

Vision of Dryans

"I advise that each of you conduct yourselves appropriately to your rank of Dryan. We stand on the very precipice of success, and we have no time to waste on petty arguments," said Ēwashia, fins flicking. She examined each of her fellow Dryan, gathered around the large slab of rock she had swept into place to serve as a worktable at the Hidden Fount. Their argument stilled for a moment, but like a river, refused to be held back for long.

"Confounded tree-blighter wouldn't know success if it smote their antlered head off their shoulders," muttered the old grove-watcher Ĥalushia. The massive Dryan's hooves scarred the loam beneath his feet as he stamped.

"Old sire, there is no need for such hostility. I beseech you, conduct yourself in a manner more fitting of your status," said Ġirushia, thorny hands folded together. "We younger guardians are looking to you for experience and wisdom in this time of crisis, and your conduct is... needlessly aggressive."

"Forgive me if my truth is not wrapped in a thicket of niceties," grumbled Ĥalushia.

"You all are no less exhausting now than you were on our homeworld," said Raakchott. The Steward of Death grew taller, extending the tangle of brambles and roots that held their body aloft. Ēwashia wondered how long they had rotted on the forest floor before Arboreas had chosen them to be Dryan.

"We have gathered much of use," Ēwashia continued. "We have deduced that the poison was crafted from Valhalla's own plants, and that it induces paranoia, loss of reason. It clouds the mind which in turn prevents the Valkyrie from focusing their visions in order to summon from a Wellspring. We have discerned the ingredients required to counteract its effects: Arborean bloodthorn, oil derived from the nightbane flower, and an infusion of each of our powers: Ĥalushia's for fortitude, Ġirushia's for rejuvenation, Raakchott's to reverse the decay, and my own to ensure it spreads through the Wellspring once it is applied. The last item we require is a Valhallan herb. It is described in the texts I retrieved from the Athenaeum. Ġirushia, have you ever heard of a plant called Comfrey?"

"Ĥeard, yes," said Ġirushia, putting his thorny hands together. "But I have not been able to catalog it in my collection of seeds. I believe it is extinct, or if any seeds survive, perhaps only with the remaining Durgeth. And they are difficult to find."

"Is there any chance it may still grow?" said Ēwashia. "Where could it be found?"

"Lindesfarme," said Ġirushia. "Southern Lindesfarme. Ĥalfway across the mainland from here."

"Based on the duration of the poison's course, it is likely that by the time we managed to walk there, search for the weed, and return, at least one Valkyrie would be dead," said Raakchott, with the matter-of-fact tone they used when pointing out grim statistics.

"Speak for yourself," said Ĥalushia, stomping a hoof. "Ĥhose of us with legs that can run instead of a bushel of brambles move much more quickly across the land."

"Sonlen is still in Anund, last that I heard," Ēwashia said, half to herself, and looked over to the riverbank where Onshu and Ġita were playing with Raakchott's macabre familiar, pulling its bones off and then returning them. The familiars straightened up immediately, and Onshu blinked with wide eyes. Ĥe sensed at once the importance of his master's next words.

"Onshu," she said, "Valhalla's fate may rest on your capability and speed. I will have a message for Sonlen. See if he will lend one last favor to our aid."

Map: Durgeth Depths



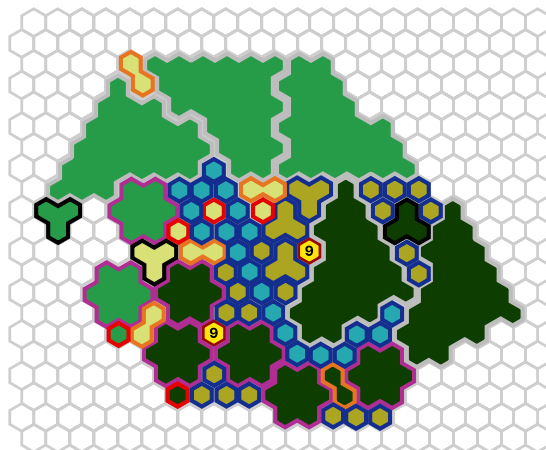
Required sets: Age of Annihilation Master Set (x1) and The Swamps of Valhalla (x1)

