



"The gods demands a sacrifice! The intruders must be expelled!" The hooded figure standing on the rune-covered stone slab had worked himself into a holy frenzy. Sergeant Yephos was less impressed than the assembled townsfolk. They had gathered atop an old burial mound, decorated by huge standing stones adorned in strange symbols. On this sunny afternoon they seemed content with this diversion from their usual routine. He on the other hand was bored to death. With personal orders from his excellency, Count Rigus of Blackstream, Archprotector of the Realm and Knight of the Roc's Order, the scouting of the outlands close to the wastes of Yllan had seemed like an ideal chance for promotion. This town, if you could call it that, had seemed like a good chance to finally gather some useful information. Yet here he was now, listening to a madman on a cemetery. "There is but one god, Kellos. Praise be his purifying flame!" he yelled, more for the gist of it than out of any deeper devotion. Gods were for the gullible.

"On this spot, men have died for lesser follies!" The priest yelled in his direction and pulled forth a dagger. "But I will grant you no further doubt of the power you ridicule." Yephos' glove already rested calmly on the grip of his sword. Did this yokel presume to threaten him? Let him! A duel would be more entertaining than this sermon.

The rest of the townsfolk seemed more interested in the spectacle than in taking sides. But the man atop the stone made no moves towards him. Instead the preacher ran the blade along his own left palm. Thick red drops of blood started to fall as he pointed his bloodied hand at Yephos. "This power is far older than your child-god Kellos. But like all power it comes at a price." Yephos opened his mouth to snarl a retort, but the words stuck in his throat. The runes around him had started to pulse in a ghostly white light. Perhaps this place wasn't so dull and god-forsaken after all...

SETUP

50 Musterpoints. Starting player is determined randomly.

SPECIAL RULES

Order Step:

Field 1 is a **ritual site**. During your order step, if one of your units occupies the ritual site, perform one of the following actions:

- You may damage a unit occupying the burial site by removing one figure from it. This damage cannot be canceled. Choose one command card from your hand, lay it facedown on the table in front of you and put the figure on top of it. Then draw a new command card.
- If you have a command card with a figure on it in front of you while the rest of the figure's unit occupies the ritual site, you may reveal that command card. Instead of ordering units specified on the command card, choose enemy units corresponding to the command card's text. These figures are destroyed. Discard the figure and the command card.

OBJECTIVE

16 Victory points or the elimination of your opponent.