

## From the Quill of Raakchott, Dagmar the Twenty-Sixth

For the eyes of Lady Revna.

You were indeed correct, my Lady. Maladrix and her Skordyre minions have proven quite adept at excavating extensions to the eastern caverns. At this pace, we will have access to the heart of Anund sooner than anticipated. However, our work was delayed by an unexpected interruption. A scouting party from Vydar's forces discovered one of the ventilation entrances and attempted an ambush. The tumult that ensued triggered a collapse of the entryway and portions of the ceiling, trapping us.

Fortunately, we received aid from a most unexpected source: the elf mage who spoke for the Valkyrie Ullar at the failed peace summit. It would seem he and his allies had come to seek me out. His name is Sonlen, and he spoke of a poison corrupting the minds of several of the other Valkyrie and a threat to the very Wellsprings themselves. An old... colleague of mine, Ewashia, is attempting to uncover a cure for this strange ailment, with little success. This Sonlen asked me to aid her in the undertaking, a request that sparked my curiosity, as unpleasant as it at first sounded. Though I do not desire to lend aid to our enemies, I must admit that the opportunity is quite intriguing. A toxin that decays the very mind is a powerful weapon, and understanding it could prove vital to your own safety and ambitions. I have a theory regarding the nature of this substance, though I cannot be sure without access to the poison itself. Therefore, I have agreed to assist Ewashia and Sonlen... for now. Perhaps if this plan of theirs works, the other Valkyrie could be brought to their senses and learn to embrace your vision for Valhalla...

Your servant,

Raakchott, the Steward of Death



## Vision of Caverns

The darkness is impossibly deep. Even with the aid of the magical light held in his outstretched palm, Sonlen can barely see more than a few strides ahead. Sound, though, travels just fine through the stone labyrinth of Myrkheim. The Dryan Hālushia walks beside Sonlen, the ringing of his hooves on stone echoing through the tunnels. Suddenly, a new sound fills the caves: the clicking scuttle of many legs echoes through the maze of tunnels. It sounds as if the creatures are coming from every direction. Perhaps they are.

Suddenly, the light glints off the carapace of a hideous insectoid creature, its mouth open in a snarl. Others skitter forward around the first, slashing with their pointed legs as viscous drool drips from their mouths. Turning around, Sonlen sees that they are blocked in from both sides as he stands back-to-back with Hālushia and Onshu. The bugs in front of them part to make way for a far larger beast with a four-armed rider astride its back. The rider utters a series of hissing, scratching sounds at the smaller bugs, who stand down, before turning to face Sonlen.

"You are trespassing on ground that is sanctuary to the Lady Revna. You have one chance to surrender and pledge loyalty to the great cause," the rider snaps in rasping common tongue.

"...or die." The way she emphasizes the last two words tells Sonlen that she clearly has a preference.

"Please, we seek an audience with the wizard Raakchott!" Sonlen raises his arms, palms open in an attempt at peace. "We believe that they are within these caves, and we come bearing a message and a plea for their aid."

"What makes you think they are here? What proof do you have of your honesty?" the Skordyre growls, two hands gripping the hilts of her twin blades tightly.

"Wait." The voice comes from the shadows behind the rider. It sounds like wind rushing through the branches and hollowed trunk of a long-rotted tree. Suddenly, in a flurry of obsidian feathers, something akin to a large—if somewhat distorted—crow darts past Sonlen and the rider, alighting on a ledge beside a tall, gaunt figure that steps forward into the light.

## (CONT'D)

The hollow sockets of their bony visage are pointed directly at the Archmage as they speak. "Let's hear what they have to say, Ghyraxis. From whom does this message come?" Their voice is barely above a whisper, but it rings out with a force as clear as a gong.

