

Fantasy Realms

The CURSED HOARD

OVERVIEW

As the Realms gather for conflict, something new has arrived to change the balance of power. A hoard of ancient artifacts has been uncovered, each of which brings considerable power to alter the course of battle. However, each artifact also carries a curse which will shadow anyone foolish or greedy enough to wield its power.

Meanwhile, the inhabitants of the Realms have begun to create great Castles, Dungeons, and Crypts stocked with Undead to strengthen their lands. And from beyond the mortal realm, even the Outsiders who dwell in other planes have begun to enter the fray...



Components

47 Cards

1 Rulebook



20 Min.



14+



3-6 Players

WIZKIDS

Fantasy Realms: The Cursed Hoard expansion consists of two parts that can be added to the base game either separately or combined.

A hoard of Cursed Item cards forms a separate deck. These cards do not go in your hand but are played in front of you. When used, they are turned facedown and are usually worth negative points (*they are cursed after all!*) at the end of the game. Some provide positive points, but negative effects.

Three new suits representing new structures and inhabitants are added to your base game deck. They offer new ways to combo with other cards and expand the importance of the discard area.

Part 1: Cursed Items

Cursed Items are a separate deck of cards from the regular deck (*they have different backs*).

At the beginning of the game, shuffle the deck, and deal each player a Cursed Item card faceup.



During your turn, you may choose one of three options for your faceup Cursed Item card:

1) **Do nothing** with your Cursed Item card. It stays faceup in front of you, and you may use it on a later turn.

2) **Discard** your faceup Cursed Item card at the end of your turn. It goes into a separate, faceup discard pile (*not the discard area*). Then you draw a new Cursed Item and put it faceup in front of you. If the deck of Cursed Items is used up, shuffle the discards and reuse them.

3) **Use** the Cursed Item card. Some cards give you an action which replaces your regular turn; others may be played at any time during your turn, including before you draw from the deck or discard area or after you discard. When you use a Cursed Item, flip it facedown and keep it in front of you. All facedown Cursed Item cards score at the end of the game. (*Most, but not all, will have negative points.*) At the end of your turn, draw a new Cursed Item card to replace the one you played.

No matter which option you choose, at the end of your turn you should always have exactly one faceup Cursed Item card, and any number of facedown cards. You may check your facedown cards at any time, but may never check your opponents'.

When playing with the 2-player rules (*drawing two cards and discarding one*), do not draw any Cursed Items until you have seven or eight cards in hand, depending on whether you are playing the base game or base game plus the new suits.

Part 2: Buildings/Outsiders/Undead

There are three new suits that may be added to the deck: **Buildings**, **Outsiders**, and **Undead**. You must add them (and the Garden card) as a group, and you also need to replace the following base game cards with their Cursed Hoard versions: **Bell Tower**, **Rangers**, **World Tree**, **Shapeshifter**, **Mirage**, **Great Flood**, **Necromancer**, and **Fountain of Life**.

Setup and Rules Changes

Since the new suits will dilute the deck and make it more difficult to draw combos, the game has been expanded to restore the balance. At the beginning of the game, draw eight cards instead of seven, and maintain an eight-card hand throughout the game.

In addition, the end of the game is triggered when **twelve** cards are in the discard area, rather than ten.



The Suits:

Buildings

No special rules.

Outsiders – hand expansion

The **Genie** and the **Leprechaun** in the **Outsiders** suit allow new cards to be added to your hand at the end of the game – similar to how the **Necromancer** works in the base game. These draws happen before any **BLANKINGS**, **Doppelganger** effects, etc. and before any **Undead** score.

When using these three cards in any combination, there is a new rule: you may never have more than nine cards in your hand for any reason. This also applies to the **Portal** in the Cursed Items section of this expansion. If at any time you have more than nine cards in hand, you must immediately discard cards into the discard area until you reach nine cards. Cards discarded in this way may not have already been used to draw extra cards.



Example: Elinor has nine cards at the end of the game due to the **Portal Cursed Item** card. One of her cards is the **Leprechaun**, so she draws a new card from the deck due to its special ability. She draws the **Necromancer**. She must discard any card from her hand other than the **Leprechaun** to maintain nine cards. If she decides to keep the **Necromancer**, she may use his ability to draw from the discard area, then discard yet another card (neither of which can be the **Leprechaun** or **Necromancer** since both were used to draw cards).

Note that, if she used the **Genie** first to draw the **Leprechaun**, it would be too late to use the **Leprechaun's** ability. (see New End Game Sequence p.7.)



Undead – uses discard area

Four of the five **Undead** provide bonuses for cards that are faceup in the discard area, rather than cards in a player's hand. Wild cards (*Doppelganger*, *Shapeshifter*, and *Mirage*) in the discard area do NOT count as any suit other than Wild.



New End Game Sequence

1. First, the **Leprechaun**, then the **Genie**, and finally the **Necromancer** may draw new cards from the deck and discard area (as indicated on their cards), discarding if above nine cards in hand.
2. Assign **Doppelganger**, **Mirage**, and **Shapeshifter**.
3. Use **Book of Changes**.
4. Clear Penalties.
5. If its penalty is not cleared, **Demon** blanks all unmatched cards.
6. Apply all uncleared Penalties, beginning with cards not blanked by any other cards.
7. Calculate scores for all unblanked cards.

FAQ

The **Gem of Order** provides no additional bonus for an eight-card run.

The **Judge** gets a bonus for Penalties in the hand that are not cleared. Penalties that are partially cleared (like the word “**Armies**” with the **Rangers** and **Warship**) still give him the bonus.

Chapel requires exactly 2 cards from among the suits listed. This means you can have 2 **Leaders** or an **Outsider** and an **Undead**, but you won’t get the bonus if you have 2 **Wizards** and an **Undead** or 1 each of **Leader**, **Wizard**, and **Outsider**. You can have any number of the other suits not listed in your hand.

If you take a “Replace Turn” card with **Larcenous Gloves** and **Junkyard Map**, you may not take a regular turn.

~CREDITS~

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