12 Realms Bedtime Story

Back again… with a new story!

Bedtime Story continues to build on the 12 Realms legacy and brings four new realms: Tang Dynasty, Horrorville, Clockwork Shire and Atlantis. This time the Heroes must destroy the Dark Forces once and for all. In the Tang Dynasty a god has been born with unlimited bower. Players begin their journey from the same realm and must travel from one land to another until they reach the Tang Dynasty, but it will not be easy. On the other side of the fairy world, Atlantis is sinking and the flood affects all the other Realms. Each time you destroy Invaders the water level rises in other realms and you will need more Talents to reach them – while the Invaders become more powerful. Rescue as many people as you can, sacrifice a character and buy some time to find a solution to save yourselves. Time might be running out for Atlantis, but time has stopped altogether in the Clockwork Shire! Pinocchio and Geppetto must find the missing gear wheels and re-activate all the areas. Only then will you be able to attack the Invaders who raid the Realm. Use speed to travel among the Realms to collect the gear wheels, but beware the Steam Baron and his mechanical skills! Regroup then, for the war is not yet over. A madman is running loose in Horrorville — a doctor who transforms people into beasts. You must work together to find a cure before everyone is transformed, then find the madman and attempt to cure him. However, by the time you find him he may be nearly unstoppable!

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This expansion contains many new and exciting components to help you enrich the playing experience:

- 8 new Hero Character cards (double-sided with different Talents and player abilities on each side)
- 4 new Realm boards (Tang Dynasty, Atlantis, Clockwork Shire, Horrorville)
- 19 Realm cards for each new Realm (Invaders, Artefacts and Treasures)
- Over 300 Invader and Dark Lord tokens (for all 4 new Realms)
- 8 Hero miniatures: Geppetto, Pinocchio, Oliver Twist, Van Helsing, Frog Prince, Walrus Gladiator, Cao-Yi, Pao-Pao)
- 4 Fortresses
- 4 Invasion Markers
- 8 Dark Lord Miniatures

The above components may be used with the rules for the basic game, as well as components and variants included in the original 12 Realms and Ancestors Legacy to provide new and exciting combinations. This expansion also includes certain components meant to be used with specific Plots (see Plots section). When playing a Plot you will use the components listed in the set up for the Plot from among the following additional components:

- 1 Magic Mirror miniature along with its cardboard and 3 markers
- 30 Green Talents
- 2 bonus Horrovville cards
- 9 Wall Tiles along with their bases
- 1 Emperor Miniature
- 1 Pouch
- 15 Poison tokens
- 21 Aqua Stones
- 1 Bubble Marker (blue invasion marker)
- 1 Hourglass (5 minutes)
- 3 Bat Miniatures
- 1 Mad Lab Miniature
- 1 Time Machine miniature
- 8 Key cards
- 30 Cogwheel tokens
- 8 Automata miniatures
- This rulebook
New Invader Powers

Terror: When challenging an Invader with the Terror power, you move the Invasion Marker forward by 1 when destroying such an Invader.

Companions

This expansion includes 8 new different Hero miniatures plus 8 Hero cardboard. The miniatures you will find in this expansion pack are:

- Alice and Mad Hatter
- Dorothy and Toto
- Sherlock Holmes and Dr. Watson
- Peter Pan and Tinkerbell

Each pair of Heroes are companions and must be played together by one player as follows:

Mad Hatter, Tinkerbell, Dr. Watson and Toto can do the following actions. They can transfer Artefacts and Treasures to their partners (Mad Hatter to Alice, Tinkerbell to Peter Pan, Dr. Watson to Sherlock Holmes and Toto to Dorothy). They can also travel from town to town without losing their turn, but they can visit each town of each active Realm once per round. They cannot buy town cards, but they can use their Talents to challenge invaders.

Example: Tinkerbell goes to the same area where Peter Pan is standing and gives him any Artefacts and Treasures that she has.

