower.
- **Farmer** - Take 0, 1, 2 or 3 Gold from the supply and add it to your own supply.
- **Gambler** - Take 1 Gold from the supply and add it to your own supply. Then take a coin (you may take a '3' valued coin from the supply) and flip it. If the flipped coin lands on heads, take 2 additional Gold from the supply and add it to your supply. If it lands on tails, choose a player. Then you may take 0, 1 or 2 Gold from their Gold supply and add it to yours.
- **Lighthouse Keeper** - When you play a card that grants a 'Perform Move' effect after you have played the 'Lighthouse Keeper', perform twice as many Moves as the number indicated on the card. The next card may be played during your future turns as well. *E.g. During your turn, your first action is to use the effect of the Village Realm and Win 3 Gold. Your second action is to play the 'Lighthouse Keeper' card. During your next turn, your first Action is to play the 'Sailor' card. You pay 2 Gold to the supply and Perform up to 6 Moves.*
- **Merchant** - Take 1 Gold from the Gold supply for every 3rd Follower (incl. Othersiders) that is placed in the Village Realm. The Realm may be Healthy or Ruined. Add the Gold to your own supply.
- **Peddler** - Perform 1 Move. Then take as much Gold from the Gold supply as the number of Moves you have performed during your turn. Add the Gold to your own supply. You should also count the Move from the 'Peddler' card as well.
- **Sailor** - Pay 2 Gold to the supply. Perform 0, 1, 2 or 3 Moves.
- **Scoundrel** - You can play this card outside your turn and it does not count as an Action. You may stop a player from using the effect of a card they played. Then you must give 1 Gold from your Gold supply to that player. You cannot play this card if you have no Gold in your supply. The interrupted player still counts their attempt to play their card as an Action of their turn. After playing the 'Scoundrel', you are **not** allowed to draw cards up to your hand limit until the end of your next turn unless an Event allows you to.
- **Taverner** - If during your turn you were able to Win at least 1 Gold, you can Gain 1 Follower. Else, you Gain 0 Followers.
- **Village Elder** - If during your turn you were able to Gain at least 1 Follower, you can Gain 1 additional Follower. Else, you Gain 0 Followers.



Order of Actions

Start of Your Turn

You may take 1 or 2 Actions from the ones listed below:

- Play a card (up to twice per turn)
- Buy a card from the Offer (once per turn)
- Use the effect of a Realm (once per turn per Realm)
- Train by discarding 2 cards (up to twice per turn)

You may perform any additional Actions allowed by Event cards before or after your 2 Actions for the turn.

Declare you end your turn.

Draw enough cards from your deck to bring your hand size back to your hand limit.

In Between Turns

Resolve all Event effects if there are any.

If you bought a card during your turn, reveal the new Offer card. Then resolve the Add Othersider(s) or Event symbol.

Start of Next Player's Turn

Credits

Game Design

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Illustrations and Graphic Design

Mihail Iliev

Creative Text and Editing

Evgenia Vasileva

Quality Check

Evgenia Vasileva

Marketing and PR

Evgenia Vasileva

Production Management

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Play Testers

TBA

