

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 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.



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Secure
Defend
Fight

Dinah

GNOME TINKERER



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

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.

The card features a large illustration of an Ice Golem, a massive figure composed of jagged ice and snow. The golem's face is a large, triangular shape made of ice, with a smaller, more defined triangular shape in the center. The background is a dark, rocky landscape. The card has a blue border with a white, stylized wave or snowflake pattern. The title 'Ice Golem' is at the top in a large, white, serif font, with 'EPIC FOE' in a smaller, red, sans-serif font below it. The ability 'FROSTBITE' is written in a bold, white, sans-serif font. The text 'Defenders in all Regions must now pay 2 to Move.' is in a white, serif font. The text 'On : Ice Golem immediately moves 1 Region clockwise and Defenders must now pay 3 to Move.' is in a white, serif font. The card has a blue and white color scheme.

	4	3	2	1	0
	Secure Defend Fight				

Harpier

PIGFOLK GLADIATOR

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

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 cancelled but the Region still increases 1 ♠.

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Sphinx

EPIC FOE





PUZZLEMENT

If a Defender inflicts 2 Damage during their Turn to the Sphinx, their Turn immediately ends. They may not spend any more ♥ or Sacrifice ♥ until their next Turn.

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.

Increase 1 ♠ in the Capital City

2 ♠

1 ♠

0 ♠

hostile

Forest

HAUNTED WOODS - Spend 1 ♠ to place your Defender in the Great Tree. It costs 0 ♠ to leave the Great Tree. Defenders starting their Turn in the Great Tree MUST leave by their Turn's end. You may Secure the Forest only if you are in the Great Tree. You may Defend the Forest only if you not in the Great Tree.

Increase 1 ♠ in the Capital City

3 ♠

2 ♠

1 ♠

0 ♠

hostile

Desert

DEADLY STORMS - When the Desert increases ♠, place a Sandstorm Token on either side of the Desert between it and an adjacent Region (players' choice). A Defender must spend 1 ♠ and 1 ⚡ 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 ♠ as normal). Each time the Desert is Secured, return 1 Sandstorm Token to the Desert (players' choice).

Increase 1 ♠ in the Capital City

3 ♠

2 ♠

1 ♠

0 ♠

hostile

Mountains

SAVAGE MANTICORE - When the Region with the Manticore is attacked. Move the Manticore clockwise moves 10, 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

3 ♠

2 ♠

1 ♠

0 ♠

prepare yourselves

For the

epic foe

prepare yourselves

For the

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prepare yourselves

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epic foe

Capital City

Edenmore

Spent 1 ⚡: REPT - Replenish all of a Defender's ♠ if they start their Turn in the Capital City.

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).

Increase 1 ♠ in the Capital City

7 ♠

6 ♠

5 ♠

4 ♠

3 ♠

2 ♠

1 ♠

0 ♠

Mountains

Friendly

15:

Spend

TAMED MANTICORE – Place your Defender on the Manticore (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.

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Increase 15 in the Capital City

Forest

Friendly

LOOKOUT – Spend **15** to place your Defender in the Great Tree. It costs **05** to leave the Great Tree. Defenders starting their Turn in the Great Tree **MUST** leave by their Turn's end.

While in the Great Tree:

Secure 15 in an Outer Region, spending **15** per Region away from the Forest (Securing the Forest still costs **15**).

Increase **15** in the Capital City

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The Plains card features a landscape background with rolling green hills and a cloudy sky. In the foreground, three characters are depicted: a large, muscular warrior in green and brown armor holding a large axe; a priest in a blue robe and white beard; and a woman in a blue and yellow dress holding a sword. The card has a 'Friendly' label in the top left corner, a Plains symbol (a circle with a wavy line) in the top right corner, and a 'MERCENARIES' text box in the bottom right corner. The text box contains the following text: '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.' The card also has a chain-link border on the left side and a 'Plains' label in the bottom right corner.

Capital City

EDENMOORE

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

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*).

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Lycan King

EPIC FOE





WOLF REIGN

When a Defender enters the Lycan King's Region, immediately increase 1  in that Region (or in the Capital City if the Region is Destroyed).

On  Lycan King can only be Damaged if in a Destroyed Region.



Dodge

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

Ancient Wisdom

Whenever you gain any amount of , other Defenders in the same Region as you also gain 1 .

First Aid

Spend 2 : On your Turn, restore 1 to yourself or a Defender in your Region.

Scout

Spend 1 : Immediately move to the Outer Region directly opposite of your current Outer Region.

Stealth

Spend 1 : After you *Defend*, immediately move to an adjacent Region. You do not gain for *Defending* this way.

