

## **Curse: Change of Heart (Competitive Mode)**

**Players: 2-6**

### **Intro**

The heroes of the 12 Realms were gathered at a tavern to celebrate their recent victories. After a long time they were happy and buying everyone in the tavern free drinks inviting them to join their feast. Among the chosen ones, there was a lonely old lady and when Red Riding Hood approached her to offer her a glass of wine, the old lady whispered something in a dark dialect. Red Riding suddenly felt weird, as everyone around her was changing, turning into enemies. She was guarding herself against them and then the old lady stood up and repeated her dark words once again. Everyone in the tavern turned hostile and violent. They soon started forming groups, wanting to prove which of them was the best, therefore they set a contest. They would lure the forces of evil to their kingdoms to see who will be the winner...

### **Set-up**

For this scenario, you can use the Black Fortresses and their corresponding rules.

For this scenario, you can also include the Promo Invaders if you want to increase the difficulty level.

You follow the rules of the base game, with the following exception: Each player takes on the role of two heroes instead of one. The hero sheets are chosen by the players in draft mode, starting with the first player and then going clockwise.

### **Winning Condition**

Be the last player whose kingdom isn't defeated by the enemies or be the first one to defeat the Dark Lord.

### **Gameplay**

In this scenario, the players are competing each other to see which group of heroes is the best.

You follow the same rules as in the base game regarding the set-up and the main game with the following differences:

- a) Each player chooses a realm. He cannot travel from that realm to any other; as well he cannot trade with any other players from the other realms.
- b) Each realm is chosen by drafting mode starting from the first player and going clockwise.
- c) Each player can activate only one of the two characters during their turn.
- d) If a player destroys the Black Fortress of their realm, then the rest players increase by one the invasion marker in their realms.