Toto, Dr. Watson, Mad Hatter and Tinkerbell can also collect Artefacts and Treasures by exploiting equipment and Talents. When you play with a companion set you can combine their Talents. In other words you can play both characters at the same time in the same round.

Example: Dorothy moves into an area and collects a treasure. Then Toto moves to the same Realm and collects another treasure, goes to the area where Dorothy is standing and gives her that treasure. So now Dorothy can go to the town directly, if desired, and even buy a card that requires 2 gold coins.
Each Hero has a special ability on one side of their card. The abilities in the gold banner can be activated once during the game. The abilities in the red banner can be activated once per round. Here are the new Heroes’ special abilities:

<table>
<thead>
<tr>
<th>WALRUS GLADIATOR: Draw 1 Town card for free (once per game).</th>
<th>+1</th>
</tr>
</thead>
<tbody>
<tr>
<td>VAN HELSING: Refresh one of your Talents.</td>
<td><img src="image" alt="Van Helsing" /></td>
</tr>
<tr>
<td>TOAD GLADIATOR: Exploit 1 Swiftness Talent to travel from the Area of the Realm you are standing in to another Area of a Realm of your choice, without losing your turn.</td>
<td><img src="image" alt="Toad" /></td>
</tr>
<tr>
<td>PINOCCHIO: You collect a Treasure by exploiting 1 Magic Talent (even if that Treasure requires a different Talent).</td>
<td><img src="image" alt="Pinocchio" /></td>
</tr>
<tr>
<td>PAO-PAO: Draw 1 Town card for free (once per game).</td>
<td><img src="image" alt="Pao-Pao" /></td>
</tr>
<tr>
<td>OLIVER TWIST: Exploit 2 Swiftness Talent to collect 1 Gold coin.</td>
<td><img src="image" alt="Oliver Twist" /></td>
</tr>
<tr>
<td>GEPPETTO: Refresh all of your Red Talents (once per game).</td>
<td><img src="image" alt="Geppetto" /></td>
</tr>
<tr>
<td>CAO-YI: You collect a Treasure by exploiting 1 Combat Talent (even if that Treasure requires a different Talent).</td>
<td><img src="image" alt="Cao-Yi" /></td>
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</tbody>
</table>
The Frog Prince leaped across the city from rooftop to rooftop, watching the streets below turn from trickling streams to veritable rivers. They needed to find the source of the flooding or soon Atlantis would be but a distant memory at the bottom of the sea.

From up ahead he heard the bellowing war cry of mighty Walrus and the sounds of desperate battle. Two rooftops later the Frog Prince stood looking down upon the steps to the main citadel, from which water cascaded from every window, door and portal.

Surrounded by the aquatic forces of Euryale and waist deep in water, the Walrus Gladiator swung his great hammer in arcs of devastation. Naiads scampered to get out of the way and Water Spirits dove beneath the rising water, but few escaped the well-aimed swing of the hammer. Time and time again the invaders were beaten back until few had the courage to continue the assault.

Just as the Frog Prince was about to call to his old friend and congratulate him on his efforts, a shadow fell across the citadel courtyard. A wave higher than even the tallest building in Atlantis loomed menacingly from the south and at its crest rode the lord of the seas himself, King Neptune and in his wake the great Leviathan.

This was to be the last chance to save Atlantis or watch it sink forever.
Setup

For this Plot, you will not use the Artefacts, the Black Fortresses, the Buildings, the Crab, Promo Invaders or Dark Player variant.

To play this plot you will need to use some of the new components: 1 Bubble Marker, 21 Aqua Stones and 1 Hourglass (5 min.).

You can also use the Bonus Town Cards. The Bonus Town cards have a red banner! Just remove the cards that destroy the Black Fortresses.

You can play this plot with 4 Realms, so 4 players are required. At least 2 Heroes must have 1 Gold Talent (example: Merlin, Snow White and so on). The number of players is a recommendation in order to have a balanced game.

Atlantis must be one of the Active Realms in this plot.

