



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.

Adelphos
LIONKIN CHARIOTEER

4

3

2

1

0

Secure

Defend

Fight

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 (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.

Pteryx
BIRDFOLK RAPTOR

4

3

2

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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.



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.



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.

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

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.

Harpier

PIGFOLK GLADIATOR

4

3

2

1

0

Secure
Defend
Fight

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

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 each time you enter the Capital City.

Dink

GNOME TINKERER

4

3

2

1

0

Secure
Defend
Fight







Increase 1 ⚔️ in the Capital City

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 ⚔️ or Artifacts for *Defending* this way.

Friendly Coast

Ruin

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.

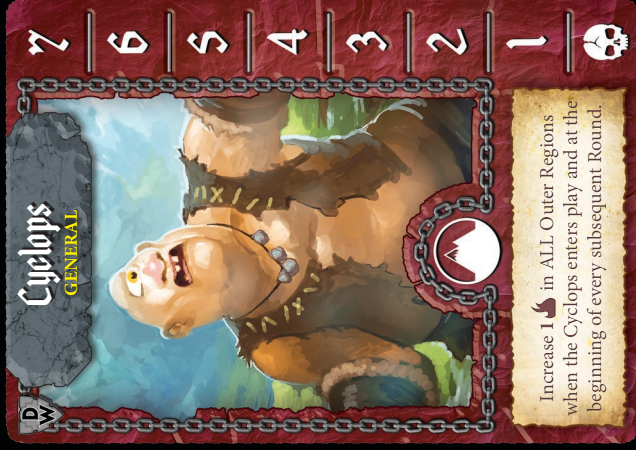
3 2 1 0

Increase 1 ⚡ in the Capital City

Friendly

DW





7
6
5
4
3
2
1

Giant Turtle
GENERAL

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

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

7
6
5
4
3
2
1

Shade
GENERAL

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

Watchers
DIRE ENEMY

SPOIL
Skills cost twice the ^{XP}
to use. Leave this card
out as a reminder until
the end of the Round.

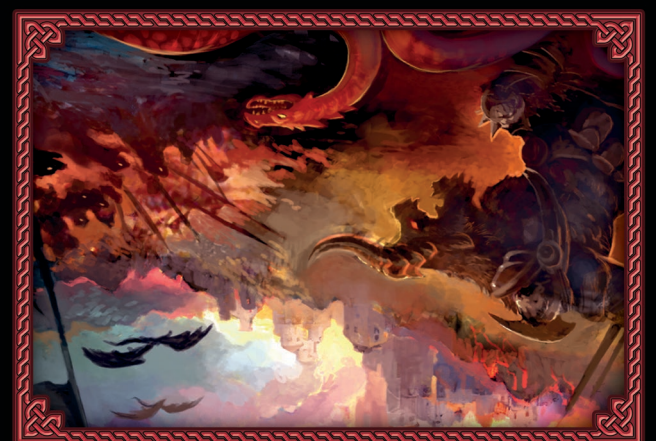
Defend

Gain

Prepare yourselves
For the
GENERAL



Prepare yourselves
For the
GENERAL



D
W



Pterodactyl

DIRE ENEMY

TERRORIZE

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

Defend

Gain

D
W



Pirates

DIRE ENEMY

PLUNDER

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

Defend

Gain

D
W



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

D
W



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.

