



## 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

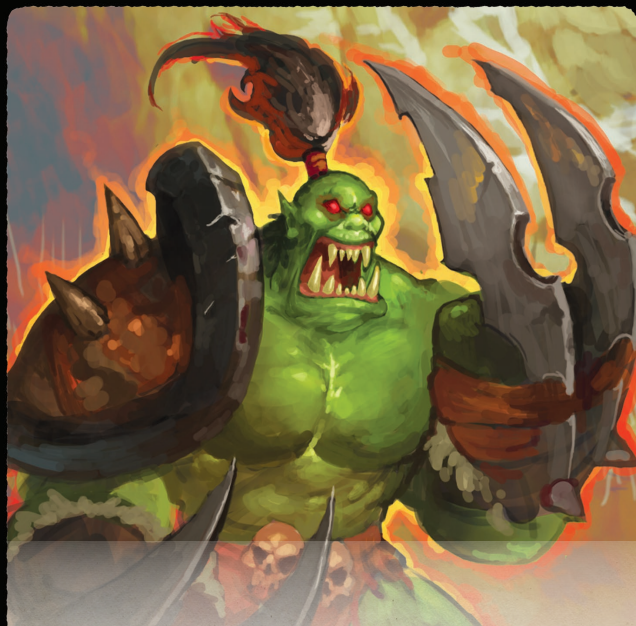
*The ore coursing through Gurmund's blood keeps him stout on the battlefield, a divine Dwarven power he believes must finally be shared now during Aughmoore's time of need.*



## 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.*



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**Gurmund**  
DWARF CLERIC

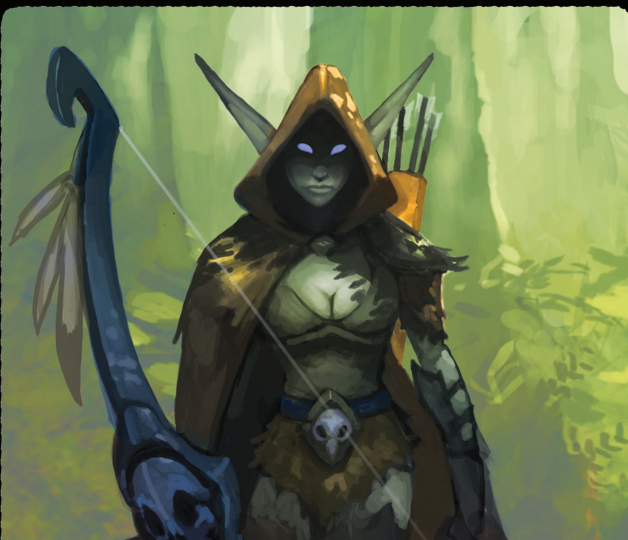


Spend 5¢ to:

- 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.





**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.*



**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.*









**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.*









prepare yourselves  
— for the —  
**EPIC FOE**

prepare yourselves  
— for the —  
**EPIC FOE**

prepare yourselves  
— for the —  
**EPIC FOE**

prepare yourselves  
— for the —  
**EPIC FOE**



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The Ancient

EPIC FOE

TIMBERWARD

Spend 2 to Fight The Ancient.

On : Spend 3 to Fight instead of 2.

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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.

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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.

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Dragon

EPIC FOE

SCORCH

When ANY Defender Card is drawn, immediately move the Dragon clockwise 2 Regions.

On : All Defenders lose 2.









## Capital City



REST - Replenish all of a Defender's ♥ if they start their Turn in the Capital City.

0 1 2 3 4 5 6 7 8 9 10



## 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.

0 1 2 3 4 5 6 7 8 9 10



## Mountains



MEDITATE - Place your Defender in the circle. When the Mountains are attacked, move out of the circle to *Defend* without losing ♥.

