



The Temple of the Holy Mother, situated between Nordgard and the Crimson Forest, is a powerful source of Lore for Terrinoth. Its destruction would decrease the strenght of Daquan magic. During the night, a group of Uthuk warriors approaches the Temple from the north, concealed in the dark of the thick forest. A few High Priests and acolytes of the Ynferneal cult march with them. Their mission is to use a secret ritual to evoke demoniac allies.

At dawn the Daquan troops in charge of guarding the Temple ear a monotone chanting in an unknown language coming from the woods nearby. The chanting get louder as a magic purple fog rises from the ground. Suddenly, obscene creatures emerge from the fog and move against the village. At the same time, a hideous battle cry resound in the woods and the Uthuk warrios launch their assault to the Temple.

The Uthuk advance during the night, however, did not get unnoticed. The Daquan sentinels, suspeting that something huge was moving in the woods, alerted Sir Murtagh who decides to dispatch two infantry groups supported by Riverwatch Cavalry to protect the Temple.

## SETUP

**Daquan Setup :** Draw 6 Command cards and 3 lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks.

**Uthuk Setup :** The Uthuk player is the first player. Secretly shuffle 2 Obscene and 7 dummy deployment cards and randomly distribute them face down on the 9 red hexes. This represents the random result of the Obscene evocation ritual. Flip the cards, remove the dummies and place the Obscene units in the hexes occupied by the respective deployment cards. Draw 6 Command cards and 3 Lore cards, then place 2 Command cards and 1 Lore card on the bottom of the appropriate decks.

## SPECIAL RULES

The Daquan command tent represents the Temple of the Holy Mother. The Daquan player receives 1 VP in each Daquan upkeep phase in which it is still on the map. In any other respect, the Temple follows the rules of the regular command tent. In particular, its removal grants 2 VP to the Uthuk player.

The village in the centre section grants 1 VP in the upkeep phase to the player who occupies the majority of its hexes.

1 VP for each unit eliminated by an attack, in addition to any VP which can be obtained by the use of specific Lore cards.

Disregard reference to "any" half of the game board on the Lore cards, they affect can apply everywhere.

## OBJECTIVE

**Uthuk Victory:** 16 Points

**Daquan Victory:** 16 Points