You will have to face both Dark Lords in each Active Realm but you are not required to collect Artefacts before doing so.

Place the Bubble Marker next to the Invasion Marker.

When you play this Plot, you cannot use any Blue Talents, therefore remove them from the game and be careful when you buy Town Cards.

Winning Condition

To win this plot the Bubble Marker must reach 20 and you must prevent the Active Realms from sinking completely.
Gameplay

Play the game as you already know. The Dark Lords rules apply as in the basic game. The additional changes here are:

Roll the Area die to determine the first player. The higher number wins.

When the Invasion Marker reaches 7 in a Realm, the first Dark Lord appears. The second Dark Lord appears when the Invasion Marker reaches 16. You do not need the Artefacts to challenge the Dark Lords. When you destroy a Dark Lord he does not appear again.

In each round and after you have dealt all the Realm cards and placed all the Invaders, you trigger the Hourglass. Then you can start playing the round. The Bubble Marker is moving on the same track as the Invasion Marker. So, for every Invader you destroy, you move the Bubble Marker one space forward.

If the five minutes end before all players play their turns and complete the round, you ignore all the Invaders you destroyed at this round and you return the Bubble Marker at 0. How can you save the Bubble Marker? If a player decides to lose their turn during this round, then the Hourglass effect is ignored for this round and the Bubble Marker remains as it is. However for this round you will not count the Invaders you destroyed so you will not move further the Bubble Marker.

There are two save points for the Bubble Marker. The first is number 7 and second is 16. When the Bubble reaches for example 7, then during that round if you fail and the time ends, the Marker will not return to 0 but to 7. The same happens if it reaches at 16. Example: If the Bubble Marker reaches 9 and you fail during this round, then the Marker returns to the first save point, meaning number 7.

For every two Invaders that remain in the Realms at the end of the Round, 1 Area is sunk. You begin sinking the Realm closest to Atlantis (the players choose if there are more than one), since Atlantis is already sunk. You sink the Areas starting always from Area 1 and move in ascending order. When a Realm is sunk, then you move to the next Realm. When an Area is sunk you place one Aqua Stones on it.

Also for this Plot, the Towns of the Active Realms are considered Areas too, so each Realm takes up to seven Aqua Stones.

When an Area is sunk, you need to exploit one extra Swiftness Talent to move to that Area. If you are already in a sunk Area, then you do not need to exploit extra Swiftness Talent.

When a new round begins, the player order changes and the player on your right is the starting player and takes the Hourglass. The Hourglass is not only the timer in this plot but also the Player Marker.

There are two ways to lose the game: 1) when you place all Aqua Stones, and 2) if the Invasion Marker reaches 20 even in one of the Realms.
The first eight walls lay in ruins, the Heroes having long smashed them on their way to the Jade Palace to put an end to the tyrannical reign of the mad Emperor. Countless enemies had fallen to the skills of the Heroes but they knew that the realm of the Tang Dynasty would be a challenge unlike anything they had faced.

"Demons," spat Wild Boar under his breath and adjusted his hat. Panda looked down at his companion and nodded. The place was infested with them and at their head were the Lion and the Bull, two of the worst beings in all of the realms. Although worse still was the man behind the Jade Throne.

"Come on," said Panda and gestured towards the final wall. He moved reluctantly for he knew that once the Heroes had vanquished the Emperor and his demonic allies the Jade Palace would need a new leader – a strong leader, a true champion. Panda wondered if perhaps he might have the wisdom and strength needed to bring balance and order to the Tang Dynasty. He also wondered if the other Heroes, especially Wild Boar would object to claiming the throne for himself.

Panda supposed they would settle it one way or another and gripping his bladed staff he charged after Boar to assault the final wall.
Setup

For this plot you will have to use the *Black Fortresses* and the *Bonus Town Cards*.

To play this plot you need the *Wall tiles*, the *Green Talents*, the *pouch* and the *Emperor Miniature*.