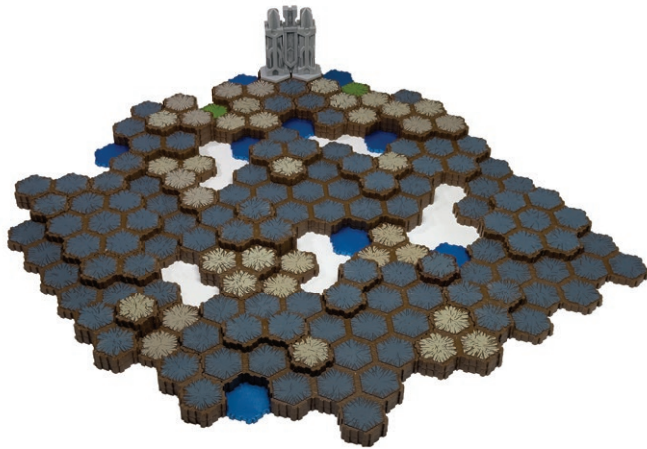
Sonlen reaches slowly into the bag at his side and pulls out the token sent to him by Ewashia along with her letter. "I bring word from Ewashia, the Master of Gides." The bird-like creature beside Raakchott cocks its head at the name, but the wizard gives no such reaction. Sonlen can feel his allies tense beside him as Raakchott reaches for the letter and parcel, taking a moment to read it before carefully undoing the cloth wrappings to reveal a smooth, oval stone carved with symbols unfamiliar to Sonlen. The Archmage thinks he can see the slightest sign of unease in the skeletal Dryan's movements as they straighten their stance.

"You were foolish to come here."

The bugs around Raakchott begin to inch closer as Ghyraxis moves to unsheathe a blade.

"However," the wizard abruptly holds up a hand and the Skordyre freeze. "I am interested to hear more."

# Map 1: The Maze

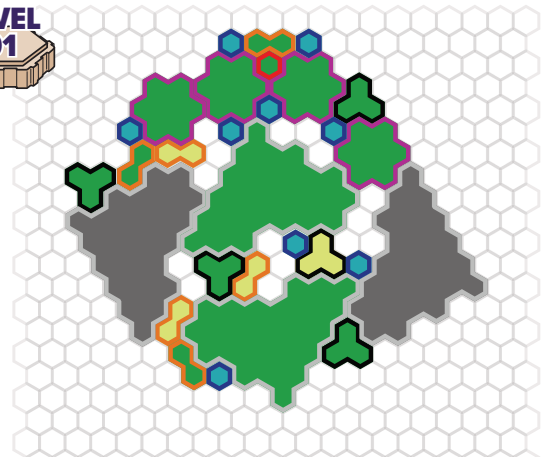


**Required sets:** Age of Annihilation Master Set (x1), Lands of Valhalla Terrain Expansion (x1)

*The twisting caverns of Myrkheim have long been a place of both fascination and dread for the people of Valhalla. Few dare venture far into their uncharted depths, and any Kyrie child can recite the frightening tales told of the dangers below. The Lady Revna sees something quite different in these depths: sanctuary and potential. Hidden from prying eyes on the surface, her forces have been hard at work expanding a network of passages through Myrkheim in order to travel unseen between the warring territories above. Their excavations have turned the already disorienting network of passages and chambers into an intricate maze, one that only her followers seem to be able to navigate.*

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

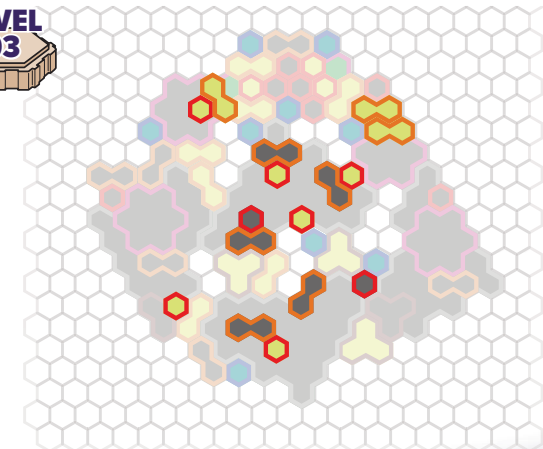
**LEVEL 01**



**LEVEL 02**



**LEVEL 03**



# Online Scenario 8

## Online Scenario 8: Terror in Myrkheim (Master Game)

Whilst working to excavate new tunnels for traveling undetected throughout Valhalla, a crew of Revna's forces were discovered by an enemy scouting party. The clamor of the ensuing battle caused the entrance of the primary escape passage to cave in, leaving both forces trapped in the network of shadowy tunnels—and breathable air is quickly running out.