0 1 2 3 4 5 6 7 8 9 10



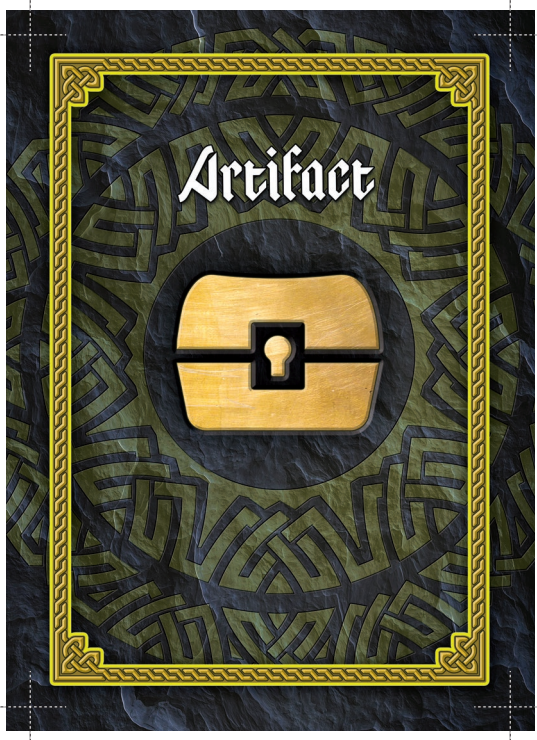
## Forest



ENCHANT - Secure 1 ♥ of any Outer Region.

0 1 2 3 4 5 6 7 8 9 10











Artifact



Artifact



Artifact



Artifact



Artifact



Artifact



Artifact



Artifact





Artifact








### 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 .




### Norn of Command

Spend 1 : Choose a Defender in the *Capital City* and move them to an adjacent Region. They are restored to full .




### 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.





### 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).

















**Giant Wasps**  
DIRE ENEMY

**STING**  
Each Defender (regardless of Region) at full ♥ must lose 1 ♥.

Defend 3♥  
Gain 1



**Manticore**  
DIRE ENEMY

**RAZE**  
Increase 2 ♣ instead of 1.

Defend 3♥  
Gain 1



**Minotaur**  
DIRE ENEMY

**TOUGHNESS**  
Lose 3 ♥ when Defending.

Defend 3♥  
Gain 1



**Wraith**  
DIRE ENEMY

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

Defend 3♥  
Gain 1



**Harpy**  
DIRE ENEMY

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

Defend 3♥  
Gain 1



**Sea Serpent**  
DIRE ENEMY

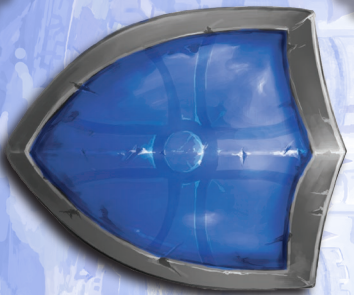
**TSUNAMI**  
Before any player may Defend, all Defenders in Outer Regions must move 1 Outer Region clockwise.

Defend 3♥  
Gain 1









**Blue**  
Defender's Turn

Gain 3<sup>5</sup> OR  
4<sup>5</sup> if there are  
any Destroyed  
Regions.



**All  
Defenders**

All Defenders  
gain 3<sup>5</sup> to spend  
collectively OR  
4<sup>5</sup> if there are any  
Destroyed Regions.



**Green**  
Defender's Turn

Gain 3<sup>5</sup> OR  
4<sup>5</sup> if there are  
any Destroyed  
Regions.



**All  
Defenders**

All Defenders  
gain 3<sup>5</sup> to spend  
collectively OR  
4<sup>5</sup> if there are any  
Destroyed Regions.



**Red**  
Defender's Turn

Gain 3<sup>5</sup> OR  
4<sup>5</sup> if there are  
any Destroyed  
Regions.



**Yellow**  
Defender's Turn

Gain 3<sup>5</sup> OR  
4<sup>5</sup> if there are  
any Destroyed  
Regions.





## 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 Methsusaël 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?*











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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.

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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.

4

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Mechusael

UNDEAD REVENANT

**Spent ♣️'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.



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 2  
Gain 1



**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 2  
Gain 1