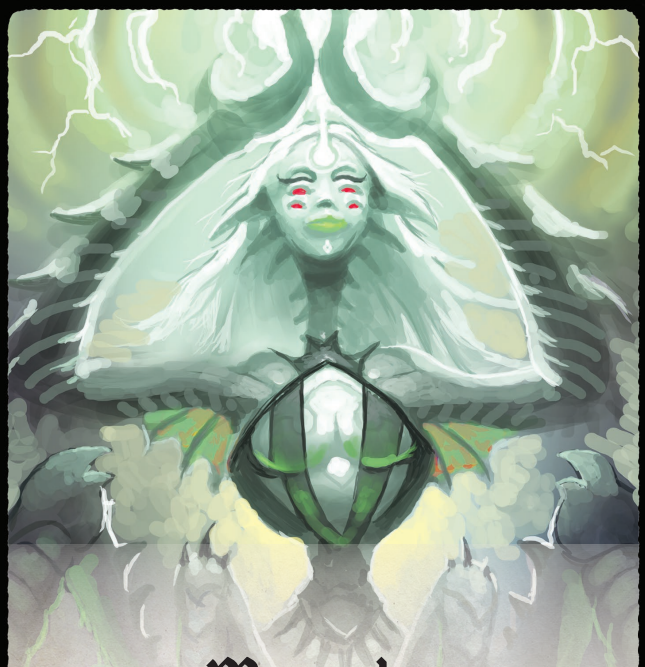


Mantodea

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.



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.

Mantodea
INSECTOID PSION



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

MASS HEAL

When you *Defend* against a Dire Enemy, you may pay 2 XP to:
Heal 1 ♥ each to all other Defenders OR restore 1 other Defender to full ♥.

Pteryx
BIRDFOLK RAPTOR



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

MANEUVER

When you *Defend* against a Regular Enemy, you may lose 2 ♥ to *Defend* BOTH attacked Regions on the Enemy Card.

Adelphos
LIONKIN CHARIOTEER



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

TRANSPORT

When you move, another Defender in your same Region may move with you.

ACCELERATE

If you start your Turn in the *Plains*, gain **1 additional** ⚡.

Narpier
PIGFOLK GLADIATOR



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

CLEAVE

Once on your Turn, your *Fight* may deal 1 extra Damage.

IRON HIDE

If a Dire Enemy attacks the Region you are in and you do not *Defend*, its ability is canceled but the Region still increases 1 ✊.


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).
7
6
5
4
3
2
1
0


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 1 XP 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).

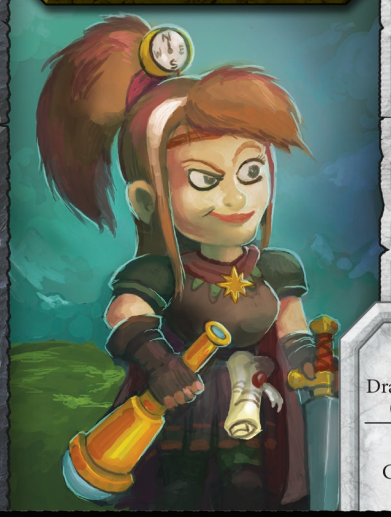

Dink
GNOME TINKERER
When Dink was just a toddler, in a bout of unsupervised mischief, she built a flying machine from junked Gnomish machine parts and became the first toddler to visit every region of Aughmoore in a single day.


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.

