

From the Pen of the Archmage Sonlen, 18th of Wranos

Comrades,

Though the cure to the poison has been found, the threat facing this world and our allies is far from over. I have personally delivered the antidote to Ullar himself and seen the effects of the poison already fading from him. I have also sent word to Einar's palace, along with a vial of the cure under the protection of the ever-faithful Onshu. I only hope that it is in time to save our one-time ally.

However, as you have likely already seen, a coordinated attack from the pirate fleet has made landfall all along the Bitter Sea coast. This is no coincidence. I have just received word from Queen Qhyrion that her forces, with the aid of the Lady Revna, have managed to hold the line in Anund. It would seem that Revna's lieutenants have learned the true nature of this threat from some of the captured pirates, and it is far worse than I could have imagined. The true leader of the pirate armada, the one behind the poisonings of the Valkyrie and so much of the chaos we have endured these past months, is someone I never thought could turn to such cruelty. It is the Valkyrie Ghormun. Once a follower of Jandar and a scholar much like myself, it would appear that his disillusionment with this war has led him to form a plan to end it, and the Valkyrie, for good. He has somehow reached into the eldritch depths of the void between worlds and summoned a terrifying monster of legend to serve him and him alone. It is his goal, according to the pirates, to destroy the Wellsprings, and the Valkyrie along with them.

These attacks are merely a distraction, meant to divide and occupy our forces while Ghormun makes his way to his true target, the Wellspring of Obsession. I fear the consequences of tampering with such ancient magics and the damage it could cause, whether he is successful or not. My friends, as I pen these words, I am making preparations to travel there myself to try to reason with Ghormun—or stop him at any cost. The battle is pitched here on the shores of Ekstrom, but I beg you to rally beside me yet again. This world needs us. ALL worlds need us at this hour more than ever before.

Vision of Council

Marcus' fingers drum impatiently on the golden table, his other hand resting on the helm next to him. The Centurion's eyes are fixed on the ornate set of doors on the far side of the meeting hall. It must have been over an hour. They should know by now if it is working.

"Who was it that delivered the message?" he asks, finally pulling his gaze from the sealed doors.

"One of the priestess Aquilla's beasts, from Gicalla," Garo replies from the window. His demeanor is far more relaxed than Marcus Decimus' own, at least outwardly. He holds his hands behind his back, his expression soft but focused. The Hatamoto gazes out across the grounds of the golden palace of Lindesfarme, towards the western horizon. "It would seem that the wizard Ewashia is the one who has led the search for this cure."

"But the note comes from the Archmage?" Kato Katsuro barks from his seat, across the circular council table from Marcus. "Are we to believe that Ullar and the young general from the south are conspiring now? Their wizards seem to be the ones behind this concoction. How can we be sure that it isn't a trap, some further poison?"

At least the daimyo understands the unease that has troubled Marcus since the message was first shared.

The Roman nods in agreement. "Kato speaks true. Our emperor is at his most vulnerable. We should not be taking such gambles with his life."

"Durnipia examined the mixture thoroughly. She is confident that it is no toxin," Garo replies softly but with firm finality. "The decision ultimately lies with Empress Kiova. We would be right to remember our place in this palace."

Kato's brow furrows and he looks ready to launch a retort when, with a deep groan, the doors finally open.

"Wise words, standard-bearer."

The booming voice of the Grand Emperor of Lindesfarme rings through the council hall for the first time in months, strained, but imposing nonetheless. All present rise to their feet, their argument forgotten. Though he leans heavily on a golden scepter, clearly still finding his feet, flanked by the Kyrie empress and his Durgeth healer, the sight of Einar is no less awe-inspiring.

"Now my commanders, let us not waste any more time, where do our forces stand, and what has transpired in my absence?"

Vision of Renewal

The surface of the Wellspring shimmers as the contents of the vial are poured in. The faint, oily sheen gradually begins to dissipate as Ewashia employs her magics to gently stir the pool. From the shoreline beside her, Aquilla and Glinerva watch patiently, accompanied by her gigantic pet burrfly, Sujoah. The High Priestess strokes the insect's carapace and breathes a sigh of relief.

"I cannot thank you enough, Ewashia. Were it not for your dedication to finding this cure... I shudder to think what could have been..."

