



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.

Ezru
LIZARDFOLK WARRIOR

4 | **3** | **2** | **1** | **0**

Secure
Defend
Fight

X

Spend 1'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 1**.
(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.

Gurmund
DWARF CLERIC

4 | **3** | **2** | **1** | **0**

Secure
Defend
Fight

X

Spend 1'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 1**.
(once per Turn, when your Defender Card is drawn)

Defender's Ability

HEAL

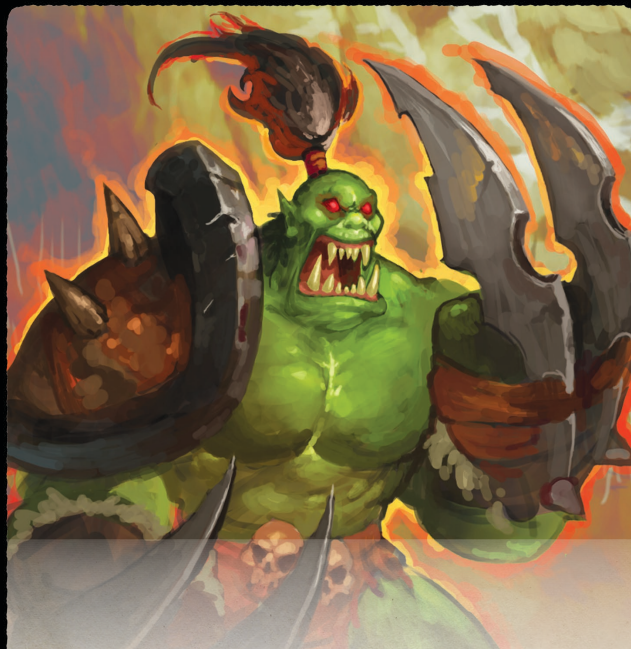
Spend **1**: Gain **1** for yourself or another Defender in your Region.



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.

Ethairna

ELF SORCERESS

Spend 1'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.

4 | 3 | 2 | 1 | 0

Secure
Defend
Fight

4 | 3 | 2 | 1 | 0

Secure
Defend
Fight

Um'Tak

ORC BARBARIAN

Spend 1'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

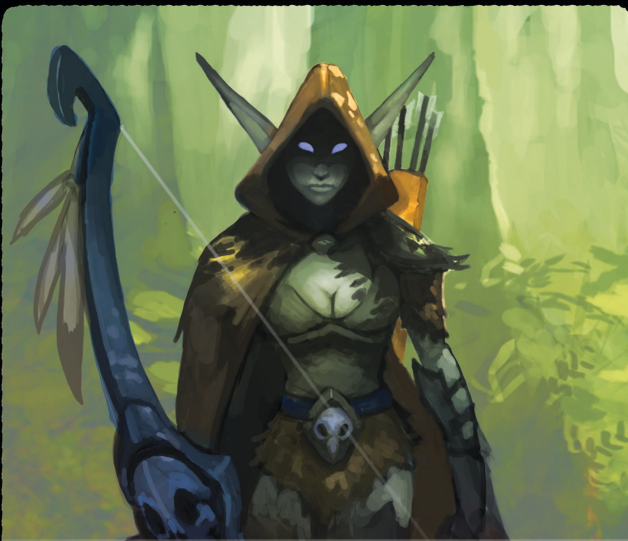
When your Defender Card is drawn, you may use Sacrifice as long as you have . After Sacrificing however, you may not end your Turn in the Capital City.

4 | 3 | 2 | 1 | 0

Secure
Defend
Fight

4 | 3 | 2 | 1 | 0

Secure
Defend
Fight



Nyrre

DARK ELF RANGER

Little is known about the mysterious Dark Elven Ranger Nyrre 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.

Nyrre

DARK ELF RANGER

Spend 1'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 1. (once per Turn, when your Defender Card is drawn)

Defender's Ability

FARSHOT

You may Secure from adjacent Outer Regions.

4 | 3 | 2 | 1 | 0

Secure
Defend
Fight

4 | 3 | 2 | 1 | 0

Secure
Defend
Fight

Lealith

HUMAN PALADIN

Spend 1'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 1. (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.

4 | 3 | 2 | 1 | 0

Secure
Defend
Fight

4 | 3 | 2 | 1 | 0

Secure
Defend
Fight



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.

K'glf'lr

MERFOLK ORACLE

Spend 5'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 5. (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.

4 | 3 | 2 | 1 | 0

Secure
Defend
Fight

Secure
Defend
Fight

Oryk

CENTAUR DRUID

Spend 5'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 5. (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.

5 | 4 | 3 | 2 | 1 | 0

Secure
Defend
Fight

Secure
Defend
Fight



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.