4
3
2
1
0
Secure
Defend
Fight

Vink

GNOME TINKERER



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)*

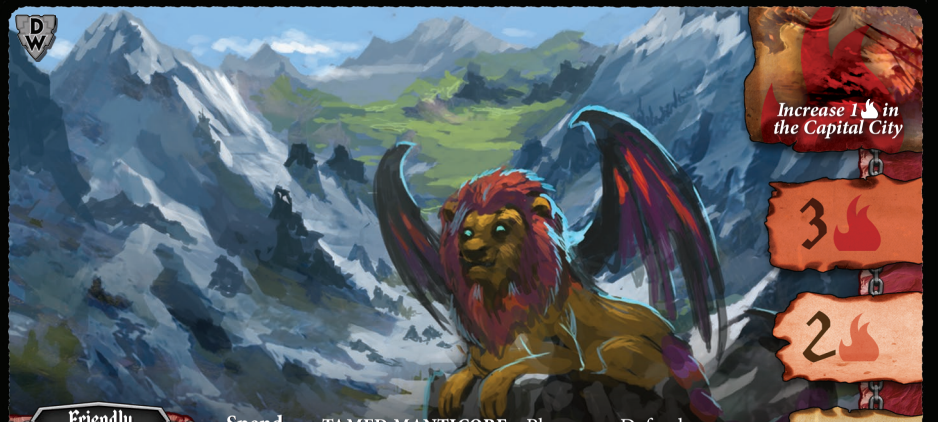
Defender's Ability

GENIUS

Draw 3 Skill Cards at the start of the game and keep 2 (*shuffle the remaining 1 back into the Skill Deck*).

RESEARCH

Gain 1 XP each time you enter the *Capital City*.



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.



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.

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*).



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
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
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 to remove their lowest Death Token.


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
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
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
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
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
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.


prepare yourselves
For the
EPIC FOE
prepare yourselves
For the
EPIC FOE
prepare yourselves
For the
EPIC FOE
prepare yourselves
For the
EPIC FOE

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*.

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.

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.

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.



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

10 9 8 7 6 5 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 4 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.

Battle 1: Place General Card

Battle 2: Place General Card

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***.

Final Battle: Place Epic Foe Card

Skill



Skill



Skill



Skill



Skill



Skill



Skill



Skill



Skill





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.



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.



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



Skill



Skill



Skill



Skill





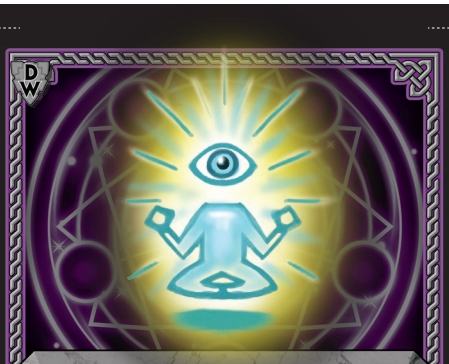
Hunter

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).



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.

