

Ancients

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1 Introduction

This is a new category of Enemies I have introduced in my Deck. They are Enemy-Ancient and are labeled with number 1 (as for Events).

2 Rules

- Against Ancients you can't use Spells, Objects or Magic Objects; they can't be evaded nor enslaved in any way.
- Two or more Ancients can't stay in same square (eventually you must move one in a contiguous square).
- Ancients fight always alone.
- If you lose, you lose 1 Life and 1 Strength or Craft (random) also under your starting values; if you reach 0 you die.
- You must win both combats to defeat any Ancient; you may regain your losen Strength or Craft points by defeating an Ancient, doing so you gain also their normal experience value (as spirit and Enemy together) and 1 Bless of the Ancients. You may use it as Luck or Metamorph Spell (but it isn't a Spell). You couldn't have more than 2 Blesses.

2.1 Breed of the Ancients

Whenever you are beaten by an Ancient you must roll 1D8. On a roll of 1 you are infected by Ancient disease (take breed card as a reminder). Continue playing as normal but, when you die, instead of drawing another Character, become the orrendous Breed of the Ancients! Go back to 4 Lives, lose 3 point of Strength and Craft (but not below Breed starting values), retain all Object, Gold, Spells and Followers and take the Breed expansion card. When one Character is infected or become Breed stop rolling the die for infection.