

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 reputation.



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.



Mantodea
INSECTOID PSION

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⚡** to:
Heal **1♥** each to all other Defenders OR restore 1 other Defender to full ♥.

Scare
Defend
Fight

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Diah
GNOME TINKERER

Defender's Ability

GENIUS

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

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

RESEARCH

Spend 5's to:

- Move to an adjacent Region.
- Secure 1L, 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)

Adelphos
LIONKIN CHARIOTEER



4
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Searing Defiant Fight

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 ♠.

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)

The card features a large, stylized illustration of an Ice Golem, a massive figure composed of jagged ice and snow. The golem has a menacing expression with glowing eyes and a wide, toothy grin. The background is a dark, icy landscape. The card's title, "Ice Golem", is written in a large, bold, serif font at the top. Below the title, the text "EPIC FOE" is written in a smaller, red, sans-serif font. The card's abilities are listed in a yellow box at the bottom. The first ability, "FROSTBITE", is written in a bold, black, sans-serif font. The text "Defenders in all Regions must now pay 2 to Move." is written in a black, sans-serif font. The second ability, "On", is written in a bold, black, sans-serif font. The text "Ice Golem immediately moves 1 Region clockwise and Defenders must now pay 3 to Move." is written in a black, sans-serif font. The card's border is a dark, textured material, possibly leather or stone, with a gold-colored inner border. The card's corners are rounded. The card's overall design is clean and professional, with a focus on the game's theme of fantasy and adventure.

The image shows a game card for 'Pteryx Birdfolk Raptor'. At the top, there are five horizontal bars representing stats: Defense (4), Health (3), Strength (2), Agility (1), and Stamina (0). The top left corner has a red 'X' icon and the text 'Seems Defiant Fight'. The main illustration depicts a blue and purple raptor with yellow eyes and talons, holding a dagger. The card's title 'Pteryx' is in a large, stylized font, with 'BIRDFOLK RAPTOR' below it. The abilities section contains three items: 'Move' (represented by a walking icon), 'Secure' (represented by a shield icon), and 'Fight' (represented by a sword icon). The bottom of the card features a 'Maneuver' section with a 'Sacrifice' icon and text.

The card is titled "Automaton" in a stylized font, with "EPIC FOE" written below it. The central illustration depicts a large, purple, mechanical automaton with a single glowing eye and a small, white, skull-like head on top. It is set against a background of a city at night with a large, bright orange explosion or fire in the sky. The card features a vertical scale on the left side with numbers 1 through 10. The numbers 1 through 6 are accompanied by a small skull icon, and the number 7 is accompanied by a small flame icon. The number 10 is accompanied by a small skull icon. The card also has a circular icon at the bottom center showing a white silhouette of a city skyline. The bottom section of the card contains the text "SELF-REPAIR" and a description of the ability: "Each time the Automaton's Region, or the Capital City, increases 1 🔥, the Automaton gains 1 ❤️." Below this, a note states: "On 🧛: Self-Repair gains 2 ❤️ instead of 1." The card is framed by a dark, textured border.

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.

1

2

0

Increase 1♠ in the Capital City

Desert

DEADLY STORMS - When the Desert increases , place a Sandstorm Token on either side of the Desert between it and an adjacent Region (*player's choice*). A Defender must spend **15** and **10** 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 5 as normal*). Each time the Desert is secured, return 1 Sandstorm Token to the Desert (*player's choice*).

Increase **15** in the Capital City

Manticores

hostile

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

0

1 ♠

2 ♠

3 ♠

prepare yourselves
— For the —
EPIC FOE

prepare yourselves
— For the —
EPIC FOE

prepare yourselves
— For the —
EPIC FOE

Capital City

1 XP : 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*).

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

Manticores

Friendly

15: Spend

TAMED MANTICORE – Place your Defender on the Manticores (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 ♡ or Artifacts for Defending this way. At the end of the Round, the Manticore is returned to the Mountains.