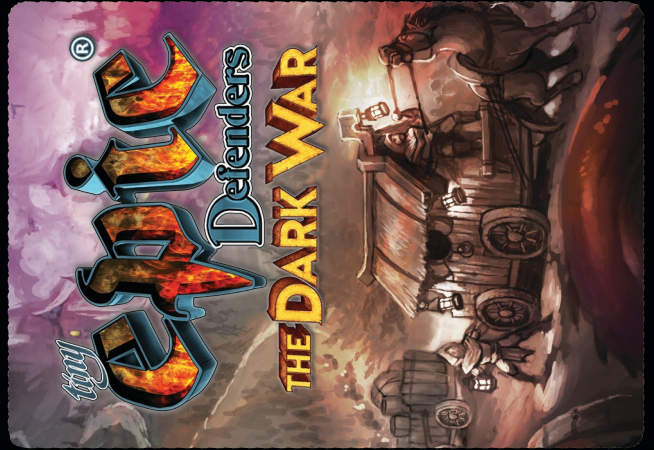
Defend

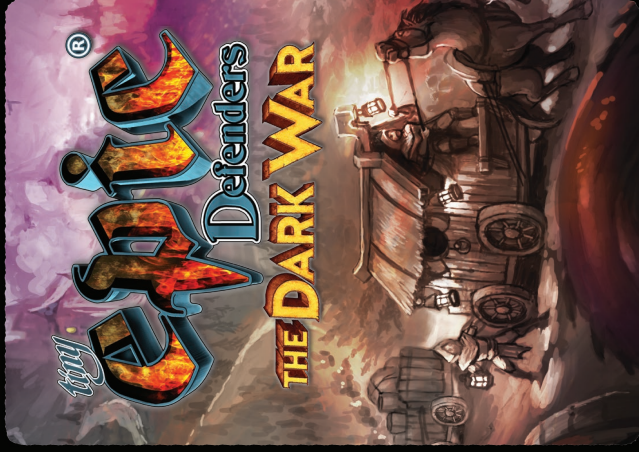
Gain



The image displays two cards from the game 'War of the Wilds'. The left card, titled 'Merenaries', features an illustration of three mercenaries in a grassy field. A text box on the card states 'Each Defender gains 1 ❤️'. The right card, titled 'Barbarians', features an illustration of a barbarian warrior on a horse. A text box on the card states 'Each Defender loses 1 ❤️'. Both cards have a decorative border and a small icon in the top right corner.







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

Spend 1 XP and 15 to:
Escort a Caravan by moving it with you into an adjacent Region.

Spend 15 to:
Prepare for action, gain 1 XP.

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

XP: 7 — 6 — 5 — 4 — 3 — 2 — 1 — 0

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.

Tiniered Automaton

Each time ♥ increases in your current Region, gain 1 ♥.

Tome of Lore

Gain 2 XP when you enter the Capital City (*once per Turn*).

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.

Dodge

Spend 2xp: Discard a card just drawn and shuffle it back into the Turn Deck.

Dragon Familiar

Spend 2♣: Reduce 1♥ any Outer Region.

Artifact

Artifact

Artifact

Skill






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.




Skill



Skill



Skill



Skill



Strength

Spend 3 **XP**: Fight instead of spending 1 **W**.



Potion Crafter

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



Dual Wielder


Spend 1 **XP**: On your Turn, reduce 1 **W** in your current Outer Region (*once per Turn*).




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.