A scaled people called the Durgeth once lived in the southern swamps of Lindesfarme. The elusive Comfrey plants they consumed gave them extraordinarily long lives. When rumors that a Wellspring might lie in the Durgeth Swamps reached the Archkyrie Einar, he sent bands of soldiers to search the land and eradicate any Durgeth that stood in their path. The Durgeth were scattered, and the Comfrey plants were plucked to extinction. Yet rumors persist that if you journey deep into the swamps, where the mire is at its most treacherous, you might still find a bright sprig of Comfrey among the weathered ruins of the Durgeth.

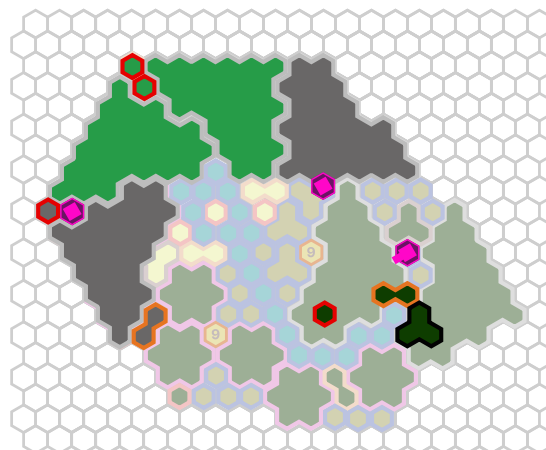
Notice centers and border colors	Grass green centers	Sand tan centers	Rock gray centers	Swamp dark green centers
24 space tan borders				
7 space purple borders				
3 space black borders				
2 space orange borders				
1 space red or blue borders				
Special Tiles				
Water blue borders, blue centers 	Swamp Water blue borders, yellow-green centers 	Pillars and Walls pink borders, purple centers square pillar triangle pillar short wall long wall ruin		



