

# BONE-TITHE NEXUS

The Ossiarch tithemasters often demand their grisly bounty be left at designated nexuses of power. The soul energy and raw bone of these sites can be drawn upon to heal nearby Ossiarch constructs. If the vassals and mortals nearby refuse the tithe or break contract, the statue at the nexus' heart lets loose its deadly gaze.

## DESCRIPTION

A Bone-tithe Nexus is a single terrain feature. It is an obstacle.

## SCENERY RULES

**Deadly Gaze:** *The statue that towers above a Bone-tithe Nexus can unleash punishing beams of energy upon those who break an Ossiarch contract. Each of the statue's four faces can deliver a different punishment.*

In your hero phase, you can choose for this terrain feature to unleash one of the following punishments:

**Punishment of Agony:** Pick 1 enemy unit wholly within 18" of this terrain feature and visible to it, and roll a dice. On a 4+, subtract 1 from hit rolls for attacks made by that unit until your next hero phase.

**Punishment of Death:** Pick 1 enemy unit within 36" of this terrain feature and visible to it, and roll a dice. On a 2+, that unit suffers 1 mortal wound.

**Punishment of Ignorance:** Pick 1 enemy Wizard within 36" of this terrain feature and visible to it, and roll a dice. On a 2+, subtract 1 from casting, dispelling and unbinding rolls for that unit until your next hero phase.

**Punishment of Lethargy:** Pick 1 enemy unit wholly within 18" of this terrain feature and visible to it, and roll a dice. On a 4+, that unit cannot run until your next hero phase, and a D6 is used to make charge rolls for that unit instead of 2D6 until your next hero phase.