The Dark War
CAMPAIGN MODE

Battle 1 ⟶ Battle 2 ⟶ Final Battle

Battle Victory Objectives:

- *Escort* all 6 Caravans to the Capital City
- Defeat the General/Epic Foe

After winning a Battle:

A. Rebuild: Restore all Outer Regions to **Level 0** and all Defenders to full ♥. The Capital City's Threat is not returned to **Level 0**.

B. Regroup: Remake the **Turn** and **Horde Decks:**

- Redistribute Enemy Cards into each Deck
- Add the previous Battle's Dire Enemy Cards to the Horde Deck, and ADD 1 New Dire Enemy

C. Reconcile: Flip the "*Hostile*" Dark War Region to its "*Friendly*" side and then draw 1 new "*Hostile*" Dark War Region for the next Battle.

If a Battle is lost:

The Capital City is Destroyed and the *Dark War* ends in ***Defeat***.

Battle 1: Place General Card

Battle 2: Place General Card

Final Battle: Place Epic Foe Card



Mantodea
INSECTOID PSION

Mantodea has mastered the life-force that connects every living being, a skill that has allowed the Insectoids to rise to such great numbers, but now she shares this mystical knowledge with all.

The Great Battle
SINGLE GAME MODE

Battle Victory Objectives:

- *Escort* all 6 Caravans to the Capital City
- Defeat the Epic Foe

Place Epic Foe Card





Adelphos

LIONKIN CHARIOTEER

Regulus, the newly crowned king of the Lionkin, is too reclusive to join the cause, so his resentful brother Adelphos fights in his stead, hoping his deeds will help him claim his brother's throne.



Pteryx

BIRDFOLK RAPTOR

Watching the oncoming threat from the decadent cloud cities floating high above Aughmoore, Pteryx alone has left his apathetic people to lend his swift agility to those struggling below.







Harpier

PIGFOLK GLADIATOR

Terrifying leader of a villainous gang, Harpier scoffs at the idea of any creature bringing more horror into the hearts of Aughmoore than he. Uniting with others, he plans to regain his repute.



Dink

GNOME TINKERER

When Dink was just a toddler, in a bout of unsupervised mischief, she built a flying machine from junked Gnomish machine parts and became the first toddler to visit every region of Aughmoore in a single day.





10 9 8 7 6 5 4 3 2 1

Ice Golem

EPIC FOE



FROSTBITE

Defenders in all Regions must now pay 2 to *Move*.

On : Ice Golem immediately moves 1 Region clockwise and Defenders must now pay 3 to *Move*.

10 9 8 7 6 5 4 3 2 1

Automaton

EPIC FOE



SELF-REPAIR

Each time the Automaton's Region, or the Capital City, increases 1, the Automaton gains 1.

On : *Self-Repair* gains 2 instead of 1.

prepare yourselves for the EPIC FOE



prepare yourselves for the EPIC FOE




10
9
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4
3
2
1
Sphinx
EPIC FOE
PUZZLEMENT
If a Defender inflicts 2 Damage during their Turn to the Sphinx, their Turn immediately ends. They may not spend any more or *Sacrifice* until their next Turn.


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4
3
2
1
Tyrannosaurus
EPIC FOE
CHOMP
If a Defender ends their Turn in the Tyrannosaurus's Region, they immediately lose equal to the number of 's in the Hit Point Token's space.


prepare yourselves
for the
EPIC FOE


prepare yourselves
for the
EPIC FOE


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4
3
2
1
Dracolich
EPIC FOE
RELIC SHIELD
On : May only be Damaged by a Defender who has an Artifact, unless no Defenders have Artifacts, then it costs 3 to Fight.


10
9
8
7
6
5
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3
2
1
Lycan King
EPIC FOE
WOLF REIGN
When a Defender enters the Lycan King's Region, immediately increase 1 in that Region (or in the Capital City if the Region is Destroyed).
On : Lycan King can only be Damaged if in a Destroyed Region.


prepare yourselves
for the
EPIC FOE


prepare yourselves
for the
EPIC FOE


Increase 1 in the Capital City
3
2
1
0
Friendly
Mountains
Spend 1
TAMED MANTICORE – Place your Defender on the Manticore (*if not currently occupied by another Defender*). The Defender and Manticore move together. Until the end of the Round, this hero will *Defend* without losing ♥, but will not gain XP or Artifacts for *Defending* this way. At the end of the Round, the Manticore is returned to the Mountains.