**GOAL:** Both players' goal is to clear the Rubble blocking the exit to the tunnels and have the most points left on the battlefield AND/OR escaped through the cleared exit before the end of round 6.

**SETUP:** Each player drafts or brings a 500-point Army. The scenario starts in the heat of battle: Players alternate placing 1 Army Card of figures at a time within the navy starting zone. Figures may not be placed adjacent to any enemy figures. All figures in a Squad must be placed within 3 Clear Sight spaces of all other members of that Squad.

**VICTORY:** If the Rubble has not been destroyed by the end of round 6, both players lose.

At the end of round 6, if the Rubble has been destroyed, the player with the most points on the battlefield AND/OR escaped through the exit wins. Players are awarded an extra 20 points per hero figure and 5 points per squad figure that escape the map during rounds 1–4. Each player is awarded 15 points towards victory for each wound they inflict on the Rubble.

**SPECIAL RULES:** The 7 locations marked on the map with the letters A–G represent areas where the cavern ceiling is at risk of collapse. At the end of rounds 1 through 5, roll the 20-sided die and consult the table below. For each figure on or adjacent to the marked space corresponding to the number rolled, roll a single attack die. If a skull is rolled, that figure takes a wound.

Then, place a symbol-side-up Glyph on that space as a Debris Marker, if there is not already one there. The Glyph does not have its usual effect. The falling piles of Debris impede movement in the caverns: When moving on Debris Markers or spaces within 1 space of Debris Markers, count each hex as 2 spaces.

The Rubble blocking the tunnel entrance (represented by wall pieces) is treated as a Destructible Object with the following stats and abilities:

Rubble  
Life: 6  
Defense: 4  
All parts of the wall pieces count as hit zones.

Once the Rubble has been destroyed, remove the wall pieces from the board. Figures that end their turn on either of the 2 spaces previously occupied by the Rubble escape, and are removed from the battlefield. They are counted towards the point total for their controlling player at the end of the game.

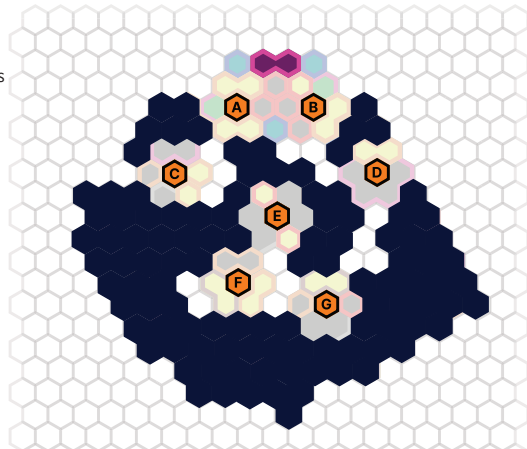
Additionally, the following conditions apply to all spaces on the map throughout the game:

**Low Visibility** – Figures have a clear line of sight only up to 4 spaces away.

**Tight Quarters** – Figures cannot use the Flying or Stealth Flying Special Powers.

The empty spaces within the map and at the edges are treated as impassable obstacles that fully block line of sight.

**Bonus:** For added visual effect, players are encouraged to use whatever extra terrain obstacles they may have in their collections to fill these obstacle spaces on the board! Suggestions include rock outcrops, Laur walls, castle wall sections, glaciers, or stacks of extra tiles (terrain effects do not apply and the spaces may not be occupied).



Round  
Marker  
Track



Letter	Roll Result
A	1-4
B	5-8
C	9-11
D	12-14
E	15-16
F	17-18
G	19-20

### HEROSCAPE CREDITS

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