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.

Strength

Spend 3 : *Fight* instead of spending 1 .

Dual Wielder

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

Hunter

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

Ruin's

Spend 1 : DEATH'S GIFT - Take 1 Death Token and place it on your Player Card (may only have 1 at a time).
1 : On a future Turn, you may discard the Death Token (return it to the Ruin's) as a free Action to restore 2 to yourself or another Defender in your Region.

Coast

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.

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

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.

Battle 1: Place General Card

Battle 2: Place General Card

Final Battle: Place Epic Foe Card

Skill



Skill



Skill



Skill




Skill




Skill




Artifact




Artifact




Artifact




Artifact



Artifact



Artifact



prepare yourselves
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GENERAL

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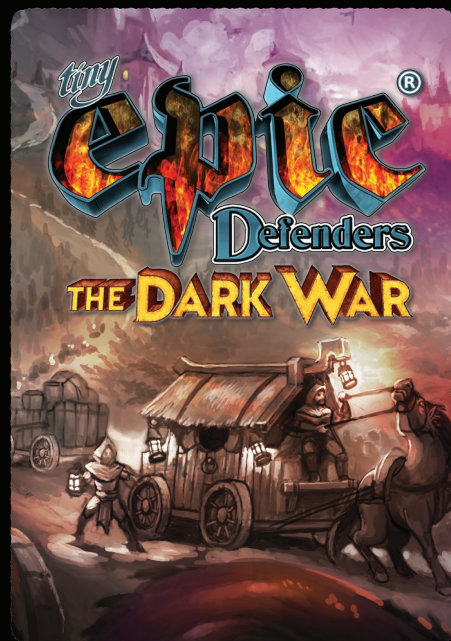
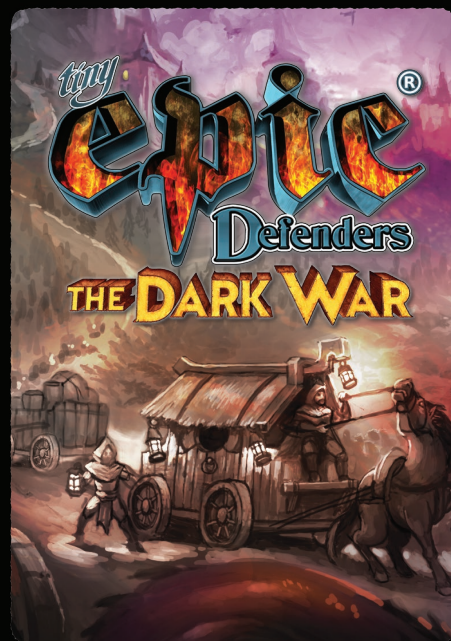
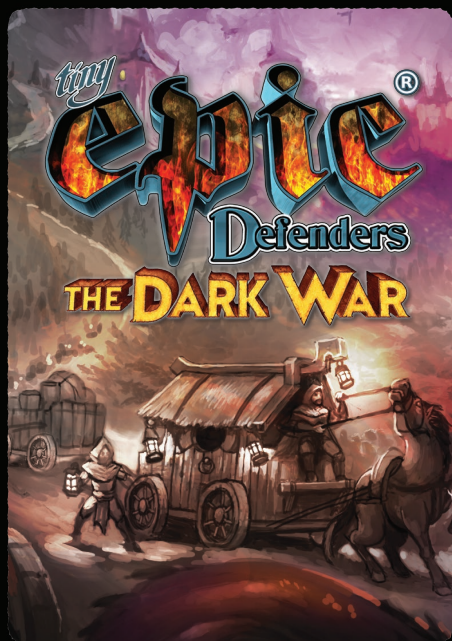
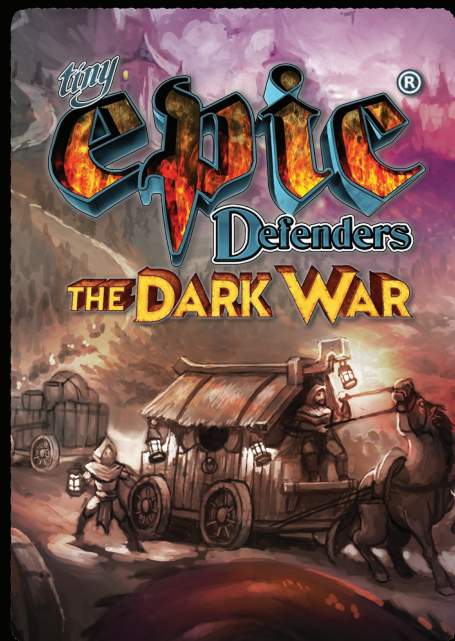
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Players MUST choose 1 Outer Region to immediately Destroy when the Shade enters play (cannot be a Hostile Region).



