

Ezru

LIZARDFOLK WARRIOR

Hatched in the treacherous swamps, Ezru feels a tinge of resentment toward the races that reside in Aughmoore's more idyllic regions, but the chance to live among them is worth fighting for.



Gurmund

DWARF CLERIC

The ore coursing through Gurmund's blood keeps him stout on the battlefield, a divine Dwarven power he believes must finally be shared now during Aughmoore's time of need.



Ethairna

ELF SORCERESS

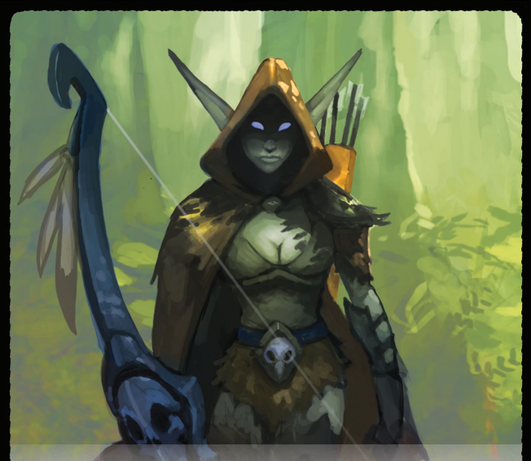
Some believe Ethairna to be the corporeal form of the great divinity Norellia herself. Certainly she has mastered the magic locked within her spirit and is prepared to unleash it.



Um'Tak

ORC BARBARIAN

Brother of Umog who fought relentlessly during Aughmoore's Great War, Um'Tak has set out to atone for his sister's sins, but yet he still feels shame entering the Capital City's walls.



Nyrra

DARK ELF RANGER

Little is known about the mysterious Dark Elven Ranger Nyrra and she likes it that way, preferring to help her fellow races from afar rather than within the clash of battle.



Lealith

HUMAN PALADIN

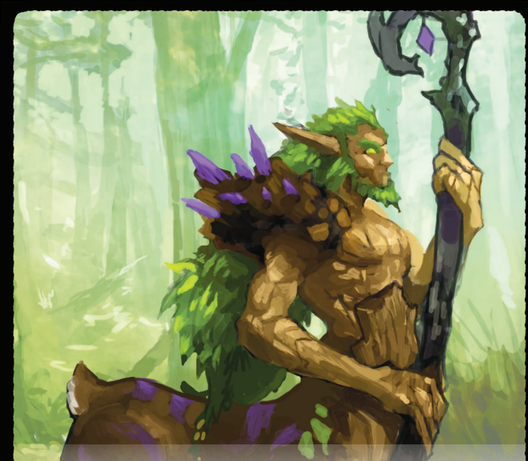
Daughter of the once great Laelithar, Lealith travels Aughmoore sacrificing herself for others to make reparation for her father's destructive role in igniting the Great War.



K'glf'lr

MERFOLK ORACLE

Deep beneath Aughmoore's seas, K'glf'lr foresaw the end of the Great War and the brief peace that would follow. Now, sensing destruction without her aid, she surfaces to join the cause.



Oryk

CENTAUR DRUID

Spurred by the encroaching fires that threaten to consume his forests, the wise Oryk abandons his sagely duty for the greater peace of Aughmoore, willing to give his own life if it may save the land.

Ezru
LIZARDFOLK WARRIOR

4 / 3 / 2 / 1 / 0 — X Secure Defend Fight



Spend 🗲's to:

- **Move** to an adjacent Region.
- **Secure** 1 ♥, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 ♥ to gain **1 additional** 🗲. *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

COURAGE

Reduce **1** ♥ in the Outer Region you are in at the start of your Turn.

Nyrra
DARK ELF RANGER

4 / 3 / 2 / 1 / 0 — X Secure Defend Fight



Spend 🗲's to:

- **Move** to an adjacent Region.
- **Secure** 1 ♥, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 ♥ to gain **1 additional** 🗲. *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

FARSHOT

You may *Secure* from adjacent Outer Regions.