You play this plot with 4-5 *Active Realms*, so 4-5 *players* are required. At least 2 Heroes must have 1 Gold Talent (example: Merlin or Snow White). The number of player is recommended in order to have a balanced game.

*OPTIONAL:* Due to this Plot’s difficulty a 5th player is allowed to play in the case of the 4 Realms or 6th player in the case of 5 Realms.

*Tang Dynasty* must be one of the Active Realms. You place each Realm next each other. The last Realm is Tang Dynasty. See image:

![Image of the setup with 5 Realms]

Divide the cards of each Active Realm and make 4 decks. Place each deck next to its corresponding Realm.

Place the Green Talents in the Cloth Bag and set them aside.

Between the realms there is some space. Place three Walls in each space as the image shows.

Winning Condition

To win this Plot, you must reach the Emperor, defeat him and the player who has one the most Green Talents that match the Emperor’s current Talents wins the game!
Gameplay

Play the game following the basic rules, including those of The Fortress and Dark Lords with these additional changes:

At the beginning of the game all the Realms are Active so deal the cards as follows: 6 cards for the Realm where the Heroes stand and 1 card for each of the next Active Realms. It is important that the boards are placed next to each other. The first on the left is the starting Realm and the last is Tang Dynasty.

All Heroes begin from the leftmost starting Realm, placing their miniatures in the town there.

In order to move from a Realm to the next Realm you must break at least one of three Walls. The Walls can be broken in three different ways: destroy 1 Black Fortress, collect the three Artefacts, or destroy one Dark Lord. This process is the same for all Walls in each Realm.

The Dark Lord appears when the Invasion Marker reaches number 7. You can challenge that Dark Lord without collecting the Artefacts. When you defeat a Dark Lord he does not appear again and the Realm has been conquered – therefore remove any remaining invaders and the Invasion Marker.

Each Wall has Archers stationed atop it. At the beginning of each round, as long as any wall sections remain and after you have refreshed Talents, the Archers will attack. Roll both dice (Talent and Area) and all players must exploit the equivalent amount of Talents. Example: If the IV and the Combat symbol are rolled then the players must expend 4 Combat Talents. If the players do not have as many Talents as required they must expend as many as they can from the first.

**NOTE:** If a Hero moves into another Realm and there are any wall sections remaining on both sides of that Realm then they will be attacked twice. The only way to prevent Archers from attacking from a given wall is to completely destroy all three wall sections.

When the Archers attack you, you lose only Red Talents and never a Red Crown!

When you break a Wall, you take randomly three Green Talents from the pouch. You keep one and you share the other with the players of your choice (1 token - 1 player). You do not use the Talents you collect, just save them for the end of the game.
As long as three Walls stand between two Active Realms, you cannot travel to another Realm no matter what card you own. When a Wall breaks, then you can move to the next Realm. When you move from a Realm to another Realm after you have broken a Wall, you lose your turn except if you have a card that allows you to fly without losing your turn (example: Flying Pig, Pegasus etc.).

When a Wall section is broken any player can pass to the next Realm and go directly to the Town of that Realm. But remember if all players move to the next Realm, then you leave the previous Realm unprotected and you risk to lose the game. If the Invasion Marker reaches number 20 even in one of the Active Realms, you all lose the game.

As we previously mentioned, when all Realms are Active you deal six cards in the first Realm starting from the one on the left, and then you deal one card for each for the next Realm. When a player moves to the next Realm, then the drawing of the Realms’ cards changes. In the following board you can see how you draw cards per realm:

<table>
<thead>
<tr>
<th>ACTIVE REALMS</th>
<th>STARTING REALM</th>
<th>REALM 2</th>
<th>REALM 3</th>
<th>TANG DYNASTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>STARTING GAME</td>
<td>6 CARDS</td>
<td>1 CARD</td>
<td>1 CARD</td>
<td>1 CARD</td>
</tr>
<tr>
<td>A Player moves to REALM 2</td>
<td>4 CARDS</td>
<td>3 CARDS</td>
<td>1 CARD</td>
<td>1 CARD</td>
</tr>
<tr>
<td>A Player moves to REALM 3</td>
<td>3 CARDS</td>
<td>3 CARDS</td>
<td>2 CARDS</td>
<td>1 CARD</td>
</tr>
<tr>
<td>A Player moves to TANG D</td>
<td>3 CARDS</td>
<td>2 CARDS</td>
<td>2 CARDS</td>
<td>2 CARDS</td>
</tr>
</tbody>
</table>

If you want to destroy a Realm, you must defeat its Dark Lord. But you can only destroy the Realms from the left to the right. When you destroy a Dark Lord, you remove the Invasion Marker, the Invaders and you leave only the Treasures on it.

When a Realm is destroyed the drawing of the Realms’ cards changes one last time.

<table>
<thead>
<tr>
<th>INACTIVE REALMS</th>
<th>STARTING REALM</th>
<th>REALM 2</th>
<th>REALM 3</th>
<th>TANG DYNASTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>STARTING REALM</td>
<td>NO CARDS</td>
<td>3 CARDS</td>
<td>3 CARDS</td>
<td>3 CARDS</td>
</tr>
<tr>
<td>REALM 2</td>
<td>NO CARDS</td>
<td>NO CARDS</td>
<td>5 CARDS</td>
<td>4 CARDS</td>
</tr>
<tr>
<td>REALM 3</td>
<td>NO CARDS</td>
<td>NO CARDS</td>
<td>NO CARDS</td>
<td>9 CARDS</td>
</tr>
</tbody>
</table>

When a player reaches Tang Dynasty can challenge the Emperor but he must have the 3 Artefacts of Tang Dynasty and if he can to defeat him. When the Emperor is defeated, then Jade Palace must find a new Emperor!

At this point players use the Green Talents they collected. These Green Talents are the players’ vulnerability. You check the Talents you have collected and the players who match the most Talents with the Emperor’s ones, becomes the new Emperor!
With a clatter and a final whirr the Automata crashed to the cobblestones in a shower of gears and springs. Geppetto slung the rifle over his shoulder and dashed forward, frantically searching the remains of the clockwork monstrosity.

“Ah hah,” he exclaimed, reaching into the metal shell and retrieving a great shiny cog that seemed to pulse in the sunlight. He hoped that young Pinocchio had been as successful.

Looking around Geppetto frowned, seeing all of the denizens of the Clockwork Shire motionless, trapped by the time altering powers of the Steam Baron and his foul minion. If they could just gather enough cogs to create the keys they needed they would be able to thwart the Baron’s scheme, but he mused ironically they were running out of time.
Setup

For this plot you will not use the *Fortresses, Promo Invaders, Buildings or Crab.*

To play this plot you will need the *Time Machine Miniature, the 30 Cogwheels, the 10 Automata Miniatures,* the pouch, and the Key cards. You can also use the *Bonus Town cards.* These cards have a red banner!

You play this plot with 4-5 *Realms,* so 4-5 *players* are required. **OPTIONAL:** Due to this Plot’s difficulty a 5th player is allowed to play in the case of 4 Realms and a 6th player is allowed in the case of 5 Realms. At least 2 Heroes must have 1 Gold Talent (example: Merlin or Snow White). This is a recommendation in order to have a balanced game.

*Clockwork Shire* must be one of the Active Realms.

- Roll the Area die and place the Time Machine in the equivalent Area of Clockwork Shire.
- Take all Automata minis and place them next to the Clockwork Shire board.
- Take all cogwheels and place them into the pouch.
- Take the Key cards and choose one randomly without seeing the front side.
- Remove the Artefacts (tokens and cards from all the Realms) and shuffle the rest Realms’ cards, forming a deck.
- Take both Dark Lords of each Active Realm (except Clockwork Shire’s Dark Lords) and place them next to Time Machine (face down).