Increase 1 in the Capital City
3
2
1
0
Hostile
Mountains
SAVAGE MANTICORE – When the Region with the Manticore is attacked, Move the Manticore clockwise 1 Region. If a Defender is in the Region the Manticore moves to, they must choose to either move to the clockwise adjacent region (*without spending*) or stay in the region and lose 1♥. A Region with the Manticore CANNOT be *Defended*.


Increase 1 in the Capital City
3
2
1
0
Friendly
Desert
MYSTIC STORM - If at least 1 Defender is in the Desert when ANY Defender Card is drawn, you may set that card aside. If you do, you must also place a Sandstorm Token on top of the card. Cards with Tokens can be resolved in any order after the rest of the Turn Deck has been resolved.


Increase 1 in the Capital City
3
2
1
0
Hostile
Desert
DEADLY STORMS - When the Desert increases, place a Sandstorm Token on either side of the Desert between it and an adjacent Region (*players' choice*). A Defender must spend 1 and 1XP to move onto a Sandstorm Token (*Defenders cannot end their Turn on a Sandstorm Token*) before they can move into or out of the Desert Region (*spending another as normal*). Each time the Desert is *Secured*, return 1 Sandstorm Token to the Desert (*players' choice*).


Increase 1 in the Capital City
3
2
1
0
Friendly
Forest
LOOKOUT – Spend 1 to place your Defender in the Great Tree. It costs 0 to leave the Great Tree. Defenders starting their Turn in the Great Tree MUST leave by their Turn's end.
While in the Great Tree:
Secure 1 in an Outer Region, spending 1 per Region away from the Forest (Securing the Forest still costs 1).


Increase 1 in the Capital City
3
2
1
0
Hostile
Forest
HAUNTED WOODS – Spend 1 to place your Defender in the Great Tree. It costs 0 to leave the Great Tree. Defenders starting their Turn in the Great Tree MUST leave by their Turn's end.
You may Secure the Forest only if you are in the Great Tree.
You may Defend the Forest only if you not in the Great Tree.


Increase 1 in the Capital City
3
2
1
0
Friendly
Plains
Spend
1
:
MERCENARIES - If the Plains are at Level 0, shuffle 1 Soldiers Card into the Turn Deck (once per turn). When a Soldier Card is drawn, trigger only the Mercenary Side and then return the card to the Soldiers Deck.


Increase 1 in the Capital City
2
1
0
Hostile
Plains
:
BARBARIANS - While at Level 2, if this Region's would increase to Destroy the Region, the players may choose to shuffle a Soldiers Card into the Turn Deck instead of increasing and Destroying the Region. When a Soldiers Card is drawn, trigger only the Barbarian Side and then return the card to the Soldiers Deck.


Increase 1 in the Capital City
3
2
1
0
Friendly
Coast
Spend
1
PRIVATEERS – Roll 1 Fleet Die from this Region (*once per turn*). Based on the result, place this die in the Region whose symbol corresponds to the symbol rolled. When a Region with a die is attacked, players' may move the Fleet Die back to the Coast to *Defend*, but will not gain XP or Artifacts for *Defending* this way.


Increase 1 in the Capital City
3
2
1
0
Hostile
Coast
INVADERS – When the Coast increases , roll a Fleet Die and place it in the corresponding Region.
*To **Secure** the Coast, a Defender must spend the required 1 while in any Region with a Fleet Die. Afterward, return the Fleet Die to its spot on this card.*


Increase 1 in the Capital City
3
2
1
0
Friendly
Ruins
Spend
1
DEATH'S GIFT – Take 1 Death Token and place it on your Player Card (*may only have 1 at a time*). On a future Turn, you may discard the Death Token (*return it to the Ruins*) as a free Action to restore 2 to yourself or another Defender in your Region.