0

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Increase 15 in the Capital City

Capital City

1 **XP**

Spend
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*).

1

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

Desert

Friendly

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 1.5 in the Capital City

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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.

Friendly

Plains

15

Spent

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.

3

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Increase 15 in the Capital City

The card is titled 'First Aid' in a stylized font. The background is a light beige parchment-like texture. At the top, there is a purple banner with the text 'First Aid' in white. Below the banner is a large, stylized illustration of a white medical bag with a red cross on it, set against a dark purple background with a geometric pattern. The card has a decorative border with a repeating geometric pattern. In the bottom right corner, there is a small purple icon of a book or scroll.

The Scout card features a central illustration of a winding yellow path through a dense forest of green coniferous trees. In the background, a purple circular emblem with a white geometric pattern is visible. The card has a decorative border with a repeating knotwork pattern. At the top left, a small white square contains the letters 'DW'. Below the illustration, a dark grey banner with a purple gem on the left and a purple gem on the right contains the word 'Scout' in a white, stylized font. Below the banner, the text 'Spend 1 XP: Immediately move to the Outer Region directly opposite of your current Outer Region.' is written in a black, serif font. At the bottom center, there is a small illustration of a purple book with a white bookmark.

The card features a central illustration of a dark, hooded figure with glowing red eyes, standing within a circular frame of blue and white smoke or mist. The background is a dark purple with a subtle geometric pattern. The card is framed by a decorative border with a repeating knotwork pattern. At the bottom, there is a dark grey banner with the word 'Stealth' in a stylized, gothic font. Below the banner, the card's text is written in a serif font, with '1 XP' and 'XP' in red circles. A small purple icon of a book is at the bottom center.

Potion Crafter

Spend 5 : On your Turn, distribute 3  to other Defenders in any Regions.



Aerobatics

Spend 1  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.

A game card titled "Hunter" with a purple border and a background illustration of a green quiver with arrows. The card has a "D" and "W" icon in the top left corner. The text on the card reads: "Spend 3 xp: Immediately move to and Defend any Region. However, you do not gain xp for Defending this way." The card is set against a background of a purple and white geometric pattern.

Ruin

Friendly

Spent 15

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.

Burn 0

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Friendly Coast

Spend 15:

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 or Artifacts for *Defending* this way.

0

1

2

3

Increase 15 in the Capital City

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

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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



Artifact



Artifact



Artifact



Artifact



Artifact



Artifact



prepare yourselves
for the
GENERAL

prepare yourselves
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GENERAL

Historian

Spend 1 : When entering the Capital City, immediately gain 2 (once per Turn).

Soothsayer

Spend 3 : 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 : While Defending against a Regular Enemy, you do not lose and you may reduce 1 in your Region. You do not gain for Defending this way.

Intimidate

If a Dire Enemy attacks your current Outer Region, you may spend to move the attack to an adjacent Region (which may be Defended normally by another Defender), 1 per each Region adjacent.

Imitate

You may Use the Skills of any Defender in your current Region (spend the required).

Awareness

If your Defender Card has not been drawn, spend 4 : Remove your Defender Card from the Turn Deck and then resolve it, instead of drawing the next card. Afterwards, shuffle the Turn Deck.

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 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.

