



**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.*



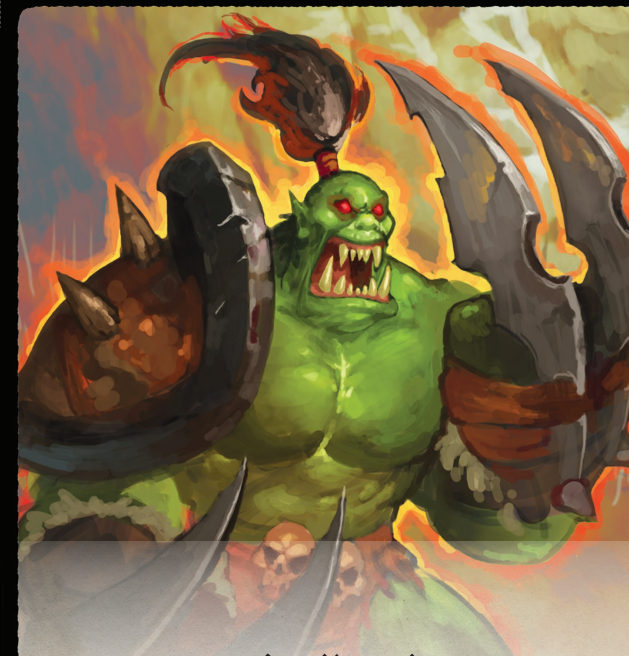
**Gurmund**  
DWARF CLERIC

*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.*



**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.*



**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.*



**Ejru**

LIZARD FOLK WARRIOR

**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 it in the same Outer Region.
- Sacrifice 1 ♥** to gain 1 additional ♣.  
(once per Turn, when your Defender Card is drawn)

**COURAGE**

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

— Defender's Ability —

**4**

**3**

**2**

**1**

**0**



**Nyrra**  
DARK ELF RANGER

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 \$<sub>i</sub>. (once per Turn, when your Defender Card is drawn)

— Defender's Ability —

**FARSHOT**

You may Secure from adjacent Outer Regions.

# Gurmond

DWARF CLERIC

Spend 1 ♠ 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

HEAL

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

Seems  
Defiant  
Fight

0

1

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# Leahlich

## 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 5's. (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.

The image shows a game card for 'Merlok Oracle'. At the top, there are five horizontal lines with numbers 4, 3, 2, 1, and 0 from left to right. Below these is a large illustration of a green, multi-eyed creature with three large yellow eyes and a smaller one in the center. The creature has a purple, star-like shape on its head. Below the illustration, the card's name 'Merlok Oracle' is written in a stylized font. Below the name, there are five ability boxes, each with a symbol and text: 1. A symbol of a hand moving a card, followed by 'Move to an adjacent Region.' 2. A symbol of a hand holding a card, followed by 'Secure 1 to current Outer Region.' 3. A symbol of a hand holding a card, followed by 'Use an Ability.' 4. A symbol of a hand holding a card, followed by 'Fight the Epic Foe.' 5. A symbol of a hand holding a card, followed by 'Defender's Ability (Sacrifice 1 to gain 1 additional)'. At the bottom, there is a section titled 'Defender's Ability' with the word 'SCRY' in large letters.

Seamy Detail Fight

X





**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**

prepare yourselves  
— for the —  
**EPIC FOE**

prepare yourselves  
— for the —  
**EPIC FOE**

prepare yourselves  
— for the —  
**EPIC FOE**

prepare yourselves  
— for the —  
**EPIC FOE**



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**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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**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.

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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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**The Ancient**  
EPIC FOE

**TIMBERWARD**  
 Spend 2 to Fight The Ancient.

On : Spend 3 to Fight instead of 2.

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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 .

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2

1

**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.

4

3

2

1

0

**Laisdon**  
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

**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)

Spend s to:

4

3

2

1

0

**Randal**  
HALFLING BARD

**BUFFRIEND**  
 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

**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)

Spend s to:



Forest

Spend 25 : HARMONIZE - If the Forest is Level 0, Secure 1 in the Capital City.

0 1 2 3 4

Increase 1 in the Capital City

Desert

⌚:

**BURY** - While in the Desert, lose 2 ● to place the top 2 cards from the Turn Deck, without revealing them, this card's slot. At the end of the Round, return and shuffle the *Buried* cards back into the next Round's Turn Deck (*only once per Round*).