Increase 1 in the Capital City
3
2
1
0
Hostile
Ruins
PLAGUE –When a Defender enters the Ruins, they must take 1 Death Token and place it on the highest Hit Point space without a Death Token on their Character Card (*may have up to 2 at a time*). Their maximum Hit Points are now lowered to the Hit Point space below any Death Token(*s*). Lower their Hit Point Token if needed so it does not share a space with a Death Token. On a future Turn, the Defender may spend 1 and 1 XP to remove their lowest Death Token.


Capital City
Edenmoore
REST – Replenish all of a Defender's ♥ if they start their Turn in the Capital City.
Spend 1 XP :
TRAIN – Draw 1 Skill Card. You may choose to replace your current Skill Card with this one. Otherwise shuffle the Skill Card back into the deck (once per turn).
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.
Spend 1 XP :
TRAIN – Draw 1 Skill Card. You may choose to replace your current Skill Card with this one. Otherwise shuffle the Skill Card back into the deck (once per turn).
0
1
2
3
4
5
6
7


Spider Queen
GENERAL
7
6
5
4
3
2
1
When *Defending* against a Dire Enemy, you must lose 3 XP in addition to losing ♥.
Cyclops
GENERAL
7
6
5
4
3
2
1
Increase 1 in ALL Outer Regions when the Cyclops enters play and at the beginning of every subsequent Round.
Roc
GENERAL
7
6
5
4
3
2
1
All undefended attacks on the Roc's Region and the Outer Region directly opposite increases an additional 1.


prepare yourselves for the GENERAL
prepare yourselves for the GENERAL
prepare yourselves for the GENERAL


Killer Snail
GENERAL
7
6
5
4
3
2
1
All Dire Enemies increase 1 additional in the Region they attack, if the attack is undefended.
Giant Turtle
GENERAL
7
6
5
4
3
2
1
You must spend 1 additional to Defend against a Regular Enemy.
Shade
GENERAL
7
6
5
4
3
2
1
Players MUST choose 1 Outer Region to immediately Destroy when the Shade enters play (cannot be a Hostile Region).


prepare yourselves for the GENERAL
prepare yourselves for the GENERAL
prepare yourselves for the GENERAL








Bog Fairy
DIRE ENEMY
TOXIC
Defenders entering the Forest lose 1♥. Leave this card out as a reminder until the end of the Round.
Defend
Gain


Watchers
DIRE ENEMY
SPOIL
Skills cost twice the XP to use. Leave this card out as a reminder until the end of the Round.
Defend
Gain


Pterodactyl
DIRE ENEMY
TERRORIZE
Before any player may *Defend*, all Defenders in the Region opposite the Plains lose 2♥.
Defend
Gain








Pirates
DIRE ENEMY
PLUNDER
Before any player may *Defend*, increase 1 in the Region opposite the Coast.
Defend
Gain


Yeti
DIRE ENEMY
AVALANCHE
Defenders moving out of the Mountains must pay 2 instead of 1. Leave this card out as a reminder until the end of the round.
Defend
Gain


Phantoms
DIRE ENEMY
TORMENT
Increase 2 in the Ruins at the end of the round. Leave this card out as a reminder until the end of the Round.
Defend
Gain

Mercenaries
All Defenders gain 2 to spend collectively.
Barbarians
Attack
(Acts as a Regular Enemy. Attacks may be Defended.)

Mercenaries
All Defenders gain 1 each.
Barbarians
Attack
(Acts as a Regular Enemy. Attacks may be Defended.)

Mercenaries
Place this card in an Outer Region. If this Region is attacked, you may move this card back to the Plains to *Defend* that Region. Do not gain or Artifacts from *Defending* this way.
Barbarians
All Defenders in Outer Regions move 2 Regions clockwise.

Mercenaries
Each Defender gains 1♥.
Barbarians
Each Defender loses 1♥.

Mercenaries
Reduce 1🔥 in up to 3 different Outer Regions.
Barbarians
All Outer Regions with Defenders in them are attacked.
(Acts as a Regular Enemy. Attacks may be Defended.)