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

4 | 3 | 2 | 1 | 0

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

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

4 | 3 | 2 | 1 | 0

Secure
Defend
Fight

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

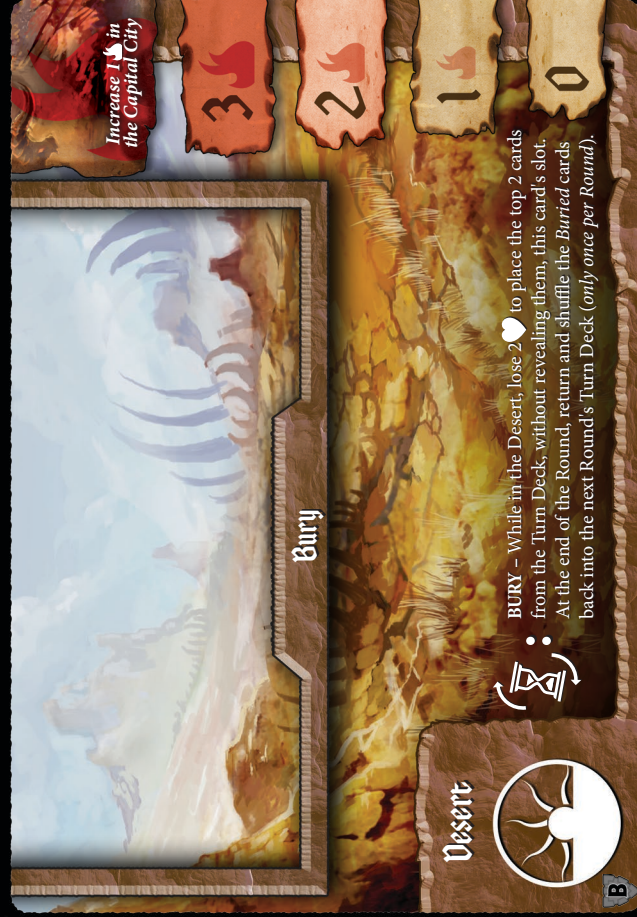
prepare yourselves

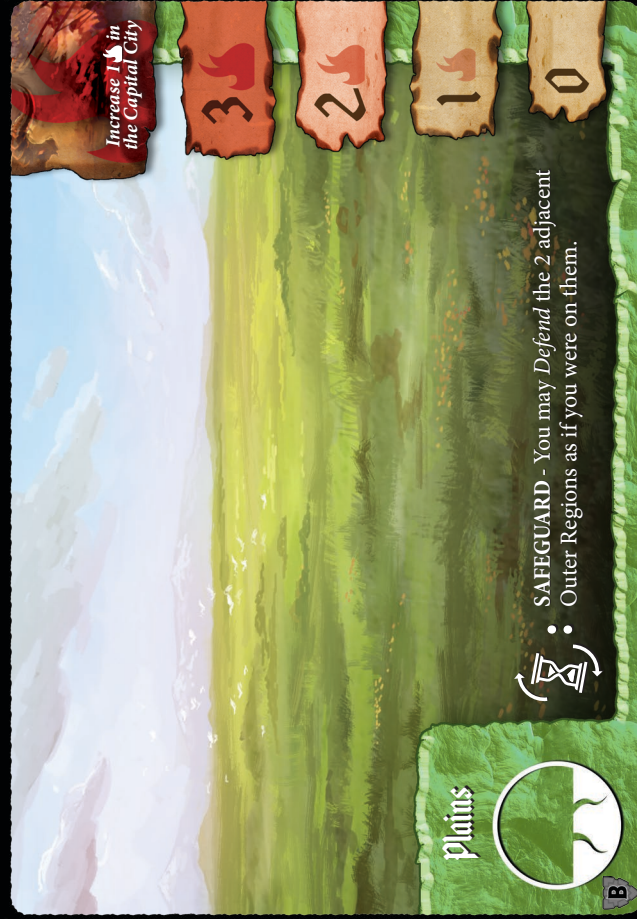
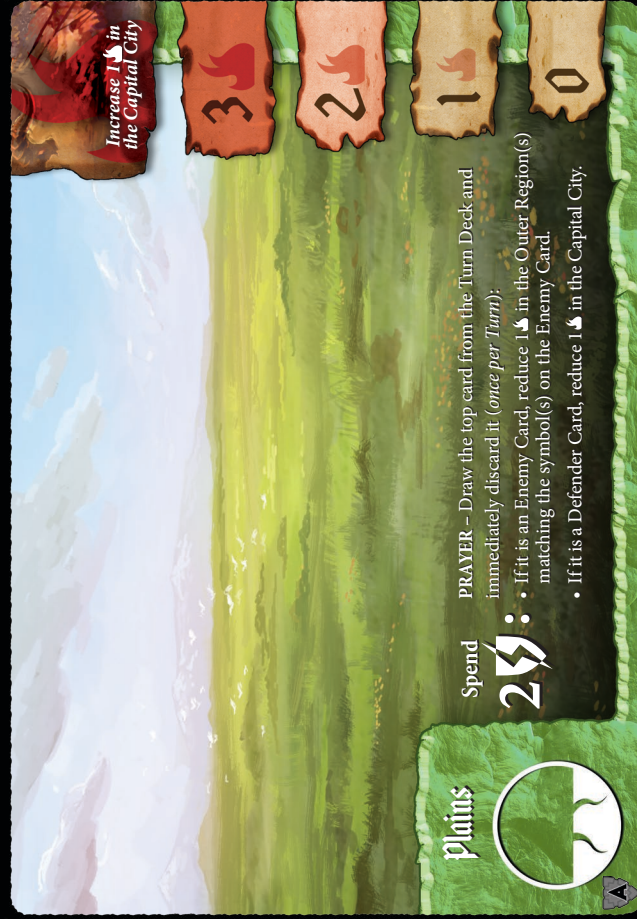
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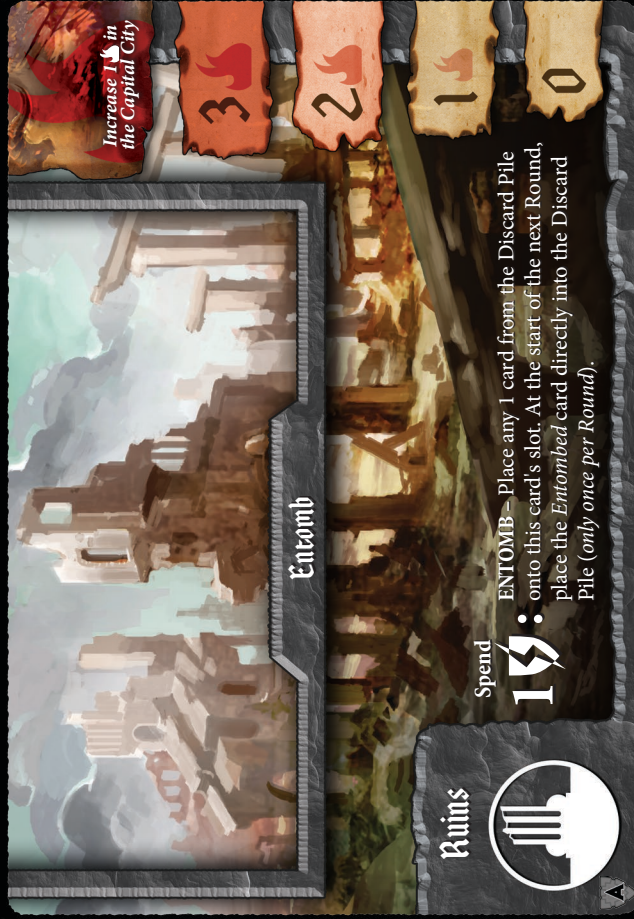
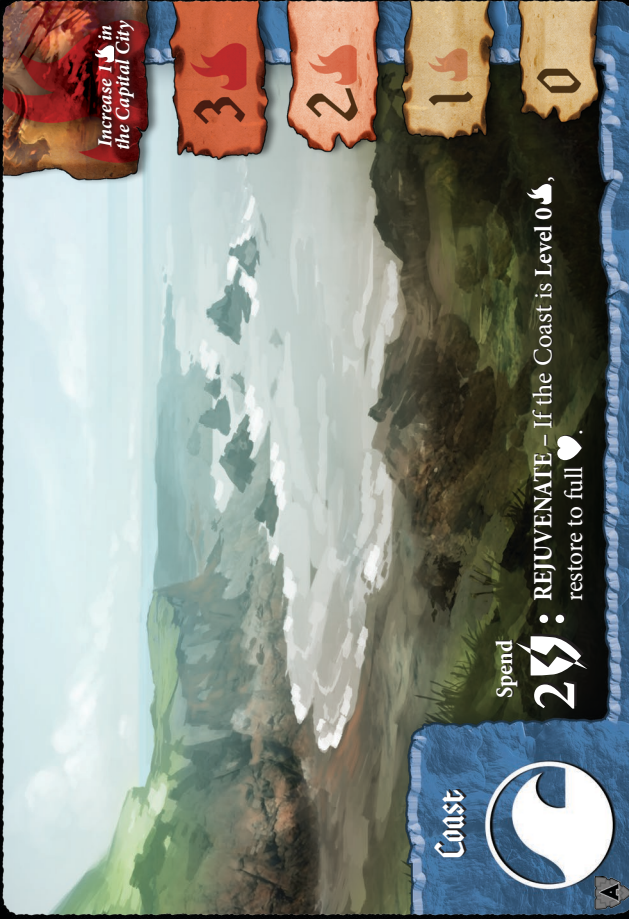
EPIC FOE



















