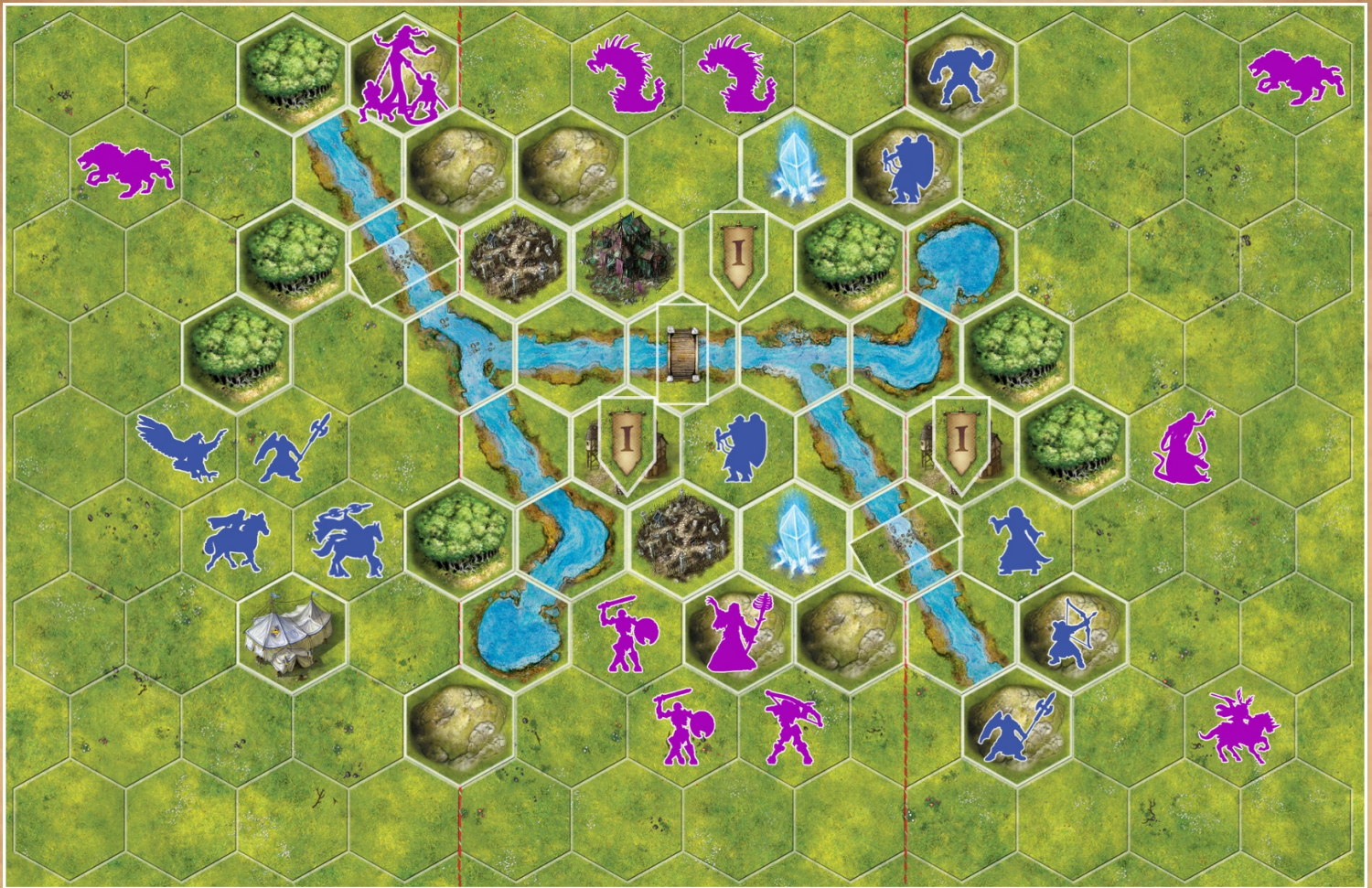


## VALLEY OF DECAY



The arch necromancer, Teleophass, has razed the village of Maijler in the Valley of Enroth, creating an army of bones. As forces of Daqan rush to defend the remaining villages in the valley, the dead continue to rise.

### OBJECTIVE

The first player to 16 VP.

### SETUP

The lower half of the board is considered Daqan's half of the board.

Waiqar begins play the first round; the upper half of the board is considered Waiqar's half of the board.

### SPECIAL RULES

Either player may spend 1 lore to continue unit movement through a ford.

Waiqar infantry are never weak.

Daqan cavalry units may occupy river spaces but must end their move when they do so. If a Daqan player eliminates the Necromancer unit, he gains 2 VP.

Command tents, graveyards and crystal spires function per standard rules.