



Objectives



If the Heroes find the heirloom and scape the kushite village alive, the Heroes win the game




If the Overlord kills all the Heroes before they get the heirloom, the Overlord win the game.
After they get the heirloom, if the Heroe carrying the heirloom is killed, the Overlord win the game




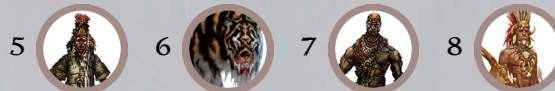
The game start with The heroes' turn.

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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.



Equipped with : Dagger Spells : Jhebbal Sag's Rage, Pestilence Swarm



Equipped with : Tribal Mace, Tribal Shield



Equipped with : Ornamental Spear, Tribal Shield