



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 reputation.

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.

Capital City

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

Spend 1 xp : 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).

0123456789

Mountains

: SAVAGE MANTICORE - When the Region with the Manticore is attacked, Move the Manticore clockwise 1 Region. If a Defender is in the Region the Manticore moves to, 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.

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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).

0123456789

The card features a detailed illustration of a dense, misty forest. Tall, gnarled trees with thick canopies dominate the scene, with sunlight filtering through the leaves. In the background, a small wooden structure, possibly a watchtower or a small house, is visible through the trees. The overall color palette is dominated by greens and browns, with a soft, ethereal light. At the top left, there is a circular icon containing a silhouette of a tree. At the bottom, there are several red, flame-like shapes, likely representing the 'Burn' mechanic mentioned in the text.

Coast

Friendly

Spend

15:

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 **XP** or Artifacts for *Defending* this way.

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Increase 1 XP in the Capital City

Death's Gift

1s: Spend 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.

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Increase 1s in the Capital City

Friendly

Ruins

prepare yourselves
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EPIC FOE

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EPIC FOE

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Ice Golem

EPIC FOE

FROSTBITE

Defenders in all Regions must now pay 2 to Move.

On : Ice Golem immediately moves 1 Region clockwise and Defenders must now pay 3 to Move.

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Automaton

EPIC FOE

SELF-REPAIR

Each time the Automaton's Region, or the Capital City, increases 1, the Automaton gains 1.

On : Self-Repair gains 2 instead of 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.

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Tyrannosaurus

EPIC FOE

CHOMP

If a Defender ends their Turn in the Tyrannosaurus's Region, they immediately lose equal to the number of in the Hit Point Token's space.



The Great Battle

SINGLE GAME MODE

Battle Victory Objectives:

- Escort all 6 Caravans to the Capital City
- Defeat the Epic Foe

Place Epic Foe Card

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Dracolief
EPIC FOE



RELIC SHIELD

On ☹️: May only be Damaged by a Defender who has an Artifact, unless no Defenders have Artifacts, then it costs 3☹️ to Fight.

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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.

The Dark War
 CAMPAIGN MODE

Battle 1: Place General Card

Battle 1 ➡️ Battle 2 ➡️ **Final Battle**

Final Battle: Place Epic Foe Card

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 2: Place General Card

Battle 1: Place General Card

Skill



Skill



Skill



Skill



Skill



Skill



Skill



Skill



Skill







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





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





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





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





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





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





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.





Spend 3 : Fight instead of spending 1 .





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

Skill



Skill



Skill



Skill



Skill



Skill



Skill





Hunter

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



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.

Artifact



Artifact



Artifact



Artifact



Artifact



Artifact



tiny
epic[®]
Defenders
THE DARK WAR



tiny
epic[®]
Defenders
THE DARK WAR



tiny
epic[®]
Defenders
THE DARK WAR



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 2xp 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.

Level Up

Spend 8xp: Gain 1 new Skill Card AND heal to full ♥.

7

6 Spend 1xp and 1♠ to:

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

4 Spend 1♠ to:

3 *Prepare* for action, gain 1xp.

2 Also gain xp by:

1 Defending: Gain 1xp

Escorting a Caravan into the Capital City: Gain 2xp

Defeating a General (ALL Defenders): Gain 3xp

0 xp

Level Up

Spend 8xp: Gain 1 new Skill Card AND heal to full ♥.

7

6 Spend 1xp and 1♠ to:

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

4 Spend 1♠ to:

3 *Prepare* for action, gain 1xp.

2 Also gain xp by:

1 Defending: Gain 1xp

Escorting a Caravan into the Capital City: Gain 2xp

Defeating a General (ALL Defenders): Gain 3xp

0 xp

Level Up

Spend 8xp: Gain 1 new Skill Card AND heal to full ♥.

7

6 Spend 1xp and 1♠ to:

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

4 Spend 1♠ to:

3 *Prepare* for action, gain 1xp.

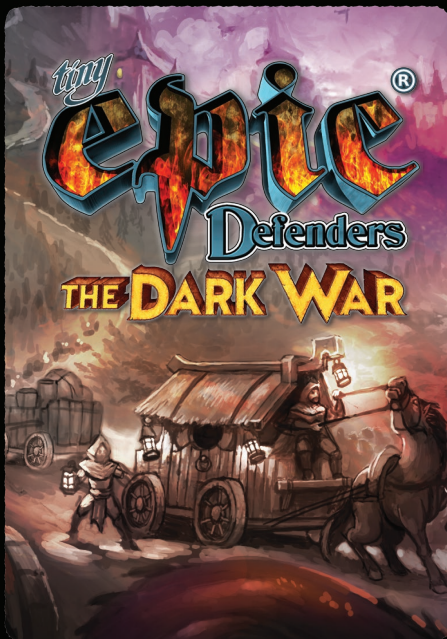
2 Also gain xp by:

1 Defending: Gain 1xp

Escorting a Caravan into the Capital City: Gain 2xp

Defeating a General (ALL Defenders): Gain 3xp

0 xp





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 XP 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

AVAILANCHE
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.

Barbarians



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

Mercenaries



All Defenders gain 1♣ each.

Barbarians



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

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
— for the —
GENERAL

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GENERAL

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 or Artifacts from *Defending* this way.

All Defenders in Outer Regions move 2 Regions clockwise.

Barbarians

Mercenaries

Each Defender gains 1 .

Each Defender loses 1 .

Barbarians

Mercenaries

Reduce 1 in up to 3 different Outer Regions.

All Outer Regions with Defenders in them are attacked. (Acts as a Regular Enemy; Attacks may be Defended.)

Barbarians

Spider Queen

GENERAL

When *Defending* against a Dire Enemy, you must lose 3 in addition to losing .

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Cyclops

GENERAL

Increase 1 in ALL Outer Regions when the Cyclops enters play and at the beginning of every subsequent Round.

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Roc

GENERAL

All undefended attacks on the Roc's Region and the Outer Region directly opposite increases an additional 1 .

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Killer Snail

GENERAL

All Dire Enemies increase 1 additional in the Region they attack, if the attack is undefended.

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Giant Turtle

GENERAL

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

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Shade

GENERAL

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

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prepare yourselves
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EPIC FOE

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EPIC FOE

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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 🗿.

☠️



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.

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 \mathfrak{P} 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*).