

MALEFICENT

VILLAIN GUIDE



Maleficent's Objective

Start your turn with a Curse
at each location.

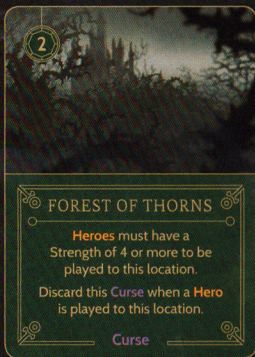
Curses

Curse is a card type unique to Maleficent. Curses are played to locations, and each one has an Ability that affects Heroes at that location. However, each Curse also has an action that will cause it to be discarded, so you'll need to strategize when and where to play each Curse.

Multiple Curses may be played to the same location, and a Curse may be moved using a Move an Item or Ally action.

The three Curses are Forest of Thorns, Green Fire, and Dreamless Sleep.

Forest of Thorns



Forest of Thorns makes it difficult for opponents to play a Hero at its location because a Hero must have a Strength of 4 or more to be played there.

Beware: If a qualifying Hero is played to its location, Forest of Thorns is discarded.

Green Fire



Green Fire is a very powerful Curse because Heroes cannot be played to its location.

Beware: If Maleficent ever moves to its location, Green Fire is discarded.

Dreamless Sleep



Dreamless Sleep reduces the Strengths of all Heroes at its location by 2.

Beware: If you play an Ally to its location, Dreamless Sleep is discarded.

Note: You may move an Ally to a location with Dreamless Sleep without having to discard the Curse. Also, you can play Dreamless Sleep to a location that already has Allies without affecting the Allies or the Curse.

Other Cards



Vanish allows Maleficent to remain at a location, enabling her to take the same actions two turns in a row.

Raven is a powerful Ally to play as early as possible. At the start of each turn, you may move Raven and perform one action that is available at his new location.

Note: Raven may not take Fate actions.