

From the Pen of Sonlen, on the twentieth day of the month of Dagmar

I spoke with Xiamara before I left. Although I have long carried out Ullar's will in Valhalla, his deteriorating faculties have turned his heart against me. That accursed poison saps his reason, and makes him see foes behind every friendly face. Though his unwarranted suspicions have forced me out of his lands, his commander Xiamara continues to extend me friendship, and provided me all I needed for my travels. Mielki meanwhile patrols the borders of Ullar's lands, but I cannot say if all of the forces that she encounters will respond well to demands to leave Ekstrom. I cannot focus on this now: I must devote myself to attempting to cure Ullar and the other poisoned Valkyrie before this land descends any further into madness. And for that, I must forge out into the pitiless warzone myself.

I have made for the ancient Athenaeum in Laur, hoping to search for any historical reference regarding these poisons. I fear I have arrived all too late. A group of Aquilla's wizards had taken charge of the place, studying its ancient magics for the last several weeks. Perhaps they too were looking for a cure. With the collapse of the summit, they are suddenly surrounded by enemies instead of friends, and the library of great stone monoliths is now besieged from all sides. I wonder if the clashing warriors even know how to read the script they trample beneath their feet.

Loss of gold or silver I can forgive, but loss of knowledge is a travesty. These Kyrie who in days gone by may have been trained as poets or arcanists are now readied solely for war, unable to decipher their own ancestral magics. Or perhaps unwilling. I ought to pass less judgment on a people not my own. Either way, where I sought a lesson in history, there remains only destruction. Each of the library's pillars is a reservoir of magical power, designed to preserve the information hidden within for ages to come—but for these combatants, all that matters is that the enchantments can be broken for a shower of blue flame upon the heads of the enemy. And with each explosion, the records of bygone ages are lost forever.

If this is how Valhalla treats the records of its own rulers, who will preserve our stories, we outcasts brought here from distant worlds to die? Who will even know that we existed? Will anyone remember us in the age to come?

Shiori, I hope your efforts fare better than mine.

—Sonlen

Map 1: Library of Laur

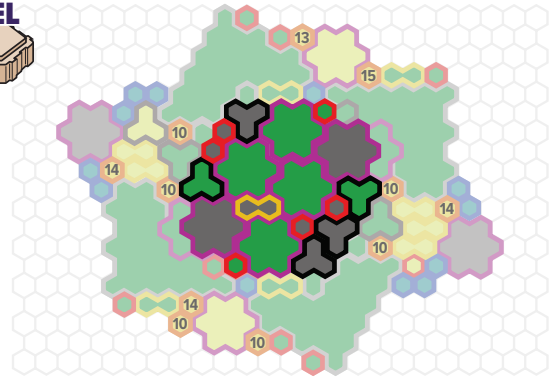


Required sets: Age of Annihilation Master Set (x1), Battle for the Wellspring (x1), The Grove at Laur's Edge (x1)

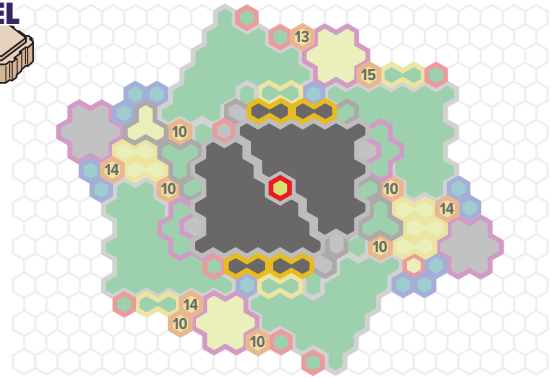
In an age when trolls and giants still walked Valhalla, the Archkyrie Migol II ruled over the Regions of Laur and Upper Bleakwoode. His son, Migol III, would inherit his lands, his artifacts, and most importantly, a treasure without price—the Athenaeum, a wealth of knowledge preserved in enchanted stone. Few today can read the runes inscribed on the library's pillars, or the glowing script that appears upon the stone table in its center. But for those who can translate the ancient tongue, the Library of Laur provides an invaluable look into the early days of the Archkyrie, and a record of Valhalla's histories otherwise long forgotten.

Notice centers and border colors	Grass dark green centers	Sand tan centers	Rock gray centers	Water blue centers
24 space tan borders				
7 space purple borders				
3 space black borders				
2 space yellow borders				
1 space red or blue borders				
Special Tiles				
Connectable Walls <small>pink borders, purple centers add pillars to map on single spaces and connect with wall segments on adjacent wall spaces</small>		Jungle Trees <small>brown borders, gold centers number indicates tree height</small>		

