



Orastes, former priest of Mitra banned from his order because of his appeal for Black Magic, greedily covets the Heart of Ahriman. It will allow him to bring back to life Xaltotun of Acheron, a formidable wizard who died more than three thousand years ago, ambitioning to learn from this new powerful mentor.

The Heart is concealed in an abandoned place, protected by a magic he is familiar with. It is then a simple task: absorb the might that emanates from the place to be powerful enough to obtain the favors of Xaltotun.

But there was an unforeseen rival. A Hyperborean primitive was already there, craving to conquer the Heart of Ahriman for himself. The two pretenders will have to fight for this unique Heart to be taken.



Winning the Game:



To win the game, the Sorcerer shall eliminate his Hyperborean rival.



To win the game, the Hyperborean primitive must kill Orastes, the former priest of Mitra.



Each player rolls . The player with the higher score can either start the game, or choose his side.

Each Overlord starts with 3 gems in their Reserve zone and no gems in their Fatigue zone, and places the Recovery token showing a value of "5" in the Book of Skelos. They can both use the same following events.



Reinforcement: 3 Reinforcement points

Leader: the Sorcerer can switch his tile with any other tile in the River.

Resurrection: the Overlord can drop on the ground one gem from his Reserve zone onto the Sorcerer area in order to resurrect his dead monster (Demon or Golem), that will come back on a Reinforcement point.

Orastes Sorcerer



7



5



Orastes Sorcerer has **Return of the Brave**, and **Set's Bite**..

Hyperborean primitive



4



3



Hyperborean primitive has **Yajur's awakening** and **Borí's Rage**.

Special Rules:

- ★ **Power Incantation:** Only the two Sorcerers can perform this action (once per turn). If succeeded, a gem can be collected and placed on the Fatigue zone of the Book of Skelos. To achieve this, the Sorcerer whose tile was activated performs a complex manipulation with a difficulty of 1 by rolling as many as gems moved from their Reserve zone to their Fatigue zone. The Base movement has to be performed before this action (it is lost once complex manipulation is attempted).
- ★ **Lethal Power:** The first Sorcerer with 9 gems on his book of Skelos immediately and permanently wins "Lethal Cloud" spell. The second Sorcerer with 9 gems wins "Lightning Storm" spell.
- ★ **Lines of Sight:** A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and a wall area outside that tower are within each other's line of sight only if the areas are adjacent.
- ★ **Leap/Climb:** It is not possible to leap from the walls, or climb the walls or the rock slides.
- ★ **Fearless:** Horror ability of the monsters has no effect.