Artifact



Artifact



Artifact



Artifact

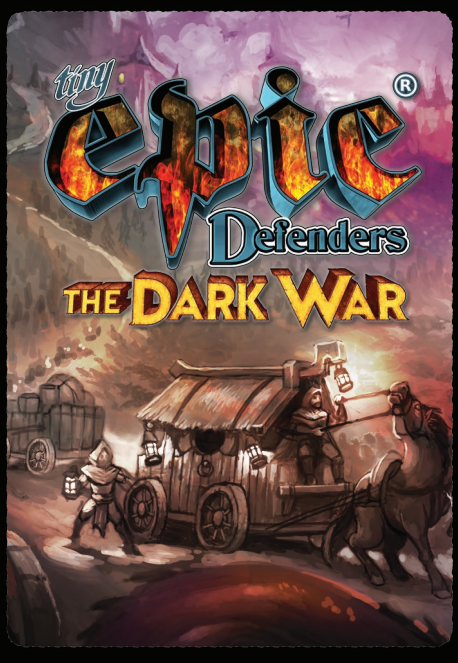


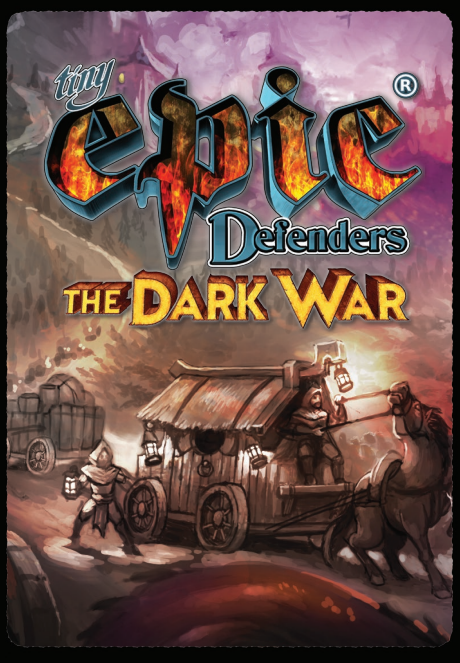
Artifact

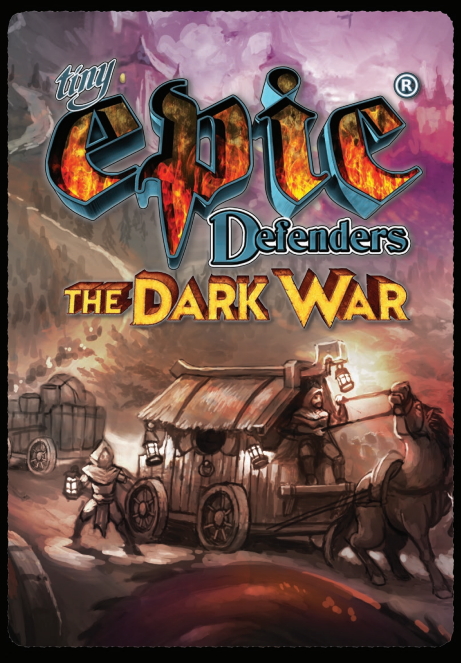


Artifact











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♥.



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.

Level Up — *Spend 8 xp:* Gain 1 new Skill Card AND heal to full ♥.

7	
6	**Spend 1 xp and 1 ⚒ to:** **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***
0 xp	*Escorting* a Caravan into the Capital City: ***Gain 2 xp***
	Defeating a General (*ALL Defenders*): ***Gain 3 xp***

Level Up — *Spend 8 xp:* Gain 1 new Skill Card AND heal to full ♥.

7	
6	**Spend 1 xp and 1 ⚒ to:** **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***
0 xp	*Escorting* a Caravan into the Capital City: ***Gain 2 xp***
	Defeating a General (*ALL Defenders*): ***Gain 3 xp***

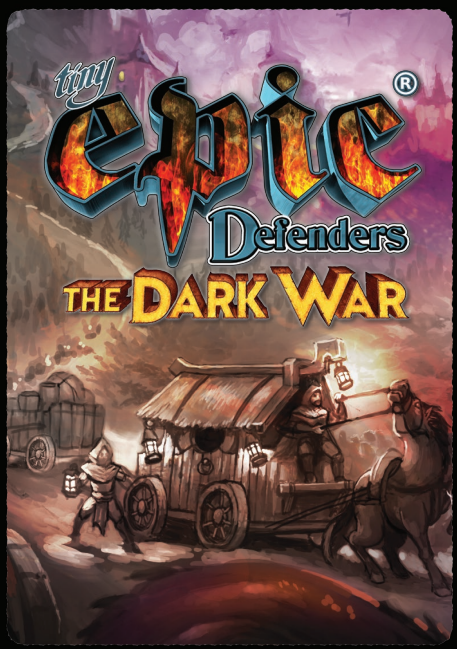
Level Up — *Spend 8 xp:* Gain 1 new Skill Card AND heal to full ♥.

7	
6	**Spend 1 xp and 1 ⚒ to:** **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***
0 xp	*Escorting* a Caravan into the Capital City: ***Gain 2 xp***
	Defeating a General (*ALL Defenders*): ***Gain 3 xp***








tiny
epic®
Defenders
THE DARK WAR





Pterodactyl

DIRE ENEMY

TERRORIZE

Before any player may *Defend*, all Defenders in the Region opposite the Plains lose 2♥.

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

Level Up *Spend 8 XP:* Gain 1 new Skill Card AND heal to full ♥.

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 V.

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*

7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 XP



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



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



Mercenaries

All Defenders gain 1 XP each.

Barbarians

Attack

(Acts as a Regular Enemy. Attacks may be Defended.)