Winning Condition

To win this Plot, you must complete your Key cards, move to the Area the Time Machine is placed and destroy it. In a 4-player game 3 players must complete their Key cards. In a 5-player game 4 players must complete their Key cards.
Gameplay

Play the game following the basic rules with these additional changes:

You lose the game if the Invasion Marker reaches 20 in any Active Realm or if more than 2 Automata stand in a Realm at the end of a round.

You will face both Dark Lords in each Realm but in a different way. For Clockwork Shire: Steam Baron appears along with Abyss Hunter and are placed in the same Area when the Invasion Marker moves once on Clockwork Shire. Roll the Area die to determine the Area you will place them. When they do appear you cannot challenge or affect them as they freeze time around themselves. They also count when the Invasion Marker moves at the end of a round. You can still challenge normal Invaders in the Area where the Steam Baron and Abyss Hunter stand and Invaders are affected by Town cards as normal.

As for the rest Dark Lords: When the Invasion Marker reaches 7 in a Realm, the Time Machine brings back the hidden Dark Lords of that Realm and you reveal them. Roll the Area die to determine where you will place them in each corresponding Realm. You can challenge them immediately without collecting Artefacts. You roll the Area die to determine the Area you will place each of the Dark Lords. To challenge Abyss Hunter and Steam Baron you must first complete your Key tile and unfreeze time.

To complete your Key card you must find as many Cogwheels as spaces on the card and the total value of those Cogwheels must match the value on the Key card. Each time you destroy and Automata you can go to the Town of that Realm and draw a Cogwheel. Each of the Cogwheels has a value and each Key card has a target value. When you add enough Cogwheels to fill your Key card and the total value of those Cogwheels equals the target value of the Key card you have completed it. If the value is more or less then the Key card remains incomplete. NOTE: The Iron Cogwheel has a value of 1, the Silver Cogwheel has a value of 2 and the Gold Cogwheel has a value of 3.

Example: Your Key card has a target value of 5 and 3 spaces, so you must place 3 Cogwheels totalling exactly 5 to complete the card. Assuming you place 3 Cogwheels with values of 1, 2 and 3 then your total is 6 and the card is incomplete.

To get rid an unwanted Cogwheel, go to Clockwork Shire and destroy 1 Invader. When you do that, you take that Cogwheel and you can either return it to the pouch or give it to a player of your choice even if you are not in the same Area.

When you complete your Key tile, the Cogwheels remain on it until the end of the game.

The Time Machine generates Automata at the beginning of each round in each Realm and only when the Invasion Marker is moving forward. Each time the Invasion Marker is moving forward in a Realm you place 2 Automata. Use the Area die to determine where the each Automaton will be placed.

The Automata do not count as Invaders therefore the Invasion Marker does not get affected by them. Make sure not to leave 2 Automata in a Realm because you will lose the game at the end of the round! The Automata require you to roll the Talent dice to determine what Talent you must expend in order to defeat them.
Lightning flashed overhead and in the thunderclap that followed a great swarm of bats passed over the village. People ran to get inside and under cover as the rain started - cold and heavy. Few folk ever braved the streets beyond nightfall anyway these days, certainly not in Horrorville. Too many dark things stalked the village streets and nearby forest — things that took you away, never to be seen again.

Peering from a foggy window pane, Dr Jekyll smiled.

“It will soon be time“, he said to the figure silhouetted in the gloom behind him. “The realms will know fear and the mists of Horrorville will stretch to the very edges of each and every kingdom from Cherry Blossom to the Nile Valley!”

The lithe form of Maia coalesced from the darkness, a wry smile upon her lips. “My bats have taken to the night,” she purred. “Those pesky Heroes will undoubtedly attempt to stop us, but they will have to face more than they bargained for.”

Outside a howl split the night air, sending a burst of thrilled joy through Maia. The Werewolves had come and soon there would be others. Turning she looked over at the table in the centre of Jekyll’s laboratory and the mighty form that lay upon it.

