# Dark Forest – Lose one used power token at random when leaving

## Shadow Movement- Steal one power token from an opponent in the same realm as you

# Crystal Cavern – collect a Crystal Token

## Crystal Slide/Crystal Blast – Allows you to slide through Lava Land without dying or destroy a sand barrier

# Dream Land – On entry, releases you from the lingering nightmare. (flip nightmare power token)

## Peaceful Dream – play on opponent to skip their turn, or play to release you from the nightmare.

# Nightmare Realm – Collect Lingering Nightmare Token

## Lingering Nightmare – while face-up, may only move one realm per turn

# Ghost Realm – Can only be entered by dying, can only escape with a Life token, a Fairy token, or a Light token

## Phantom Shift – Swap the location of two unoccupied realms

# Fairy Land – Heals you from poison

## Fairy Flight – flip to move to any realm. (not Ghost)

# Land of Decay – Flip one power token of your choice on entry

## Decaying walk – Destroy any path you walk on this turn, including any you create

# Lava Land – On entry, character dies and moves to the Ghost Realm

## Lava Blast – flip to destroy any 2 paths on the board, or flip to destroy a Sand Barrier

# Land of Life – Heals you from Poison

## Seed of Life – Allows you to escape from the Ghost realm or heal you from poison

# Land of Light – Releases you from the nightmare, no harmful effects can be played on you here

## Protecting Light – flip to protect you in the dark forest, or to escape from the Ghost Realm

# Desert Realm – Weakens unused Life and Harvest tokens. Flip tokens to used side

## Sand Barrier – flip to place barrier around one unoccupied realm. No one may enter the realm until the barrier is broken

# Poison Realm – On entry, collect Poison token.

## Poisoned – while active, player may only visit 3 more realms before dying. (after death, move to the Ghost realm

# Time Realm – Must stop here on entry

## Turn Back Time – Move all characters back to where they were at the beginning of their last turn. (keep any tokens collected, but remove any bridges made)

# Land of Plenty – Collect plentiful harvest

## Plentiful Harvest – if active when entering the land of life, collect one additional token from any realm



 