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 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









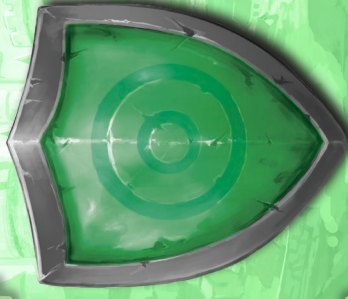
Red Defender's Turn

Gain 3  OR
4  if there are
any Destroyed
Regions.





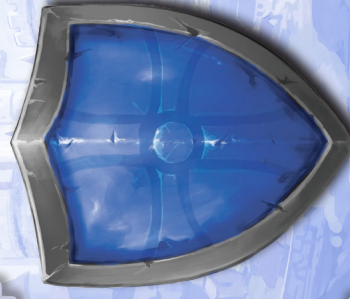
Green Defender's Turn

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.



All Defenders

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







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.

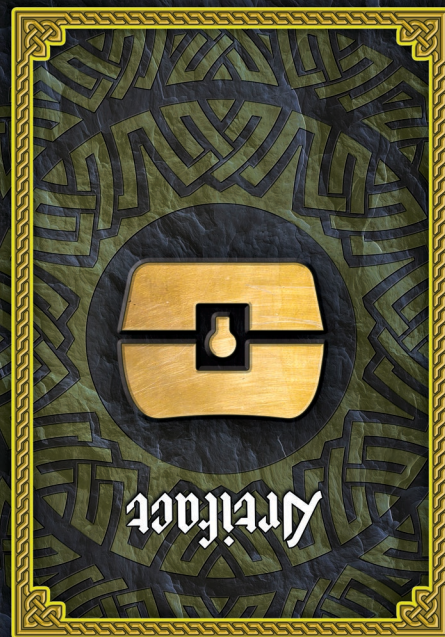


Staff of Control

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



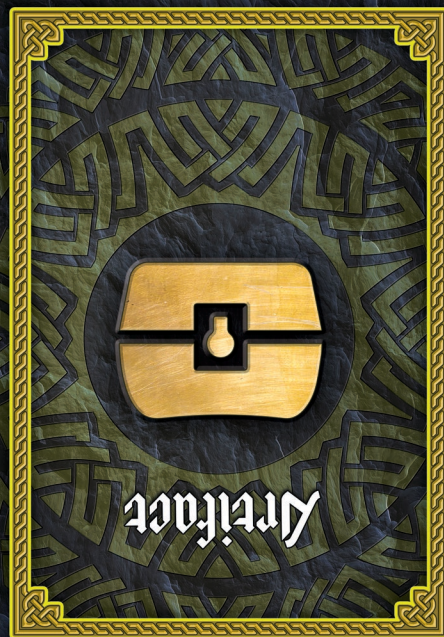
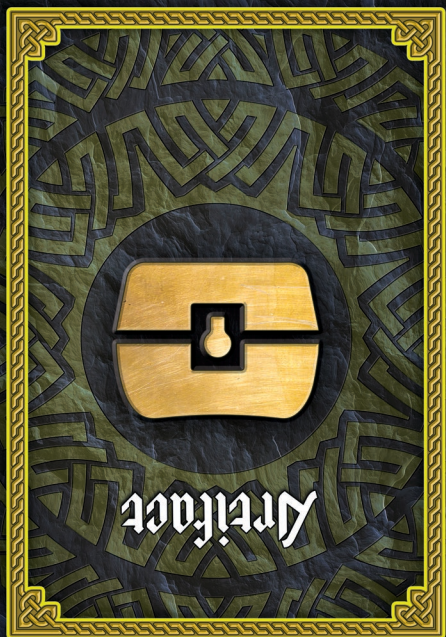
Artifact



Artifact



Artifact









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.

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 ♥.

5 4 3 2 1 0

Secure
Defend
Fight

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.

4 3 2 1 0

Secure
Defend
Fight

Secure
Defend
Fight



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?

Gamelyn
GUARDIAN OF THE ORDER

Spends 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

OATH

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

5 | 4 | 3 | 2 | 1 | 0

Secure
Defend
Fight

Kyrie
VALKYRIE AVENGER

Spends 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

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).

4 | 3 | 2 | 1 | 0

Secure
Defend
Fight