Spider Queen

GENERAL

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

Cyclops

GENERAL

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

Roc

GENERAL

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1

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

Killer Snail

GENERAL

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

Giant Turtle

GENERAL

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

Shade

GENERAL

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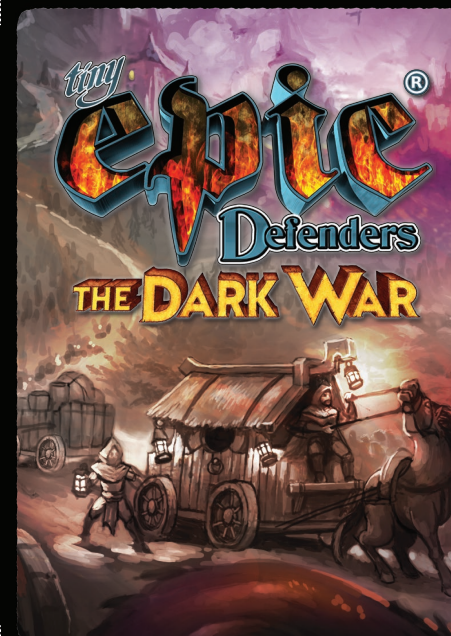
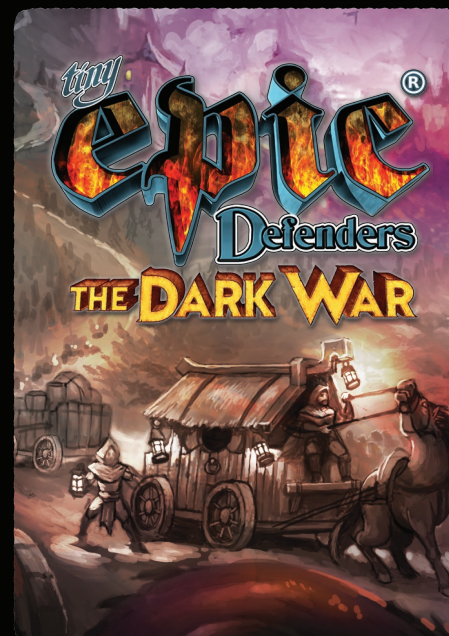
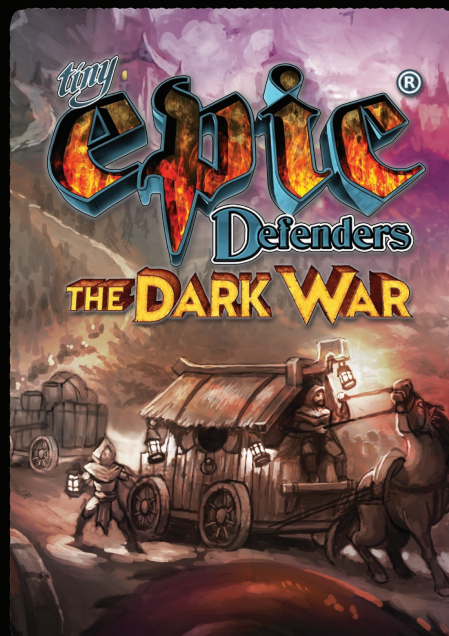
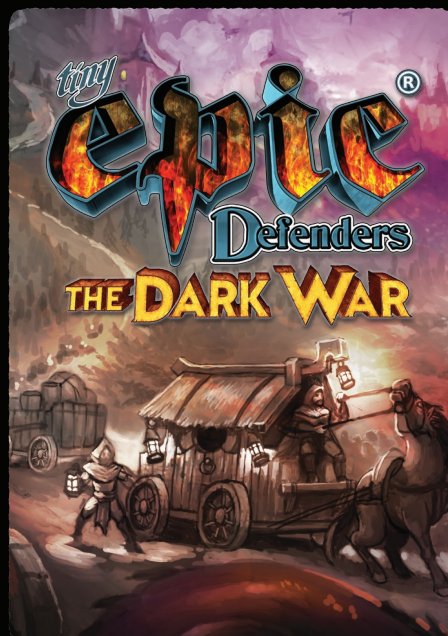
4

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



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 2♥
Gain 1

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 2♥
Gain 1

Pterodactyl
DIRE ENEMY

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

Defend 2♥
Gain 1

Pirates
DIRE ENEMY

PLUNDER
Before any player may Defend, increase 1♥ in the Region opposite the Coast.

Defend 2♥
Gain 1

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 2♥
Gain 1

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 2♥
Gain 1

Mercenaries

All Defenders gain 2♥ to spend collectively.

