

# HEART OF DESOLATION



## Master Game: COLD HARVEST

(2 players)

*"Therefore after an arduous month of trekking with my comrades across the precarious reaches of the Unnamed Mountains, we arrived at that desolate place on the winter solstice. An isolated avalanche rumbled with an ominous deliberation above as we focused our torches on the ethereal white walls that jutted up from the ice creating the jagged arcs of the inner glaciers ahead. In the darkness of night the sullen solitude enveloped my companions and I undaunted by our frail beams of illumination. The pristine sheets of ice stretched out endlessly reflecting macabre and translucent manifestations; yet I did not falter, my approach was fueled by a fierce resolution to investigate my theory. A thin web of whispers and lore had led me to this forgotten place, a remote vastness that had entranced Sheb-Teth to sow his vile seed in its frozen tomb. Those fragments painstakingly pieced together, foretell the return of that eternal tormentor, to reap those ill-fated frozen souls from it on this day."*

*-Toby Wilkerson*

**Goal:** Use the Bloom of Aeons to defeat your rival.

**Setup:** Place the Glyph of Kelda power-side up where shown. Place a Single-hex Ice Tile over the glyph.

Each player drafts or brings a pre-made 12 space, 400-point Army.

Player 1 starts in the blue starting zone and Player 2 starts in the red starting zone.

Each player declares a Unique Hero figure as their Leader.

**Special Rules:** Treat all Snow Tiles as Light Snow and all Ice Tiles as Slippery Ice.

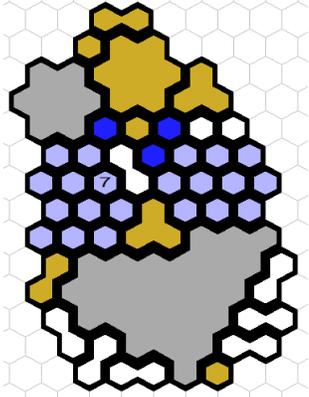
A figure adjacent to the Single-hex Ice Tile over the Glyph of Kelda may remove the tile instead of attacking.

The figure that activates the Glyph of Kelda may add 1 to its Move, Range, Attack, and Defense for the rest of the game.

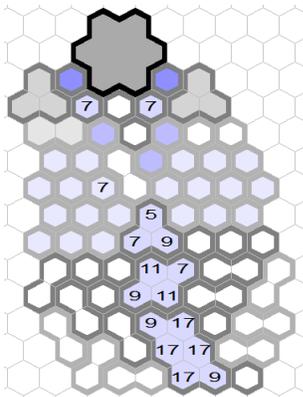
**Victory:** Either player wins when their opponent's Leader is destroyed.

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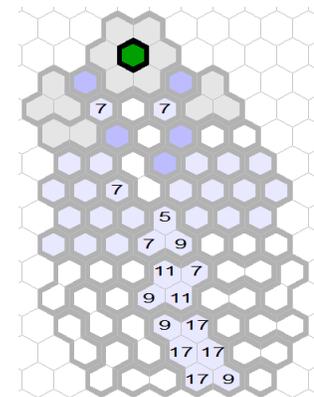
LEVEL 01



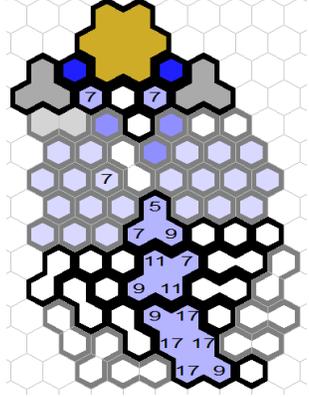
LEVEL 03



LEVEL 05



LEVEL 02



LEVEL 04

