4
3
2
1
0
X Secure Defend Fight

Ezru

LIZARDFOLK WARRIOR



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.



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.

4
3
2
1
0
X Secure Defend Fight

Gurmund

DWARF CLERIC



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.



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



4 | 3 | 2 | 1 | 0

X Secure Defend Fight

Spend ϟ'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** ϟ.
(once per Turn, when your Defender Card is drawn)

Defender's Ability

LIGHTNING

Spend 2 ϟ: Reduce **3** ⛰ in your current Outer Region.



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



4 | 3 | 2 | 1 | 0

X Secure Defend Fight

Spend ϟ'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** ϟ.

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.



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.



4
3
2
1
0
X Secure Defend Fight

K'glf'lr

MERFOLK ORACLE



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.



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.

5
4
3
2
1
0
X Secure Defend Fight

Oryk

CENTAUR DRUID



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.



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.

4
3
2
1
0
X Secure Defend Fight

Laishom

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.



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.

4
3
2
1
0
X Secure Defend Fight

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.



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.

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.

prepare yourselves for the EPIC FOE

prepare yourselves for the EPIC FOE


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.


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.


prepare yourselves
for the
EPIC FOE


prepare yourselves
for the
EPIC FOE


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.


prepare yourselves
for the
EPIC FOE


prepare yourselves
for the
EPIC FOE


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 ♥.
A


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
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.
A


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


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


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.
A


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
Coast
Spend
2 : REJUVENATE – If the Coast is Level 0, restore to full ♥.
A


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


Entomb
Increase 1 in the Capital City
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).
A


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


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


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


Red
Defender's Turn
Gain 3 OR 4 if there are any Destroyed Regions.
Green
Defender's Turn
Gain 3 OR 4 if there are any Destroyed Regions.
Blue
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.




All Defenders
All Defenders gain 3 to spend collectively OR 4 if there are any Destroyed Regions.
1 2


Minotaur
DIRE ENEMY
TOUGHNESS
Lose 3 when Defending.
Defend
Gain


All Defenders
All Defenders gain 3 to spend collectively OR 4 if there are any Destroyed Regions.
1 2 3


Manticore
DIRE ENEMY
RAZE
Increase 2 instead of 1.
Defend
Gain











Giant Wasps

DIRE ENEMY

STING

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



Harpy

DIRE ENEMY

FRENZY

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

Defend ♥♥ Gain



Wraith

DIRE ENEMY

DRAIN

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

Defend ♥♥ Gain










Enemy
First
Second


Enemy
First
Second


Enemy
First
Second


Enemy
First
Second










Enemy
First
Second


Enemy
First
Second


Enemy
First
Second


Enemy
First
Second









Artifact



Artifact

Artifact





Celestial Idol

Spend 2: You may reduce 1 while in the *Capital City* (*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 ♥.



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** .

Artifact

Artifact

Artifact

Artifact



Artifact

Artifact

Artifact



Spear of Valor

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



Zodiac Cloak

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



Shield of Aughmoore

When *Defending* against a Dire Enemy, lose 1 fewer .


10
9
8
7
6
5
4
3
2
1
Overlord
EPIC FOE
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.


10
9
8
7
6
5
4
3
2
1
Fire Elemental
EPIC FOE
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.


prepare yourselves
for the
EPIC FOE


prepare yourselves
for the
EPIC FOE

5
4
3
2
1
0
X Secure Defend Fight

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**♥.



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.

4
3
2
1
0
X Secure Defend Fight

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.



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.

5
4
3
2
1
0
X Secure Defend Fight

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.

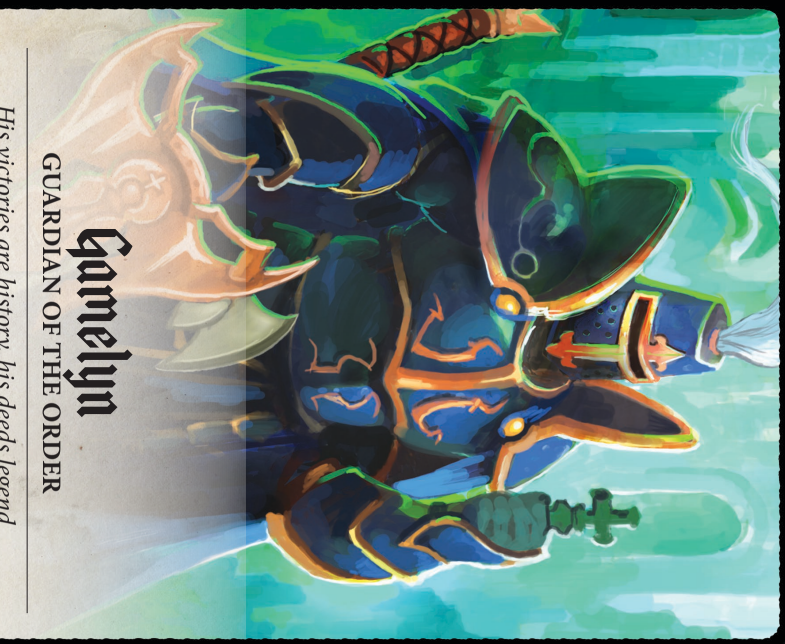
Sacrifice 1♥ to gain **1 additional** 🗲.
(once per Turn, when your Defender Card is drawn)

Defender's Ability

OATH

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

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.



Gamelyn

GUARDIAN OF THE ORDER

4
3
2
1
0
X Secure Defend Fight

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*).

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?



Kyrie

VALKYRIE AVENGER


4
3
2
1
0
Secure
Defend
Fight
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.


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.

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