



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.

Ezru
LIZARDFOLK WARRIOR

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

COURAGE

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

Gurmund
DWARF CLERIC

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

HEAL

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



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.

Ethairna
ELF SORCERESS

4
3
2
1
0

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

LIGHTNING

Spend 2: Reduce 3 in your current Outer Region.

Um'Tak
ORC BARBARIAN

4
3
2
1
0

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

BERSERK

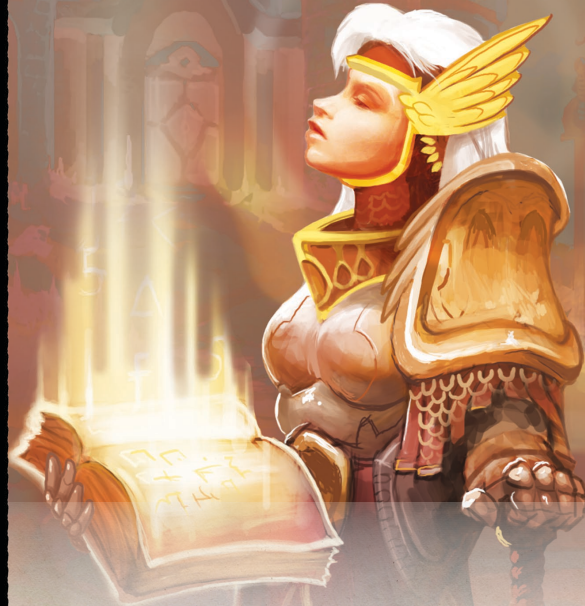
When your Defender Card is drawn, you may use Sacrifice as long as you have . After Sacrificing however, you may not end your Turn in the Capital City.



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.

Nyrra

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

Defender's Ability

FARSHOT

You may Secure from adjacent Outer Regions.

4

3

2

1

0

Secure

Defend

Fight

Lealith

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 . (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.

4

3

2

1

0

Secure

Defend

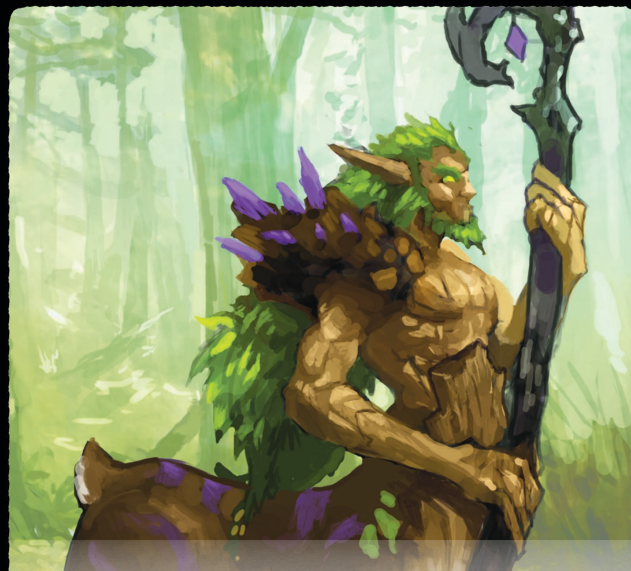
Fight



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.

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

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.

K'glf'lr

MERFOLK ORACLE

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

MARTYR

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

Oryk

CENTAUR DRUID

5 | 4 | 3 | 2 | 1 | 0

Secure
Defend
Fight



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.

Laishom
ELF COMMANDER

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

COMMAND

As soon as your Defender Card is drawn, you may choose another Defender to gain 1 5 to spend immediately, and then continue your Turn.