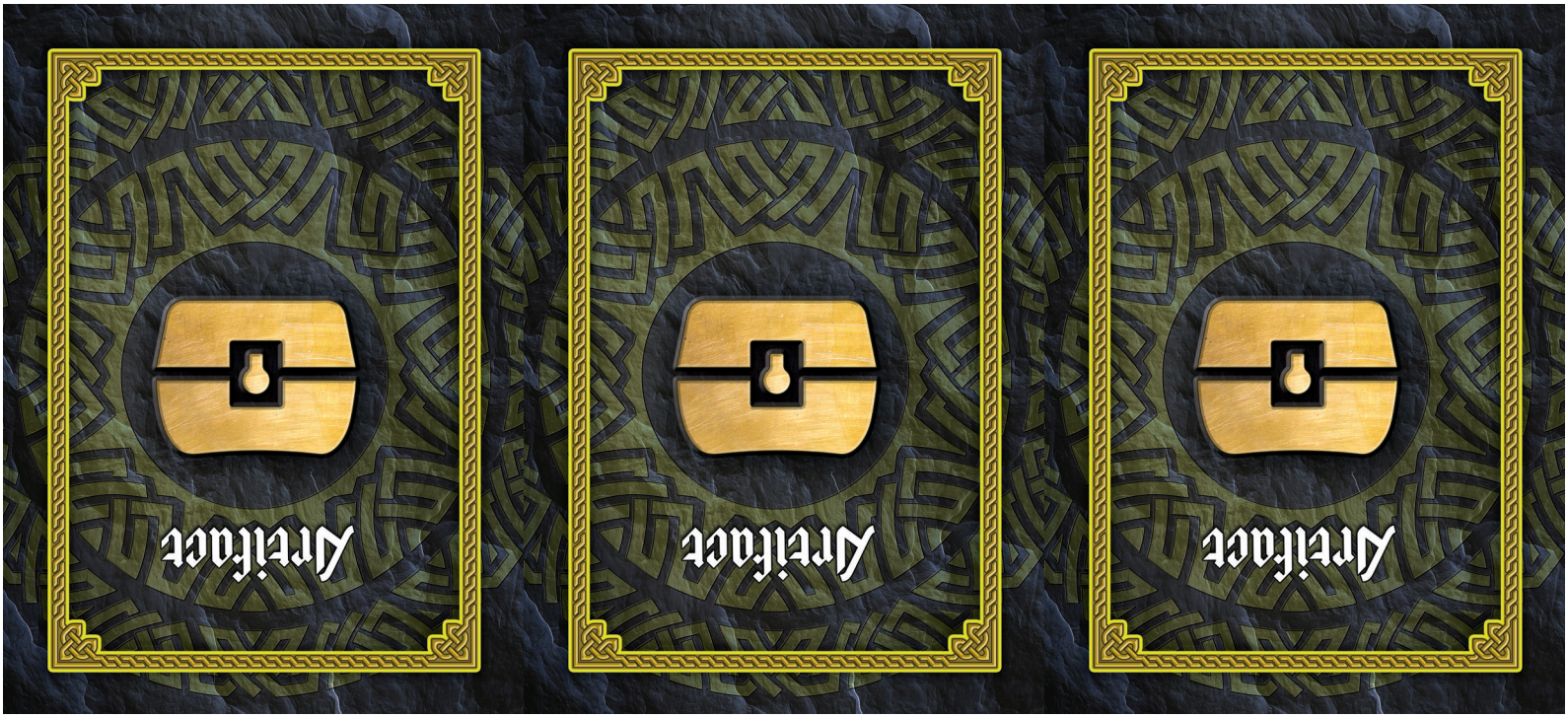
8 Level Up Spend 8 XP: Gain 1 new Skill Card AND heal to full ♥.
7
6
5
4
3
2
1
0 XP
Spend 1 XP and 1 ⚒ to:
Escort a Caravan by moving it with you into an adjacent Region.
Spend 1 ⚒ to:
Prepare for action, gain 1 XP.
Also gain XP by:
Defending: Gain 1 XP
Escorting a Caravan into the Capital City: Gain 2 XP
Defeating a General (ALL Defenders): Gain 3 XP