The Dryan runs her hands over the now clear waters of the spring, feeling the energy flowing through the enchanted pool. "You saved my life and those of my companions, my general. I cannot think of doing anything but the same for you."

"Priestess Aquilla, there is an urgent message for you." The gruff voice comes from the entryway of the Wellspring chamber. Those assembled turn to face a Dwarven knight, who straightens her posture before continuing: "The pirate fleet has launched a series of surprise attacks along the Bitter Sea coast. We have reports that Anund, Naustralund, and Ekstrom are all under siege."

Aquilla's eyes harden as she listens. There is still a war to be fought, despite this one victory.

"Ready your knights, Maeve, and send word to our forces at the border. I have no doubt that Sonlen will need our aid."

Map: The Jagged Shoal



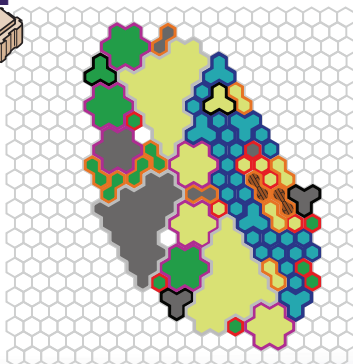
Required sets:

Lands of Valhalla (x1), Waters of Valhalla (x1), Shores of Valhalla (x1), Forests of Valhalla (x1), Glyphs of Brandar (x2)

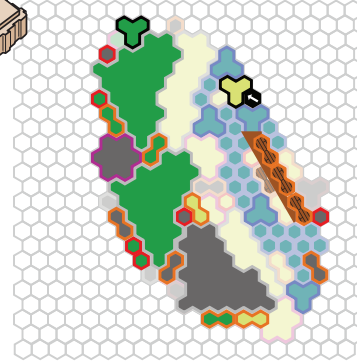
The Ekstrom coast has been described as one of the most scenic vistas in Valhalla, long stretches of rugged shoreline, where forested hills meet the crashing waves of the Bitter Sea. But this beauty belies a hidden, more sinister nature. The rocky shores that help create this iconic seascape are some of the deadliest waters to navigate in all Valhalla. Dramatic tides, strong currents, and hidden reefs mean that only the most skilled and seasoned sailors stand any chance of surviving the passage, and that's with a good dose of luck at best. None would dare think to launch a naval invasion on this formidable coast. But this is precisely why the pirate fleet has chosen this stretch of coastline to launch their surprise assault into Ullar's lands

Notice centers and border colors	Grass green centers	Sand tan centers	Rock gray 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	Evergreen Trees green borders, green centers number indicates tree height	Wood Tiles orange borders, brown wood grain centers	
Rope Ladders pink with arrows, connects to terrain from top	Cannons black circle with white arrow, barrel points in direction of arrow		
Ship Pieces brown, must connect to terrain on lower level, upper level may connect to terrain			

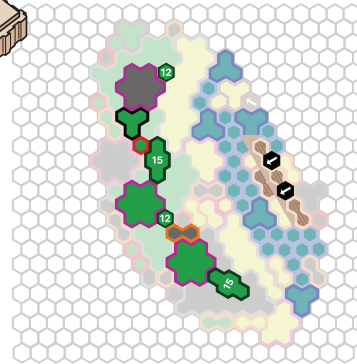
LEVEL 01



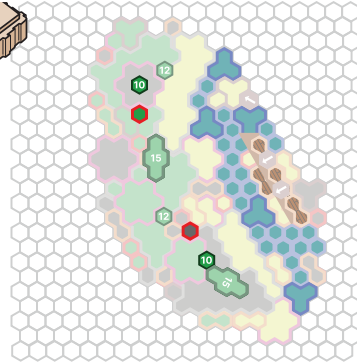
LEVEL 02



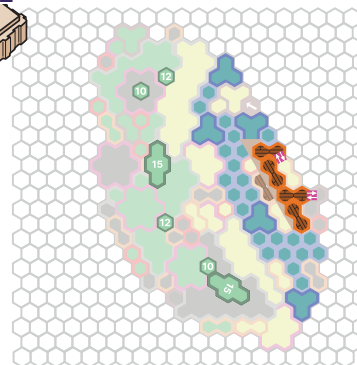
LEVEL 03



LEVEL 04



LEVEL 05



Online Scenario 21

Online Scenario 21: Tides of War (Master Game)

Though their main artillery ship has run aground on the Jagged Shoal, so long as there are cannons still usable and sailors left to fight, the pirates must keep to their mission. Their leader's target is so close, and with it the end of this accursed war and the Valkyrie who once sought to chain them. Meanwhile, Sonlen and his allies are in a desperate race against time to reach the Wellspring of Obsession. The fastest route though, is directly through the most pitched fighting between Ullar's forces and the invading pirate armada. Not only this, but the tide is fast coming in along the Ekstrom coast, making the path all the more treacherous.

