

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.





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.
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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.



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.





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.





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


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).
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








Enemy
First
Second


Enemy
First
Second


Enemy
First
Second








Enemy
First
Second


Enemy
First
Second


Enemy
First
Second








Enemy
First
Second


Enemy
First
Second


Enemy
First
Second








Minotaur
DIRE ENEMY
TOUGHNESS
Lose 3 when
Defending.
Defend
Gain


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








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.





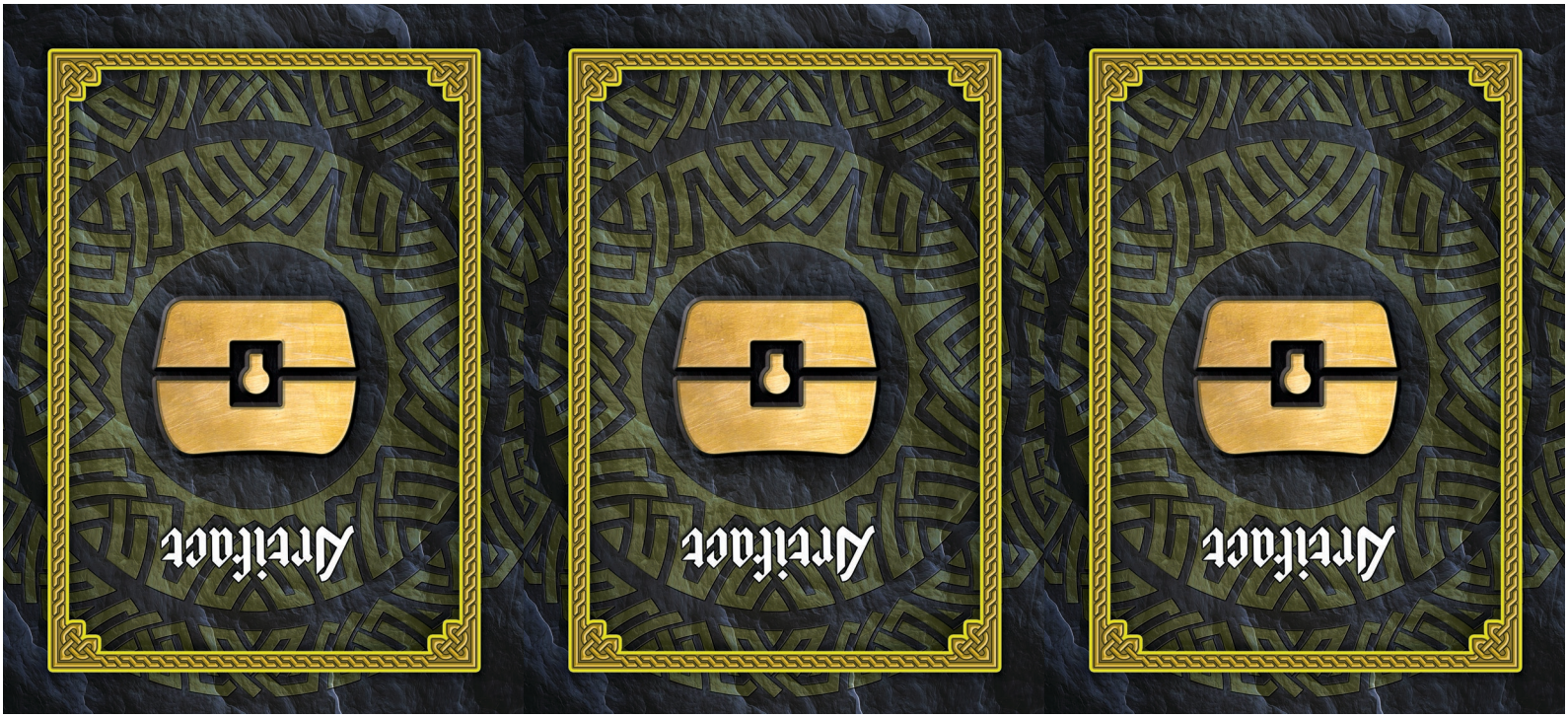



Yellow
Defender's Turn
Gain 3 OR 4 if there are any Destroyed Regions.