Defenders
THE DARK WAR

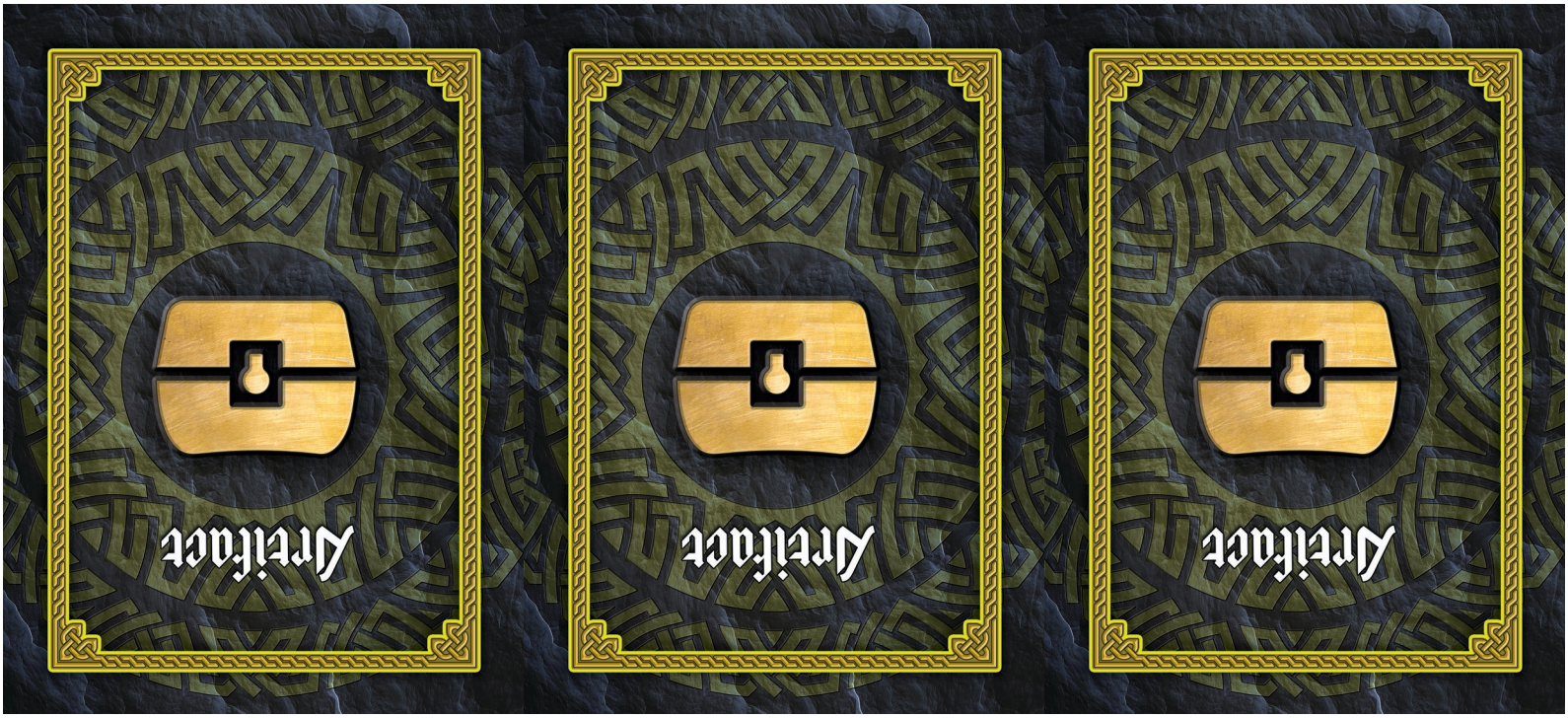

8 Level Up Spend 8 xp :
Gain 1 new Skill Card
AND heal to full ♥.
7
Spend 1 xp and 1 to:
6
Escort a Caravan by moving it with you into an adjacent Region.
5
4
Spend 1 to:
3
Prepare for action, gain 1 xp.
2
Also gain xp by:
1
Defending: Gain 1 xp
Escorting a Caravan into the Capital City: Gain 2 xp
0
Defeating a General (ALL Defenders): Gain 3 xp
xp


King's Cable
Defenders
THE DARK WAR


Glaive of Return
When you *Defend* against a Regular Enemy, you may choose to *Defend* both Regions on the Card without losing any ♥. If you *Defend* this way, you must unequip the Glaive and place it in the Capital City. Any Defender who later enters the Capital City may then equip it.
Tome of Lore
Gain 2 XP when you enter the Capital City (*once per Turn*).
Tinkered Automaton
Each time 🔥 increases in your current Region, gain 1♥.