“The lightning is the key,” cooed the doctor as he made his way over to the mad array of humming equipment and bubbling chemicals. “Soon, he will live again.”
Setup

For this plot you will not use the Fortresses, Promo Invaders, Buildings or Crab. To play this plot you will need the Maila, Dr. Jekyll, the Mad Lab miniature and the Bat miniatures.

You can also use the Bonus Town cards. These cards have a red banner! Just remove the cards that destroy the Black Fortresses.

You can play this plot with 3, 4 or 5 Realms, so 3-5 players are required. At least 2 Heroes must have a Gold Talent (example: Merlin or Snow White).

Horrorville must be one of the Active Realms.

Roll the Area die and the Mad Lab will be placed. Do the same for Dr. Jekyll too, rolling the Area dice for him and placing him in Horrorville.

Place Maila in the Town of Horrorville. So both Dark Lords get in the game from the very beginning.

Winning Condition

To win this plot you must perform the following tasks in this exact order: defeat Maila, defeat the Bats and then destroy the Mad Lab. Only then can you face Dr. Jekyll.
Play the game following the basic rules with these additional changes:

You must first destroy Maila, then the Bats, next the Mad Lab and lastly Dr.Jekyll. To challenge Maila, you must first find the Artefacts of Horrortown. When you defeat Maila, she is transformed into Bats, therefore you remove her from Horrortown and you place 1 Bat in each Realm. Roll the Area die for each Bat in order to determine where you will place it.

Note when you play this plot use the bonus card of Maila, the one that shows the bats. When you play a normal game you can use the common card of Maila that show her vulnerability. The same counts for Dr. Jekyll, you must use the cards that shows no vulnerability.

Dr. Jekyll has no Talents in this plot, therefore his effect is this: At the end of each Round (starting from the first round) roll the Talent die and based on the result take a red Talent and place it on Dr.Jekyll’s card. Until you defeat Maila, the Bats and the Lab, Dr.Jekyll will collect one Red Talent at the end of each round and this will be his vulnerability at the end of the game when the time comes to challenge him.

Maila has a different ability. At the end of each Round roll the Area die and based on the number you roll, draw the equivalent amount of Town cards without seeing them and then discard the last card. Of course you can see that card as it is placed face up on the discard pile as normal. This effect takes place as long as Maila is in the Town. When the Bats take her place, this effect is not active anymore.

To challenge each Bat, you roll the Talent die twice and if you have the equivalent Talent you destroy the Bat you challenged.

When you defeat the bats you move to the Mad Lab and roll the Talent die three times.

If you have the equivalent Talents you rolled, you destroy the Lab.

Only then can you challenge Dr. Jekyll – but you cannot go alone! At least 2 players must go to Dr. Jekyll’s Area and each expend the Talents matching those that Dr. Jekyll has collected during the game.

You will know what Talents you need, since in each round you were placing a Red Talent on Jekyll’s card.
Beneath an old cloth, in a dusty room, at the end of a long corridor, in a forgotten castle, in a distant realm something began to stir. It had been sleeping for many years and had almost forgotten what it was. It had been the greatest soothsayer and visionary in all the lands, able to see anywhere and predict future events with astounding accuracy. The one thing it could never see however was its own fate. It saw the defeat of its wicked owner by a group of great Heroes. It saw the prince and princess riding off happily ever after. It didn’t see itself locked away in this dismal, forgotten place. Deemed too dangerous and held partly responsible for the crimes of his dark mistress.

Now though, it remembered and little by little its power grew until it could once again see across the realms and into those sinister minds. It knew of the dark lords’ plans of invasion and conquest. It could feel the petty malice in every minion and it knew it could finally have its revenge.
Setup

For this plot you will use the Buildings, the Bonus Town cards but not the Fortresses. These cards have red banner! Just remove the cards that destroy the Black Fortresses. To play this plot you will need the Magic Mirror miniature, its cardboard, 15 Poison tokens and the 3 ability tokens.