Gurmund
DWARF CLERIC

4 / 3 / 2 / 1 / 0 — X Secure Defend Fight



Spend 🗲's to:

- **Move** to an adjacent Region.
- **Secure** 1 ♥, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 ♥ to gain **1 additional** 🗲. *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

HEAL

Spend 1🗲: Gain **1** ♥ for yourself or another Defender in your Region.

Lealith
HUMAN PALADIN

4 / 3 / 2 / 1 / 0 — X Secure Defend Fight



Spend 🗲's to:

- **Move** to an adjacent Region.
- **Secure** 1 ♥, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 ♥ to gain **1 additional** 🗲. *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

RETRIBUTION

After you *Defend*, you may also choose to pay **1** ♥ to:
Give **1** ♥ to any other Defender **OR**
Reduce **1** ♥ in your current Outer Region.

Ethairna
ELF SORCERESS

4 / 3 / 2 / 1 / 0 — X Secure Defend Fight



Spend 🗲's to:

- **Move** to an adjacent Region.
- **Secure** 1 ♥, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 ♥ to gain **1 additional** 🗲. *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

LIGHTNING

Spend 2🗲: Reduce **3** ♥ in your current Outer Region.

K'glf'lr
MERFOLK ORACLE

4 / 3 / 2 / 1 / 0 — X Secure Defend Fight



Spend 🗲's to:

- **Move** to an adjacent Region.
- **Secure** 1 ♥, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 ♥ to gain **1 additional** 🗲. *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

SCRY

When your Defender Card is drawn, you may then reveal the top card of the Turn Deck. You may return that card to the top or place it at the bottom of the deck.

Um'Tak
ORC BARBARIAN

4 / 3 / 2 / 1 / 0 — X Secure Defend Fight



Spend 🗲's to:

- **Move** to an adjacent Region.
- **Secure** 1 ♥, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 ♥ to gain **1 additional** 🗲.

Defender's Ability

BERSERK

When your Defender Card is drawn, you may use *Sacrifice* as long as you have ♥. After *Sacrificing* however, you may not end your Turn in the Capital City.

Oryk
CENTAUR DRUID

5 / 4 / 3 / 2 / 1 / 0 — X Secure Defend Fight



Spend 🗲's to:

- **Move** to an adjacent Region.
- **Secure** 1 ♥, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 ♥ to gain **1 additional** 🗲. *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

MARTYR

When a Defender in your Region or an adjacent Region *Defends*, you may lose the required amount of ♥ instead of them.



Laishom

ELF COMMANDER

Laishom always struggled to wield the magic for which his people were known. Lacking sorcery, he found talents as a tactical strategist, commanding immense armies to victory in the Great War.



Randal

HALFLING BARD

Randal has left the comfort of his cozy cottage, singing ballads of triumph and sacrifice about the old heroes who fought in the Great War, hoping his tunes will boost morale and camaraderie.

prepare yourselves for the EPIC FOE

10 9 8 7 6 5 4 3 2 1

Demon Lord
EPIC FOE



ENFEEBLEMENT

When a Defender's Card is drawn, increase 1 to the Region that Defender is in. Then, flip that Region (*not the Capital City*) to its opposite side (*keep the Level*). If that Region is destroyed, the Capital City increases 1 instead.

10 9 8 7 6 5 4 3 2 1

Colossus
EPIC FOE



SWALLOW

When a Defender's Card is drawn, that Defender is immediately placed into the Colossus's Mouth (*only if no Defender is currently in the Colossus's Mouth*). A Defender can only *Fight* while in the mouth of the Colossus and it costs ♥ instead of .

On : The Defender is *spit out* and lands in the Outer Region opposite of the Colossus's Region.

10 9 8 7 6 5 4 3 2 1

Hill Giant
EPIC FOE



TOWERING

A Defender must spend 1 to climb onto the Hill Giant (*on this card*) before they can *Fight*. If Defenders jump off (*free action*), or get knocked off, they lose 1♥ and land in the Hill Giant's Region.

