



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

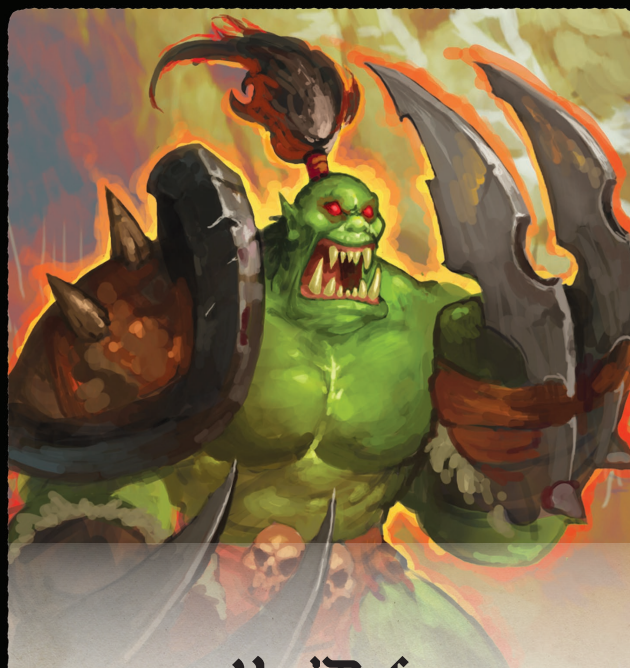
The ore coursing through Gurmund's blood keeps him stout on the battlefield, a divine Dwarven power he believes must finally be shared now during Aughmoore's time of need.



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.

LIZARDFOLK WARRIOR

Secure 1 ♠ in the Outer Region you are in at the start of your Turn.

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)

Move to an adjacent Region.

Secure 1 ♠, reducing it in your current Outer Region.

Use an Ability.

Fight the Epic Foe.

The image shows a card for an 'Elf Sorceress'. At the top, there is a purple banner with the name 'Elf Sorceress' and a large '4' indicating its cost. Below the banner is an illustration of a woman with long, flowing purple hair, wearing a blue and gold outfit, and holding a staff. The card has a purple border. On the left side, there are five horizontal bars, each with a number from 0 to 4, representing different regions or abilities. The card's abilities are listed in a box on the right: 'Move to an adjacent Region.', 'Secure 1, reducing it in your current Outer Region.', 'Use an Ability.', 'Fight the Epic Foe.', and 'Sacrifice 1 to gain 1 additional. (once per Turn, when your Defender Card is shown)'. The card is set against a background of a cityscape at night.

	4	Gurmund DWARF CLERIC
	3	
	2	
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	0	
X Secure Defend Flight		

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)

HEAL

Defender's Ability

Spend 1 ♠: Gain 1 ♥ for yourself or another Defender in your Region.

[illegible]



Nyrre

DARK ELF RANGER

Little is known about the mysterious Dark Elven Ranger Nyrre 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.

4

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Secure Defend Fight

Myrra

DARK ELF RANGER



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.

Defender's Ability

FARSHOT

You may Secure from adjacent Outer Regions.

4

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Secure Defend Fight

K'gile'lr

MERFOLK ORACLE



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.

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

Lealich

HUMAN PALADIN



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.

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

Oryū

CENTAUR DRUID



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.

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.



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

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Secure
Defend
Fight



Lashion
ELF COMMANDER

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.

Defender's Ability

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)

4

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Secure
Defend
Fight



Randal
HALFLING BARD

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.

Defender's Ability

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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4

3

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Skull icon



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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Skull icon



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.

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

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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

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7

Increase 1 ♥ in the Capital City

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

Increase 1 ♥ in the Capital City

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

Increase 1 ♥ in the Capital City

Forest

: ENCHANT - Secure 1 ♥ of any Outer Region.