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



Pirates

DIRE ENEMY

PLUNDER

Before any player may *Defend*, increase 1🔥 in the Region opposite the Coast.

Defend ♥♥ Gain



Mercenaries

All Defenders gain 2⚒ to spend collectively.

Barbarians

Attack

(Acts as a Regular Enemy. Attacks may be Defended.)

GENERAL

FOR THE

PREPARE YOURSELVES

GENERAL

FOR THE

PREPARE YOURSELVES

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PREPARE YOURSELVES

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GENERAL

FOR THE

PREPARE YOURSELVES

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 XP 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.)

Spider Queen

GENERAL



When *Defending* against a Dire Enemy, you must lose 3 XP in addition to losing ♥.

Cyclops

GENERAL



Increase 1 🔥 in ALL Outer Regions when the Cyclops enters play and at the beginning of every subsequent Round.

Roc

GENERAL



All undefended attacks on the Roc's Region and the Outer Region directly opposite increases an additional 1 🔥.

Killer Snail

GENERAL



All Dire Enemies increase **1 additional** 🔥 in the Region they attack, if the attack is undefended.

Giant Turtle

GENERAL



You must spend **1 additional** ♥ to Defend against a Regular Enemy.

Shade

GENERAL



Players MUST choose 1 Outer Region to immediately Destroy when the Shade enters play (*cannot be a Hostile Region*).


prepare yourselves
For the
EPIC FOE


prepare yourselves
For the
EPIC FOE


prepare yourselves
For the
EPIC FOE


prepare yourselves
For the
EPIC FOE

10 9 8 7 6 5 4 3 2 1

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.

10 9 8 7 6 5 4 3 2 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.

10 9 8 7 6 5 4 3 2 1

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.

10 9 8 7 6 5 4 3 2 1

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*).

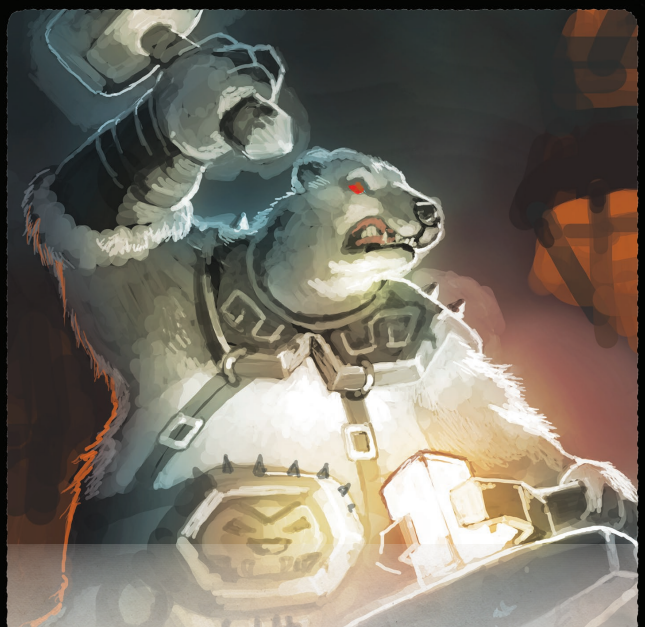
On : Grotesque's Region (*or if Destroyed, the Capital City*) immediately increases **2** .



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.



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.

4
3
2
1
0
Secure
Defend
Fight

Weaver
DRYAD CONJURER



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

CHANNEL

You may spend XP instead of ⚡ to *Use* Region abilities.

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 XP (*however, do not gain* XP *for Defending*).

4
3
2
1
0
Secure
Defend
Fight

Grendel
POLARKIN ARMORER



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

FORGE

When you gain an Artifact, draw 2 Artifacts and keep 1. (*shuffle the remaining 1 back into the Artifact Deck*).

REBUILD

When your Defender Card is drawn, if you are in a Destroyed Region, you may remove the card covering the Region and add it to the Discard Pile. Then set the ✊ of that Region to the level under the Destruction Space.

Artifact





Artifact






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).


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


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


Sirens
DIRE ENEMY
HYPNOTIZE
All Defenders lose 3 XP each.
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