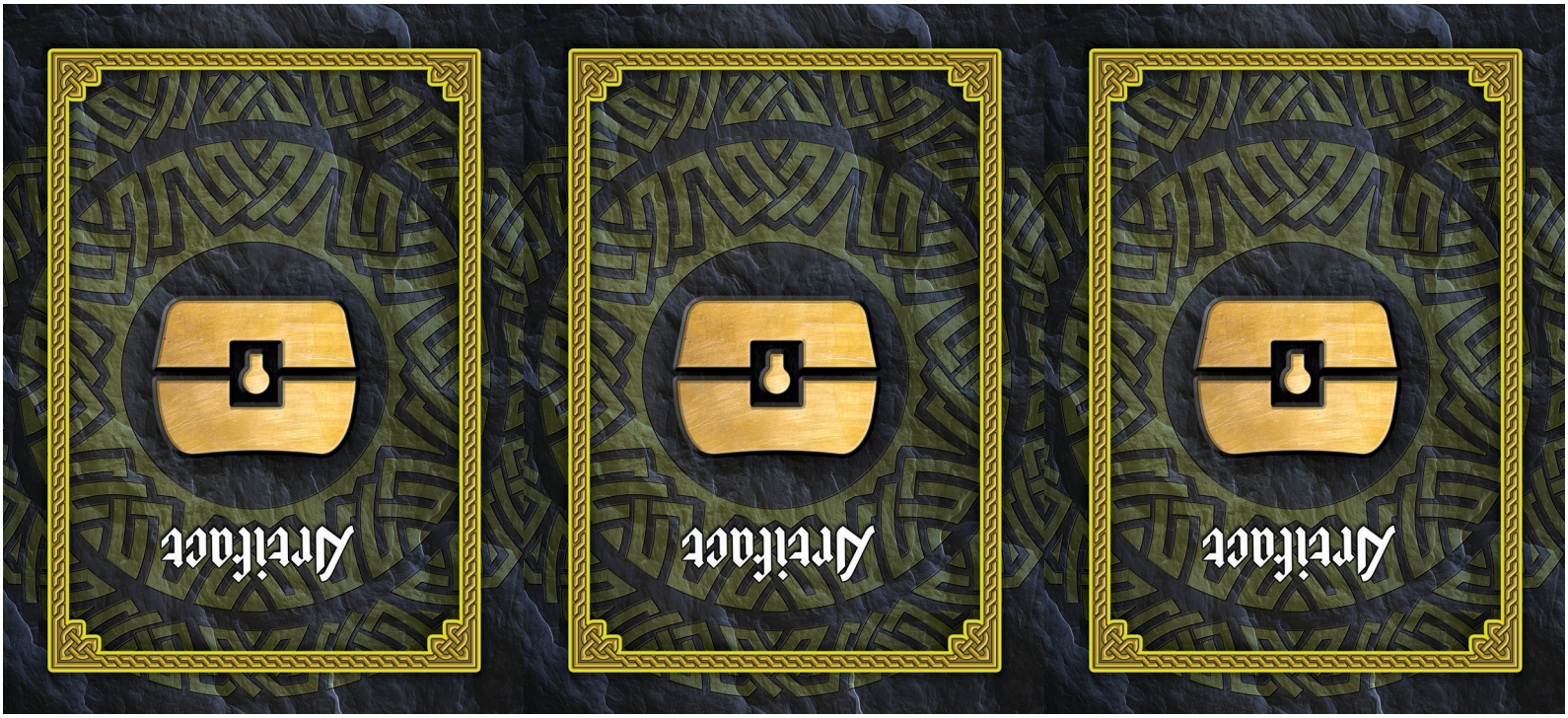

All Defenders
All Defenders gain 3 to spend collectively OR 4 if there are any Destroyed Regions.
1 2


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


Celestial Idol
Spend 2: You may reduce 1 while in the Capital City (once per turn).
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 .
Horn of Command
Spend 1: Choose a Defender in the Capital City and move them to an adjacent Region. They are restored to full .


Artifact
Artifact
Artifact


Wings of Zephyr
Spend 1 : Move to any Outer Region of your choice (once per turn).
Hammer of Might
Immediately reduce 1 in the Outer Region where you end your Turn.
Staff of Control
At the start of your Turn, you may move the Epic Foe to any Outer Region.