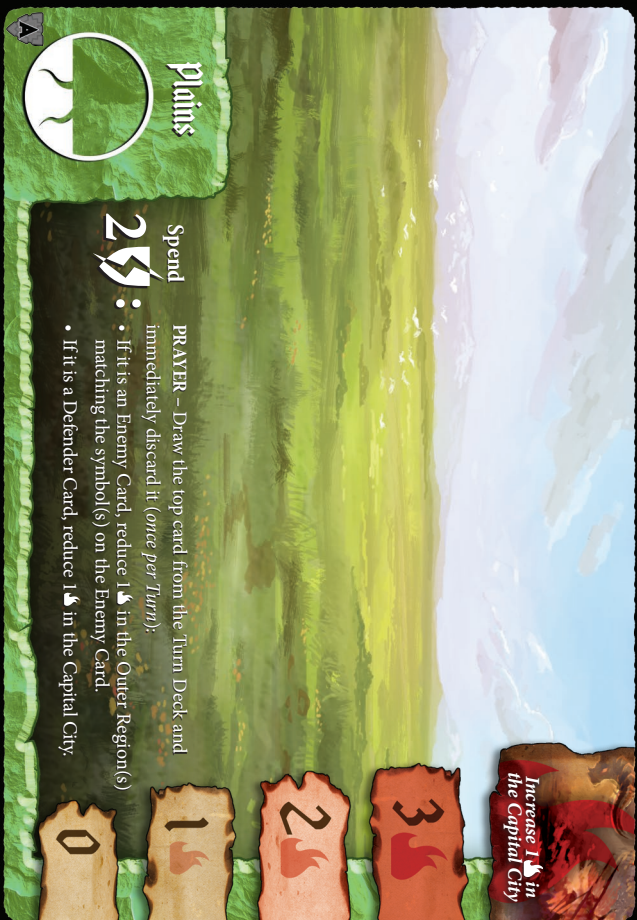
0

1

2

3

Increase 1 ♥ in the Capital City



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.

0 1 2 3 Increase 1 ♠ in the Capital City



Coast

Spend **2** : **REJUVENATE** – If the Coast is Level 0 ♠, restore to full ♠.

0 1 2 3 Increase 1 ♠ in the Capital City



Ruins

Spend **1** : **ENTOMB** – Place any 1 card from the Discard Pile onto this card's slot. At the start of the next Round, place the *Entombed* card directly into the Discard Pile (*only once per Round*).

0 1 2 3 Increase 1 ♠ in the Capital City



Shield of Aughmoore

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

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 ♠.



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).



First

Second

Enemy

First

Second

Enemy

First

Second

Enemy

First

Second

Enemy

First

Second

Enemy

First

Second

Enemy

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Enemy

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Enemy

First

Second

Enemy





Giant Wasps
DIRE ENEMY

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

Defend ♥♥ Gain



Manticores
DIRE ENEMY

RAZE
Increase 2 ♣ instead of 1.

Defend ♥♥ Gain



Minotaur
DIRE ENEMY

TOUGHNESS
Lose 3 ♥ when Defending.

Defend ♥♥♥ Gain



Wraith
DIRE ENEMY

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

Defend ♥♥ Gain



Harpy
DIRE ENEMY

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

Defend ♥♥ Gain

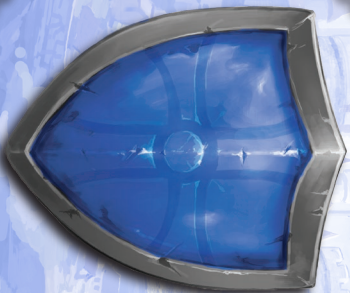


Sea Serpent
DIRE ENEMY

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

Defend ♥♥ Gain





Blue
Defender's Turn

Gain 3³ OR
4⁴ if there are
any Destroyed
Regions.



**All
Defenders**

All Defenders
gain 3³ to spend
collectively OR
4⁴ if there are any
Destroyed Regions.

☆☆☆



Green
Defender's Turn

Gain 3³ OR
4⁴ if there are
any Destroyed
Regions.



**All
Defenders**

All Defenders
gain 3³ to spend
collectively OR
4⁴ if there are any
Destroyed Regions.

☆☆



Red
Defender's Turn

Gain 3³ OR
4⁴ if there are
any Destroyed
Regions.



Yellow
Defender's Turn

Gain 3³ OR
4⁴ 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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4
3
2
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+

The Sullied

HUMAN NECROMANCER

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

RESURRECT
On your Turn, you may pay 1 ♥ to give 2 ♥ to any Defender who has 0 ♥.

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Gamelyn

GUARDIAN OF THE ORDER

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.

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Bruus

GOBLIN ASSASSIN

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

ASSASSINATE
Once per Round, if you are in position to Defend, you may instead place the Enemy or Dire Enemy Card directly into the discard pile. If so, lose no ♥ and ignore ALL effects of the card entirely.

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Kyrie

VALKYRIE AVENGER

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).

prepare yourselves
for the
EPIC FOE

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.

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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.

Secure

Defend

Fight

4

3

2

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+

Mefusael

UNDEAD REVENANT

👤

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's. (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  Gain 



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  Gain 