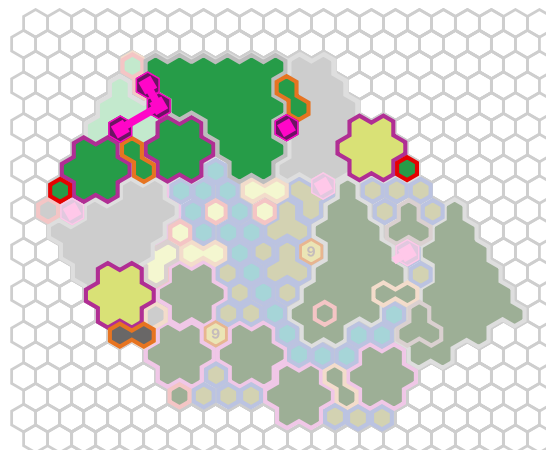
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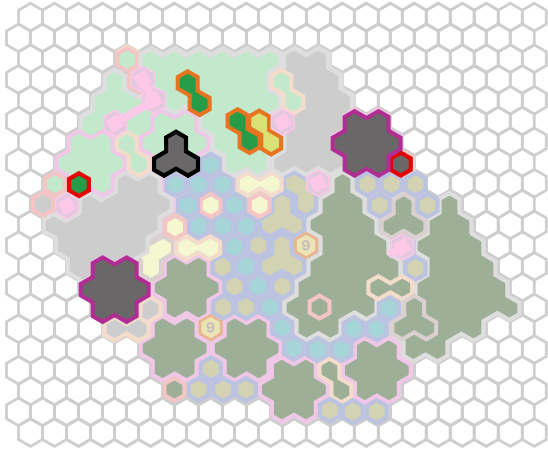
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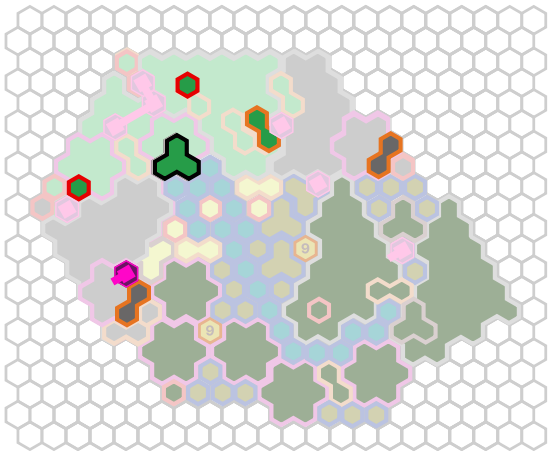
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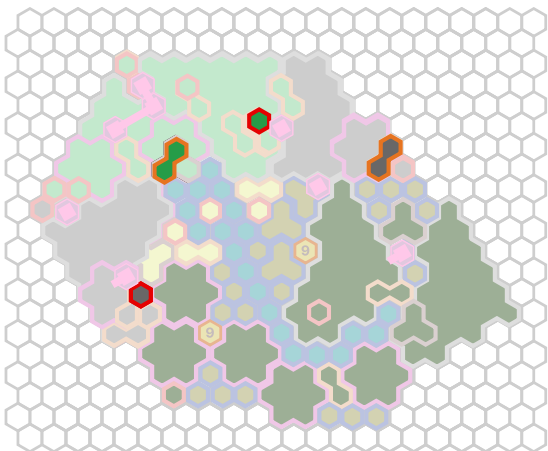
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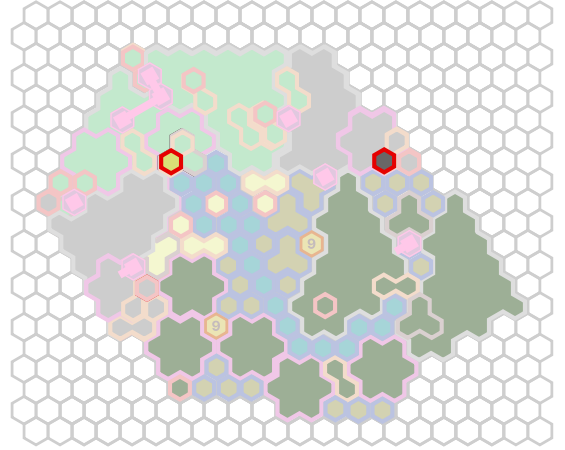
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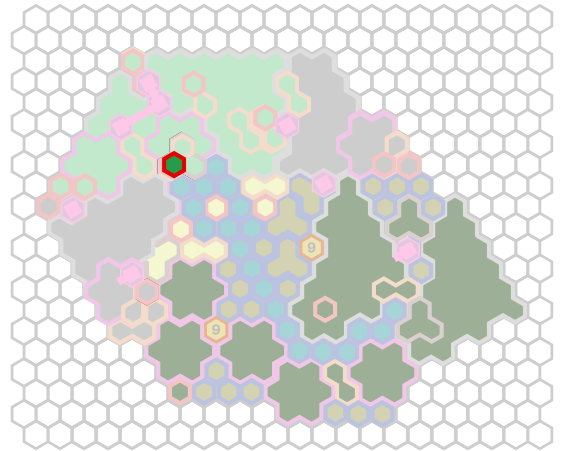
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Online Scenario 16

Online Scenario 16: The Last Comfrey Plant (Master Game)

Several parties have come to the deepest ravine of the Durgeth Swamp to search for the long-lost Comfrey plants in the hopes of using them to cure the poison that afflicts the Valkyrie. However, there is only one Comfrey plant to be found, and conflict bubbles to the surface of the mire as each force realizes that only one of them will walk away with this precious plant.

GOAL: Find and retrieve the Comfrey plant from the battlefield, or destroy all of your opponent's figures.

SETUP: Shuffle the Glyphs of Brandar, Dagmar, Felaron, Haukeland, Mitonsoul, Quillivon, Rannveig, and Yadulkia and place them symbol-side up where shown. Two to four players draft or bring premade 600-point Armies that only consist of Unique Heroes. Before placing their figures, each player rolls a 20-sided die.

Beginning with the highest roller and proceeding to the left, players take turns placing 1 Hero at a time on the edge of the battlefield as marked by the green starting zone, and not adjacent to any enemy figures, until all players have placed all of their figures.

