



Objectives



If the Heroes [...], the Heroes win the game




If the Overlord [...], the Overlord win the game




The game start with The heroes' turn.

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 After setup, the Heroes move 0 gem(s) from her Reserve zone to her Fatigue zone.



 The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.

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