Bury

Increase 1 ● in the Capital City

0 1 2 3

**Capital City**

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



**Coast**

**15** Spend  
**DISPATCH** – Move ANY Defender to any Region.

**0**  
**1**  
**2**  
**3**  
**Increase 15 in the Capital City**



**Mountains**

**Spent 15:** 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 15 in the Capital City**

Coast

24: REJUVENATE - If the Coast is Level 0, restore to full.

0 1 2 3 4

Increase 1 in the Capital City

**Desert**

 :  
MIRAGE - While in the Desert, lose 1 to reverse the top 3 cards of the Turn Deck and rearrange them in any order, placing them back on top.

**0** **1** **2** **3** **4**

**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 *Entomb* card directly into the Discard Pile (*only once per Round*).



**Entomb**

**0**

**1** 

**2** 

**3** 

**Increase 1  in the Capital City**



Forest

Spend

2  : ENCHANT - Secure 1  of any Outer Region.

0 1 2 3

Increase 1  in the Capital City

Capital City

Edennore

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

0 1 2 3 4 5 6 7



# Plains

**Spend**  
**25** 

**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 

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Blue

Defender's Turn

Gain 3 if there are any Destroyed Regions.

All Defenders

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

3 3 3

Green

Defender's Turn

Gain 3 if there are any Destroyed Regions.

All Defenders

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

3 3

Red

Defender's Turn

Gain 3 if there are any Destroyed Regions.

Yellow

Defender's Turn

Gain 3 if there are any Destroyed Regions.









**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.



**Zodiae 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 Aughmoore**

When Defending against a Dire Enemy, lose 1 fewer.



**Minotaur**  
DIRE ENEMY

**TOUGHNESS**  
Lose 3 when Defending.

Defend 3 Gain



**Manticore**  
DIRE ENEMY

**RAZE**  
Increase 2 instead of 1.

Defend 3 Gain



**Giant Wasps**  
DIRE ENEMY

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

Defend 3 Gain



**Sea Serpent**  
DIRE ENEMY

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

Defend 3 Gain



**Harpy**  
DIRE ENEMY

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

Defend 3 Gain



**Wraith**  
DIRE ENEMY

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

Defend 3 Gain



prepare yourselves  
for the  
**EPIC FOE**



**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.*



**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

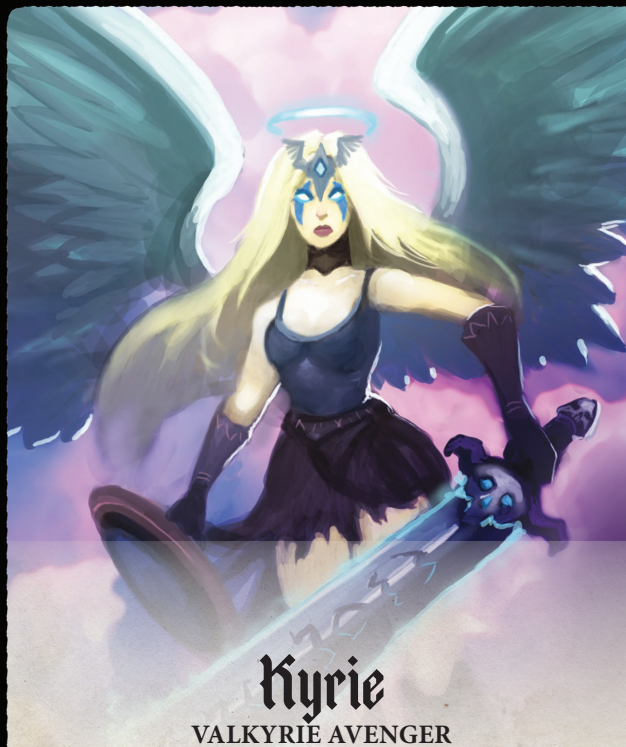
*Shrouded in anonymity, he is known only as The Sullied, the only human ever to infiltrate the Underworld. It is rumored he learned the art of necromancy from the great Methusael himself.*

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.*



**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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2  
1

**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.

**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)

**OATH**

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

**Gamelyn**  
GUARDIAN OF THE ORDER

**Score**  
**Defend**  
**Fight**

5  
4  
3  
2  
1  
0

4

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2

1

0

+

Valkyrie Avenger

Kyrie



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

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).

1. *Journal of the American Medical Association*, 281: 2369-2372, 1999.



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 