GOAL: Player 1's goal is to get their chosen messenger unit from the orange starting zone to the escape spaces on the far side of the map by the end of Round 5. Player 2's goal is to either eliminate all of Player 1's figures on the battlefield or at least prevent Player 1's messenger units from reaching the purple escape zone until the end of Round 5.

SETUP: Player 1 drafts or brings a 550-point Army and Player 2 drafts or brings a 550-point Army. Player 1 starts in the blue starting zone. Player 2 starts in the brown starting zone. Player 1 selects 2 Unique Hero figures in their Army to act as messengers. These figures start in the orange starting zone, separate from the rest of their Army.

VICTORY: Player 1 wins at the end of Round 5 if they have successfully moved their chosen messenger figure onto the purple escape spaces. Player 2 wins if none of the messenger figures have reached the escape spaces by the end of Round 5. Either player may also win if their opponent has no figures remaining on the battlefield.

SPECIAL RULES:

Wood Tiles

For this scenario, wood tiles are decking.

Messengers

Both messenger figures start the game in the orange starting zone, regardless of any Special Powers on those figures' cards (e.g., Glide In or Orbital Deployment). Player 1 takes 1 Glyph of Brandar and 1 of any other Glyph (its powers don't matter for this game) and places one symbol-side up on each of the 2 messenger figures' cards so that Player 2 cannot see which figure has been assigned which Glyph. The figure with the Glyph of Brandar on their card is the *chosen messenger*. Player 1 wins the game if this chosen figure ends its turn in one of the escape spaces marked in the scenario instructions. If either messenger figure is destroyed, Player 1 must place the Glyph from that figure's card on the battlefield, power-side up, on one of the last spaces the destroyed figure occupied. Any of Player 1's figures may pick up that Glyph during their movement and place it on the new figure's card. This figure then becomes a messenger. If it is the Glyph of Brandar, they become the new *chosen messenger*. Player 2's figures may not pick up Glyphs in this way, nor end their movement on a space occupied by one of these Glyphs.

Rising Tide

During Rounds 1 and 2, all water spaces adjacent to a non-water space use the shallow water rules instead of the standard water rules:

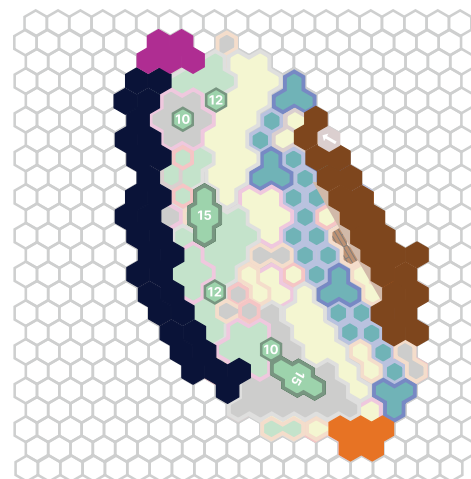
- **Shallow Water:** Figures moving onto a shallow water space count each hex as 2 spaces of movement. Figures with special abilities that allow them to ignore the effects of water tiles normally (e.g. Swim, Aegis of the River) only count each shallow water space as 1 space of movement.

During Round 3, all water spaces use the standard water rules instead of the shallow water rules.

During Rounds 4 and 5, All level 1 sand spaces count as shallow water instead of their normal terrain type, and all other water spaces use standard water rules.

Escape Spaces

The only figures that may end their movement on the escape spaces marked on the map are Player 1's designated messenger figures. When Player 1 moves one of their messenger figures onto an escape space, they may immediately remove that figure from the board. If that figure is the chosen messenger, the game ends immediately with a Player 1 victory.



Round Track



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