Artifact
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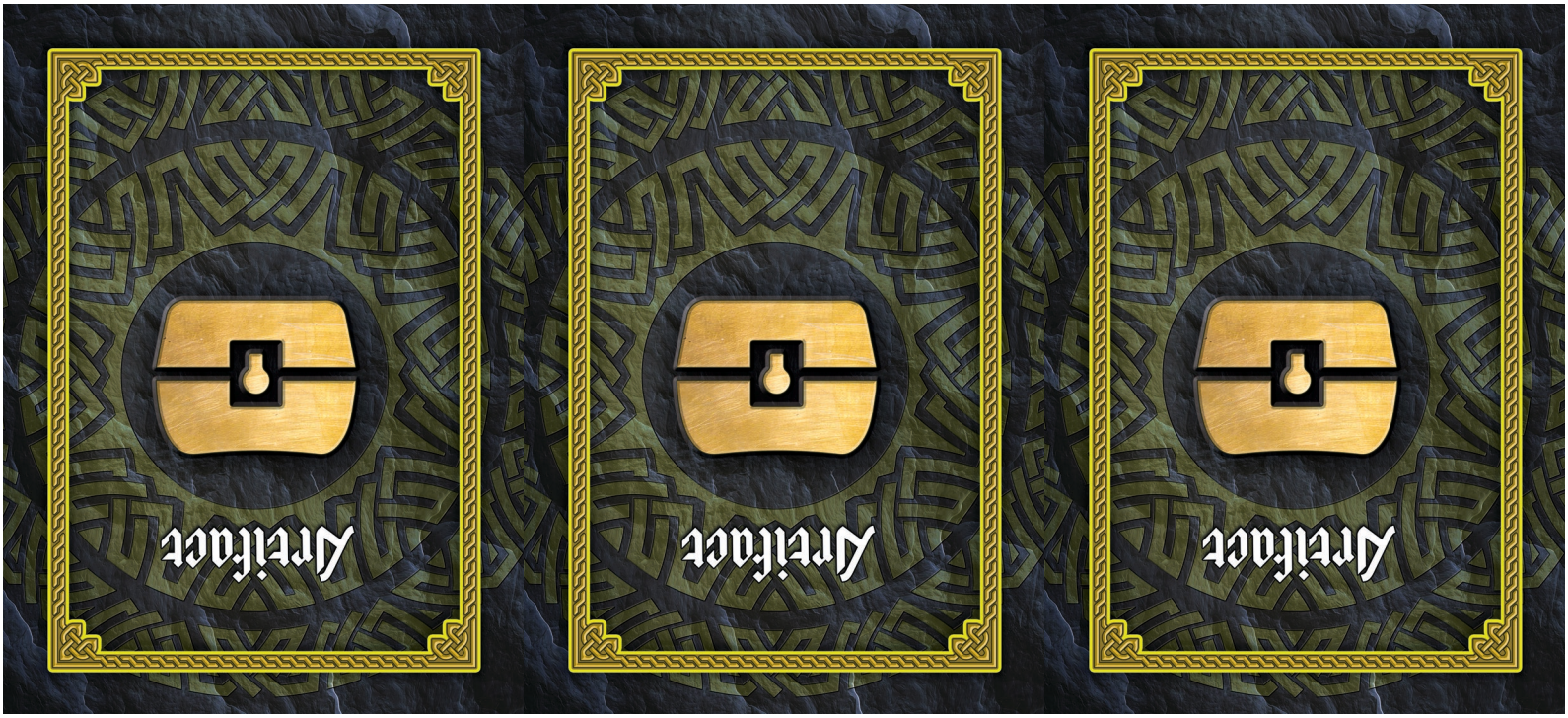
Elixir of Errand
When you *Sacrifice* 1♥, gain 2↯ instead of 1.
Zodiac Cloak
When an Ally's Defender Card is drawn (*including the All Defenders Card*), you may *Sacrifice* 1♥ to immediately gain 1↯.
Spear of Valor
Spend 2↯: *Fight*, dealing 3 Damage instead of 1 (*once per turn*).


