



**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.*



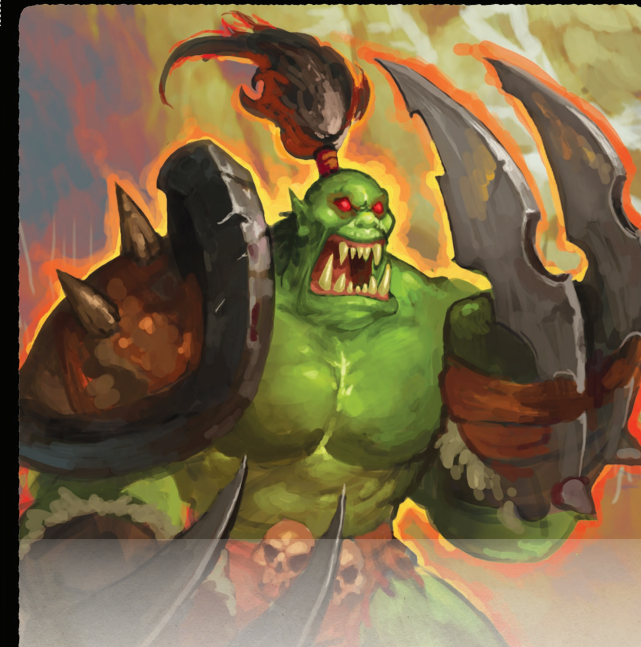
**Gurmund**  
DWARF CLERIC

*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.*



**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.*



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3

2

1

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Secure  
Defend  
Fight

LIZARDFOK WARRIOR

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

COURAGE

Reduce 1 ♣ in the Outer Region you are in at the start of your Turn.

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Secure  
Defend  
Fight

DARK ELF RANGER

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

FARSHOT

You may Secure from adjacent Outer Regions.

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Secure  
Defend  
Fight

DWARF CLERIC

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.

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Secure  
Defend  
Fight

HUMAN PALADIN

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

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.

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Secure  
Defend  
Fight

ELF SORCERESS

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.

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Secure  
Defend  
Fight

MERFOLK ORACLE

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.

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Secure  
Defend  
Fight

ORC BARBARIAN

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.

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Secure  
Defend  
Fight

CENTAUR DRUID

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

MARTYR

When a Defender in your Region or an adjacent Region Defends, you may lose the required amount of ♥ instead of them.





**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.*

prepare yourselves  
— For the —  
**EPIC FOE**

prepare yourselves  
— For the —  
**EPIC FOE**

prepare yourselves  
— For the —  
**EPIC FOE**



**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**



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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.

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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.

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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.

Secure

Defend

0

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Elf Commander

Laisiom

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.

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)

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The Ancient

EPIC FOE

TIMBERWARD

Spend 2 to *Fight* The Ancient.

On : Spend 3 to *Fight* instead of 2.

10

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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

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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.

Secure

Defend

0

1

2

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Hateling Bard

Randal

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.

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)



**Plains**

SAFEGUARD - You may *Defend* the 2 adjacent Outer Regions as if you were on them.

Increase 15 in the Capital City

0 1 2 3 4

**Forest**

**25** : **HARMONIZE** - If the Forest is Level 0, Secure 1 ♠ in the Capital City.

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

**Increase 1 ♠ in the Capital City**

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 8 9



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*).



Buried

0 1 2 3

Increase 1 in the Capital City

Mountains

Spend 15:

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).

0 1 2 3 4

Increase 1 in the Capital City

**Coast**

Spend **15**: DISPATCH - Move ANY Defender to any Region.

0 1 2 3 4

Increase 15 in the Capital City



**Mountains**

**15** Spend

**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**

**Increase 15 in the Capital City**

**Coast**

Spend **25** : REJUVENATE - If the Coast is Level 0, restore to full.

0 1 2 3

Increase 1 in the Capital City



Increase 1's 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.