On : Knock all Defenders off the Giant and move the Giant clockwise 1 Outer Region.

4 3 2 1 0 Secure Defend Fight X

Laisham
ELF COMMANDER



Spend 's to:

- **Move** to an adjacent Region.
- **Secure** 1, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1♥ to gain **1 additional** . *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

COMMAND

As soon as your Defender Card is drawn, you may choose another Defender to gain 1 to spend immediately, and then continue your Turn.

10 9 8 7 6 5 4 3 2 1

The Ancient
EPIC FOE



TIMBERWARD

Spend 2 to *Fight* The Ancient.

On : Spend 3 to *Fight* instead of 2.

10 9 8 7 6 5 4 3 2 1

Dragon
EPIC FOE



SCORCH

When ANY Defender Card is drawn, immediately move the Dragon clockwise 2 Regions.

On : All Defenders lose 2♥.

10 9 8 7 6 5 4 3 2 1

Kraken
EPIC FOE



DEMOLISH

The abilities of ALL Outer Regions cannot be *Used*.

On : Move all Defenders in the Kraken's Region to the Outer Region directly opposite.

4 3 2 1 0 Secure Defend Fight X

Randal
HALFLING BARD



Spend 's to:

- **Move** to an adjacent Region.
- **Secure** 1, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1♥ to gain **1 additional** . *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

BEFRIEND

On your Turn, you may *Use* abilities of adjacent Outer Regions and Defenders in the same Region as you, but you must still pay their cost if applicable.


Increase 1 in the Capital City
3
2
1
0
Plains
SAFEGUARD - You may *Defend* the 2 adjacent Outer Regions as if you were on them.
B


Increase 1 in the Capital City
3
2
1
0
Forest
Spend
2
HARMONIZE – If the Forest is Level 0, *Secure* 1 in the Capital City.
B


7
6
5
4
3
2
1
0
Capital City
Edenmoore
REST – Replenish all of a Defender's ♥ if they start their Turn in the Capital City.


Increase 1 in the Capital City
Bury
3
2
1
0
Desert
BURY – While in the Desert, lose 2♥ to place the top 2 cards from the Turn Deck, without revealing them, this card's slot. At the end of the Round, return and shuffle the *Buried* cards back into the next Round's Turn Deck (*only once per Round*).
B


Increase 1 in the Capital City
3
2
1
0
Ruins
Spend
2
RECTIFY – Swap the top 2 cards of the Discard Pile with the top 2 cards from the Turn Deck (*once per Turn*).
B


Increase 1 in the Capital City
3
2
1
0
Mountains
Spend
1
LEAP – Place your Defender in the circle. When any Outer Region is attacked, you may immediately move to that Region and *Defend* it (*paying* ♥ *as normal*).
B


Increase 1 in the Capital City
3
2
1
0
Coast
Spend
1
DISPATCH – Move ANY Defender to any Region.
B


Increase 1 in the Capital City
3
2
1
0
Mountains
Spend
1 :
MEDITATE – Place your Defender in the circle. When the Mountains are attacked, move out of the circle to *Defend* without losing ♥.


Increase 1 in the Capital City
3
2
1
0
Coast
Spend
2 :
REJUVENATE – If the Coast is Level 0, restore to full ♥.


Increase 1 in the Capital City
3
2
1
0
Desert
:
MIRAGE - While in the Desert, lose 1♥ to reveal the top 3 cards of the Turn Deck and rearrange them in any order, placing them back on top.


Increase 1 in the Capital City
Entomb
3
2
1
0
Ruins
Spend
1 :
ENTOMB – Place any 1 card from the Discard Pile onto this card's slot. At the start of the next Round, place the *Entombed* card directly into the Discard Pile (*only once per Round*).


Increase 1 in the Capital City
3
2
1
0
Forest
Spend
2 :
ENCHANT – *Secure* 1 of any Outer Region.