Artifact
Artifact
Artifact


Ale of Bravery
At 0♥, you may either *Secure* once or *Fight* once on your turn.
Magical Backpack
You may have up to 2 additional Hand Artifacts (*you still may only Use 2 at a time*). Once per Turn, you may swap which ones you are *Using*.
Dragon Familiar
Spend 2: Reduce **1** any Outer Region.


Artifact
Artifact
Artifact


Dodge
Spend 2 XP: Discard a card just drawn and shuffle it back into the Turn Deck.
Ancient Wisdom
Whenever you gain any amount of XP, other Defenders in the same Region as you also gain 1 XP.
First Aid
Spend 2 XP: On your Turn, restore 1 ♥ to yourself or a Defender in your Region.


Skill
Skill
Skill


Scout
Spend 1 xp: Immediately move to the Outer Region directly opposite of your current Outer Region.
Stealth
Spend 1 xp: After you *Defend*, immediately move to an adjacent Region. You do not gain xp for *Defending* this way.
Potion Crafter
Spend 5 xp: On your Turn, distribute 3 ♥ to other Defenders in any Regions.


Skill
Skill
Skill


Acrobatics
Spend 1 XP: If your Region is attacked by a Regular Enemy, you may deflect the attack to an adjacent Region instead, which may be *Defended* normally by another Defender.
Strength
Spend 3 XP: *Fight* instead of spending 1.
Dual Wielder
Spend 1 XP: On your Turn, reduce 1 in your current Outer Region (*once per Turn*).


Skill
Skill
Skill


Hunter
Spend 3 XP: Immediately move to and *Defend* any Region. However, you do not gain XP for *Defending* this way.
Historian
Spend 1 XP: When entering the Capital City, immediately gain 2♥ (*once per Turn*).
Soothsayer
Spend 3 XP: During your Turn, reveal the top 3 cards of the Turn Deck and return them to the top of the Deck in any order.




Persuasion
Spend 3 XP: While Defending against a Regular Enemy, you do not lose ♥ and you may reduce 1 in your Region. You do not gain XP for Defending this way.
Intimidate
If a Dire Enemy attacks your current Outer Region, you may spend XP to move the attack to an adjacent Region (which may be Defended normally by another Defender), 1 XP per each Region adjacent.
Imitate
You may Use the Skills of any Defender in your current Region (spend the required XP).


Skill
Skill
Skill


Skill


DW
Awareness
If your Defender Card has not been drawn, spend 4 XP: Remove your Defender Card from the Turn Deck and then resolve it, instead of drawing the next card. Afterwards, shuffle the Turn Deck.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Giant Mantis
EPIC FOE
EVADE
When a Defender enters the Mantis's Region, the Mantis immediately moves clockwise 1 Region.
On : Immediately moves counter-clockwise 1 Region.


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1
Vampire Lord
EPIC FOE
SOUL SIPHON
On : Immediately move the Vampire Lord clockwise 1 Outer Region. Then, if that Region is not already Destroyed, Destroy it.


prepare yourselves
for the
EPIC FOE


prepare yourselves
for the
EPIC FOE


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Ghost Ship
EPIC FOE
NAVAL INVASION
When a Defender enters the Ghost Ship's Region, discard the top card of the Turn Deck. At the end of the Round, the Capital City increases 1.
On : Discard the top card of the Turn Deck.


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Grotesque
EPIC FOE
HORRIFY
If Grotesque's Region is attacked, it immediately increases 1 (if in a Destroyed Region, the Capital City increases 1 instead), and then the attack occurs as normal (may be Defended against).
On : Grotesque's Region (or if Destroyed, the Capital City) immediately increases 2.


prepare yourselves
for the
EPIC FOE


prepare yourselves
for the
EPIC FOE



Weaver

DRYAD CONJURER

Unseen by the denizens of Aughmoore, Weaver has hidden for generations as a will-o'-the-wisp around a dying oak tree, but sensing her help is needed, she risks exposing herself to the world.