Randal
HALFLING BARD

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

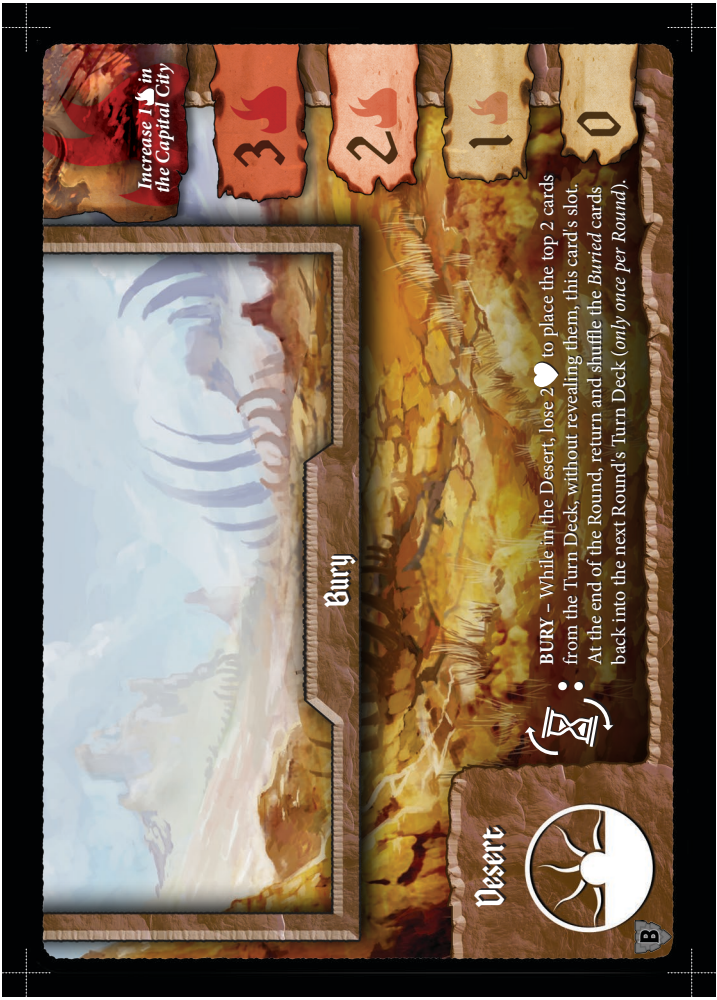
BEFRIEND

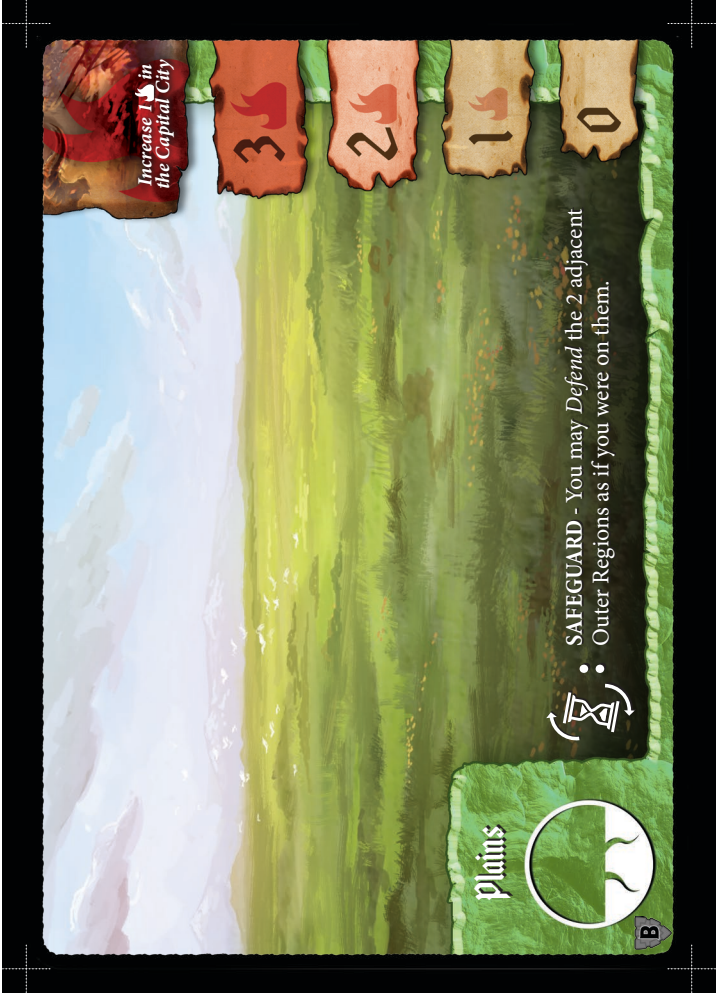
On your Turn, you may Use abilities of adjacent Outer Regions and Defenders in the same Region as you, but you must still pay their 5 cost if applicable.