7
6
5
4
3
2
1
0
Capital City
Edenmoore
:
REST – Replenish all of a Defender's ♥ if they start their Turn in the Capital City.


Increase 1 in the Capital City
3
2
1
0
Plains
Spend
2 :
PRAYER – Draw the top card from the Turn Deck and immediately discard it (*once per Turn*):
• If it is an Enemy Card, reduce 1 in the Outer Region(s) matching the symbol(s) on the Enemy Card.
• If it is a Defender Card, reduce 1 in the Capital City.





Blue
Defender's Turn

Gain 3 OR 4 if there are any Destroyed Regions.

All Defenders

All Defenders gain 3 to spend collectively **OR** 4 if there are any Destroyed Regions.

1 2 3



Green
Defender's Turn

Gain 3 OR 4 if there are any Destroyed Regions.

All Defenders

All Defenders gain 3 to spend collectively **OR** 4 if there are any Destroyed Regions.

1 2



Red
Defender's Turn

Gain 3 OR 4 if there are any Destroyed Regions.

Yellow
Defender's Turn

Gain 3 OR 4 if there are any Destroyed Regions.













Artifact

Artifact

Artifact

Artifact

Artifact

Artifact

Artifact

Artifact

Artifact

Artifact













Wraith
DIRE ENEMY

DRAIN
The Defender with the most ♥ loses 2♥ (*if tied for most, choose which one*).

Defend ♥♥ Gain

Harpy
DIRE ENEMY

FRENZY
All Outer Regions at **Level 0** 🔥 must increase to **1** 🔥.

Defend ♥♥ Gain

Sea Serpent
DIRE ENEMY

TSUNAMI
Before any player may *Defend*, all Defenders in Outer Regions must move 1 Outer Region clockwise.

Defend ♥♥ Gain

Giant Wasps
DIRE ENEMY

STING
Each Defender (*regardless of Region*) at full ♥ must lose 1♥.

Defend ♥♥ Gain

Manticore
DIRE ENEMY

RAZE
Increase 2🔥 instead of 1.

Defend ♥♥ Gain

Minotaur
DIRE ENEMY

TOUGHNESS
Lose 3♥ when *Defending*.

Defend ♥♥♥ Gain

Hammer of Might
Immediately reduce **1** 🔥 in the Outer Region where you end your Turn.

Shield of Asgimoore
When *Defending* against a Dire Enemy, lose 1 fewer ♥.

Wings of Zephyr
Spend 1 ⚄: Move to any Outer Region of your choice (*once per turn*).

Spear of Valor
Spend 2 ⚄: *Fight*, dealing 3 Damage instead of 1 (*once per turn*).

Horn of Command
Spend 1 ⚄: Choose a Defender in the Capital City and move them to an adjacent Region. They are restored to full ♥.

Zodiac Cloak
When an Ally's Defender Card is drawn (*including the All Defenders Card*), you may *Sacrifice* 1♥ to immediately gain 1⚄.

Timeless Hourglass
When your Defender Card is drawn, instead of taking your turn, you may place your card onto the bottom of the Turn Deck. When it is drawn again, gain **1 additional** ⚄.

Elixir of Errand
When you *Sacrifice* 1♥, gain 2⚄ instead of 1.

Celestial Idol
Spend 2 ⚄: You may reduce **1** 🔥 while in the *Capital City* (*once per turn*).

Staff of Control
At the start of your Turn, you may move the Epic Foe to any Outer Region.

prepare yourselves for the EPIC FOE



Gamelyn

GUARDIAN OF THE ORDER

His victories are history, his deeds legend. Briefly absent in exile during the period of peace, Gamelyn has returned to reign vengeance upon any foe who dares disturb Aughmoore.



Brutus

GOBLIN ASSASSIN

Brutus gained renown with the Goblins after he assassinated King Glut and liberated his people from Glut's tyrannical rule. Now he wields that audacity and a poisoned dagger to liberate all of Aughmoore.