Grendel

POLARKIN ARMORER

Living for years isolated in his workshop atop a tundra peak, Grendel could smell the coming foe through the blizzard air and has reluctantly left his work to wield his mighty hammer in combat.





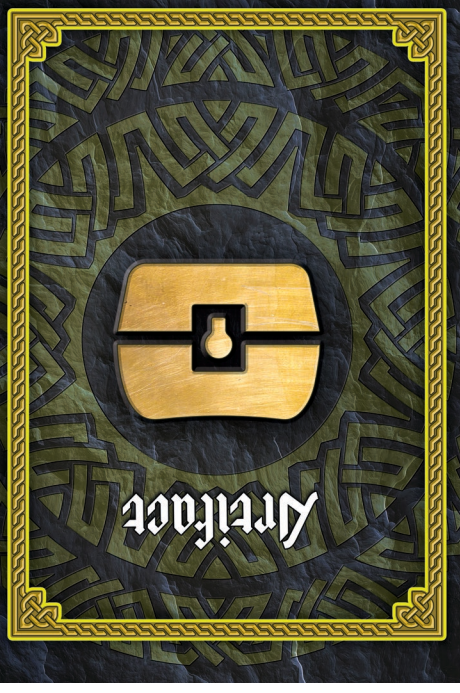

4
3
2
1
0
Secure
Defend
Fight
Uvaila
DWARF MECHANIC
Spend 's to:
Move to an adjacent Region.
Secure 1, reducing it in your current Outer Region.
Use an Ability.
Fight the Epic Foe.
Defend against an Enemy if in the same Outer Region.
Sacrifice 1 to gain 1 additional .
(once per Turn, when your Defender Card is drawn)
Defender's Ability
CONTRAPTION
When you Defend, instead of paying , you may pay (however, do not gain for Defending).

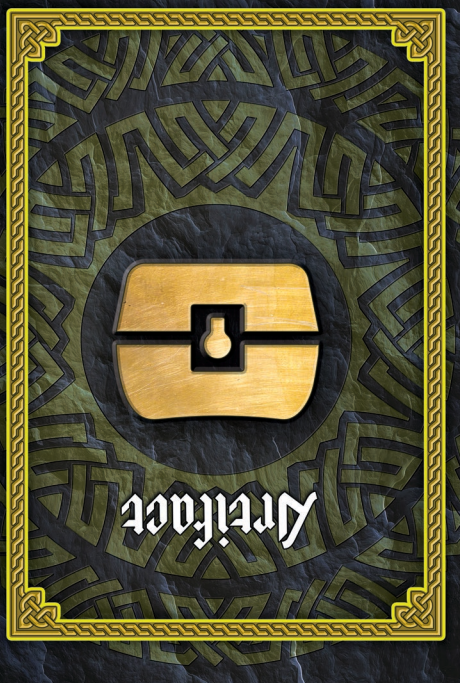

Uvaila
DWARF MECHANIC
Rebelling against her priestess mother Uvelin's wish that she study Dwarven blood, Uvaila left the Golden Mountain Monastery to share her true passion for machinery with those in need.


Skull of Baal
Spend 1 XP and 1 ♥: Look through the Turn Deck and pull out any 1 Defender Card and shuffle the remaining cards. Place the Defender Card face down on the top of the Turn Deck (once per Turn).


Aughmoore's Gambit
Spend 1 XP: Increase 1 🔥 in the Capital City and then reduce 1 🔥 in each Outer Region (once per Turn).


Sirens
DIRE ENEMY
HYPNOTIZE
All Defenders lose 3 XP each.
Gain
Defend


Artifact


Artifact










Mimic
DIRE ENEMY
PILFER
Remove any 1 Artifact from the Defender with the most Artifacts (*if tied for the most then choose*) and shuffle it back into the Artifact Deck.
Defend
Gain


Wolfrats
DIRE ENEMY
INFESTATION
Defenders must pay 2 to enter the Capital City. Leave this card out as a reminder until the end of the Round.
Defend
Gain


Nomads
DIRE ENEMY
RAID
Defenders must pay 2 to *Escort* a Caravan. Leave this card out as a reminder until the end of the Round.
Defend
Gain