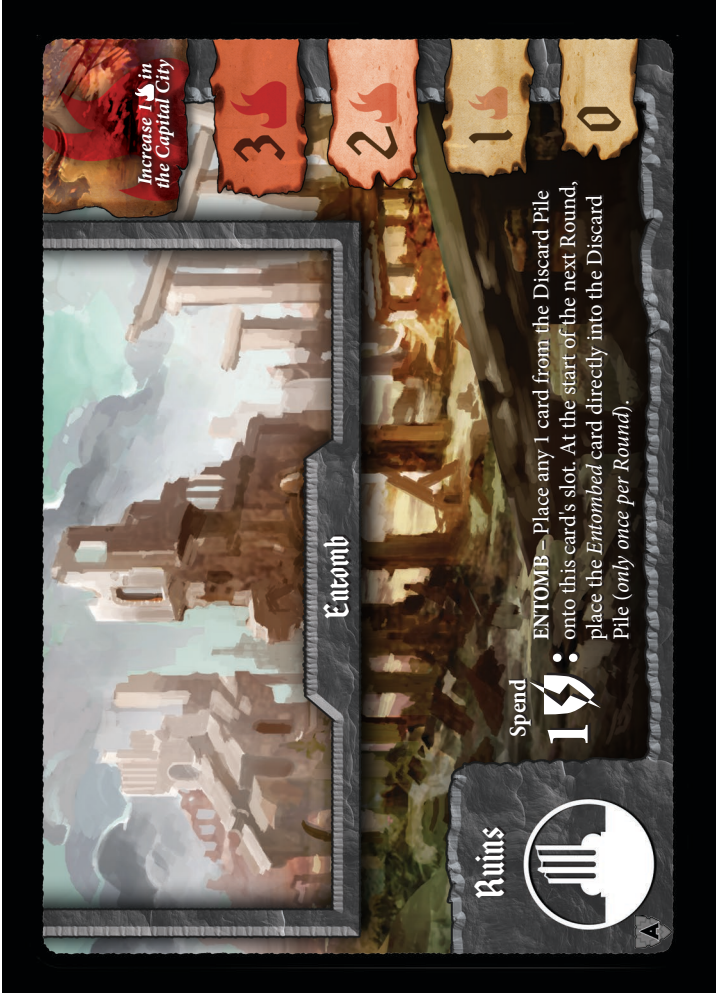
















Red
Defender's Turn

Gain 3  OR
4  if there are
any Destroyed
Regions.



Green
Defender's Turn

Gain 3  OR
4  if there are
any Destroyed
Regions.



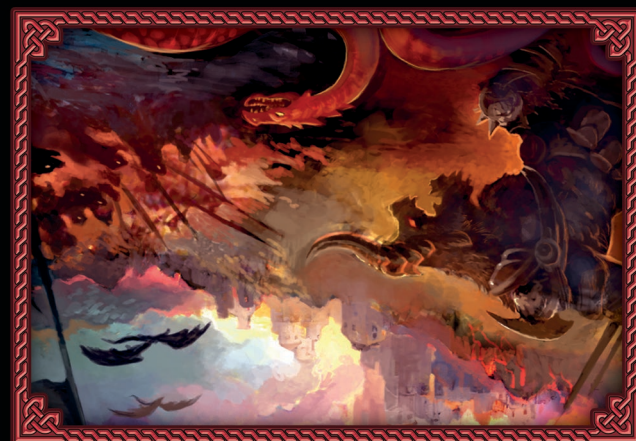
Blue
Defender's Turn

Gain 3  OR
4  if there are
any Destroyed
Regions.



Yellow
Defender's Turn

Gain 3  OR
4  if there are
any Destroyed
Regions.





All Defenders

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

★ ★



Minotaur
DIRE ENEMY

TOUGHNESS
Lose 3♥ when Defending.

Defend Gain

♥ ♥ ♥



All Defenders

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

★ ★ ★



Manticore
DIRE ENEMY

RAZE
Increase 2♥ instead of 1.

Defend Gain

♥ ♥





Giant Wasps

DIRE ENEMY

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




Narpy

DIRE ENEMY

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

Defend ♥♥ Gain




Wraith

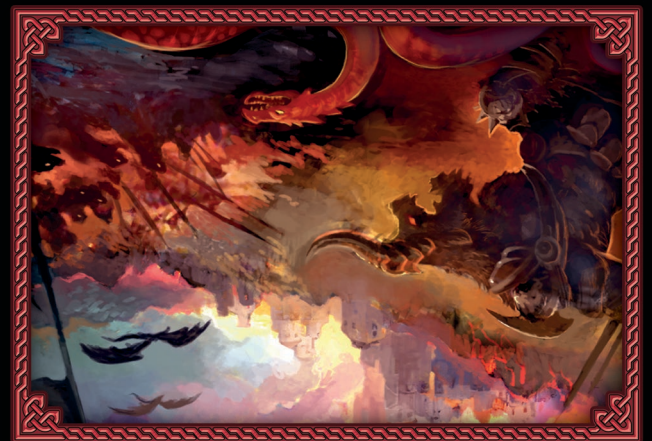
DIRE ENEMY

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

Defend ♥♥ Gain









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.



Artifact



Artifact



Artifact



Artifact





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 Lughmoore

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



Artifact



Artifact



Artifact







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.



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

5 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

RESURRECT

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

Brutus

GOBLIN ASSASSIN

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

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.



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?

Gamelyn
GUARDIAN OF THE ORDER

5 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

OATH

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

Kyrie
VALKYRIE AVENGER

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

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).

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*).

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.

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

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

Artifact

Artifact

