

# From the Pen of Ewashia, Twenty-Second of Dagmar

To the attention of the Archmage Sonlen –

Though we have not met face to face, word of your exploits and your honorable nature have made their way to me. There is also a rumor circulating that you seek a cure to the strange affliction that has so suddenly struck low the Valkyrie of the former alliance. If these rumors are indeed true, then we are of the same mind on this matter. For many cycles of the moon, I have sought to brew a cure for the strange poison and its effect on the mind. I have studied and experimented, using my knowledge of the ebb and flow of life-giving waters and the secrets within. It would seem that the effects of the poison on its own are to incite violent rage and a loss of nearly all self-control. When mixed with water of the Wellsprings though, the effects become far more insidious, including paranoia, hostility, and a slow withering of the body and mind. Finally, this past fortnight, I thought that I had discovered the right combination of ingredients I have been searching for. So confident was I, that I sought to test the antidote on willing volunteers from amongst our own ranks. Sadly, it was too late that I realized my error. The concoction is imperfect. Though some were spared, many of those who partook of only a small dose of the poison were sent into a violent rage, blind to their allegiances or better senses.

It is with great shame that I must admit the limitations of my knowledge. I fear that the secret to restoring sanity to the Valkyrie Generals, and order to this world, is outside my abilities alone. However, and I hesitate to even share my suspicions for the danger it could pose if I am correct, I do believe there is one who may possess the hidden knowledge that we so desperately need. The wizard Raakchott has delved deep into the forbidden practices of death and decay, breaking some of the oldest taboos of our homeland. Though their pursuits are repulsive and their methods unthinkable, it has granted them a knowledge of the line between life and death that few others, even wizards such as ourselves, possess. If my sources are correct, they too have been summoned here to Valhalla in service of the Lady Revna, unsurprising given her own penchant for necromancy.

I would never suggest making contact with this individual if I did not think it was our only hope. I do not know how much time we have until the long-term effects of the poison are irreversible, or worse, fatal. I beg of you to seek them out in your travels and pass along my plea for aid and the token I have enclosed to prove my sincerity. The beast who has brought this note to you is my loyal companion, Onshu. I have instructed him to aid you on your quest. I would also advise you to seek out another who hails from my home world and whom my sources tell me has been summoned to these lands by your own lord Ullar. His name is Halushia and, like myself, is a talented wizard. Though his demeanor can be... odd at first, I believe you will find him to be an invaluable ally.

Many years ago, you and your compatriots aided Aquilla, my commander and savior, in defending the jungles of Gicalla against the onslaught of Darro corruption. Your courage and wisdom helped to save my General's people. It is my sincerest hope that you may once again come to our aid in this time of uncertainty and dire need.

With greatest sincerity in service of the High Priestess Aquilla,

The Master of Tides, Ewashia

REBEI PYNE YOP QYQHEVYXOP KALENI HO PNEO RYHEI  
Y ANBYPY RHOP AI RY/EP HOP YOP YPP RYEO  
Y QHOPR HENB HOPR HENB YOP ANEB  
Y ANYI QHEI HENB QHEI HENB QOP ANO  
HEI ANP HENB HEI HENB ANE/ENEO HO ANE HEI QOP  
HEI RHOP AI ANE HO ANE ANE ANE ANE  
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# Online Scenario 5

## Online Scenario 5: A Cure Corrupted (Master Game)

After weeks of work and study, the wizard Ewashia believes she has finally perfected a cure to the poison that plagues the Valkyrie Generals and any who consume the waters of a corrupted Wellspring. However, her makeshift antidote fails to work as expected and many of the volunteer test subjects are driven to a state of violent rage by the effects of the poison. She and the remaining volunteers must defend themselves while trying to cure or subdue their enraged former comrades.

**GOAL:** Player 1's goal is to destroy or cure all of the Poisoned figures using Ewashia and the Antidote (Glyph of Brandar).  
Player 2's goal is to take control of or destroy all of Player 1's figures.

**SETUP:** Player 1 drafts or brings a pre-made 450-point Army that consists only of Unique Heroes, and must include Ewashia, Master of Tides. Player 1 starts in the brown starting zone. Player 2 drafts or brings a pre-made 500-point Army that Consists Only of Unique Heroes. Player 2 starts in the blue starting zone. If the players are drafting, Player 1 will draft first and must pick Ewashia, Master of Tides. Neither player may have a figure in their Army that shares a name with a figure in the opposing Army.

**VICTORY:** When a player controls all remaining Heroes on the battlefield, that player wins. If the battle reaches the end of round 6, the game is over and the player with the most points on the battlefield wins.

**SPECIAL RULES:** All figures that Player 2 controls are Poisoned.

When a figure controlled by Player 1 moves onto the Antidote (Glyph of Brandar), place the Antidote onto that figure's Army Card. Poisoned figures cannot move onto the Antidote. If a figure with the Antidote on its Army Card is destroyed or becomes controlled by Player 2, Player 1 immediately places the Antidote back onto the battlefield in an empty space within 1 space of that figure.

On Player 1's turn, instead of attacking normally with Ewashia or a figure with the Antidote on its Army Card, they may attempt to cure a Poisoned figure by choosing an adjacent enemy figure and rolling the 20-sided die. If the result is a 14 or higher, Player 1 immediately takes control of the chosen figure and its Army Card, and all Order Markers are removed from its Army Card. Player 1 may only attempt to cure a Poisoned figure once per Order Marker.

At the end of each round, Player 2 may choose any enemy figure except Ewashia and roll a 20-sided die. If they roll an 11 or higher, that figure succumbs to the poison and Player 2 takes control of that figure and its Army Card.

1 Ewashia, Master of Tides

8 Glyph of Brandar



Round  
Marker  
Track



### HEROSCAPE CREDITS

**Senior Producer:** Dan Bojanowski

**Producer, Heroscape:** Lee Houff

**Creative Director:** Jeanne Torres

**Renegade Design and Development:** Sarah Rowan, Alex Davy, & Dyllan Fernandez

**Scenario Design:** Raven Shank

**Illustrators:** Corey Rivera & Unreal Studio Works

**Graphic Design:** Jeanne Torres

**Production Artist:** Noelle Lopez

**Sculptors:** Max Dunbar & Volta Media

**Editor:** William Niebling

**Original Heroscape Design:** Stephen Baker, Rob Daviau, & Craig Van Ness

**Age of Annihilation Design and Development:**

Craig Van Ness, Ben Harris, Adam Tarr, Rod Phelps, Don Zimmerman, Tanner Harlow, Nathan Spear, & Kevin Daly