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 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 3♣
(Acts as a Regular Enemy. Attacks may be Defended.)

Barbarians

Mercenaries

All Defenders gain 1♣ each.

Attack 3♣
(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.

Attack 3♣
(Acts as a Regular Enemy. Attacks may be Defended.)

Barbarians

Mercenaries

Each Defender gains 1♥.

Attack 3♣
(Acts as a Regular Enemy. Attacks may be Defended.)

Barbarians

Mercenaries

Reduce 1♣ in up to 3 different Outer Regions.

Attack 3♣
(Acts as a Regular Enemy. Attacks may be Defended.)

Barbarians

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

Spend 1♣ and 1♣ to:

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

Spend 1♣ to:

Prepare for action, gain 1♣.

Also gain XP by:

Defending: Gain 1♣

Escorting a Caravan into the Capital City: Gain 2♣

Defeating a General (ALL Defenders): Gain 3♣

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

Spend 1♣ and 1♣ to:

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

Spend 1♣ to:

Prepare for action, gain 1♣.

Also gain XP by:

Defending: Gain 1♣

Escorting a Caravan into the Capital City: Gain 2♣

Defeating a General (ALL Defenders): Gain 3♣

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

Spend 1♣ and 1♣ to:

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

Spend 1♣ to:

Prepare for action, gain 1♣.

Also gain XP by:

Defending: Gain 1♣

Escorting a Caravan into the Capital City: Gain 2♣

Defeating a General (ALL Defenders): Gain 3♣

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

Spend 1♣ and 1♣ to:

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

Spend 1♣ to:

Prepare for action, gain 1♣.

Also gain XP by:

Defending: Gain 1♣

Escorting a Caravan into the Capital City: Gain 2♣

Defeating a General (ALL Defenders): Gain 3♣

prepare yourselves
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EPIC FOE

prepare yourselves
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EPIC FOE

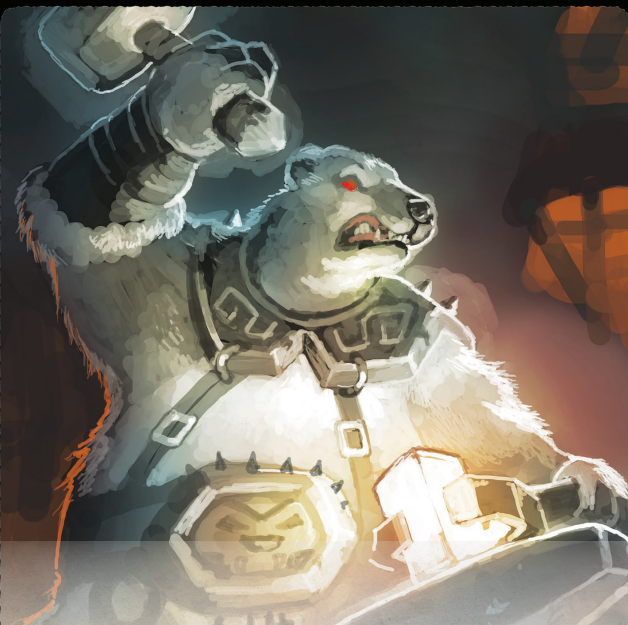
prepare yourselves
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EPIC FOE



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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Wanderer

DRYAD CONQUEROR

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

CHANNEL

You may spend instead of to Use Region abilities.

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Grendel

POLAR KIN ARMORER

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

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.

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Ubaila

DWARF MECHANIC

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

CONTRAPTION

When you Defend, instead of paying , you may pay (however, do not gain for Defending).

Artifact



Artifact





Sirens
DIRE ENEMY

HYPNOTIZE
All Defenders lose 3 each.

Defend Gain



Mimic
DIRE ENEMY

PULFER
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



Skull of Baal

Spend 1 and 1 : Look through the Turn Deck and pull out any 1 Defender Card and shuffle the remaining cards. Place the Defender Card face down on the top of the Turn Deck (*once per Turn*).



Wolfrats
DIRE ENEMY

INFESTATION
Defenders must pay 2 \heartsuit to enter the Capital City. Leave this card out as a reminder until the end of the Round.

Defend Gain



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



Aughmoore's Gambit

Spend 1 : Increase 1 in the Capital City and then reduce 1 in each Outer Region (*once per Turn*).