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

Barbarians

Mercenaries

All Defenders gain 1 XP each.

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

Barbarians

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.

All Defenders in Outer Regions move 2 Regions clockwise.

Barbarians

Mercenaries

Each Defender gains 1♥.

Each Defender loses 1♥.

Barbarians

Mercenaries

Reduce 1♥ in up to 3 different Outer Regions.

All Outer Regions with Defenders in them are attacked. (Acts as a Regular Enemy. Attacks may be Defended.)

Barbarians

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

7

6 Spend 1 XP and 1♥ to:

5 Escort a Caravan by moving it with you into an adjacent Region.

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

Defeating a General (ALL Defenders): Gain 3 XP

0 XP

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

7

6 Spend 1 XP and 1♥ to:

5 Escort a Caravan by moving it with you into an adjacent Region.

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

Defeating a General (ALL Defenders): Gain 3 XP

0 XP

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

7

6 Spend 1 XP and 1♥ to:

5 Escort a Caravan by moving it with you into an adjacent Region.

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

Defeating a General (ALL Defenders): Gain 3 XP

0 XP

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

7

6 Spend 1 XP and 1♥ to:

5 Escort a Caravan by moving it with you into an adjacent Region.

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

Defeating a General (ALL Defenders): Gain 3 XP

0 XP

prepare yourselves
— for the —
EPIC FOE

prepare yourselves
— for the —
EPIC FOE

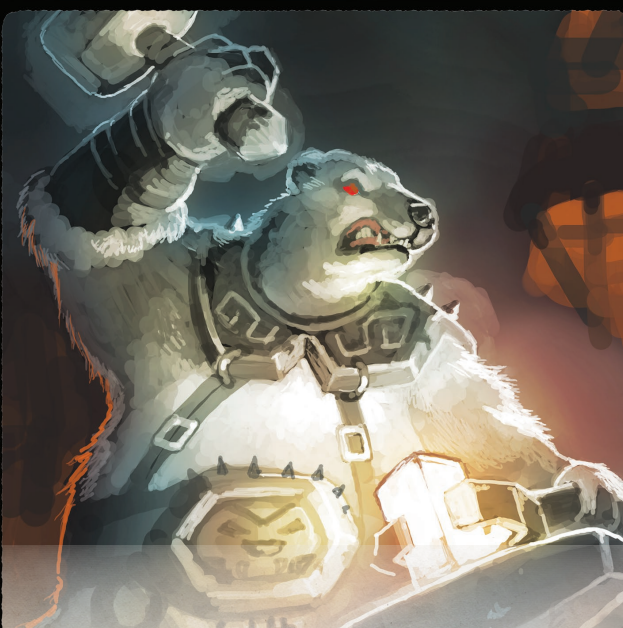
prepare yourselves
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EPIC FOE

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.



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.

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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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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.

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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 🗡️.

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Weaver

DRYAD CONJURER

Spend 3 🗡️ 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 3.

(once per Turn, when your Defender Card is drawn)

Defender's Ability

CHANNEL

You may spend 🗡️ instead of 3 to Use Region abilities.

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Grendel

POLAR KIN ARMORER

Spend 3 🗡️ 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 3.

(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.

4

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Uvalla

DWARF MECHANIC

Spend 3 🗡️ 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 3.

(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).

Artifact



Artifact



The Mimic card features a large, cartoonish illustration of a Mimic monster. The Mimic is depicted as a wooden chest with a large, open mouth filled with sharp, white teeth. A green, viscous liquid is dripping from its mouth. The Mimic is set against a dark, textured background. In the top right corner, there is a small icon of a Mimic head. In the bottom left corner, there is a small icon of a Mimic head. The card is framed by a dark border with a gold-colored inner border.





Defend



Gain

RAID

Defenders must pay 2  to *Escort* a Caravan. Leave this card out as a reminder until the end of the Round.