Artifact
Artifact
Artifact


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


Artifact

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



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.



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.







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.



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?

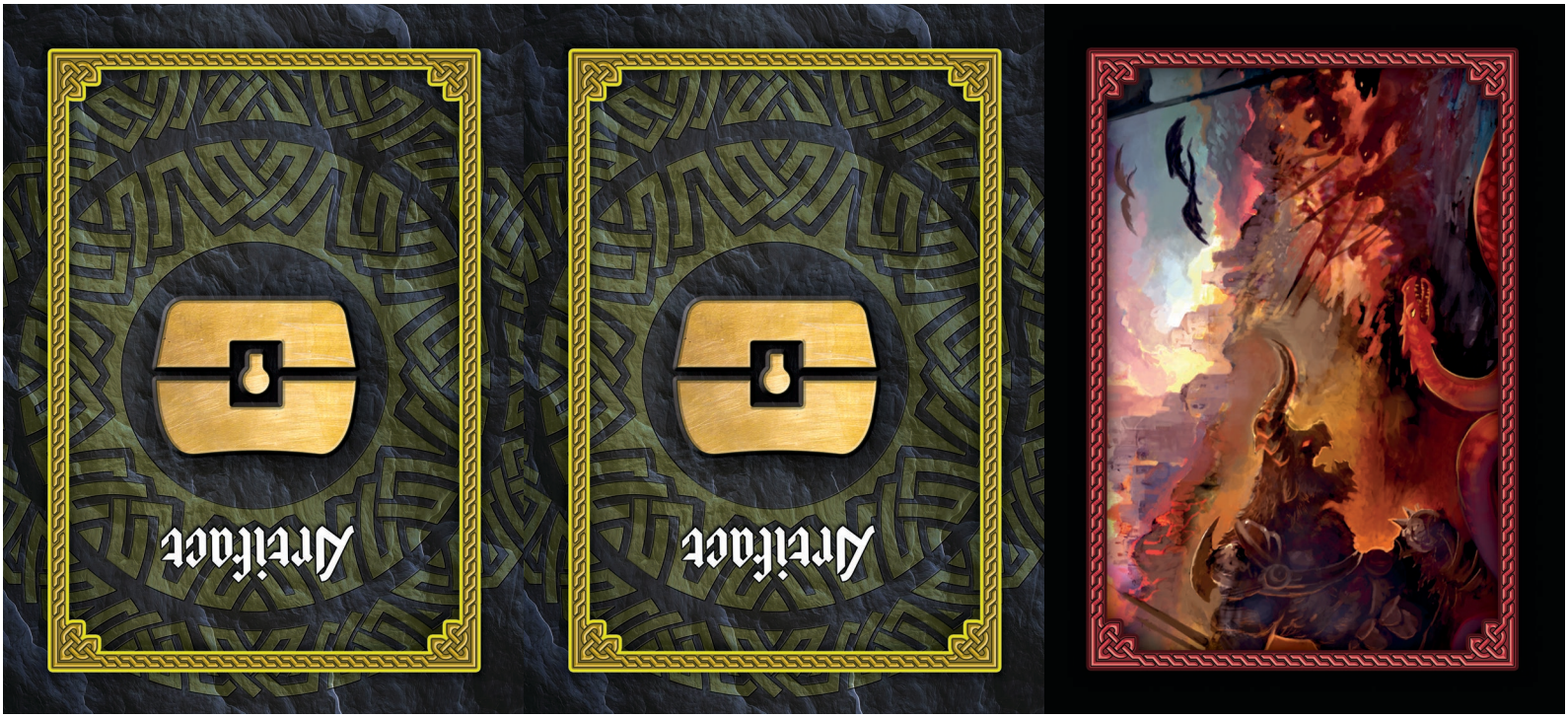





4
3
2
1
0
X
Secure
Defend
Fight
Methusael
UNDEAD REVENANT
Spend 's to:
Move to an adjacent Region.
Secure 1, reducing it in your current Outer Region.
Use an Ability.
Fight the Epic Foe.
Defend against an Enemy if in the same Outer Region.
Sacrifice 1 to gain 1 additional .
(once per Turn, when your 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.


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*).
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.
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.
Gain
Defend


Artifact
Artifact


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