Forest

Spend 25: ENCHANT - Secure 15 of any Outer Region.

0 1 2 3 4

Increase 15 in the Capital City

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

# 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.

Increase 1 in the Capital City







Blue

Defender's Turn

Gain 3 if there are 4 if there are any Destroyed Regions.

All Defenders

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

Green

Defender's Turn

Gain 3 if there are 4 if there are any Destroyed Regions.

All Defenders

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

Red

Defender's Turn

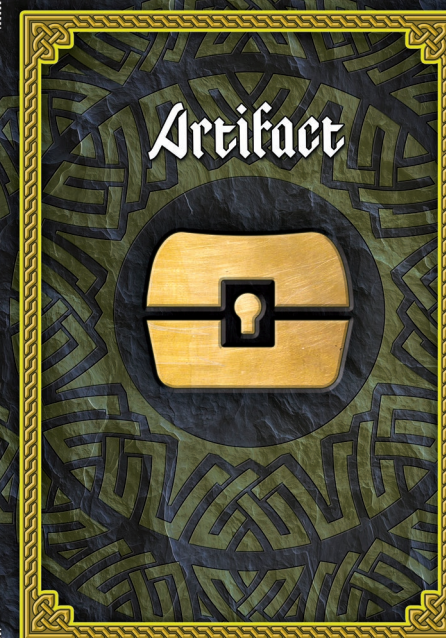
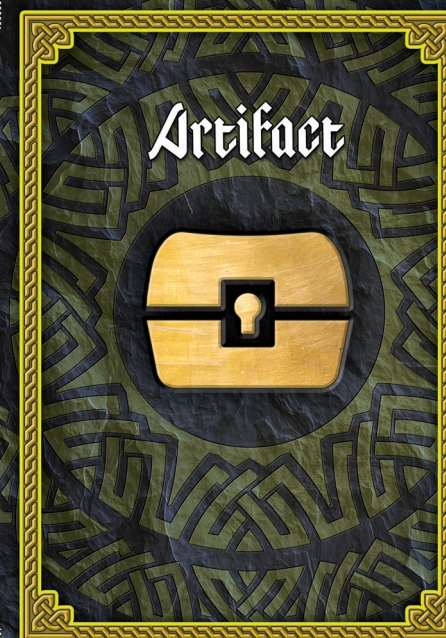
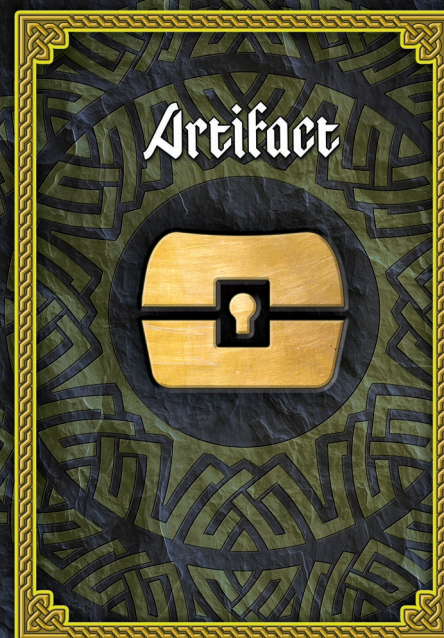
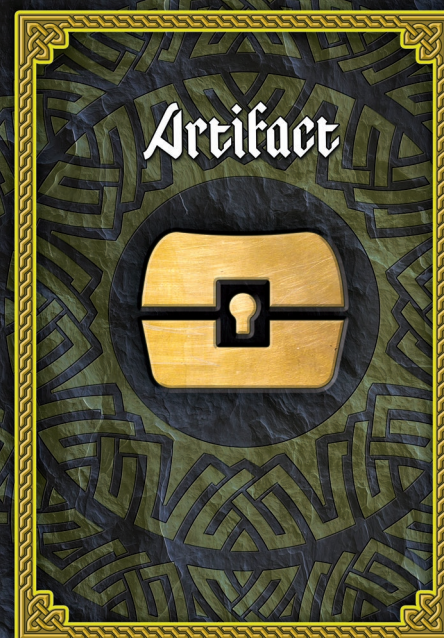
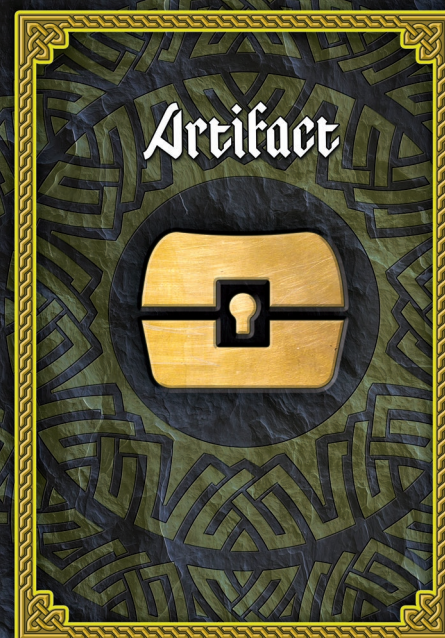
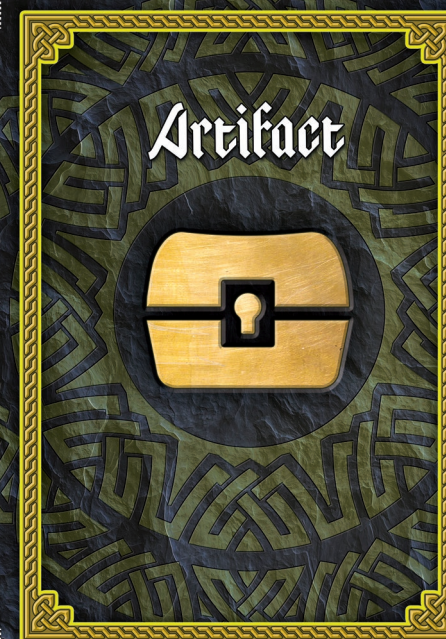
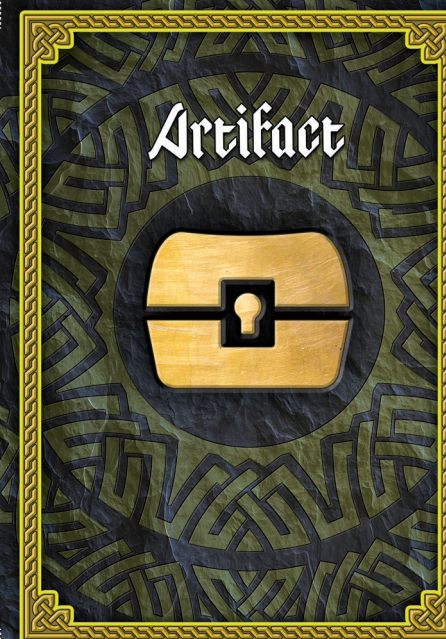
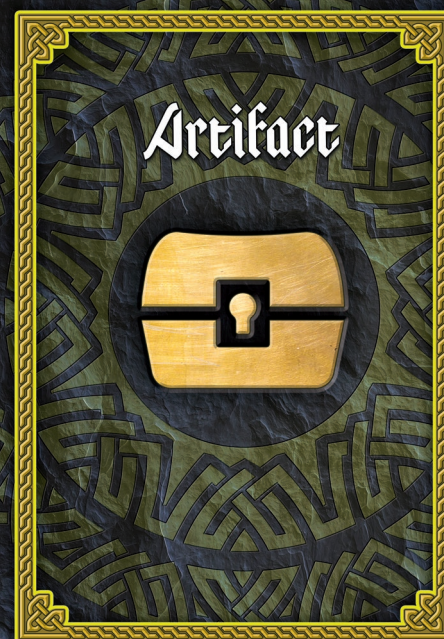
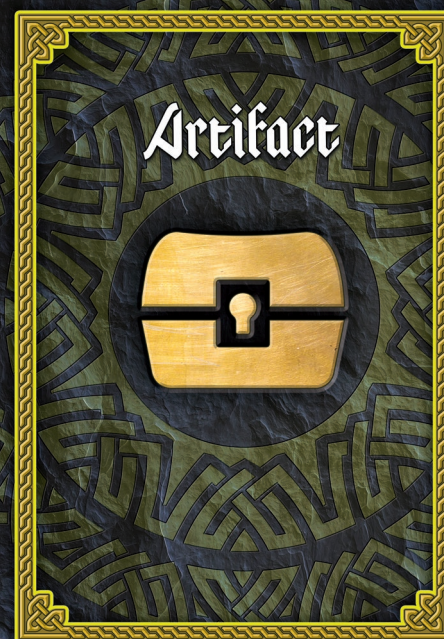
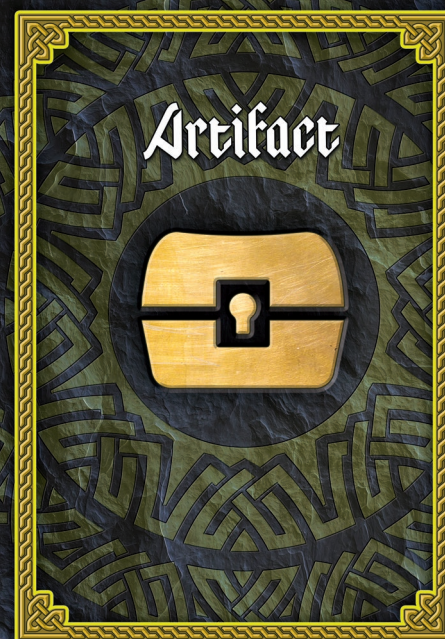
Gain 3 if there are 4 if there are any Destroyed Regions.