The Sullied

HUMAN NECROMANCER

Shrouded in anonymity, he is known only as The Sullied, the only human ever to infiltrate the Underworld. It is rumored he learned the art of necromancy from the great Methsusael himself.

prepare yourselves for the EPIC FOE



Methusael

UNDEAD REVENANT

Methusael, The Harbinger of Death, is displeased with the dead entering the Underworld without his authority. In temporary alliance with Aughmoore, he wishes to restore equilibrium.



Kyrie

VALKYRIE AVENGER

Watching the destruction from high above, the Valkyrie are said to determine who lives and dies in battle. The young Kyrie must face a dilemma: to what extent should she interfere?



Overlord
EPIC FOE

10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | ☠

CHAOS
If the Overlord is Damaged, shuffle the Discard Pile at the end of the Defender's Turn and randomly add 1 of the cards to the bottom of the Turn Deck.



Fire Elemental
EPIC FOE

10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | ☠

BURN
When a Defender ends their Turn in the Fire Elemental's Region, increase 1 in its Region.

On Increase 1 in ALL Outer Regions.

5 | 4 | 3 | 2 | 1 | 0 Secure Defend Fight X

Gamelyn
GUARDIAN OF THE ORDER



Spend 's to:
- **Move** to an adjacent Region.
- **Secure** 1, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 to gain **1 additional** . *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

OATH
After *Defending* against a Dire Enemy, you may pay **1 additional** to reduce 1 in the Capital City.

4 | 3 | 2 | 1 | 0 Secure Defend Fight X

Methusael
UNDEAD REVENANT



Spend 's to:
- **Move** to an adjacent Region.
- **Secure** 1, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 to gain **1 additional** . *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

RECOMPOSE
Whenever another Defender *Defends* against a Dire Enemy, gain 1 and then you may immediately move to the Region that was just attacked.

4 | 3 | 2 | 1 | 0 Secure Defend Fight X

Brutus
GOBLIN ASSASSIN



Spend 's to:
- **Move** to an adjacent Region.
- **Secure** 1, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 to gain **1 additional** . *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

ASSASSINATE
Once per Round , if you are in position to *Defend*, you may instead place the Enemy or Dire Enemy Card directly into the discard pile. If so, lose no and ignore ALL effects of the card entirely.

4 | 3 | 2 | 1 | 0 Secure Defend Fight X

Kyrie
VALKYRIE AVENGER



Spend 's to:
- **Move** to an adjacent Region.
- **Secure** 1, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 to gain **1 additional** . *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

FLIGHT
When a Dire Enemy attacks a Region that you are not in, you may pay 1 to move to that Region. You MUST then *Defend* against that Dire Enemy (*paying as normal*).

