

# ACTIONS

You must be on a space that shows the Action symbol in order to take the action.



**GAIN POWER:** Take as many Power tokens as shown on the symbol on your space.

*For all of the following Actions, you must play a card showing the Action symbol on your space and pay the Power cost shown on the card:*



**UPGRADE YOUR REALM:** Flip any face-down Action token face-up. This adds another Action to the space.



**ADVANCE YOUR EVIL PLAN:** Add one Dragon Puzzle token to cover Maleficent on your Player Board.



**FATE AN OPPONENT:** Choose an opponent. Roll the Fate Die and take the opponent's matching Hero Tile and place it over any space in their Realm.



**DEFEAT A HERO:** Choose any Hero that is in your Realm and remove it.

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**UPGRADE YOUR REALM:** Flip any face-down Action token face-up. This adds another Action to the space.



**ADVANCE YOUR EVIL PLAN:** Add one Hyena token to an empty space on your Player Board.



**FATE AN OPPONENT:** Choose an opponent. Roll the Fate Die and take the opponent's matching Hero Tile and place it over any space in their Realm.



**DEFEAT A HERO:** Choose any Hero that is in your Realm and remove it.

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**UPGRADE YOUR REALM:** Flip any face-down Action token face-up. This adds another Action to the space.



**ADVANCE YOUR EVIL PLAN:** Flip one Sea Creature token to a Poor Unfortunate Soul on your Player Board.



**FATE AN OPPONENT:** Choose an opponent. Roll the Fate Die and take the opponent's matching Hero Tile and place it over any space in their Realm.



**DEFEAT A HERO:** Choose any Hero that is in your Realm and remove it.

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**GAIN POWER:** Take as many Power tokens as shown on the symbol on your space.

*For all of the following Actions, you must play a card showing the Action symbol on your space and pay the Power cost shown on the card:*



**UPGRADE YOUR REALM:** Flip any face-down Action token face-up. This adds another Action to the space.



**ADVANCE YOUR EVIL PLAN:** Move the Titan token one space on your Player Board.



**FATE AN OPPONENT:** Choose an opponent. Roll the Fate Die and take the opponent's matching Hero Tile and place it over any space in their Realm.



**DEFEAT A HERO:** Choose any Hero that is in your Realm and remove it.