Yellow

Defender's Turn

Gain 3 if there are 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 ♥.



**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).



**Shield of Aughmoore**

When Defending against a Dire Enemy, lose 1 fewer ♥.



**Minotaur**  
DIRE ENEMY

**TOUGHNESS**  
Lose 3 ♥ when Defending.

Defend 3 ♥ Gain 1 ♠



**Manticore**  
DIRE ENEMY

**RAZE**  
Increase 2 ♠ instead of 1.

Defend 3 ♥ Gain 1 ♠



**Giant Wasps**  
DIRE ENEMY

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



**Harpy**  
DIRE ENEMY

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

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 ♠



prepare yourselves  
for the  
**EPIC FOE**



**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.*



**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

*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 Methusael himself.*

prepare yourselves  
for the  
**EPIC FOE**



**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.*



**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?*



The card art depicts a large, purple, multi-eyed monster with a central, large, yellow eye and several smaller, yellow eyes on its tentacles. It has a large, open mouth showing sharp teeth. The monster is set against a background of a cloudy sky and a dark, rocky landscape. The card is framed by a red border with a torn edge effect. On the left side, there is a vertical scale with numbers 1 through 10. The top of the card features the name 'Overlord' in a large, stylized font, with 'EPIC FOE' written below it. At the bottom, there is a circular icon showing a mountain peak. The text 'CHAOS' is written in a bold, sans-serif font. Below this, the card's effect is described: '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.'

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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.

# 5

# 4

# 3

# 2

# 1

# 0

## GUARDIAN OF THE ORDER

# Gamelyn



### 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

## OATH

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

|   |   |   |   |   |
|---|---|---|---|---|
| 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|

**Squire**  
Defend  
**Fight**



**VALKYRIE AVENGER**

**Kyrie**

**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**

**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*).

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26



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