VICTORY: At the end of any round, if a player controls a figure on an Exit Space (the grass spaces at the edge of the battlefield indicated on the map) and that figure has the Comfrey plant on its Army Card, that player wins. A player may also win if there are no enemy figures remaining. If a player has not won by the end of Round 8, the winner is determined by point scoring (see Page 19 of the Master Game Rules).

SPECIAL RULES:

The Last Comfrey Plant

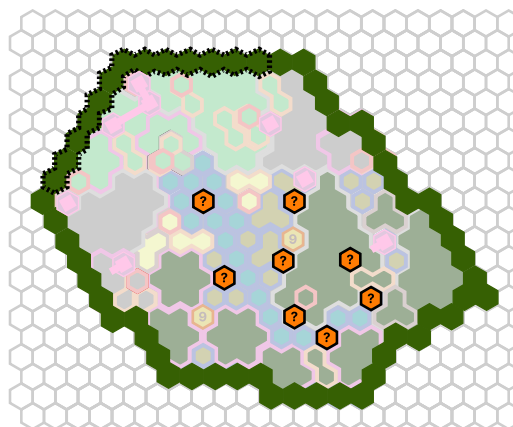
The Glyph of Brandar is the Comfrey plant. At any time that a figure is on the Comfrey plant, that figure may pick it up by placing the Comfrey plant on their Army Card. When a figure with the Comfrey plant on its Army Card takes a wound from an enemy's normal, special, or leaving engagement attack, the attacking player may place the Comfrey plant within 1 space of that figure. If that space is occupied by another figure, that figure may immediately pick up the Comfrey plant. If a figure with the Comfrey plant is destroyed by any other effect, place the Comfrey plant on a space it occupied.

Felaron's Foresight

When using the Glyph of Felaron, instead of removing a Glyph from the battlefield, you may choose a Glyph that is symbol-side up and flip it to be power-side up.

Sinking Swamp

Figures that do not have the Swim, Slither, Amphibious, or Aegis of the River special powers must count each swamp water space as 2 spaces when moving. Figures may Fly over swamp water spaces counting them as 1 space, but if they land on swamp water, must count the landing as 2 spaces. When a figure starts its turn on swamp water, roll the 20-sided die. On a result of 1–6, it cannot move normally that turn.



Exit Spaces

Starting Zone

Round
Marker
Track



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From the Pen of Sonlen, Fourth of Wranos

Respected Ewashia,

Forgive me for the delay in responding to your letter, as I thought it prudent to attempt to retrieve the Comfrey you required and send it back along with my reply. I was surprised by the sudden appearance of your messenger. Velsa was most pleased to see Onshu again, and several companions who had not had the chance to meet him yet enjoyed his presence.

I have experienced an unexpected reunion, and although Valhalla is not safe, the return of my friends from their strange and dangerous paths has filled me with hope. Sgt. Drake Alexander and the master ninja Shiori have returned to keep company with me and my new ward Major Q11. This comes in the wake of a dramatic transformation for Valhalla—Raelin, a former apprentice of Jandar's who has spent the last many months deep in Utgar's camp, has completed a coup alongside Loviatäk of the Spined Armor against the Valkyrie Utgar, and they are together asserting command over Utgar's legions.

Utgar will not require a portion of the antidote to the Wellspring poison, as the tale is told that he fell one-winged and bleeding into a lake of fire in the Kyrien Peaks. However, if the cure functions correctly with the addition of this ingredient, Loviatäk's newly acquired Wellspring in Bleakewoode and Aquilla's Wellspring in Gicalla will require the cure's purifying touch. Ullar and Einar are themselves poisoned, in addition to their springs. I expect Lindesfarme will receive the cure with grace, and convincing Einar to drink in his current meditative trance should be straightforward. However, Ullar's lands are fiercely secured at this juncture, and it may require all my skill to make my way past Ullar's guards and bring him the cure, as in his current state I doubt he will drink it willingly and I am exiled from Ekstrom.

I will return to Anund to rally my friends and then be on my way to the Hidden Fount to meet with you. I hope, by our efforts combined, that this age of annihilation may soon be over.

— Sonlen