You play this plot with 4 or 5 Realms, so 4-5 players are required plus a player who will play as Magic Mirror. At least 2 Heroes must have 1 Gold Talent (example: Merlin).

It is recommended to use 1 Realm from the basic game, 1-2 from Ancestors Legacy and 1-2 from Bedtime Story. As in the basic game, you will need to face one Dark Lord in each Active Realm when the Invasion Marker reaches 16.

Winning Condition

For the Heroes: Destroy the Magic Mirror.

For the Magic Mirror: Transform all Heroes into Dark lords or try to move the Invasion Marker to 20 on any Active Realm.

Gameplay

Play the game following the basic rules, including those of The Fortress and Dark Lords with these additional changes:

When you play as the Magic Mirror, you act under two different forms: visible and invisible.

When you are visible you can attack other players. You need to be in the same Area as the Hero you want to attack and then you roll the Talent die. If the Talent you rolled matches a basic Talent of the Hero then you place a Poison Token on his board.

When a Hero gets three Poison Tokens they are transformed into a Dark Lord belonging to one of the Active Realms in the current game. When that happens, the Hero must remove his miniature from the board, discard his cards and returns his Hero card to the game box. He then takes the appropriate Dark Lord card and its token or miniature. The other players may attempt to bring the Hero back by moving to the Area the Dark Lord now stands and expending one Talent of each type in tribute.
The Magic Mirror can attack a second time during the same turn but in order to do that he must choose from his Talents and exploit one of those permanently. A second attempt can be triggered against the same Hero or another but the Magic Mirror must be in or move to the Area of the Hero he wishes to attack. To make this extra move, Magic Mirror must exploit another of his Talents.

**How Magic Mirror collects Talents:** At the beginning of the game, Magic Mirror has the right to choose 7 Blue Talents of his choice. Once a Blue Talent is spent, it cannot be refreshed. Each time the Magic Mirror gives a successful hit to a Hero, he has the right to choose 2 Blue Talents of his choice.

When the Magic Mirror is Invisible, he can activate up to two of his special abilities as they are shown on his cardboard. Here are the abilities from the top to bottom:

<table>
<thead>
<tr>
<th>Effect</th>
<th>First space</th>
<th>Second space</th>
<th>Third space</th>
</tr>
</thead>
<tbody>
<tr>
<td>Block 1 Town of your choice and draw one card freely from any deck. You own this card now.</td>
<td>![Card Icon]</td>
<td>![Card Icon]</td>
<td>![Card Icon]</td>
</tr>
<tr>
<td>Activate two Event cards of your choice.</td>
<td>![Card Icon]</td>
<td>![Card Icon]</td>
<td>![Card Icon]</td>
</tr>
<tr>
<td>Roll the Talent die. Each Hero must exploit that Talent.</td>
<td>![Card Icon]</td>
<td>![Card Icon]</td>
<td>![Card Icon]</td>
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</tbody>
</table>

When the Magic Mirror triggers one of his abilities he takes one of his ability tokens and places it on the first space and pays the cost to trigger it. Any exploited Talents are returned back to the Talents pool. The next time the Magic Mirror will activate that effect, he must move the ability token to the next space and pay the cost. The Magic Mirror can activate up to two of his abilities, but never the same one in the same round. When the Magic Mirror is visible in one round he cannot be visible in the next one. Therefore at the beginning of the game he chooses if will remain visible or invisible. Each round you must change sides.

During their turn a Hero can attack the Magic Mirror when it is visible by rolling both dice. If he can expend the matching Talents then a ![Token Icon] from the Magic Mirror vanishes and the Magic Mirror must place a Poison Token on that ![Token Icon]. When all the ![Token Icon] have vanished the Magic Mirror dies. A Hero can attack the Magic Mirror a second time by discarding a Town Card to do so. If the Magic Mirror is visible in the same Realm as a Dark Lord then a Hero may attack either.

When you destroy a Dark Lord from a Realm that Realms stops from being Active and you remove any Invaders and the Invasion Marker just like the basic game.