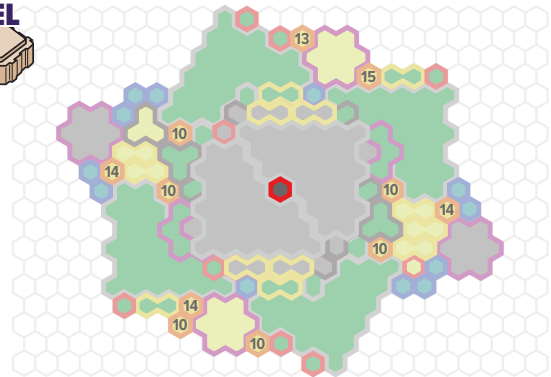
LEVEL 03



LEVEL 04



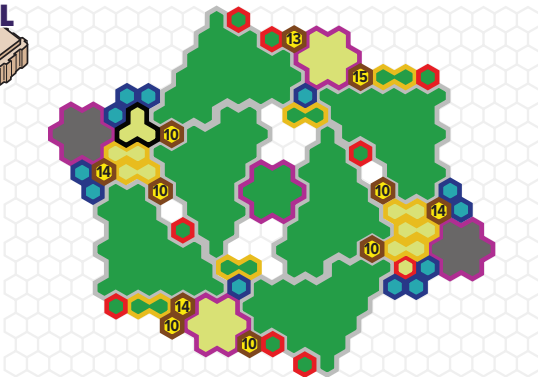
LEVEL 05



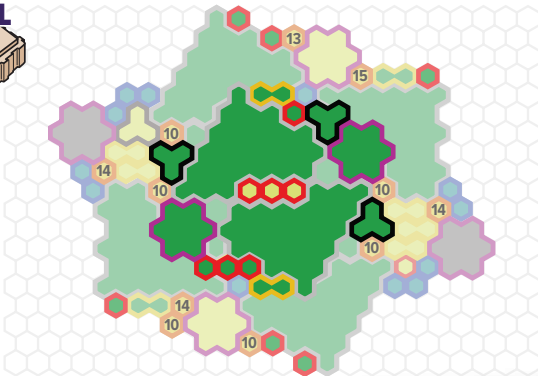
LEVEL 06



LEVEL 01



LEVEL 02



Online Scenario 4

Online Scenario 4: Losing History (Master Game)

The alliances between Valkyrie have been sundered, and resources once shared equally have become the source of new conflict as each general reaches out to claim important tactical strongholds. The arcane Library of Laur sits in a direct path between Elswin and Nastralund, in a grove of flourishing trees rarely visited by frost. The orders are clear—claim the Library at any cost, even if only rubble is left standing. And ancient enchantments can be deadly when shattered.

GOAL: Destroy all of your opponents' figures.

SETUP: Place the Glyphs power-side up where shown.

TWO PLAYERS: Each player drafts or brings a pre-made 500-point Army. One player starts in the brown and navy starting zones, and one player starts in the red and green starting zones.

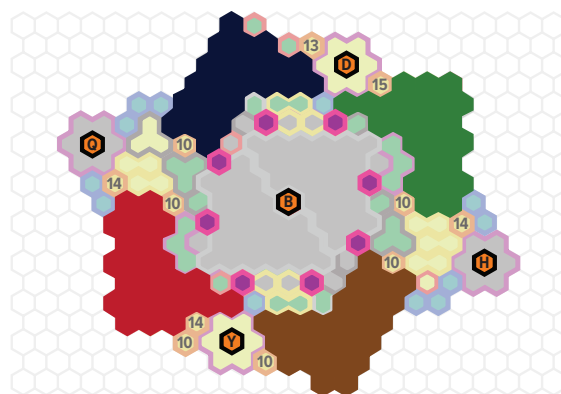
THREE PLAYERS: Players 1 and 2 draft or bring pre-made 400-point Armies, and player 3 drafts or brings a pre-made 600 point Army. Player 1 starts in the red starting zone, and Player 2 starts in the green starting zone. Player 3 starts in the brown and navy starting zones.

FOUR PLAYERS: Each player drafts or brings a pre-made 400-point Army. Each player starts in either the brown, navy, red, or green starting zone.

VICTORY: When all of your opponents' figures are destroyed, you win. If the battle reaches the end of Round 8, in initiative order, players take turns choosing library pillars to detonate using the Special Rules below until no pillars remain. After this, if figures from 2 or more players have survived, the player with the most points on the battlefield wins (see Scoring, on page 19 of the Master Game Guide).

SPECIAL RULES: The recent rains have turned the sand to mud. When moving on sand, count each hex as 2 spaces. Figures may fly over sand counting each hex as 1 space. A flying figure that lands on sand must count the landing as 2 spaces.

The library's stone lectern can be used to rupture the enchanted runes that cover the pillars, with increasingly explosive results. At the end of each round, a player with a figure on the Glyph of Brandar must choose a Laur Wall Connector and roll a number of attack dice equal to the current round against all figures within 2 spaces of that Laur Wall Connector. Each figure rolls defense dice separately, in an order chosen by the player who detonated that pillar. That Laur Wall Connector and its base are then removed from the battlefield.



Round
Marker
Track



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