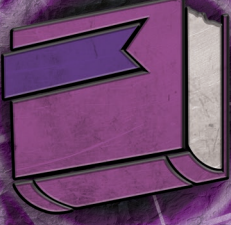
Skill



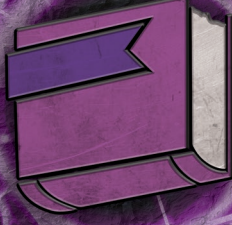
Skill

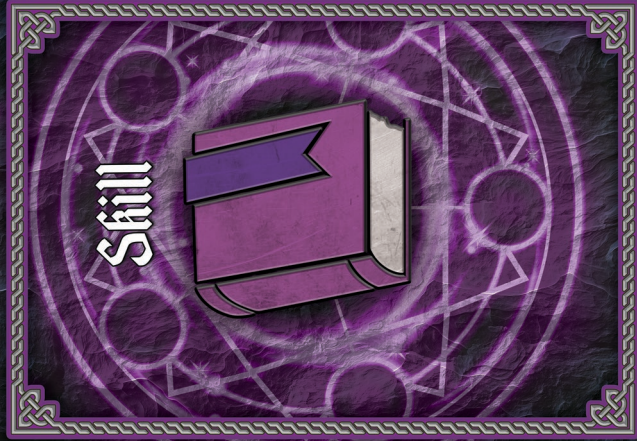
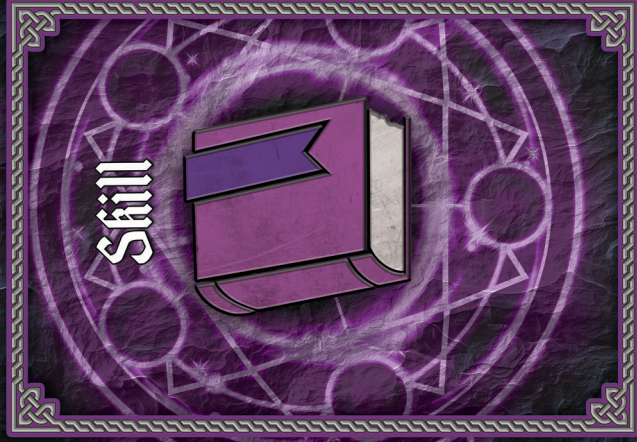
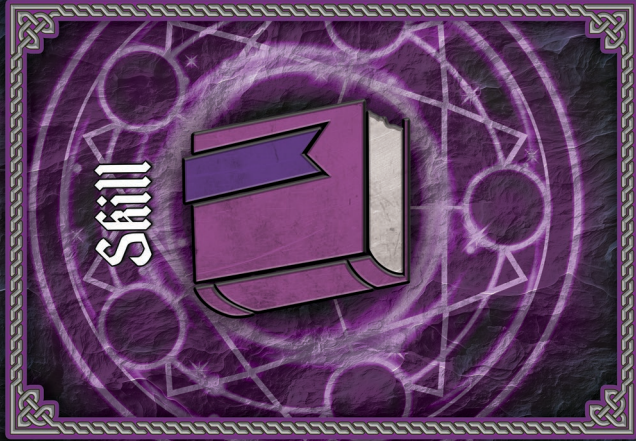
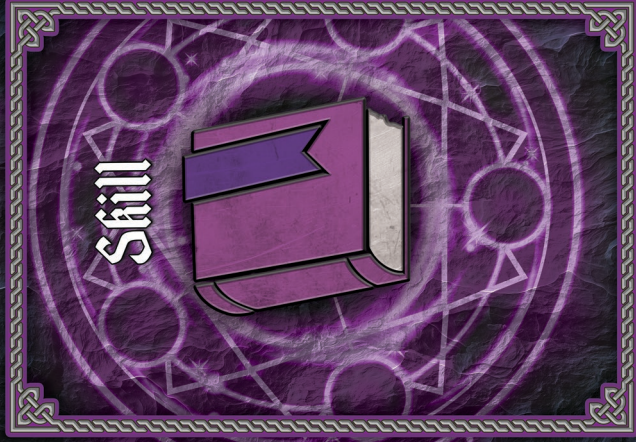


Skill



Skill





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.



Hunter

Spend 3 XP: Immediately move to and Defend any Region. However, you do not gain XP for Defending this way.



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.



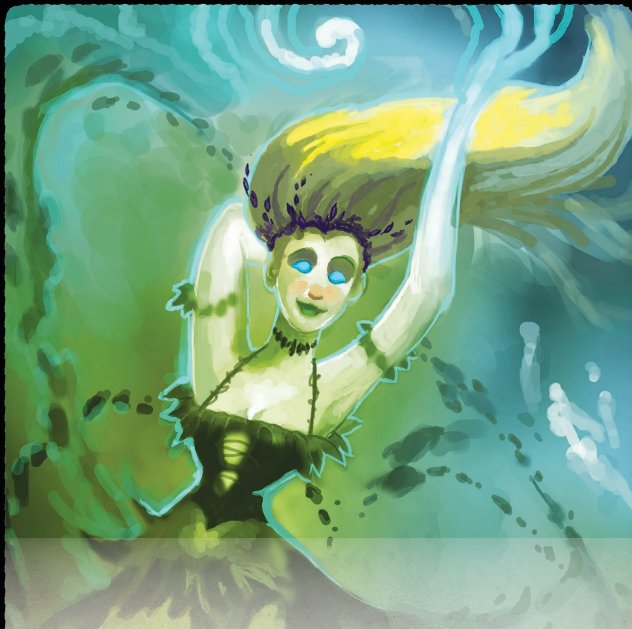
Historian

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









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.

Weaver

DRYAD CONJURER

4 3 2 1 0

Secure
Defend
Fight

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

CHANNEL

You may spend instead of 5 to Use Region abilities.

Grendel

POLARKIN ARMORER

4 3 2 1 0

Secure
Defend
Fight

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

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.

D
W

Sirens
DIRE ENEMY

HYPNOTIZE
All Defenders
lose 3 each.

Defend
Gain

D
W

Mimie
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

D
W

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

D
W

Nomads
DIRE ENEMY

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

Defend
Gain