5 | 4 | 3 | 2 | 1 | 0 Secure Defend Fight X

The Sullied
HUMAN NECROMANCER



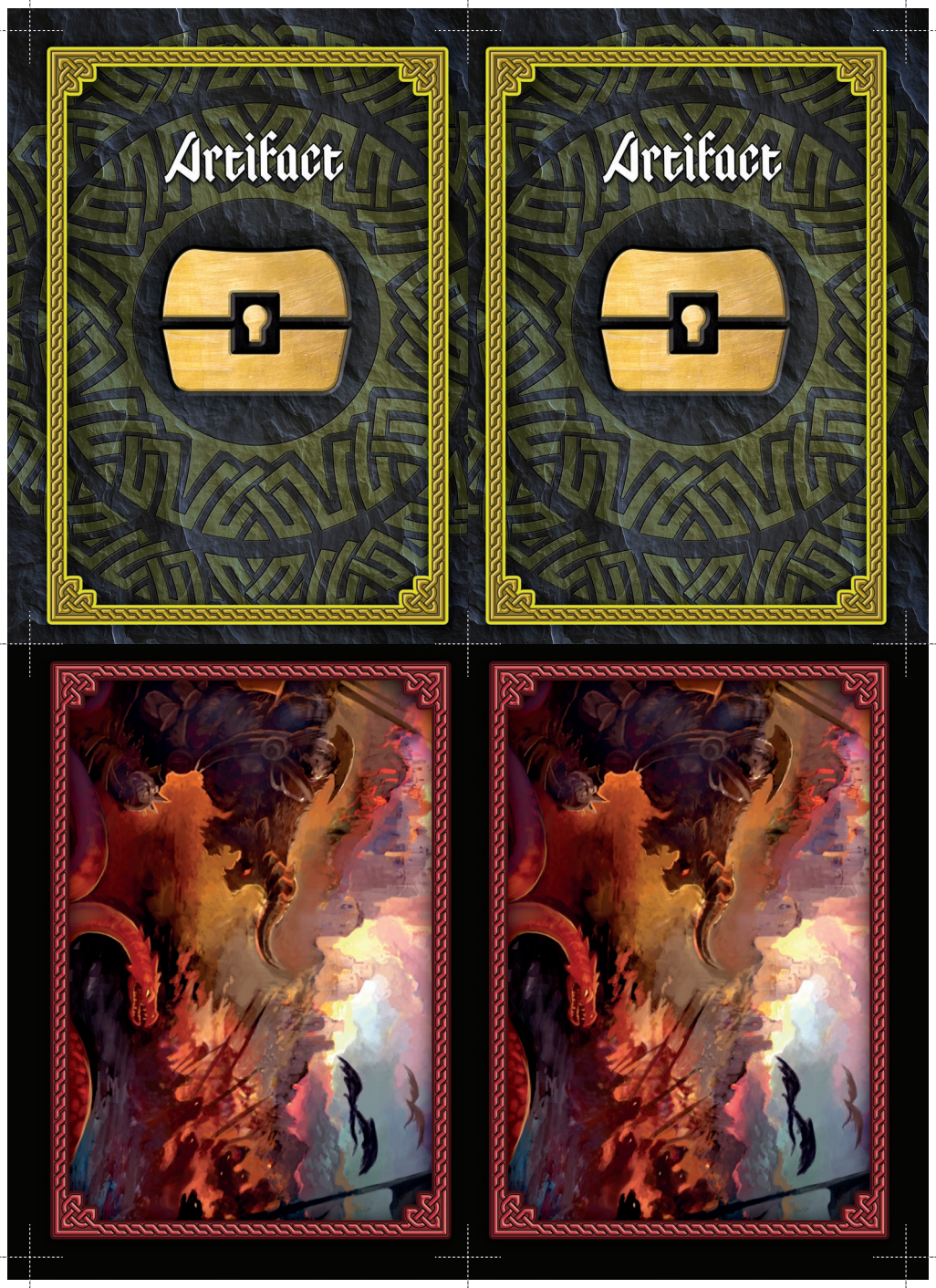
Spend 's to:
- **Move** to an adjacent Region.
- **Secure** 1, reducing it in your current Outer Region.
- **Use** an Ability.
- **Fight** the Epic Foe.

Defend against an Enemy if in the same Outer Region.

Sacrifice 1 to gain **1 additional** . *(once per Turn, when your Defender Card is drawn)*

Defender's Ability

RESURRECT
On your Turn, you may pay **1** to give **2** to any Defender who has **0**.


Artifact
Artifact


Gavel of Gamelyn
After *Defending*, peek at the next 2 cards in the Turn Deck. You may return these cards to the top of the Deck in any order.
Baal's Bait
After *Defending* against a regular Enemy, you may change the other Region attacked on the Enemy Card (*cannot be your current Region*).
Basilisk
DIRE ENEMY
STONE GAZE
Defenders may not use the abilities of Artifacts for the remainder of the round. Leave this card out as a reminder until the end of the round.
Defend
Gain
Giant Snake
DIRE ENEMY
POISON
Defenders may not use their Defender abilities for the remainder of the round. Leave this card out as a reminder until the end of the Round.
Defend
Gain