

# The Immortal Pirate

## Players: 3-6

“It was another morning, a cold day and peace and prosperity reigned across the 12 Realms. The Heroes were saving the folk and people were enjoying their day as usual. Everything seemed quite and no one could ever imagine at that point that it wouldn’t stay that way.

At first, black clouds appeared in the horizon and a terrible storm soon followed. Rain and thunders were storming down upon the Realms and everyone was scared for they hadn’t seen such a storm for ages. The wind was howling and a sinister voice was heard all across the land. “I have returned Heroes of the Realms and I challenge you all! Come forth and face me”...

## Winning Condition

Defeat the Jack Rackham in all the Active Realms.

## Set-Up

For this scenario, use only 1 Dark Lord regardless the number of players and the Active Realms, and this Dark Lord is Jack Rackham.

For this scenario, one player has to assume the role of D’Artagnan.

You can also use the Buildings and their equivalent cards and also the Trade Rules among the players.

Regardless the amount of the Active Realms, there is only one Dark Lord figure (Jack Rackham) and his equivalent card, therefore you remove any other Dark Lord cards/minis from the rest Active Realms.

For this scenario, you do not use the Black Fortresses or the Crab Variant, however if you want to increase the difficulty level, you can add the Promo Invaders depending the Active Realms.

## Gameplay

- For this scenario there is only one Dark Lord in play, Jack Rackham.
- **Whenever**, 1 Realm’s Invasion Marker reaches 16, Jack Rackham spawns as a normal Dark Lord following the same rules as in the base game.
- When defeated, the normal rules apply with the only difference that Jack Rackham can and will spawn again on another Realm as if he belonged to that Realm too.
- The Heroes must collect each Realm’s Artefacts in order to defeat him on each one.
- For the entirety of this scenario, Jack Rackham can only be confronted and defeated by D’Artagnan. Also, if Jack Rackham ever has to spawn again, while already on the board, the players instantly lose the game. For example, if a second Realm reaches 16 on the Invasion Marker and the Dark Lord is already on the board, then you all lose.
- **Attention:** Jack Rackham’s ability now affects all the Active Realms, not just the one he spawns in. His ability has also changed so the players now have to exploit their Talents collectively on each Realm. Example: for each Realm players have to collectively exploit 3 Talents.
- When you defeat Jack Rackham in a Realm, remove all the Invaders except the treasure tokens, and that Realm is now considered Inactive, so you remove the equivalent cards from the Realm’s deck.